THE LOST LANDS

Cults of the Sundered Kingdoms

Swords & Wizardry

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FROG GOD GAMES

Cults of the Sundered Kingdoms

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Foreword

A Peak Behind the Curtain

With ***The Lost Lands: Cults of the Sundered Kingdoms*** we are at last able to start the systematic exploration of our **Lost Lands** campaign world. Previous to this, we have only been able to give out little bits and pieces of the campaign setting as places are explored through adventure encounters and locations. A perfect example of this is ***The Lost Lands: Sword of Air*** where the player characters are given a whirlwind tour of the Gulf of Akados region, but other than locations specific to that adventure, no real information is given about the region itself.

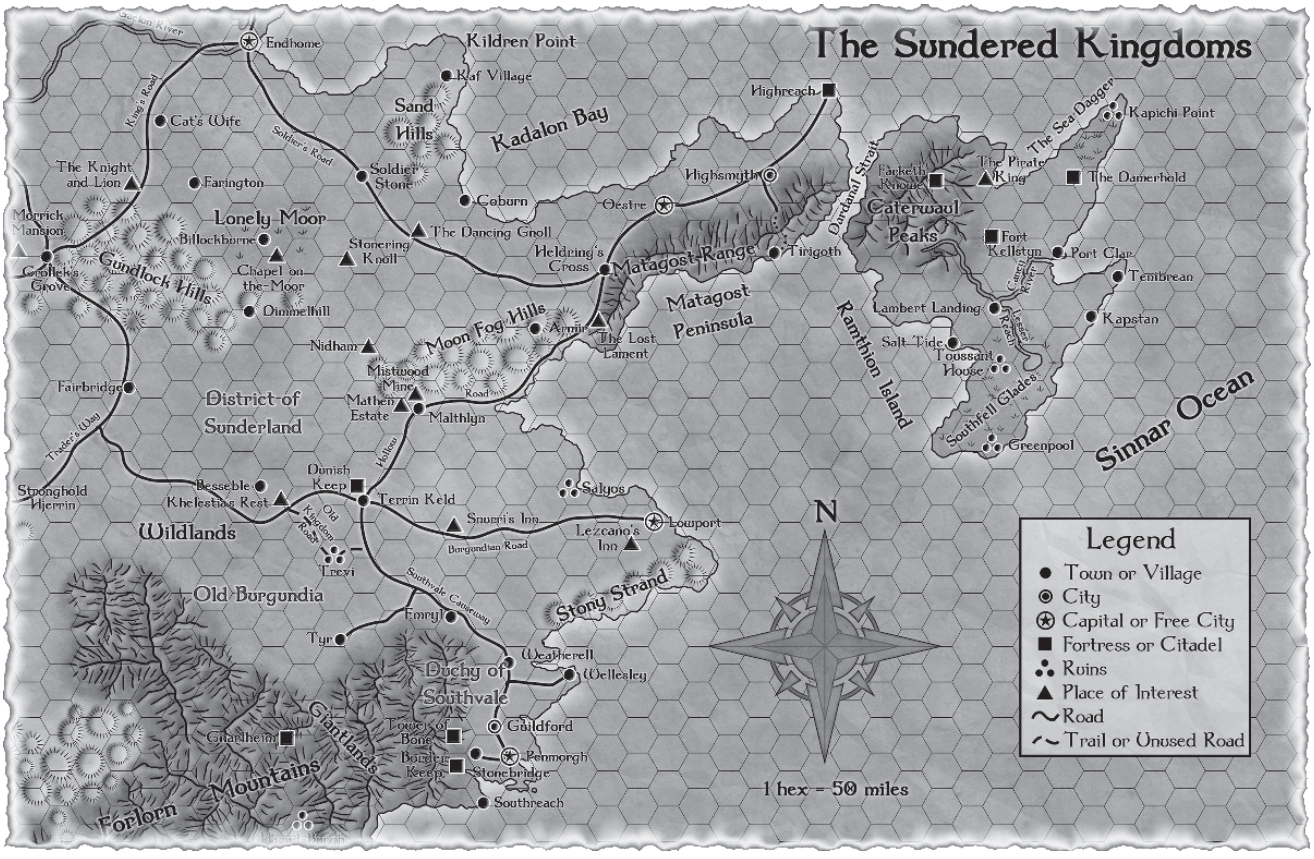
However with ***Cults of the Sundered Kingdoms*** we are, for the first, time able to give a gazetteer to a portion of the **Lost Lands**. In this book you will find a gazetteer describing the region of the Sundered Kingdoms in detail above and beyond simply the portions covered in the ***Cults of the Sundered Kingdoms Adventure Path***. With this information and the additional regional information to be found in ***Tales of the Lost Lands: Tales Pack 1*** and ***Tales Pack 2***, you can build your own campaign in these lands greater than those adventures we have created and not worry about contradictions between your own creations and the established **Lost Lands** canon. This process will continue with our next book release ***The Lost Lands: Borderlands Provinces***, which will detail almost all of the rest of the **Sinnar Coast Region Map**. We will continue to produce books to explore regions of the **Lost Lands** in gazetteer detail leading up to and even following the eventual release of ***The Lost Lands Campaign Setting***.

In addition to the opportunity for the first gazetteer expansion of the **Lost Lands**, ***Cults of the Sundered Kingdoms*** allows **Frog God Games** to continue its update and release of old **Necromancer Games** materials long out of print and largely lost to the buying public in anything other than pdf form for an older rules system. As you have no doubt seen with prior releases such as ***Rappan Athuk***, ***The Lost Lands: Stoneheart Valley***, and ***The Lost Lands: The Lost City of Barakus***, it is our goal to get these classics into your hands in expanded form, updated to new rule systems and to the **Lost Lands** setting. However we don't wish to simply reissue old materials with a few tweaks here and there for rules changes, we at **Frog God Games** also want to give you value for your purchase by greatly expanding upon these older adventures with the addition of new original material. ***Cults of the Sundered Kingdoms*** gives an excellent example of this as we took the three classic **Necromancer Games** adventures ***Morrick Mansion***, ***Aberrations***, and ***Crystal Skull***—all long out of print—and combined them together with three brand-new **Frog God Games** adventures and the gazetteer of the Sundered Kingdoms region to bring a book with a campaign scale much larger than the sum of its parts and in a format that we hope you'll find both exciting to play in your home game as well as useful to expand upon that campaign in the **Lost Lands**.

Not every product we produce will use this exact ratio of classic material to new materials. For instance, the upcoming ***The Lost Lands: Borderlands Provinces*** consists of all-new materials in the **Lost Lands** setting while ***The Lost Lands: Legends of Hawkmoon*** after that will consist of a much greater ratio of classic materials to new as we use it to compile all of the **Necromancer Games** adventures of Lance Hawvermale into a cohesive **Lost Lands** adventure path. Regardless of the ratio in any given product, however, rest assured that our goal at **Frog God Games** is to give you quality game books that are not only cool adventures and campaign guides but valuable additions to your **Lost Lands** collections. We hope you think so, too.

—Greg A. Vaughan
June 10, 2015

Cults of the Sundered Kingdoms Gazetteer



The ***Cults of the Sundered Kingdoms Gazetteer*** describes the lands that make up the central area of the Sinnar Coast Region. This region was first introduced with ***The Lost Lands: The Lost City of Barakus*** by **Frog God Games** in 2014. That book, which detailed the Free City of Endhome and its immediate surroundings, included a poster map of the Sinnar Coast Region, the central-most section on the eastern coast of the continent of Akados in the Lost Lands. Endhome lies on the northern third of that coastal region, and ***The Lost City of Barakus*** provided information only on the area within 50 miles of the free city, leaving thousands of square miles mapped but without significant description.

The Lost Lands: Cults of the Sundered Kingdoms is the first product to further detail the area revealed in that regional map. The Sundered Kingdoms is not a true, recognized territory with well-defined boundaries. Rather, it is a generalization that refers to a portion of the Sinnar Coast Region that recognizes both its lack of any central authority and its tumultuous history. The name is often used synonymously with the District of Sunderland, though that territory is actually only a part of the Sundered Kingdoms region and does not comprise its whole area — though in the eyes of the Imperial Court at Courghais it is considered all one chaotic jumble. The ***Cults of the Sundered Kingdoms Gazetteer*** includes a poster map of this region that encompasses roughly the central third of the larger Sinnar Coast Region map.

The ***Cults of the Sundered Kingdoms Gazetteer*** includes a description of the eight territories that comprise the area of the Sundered Kingdoms as well as their technology levels (including a guide to Lost Lands technology levels), the history of its formation from ancient prehistoric days to the present (including a timeline), the five primary human ethnicities that occupy the region and their languages, as well as the humanoid races they share it with, and details of the thirteen evil cults that are highly active in the region, where they principally operate, and the history of their involvement in the area.

The gazetteer also ties in directly with the ***Cults of the Sundered Kingdoms Adventure Path*** where portions of this region are given greater attention as characters adventure in locales such as the Endhome hinterlands and Grollek's Grove to the Moon Fog Hills and the deepest depths of the Duchy of Southvale.

Introduction

South of the free city of Endhome, east of the King's Road and Trader's Way, north of the Forlorn Mountains, and west of the sea, these lands comprise what are known today as the Sundered Kingdoms, a half-wild land of scattered towns and villages, a handful of independent city-states, and few formal borders. It is a land where giants still roam the mountains, trolls prowl the hills, and unknown beasts walk in the night, a land where villagers huddle after dark around crackling fires behind puny palisades while lords remain in their castles and try to ignore the strange cries and screams that come from outside. It is a land of old kingdoms shattered by war, new alliances formed for survival, and black-hearted cults that beseech their dark lords for favor and power. It is the Sundered Kingdoms.

History of the Sundered Kingdoms

The history of the Sundered Kingdoms is a story long and complex. Multiple empires have laid claim to its lands, yet none has succeeded in holding it in the end, and all have spent more blood and coin to hold it than it was probably worth. Many people see it as little more than a string of petty kingdoms of shifting borders continually racked by skirmishes and civil wars, though many parts of it have been at peace for generations. Others think of it as a backwater with little to offer in resources or civilized amenities, but over the years lucrative veins of silver, gold and mithral have been mined many times and the old kingdom of Burgundia was a land known for its refinement and sophistication. Still others see it as a cursed land, beset by evils far beyond its ken and plagued by a darkness that extends back into the mists of time — these people, however, are not far wrong.

The War of King-Chieftain Aracor

Before empires warred over the basin and peninsula between the Amrin Estuary and the Forlorn Mountains, before its plains and hills felt the tread of organized armies, the area was known as the Plain of Sull. To the west of Sull was the great continental forest of Akados, stretching from the Forlorn Mountains to the Crescent Sea, but east of the Lorremach Highhills was a plain of gently rolling grasslands punctuated here and there by rough hills and scattered forests. Upon this plain dwelt dozens of tribes of Andøvan, the Ancient Ones as they are usually now known. The Ancient Ones were a mixture of hunters, growers and breeders of horses, and their magic was in the strength of the natural world and its creatures. Shamans called upon the spirits of the land and the middle air. They communed with many different types of spirits, and some of them were what would now be called demons.

Though the lives of the Ancient Ones of Sull were hard — the land had few great rivers and was prone to drought and famine — the spirits of the land provided enough for the tribes to survive, if not thrive. Cattle

raids and kidnappings for marriages and slave labor were common, but in general, if a tribesman stayed close to the villages of his people and his tribe's shaman remained in good graces with the spirits, life was not too hard, and he might live to see his fifth decade and his grandchildren grown. More often, however, the tragedies of life beset the Ancient Ones, and illness or violence from opposing tribes or monstrous marauders brought an end to their life before their 40th year. Such was the way of life for time beyond counting, but it was not a way satisfactory to all.

Upon the Fair Island (now Ramthion) across the narrow sea (as the Dardanal Strait was then known) there arose a chieftain named Aracor. Aracor had three sons who were all mighty warriors and had many sons of their own. With his line and the future leadership of his tribe secure, Aracor sought the means to bring an end to the travails of his tribe and secure their fortune for all time. In the time of his youth, Aracor had once accompanied his father to visit the Dark Shaman who dwelt at the southern tip of the Fair Island. Aracor's father, Arcenda, had sought the old man's advice on the secret of long life and plentiful resources. The enigmatic old shaman had whispered in Arcenda's ear while Aracor looked on from the distance. Arcenda then arose and walked away. He gathered up his son and their gear and they traveled back to their village in silence. Arcenda never spoke again of the shaman or what secrets he revealed, but Aracor knew it must have been something truly terrible because Arcenda clearly never followed through with it; he died of a winter fever two years later and left Aracor as a young man to rule the tribe.

For many years, Aracor wondered about the words of the Dark Shaman. Despite his father's forebodings, however, the house of Aracor knew great bounty and good fortune — three sons, all alive to adulthood and sons of their own, and four daughters, each fairer than the next and married to chiefs of neighboring tribes. Soon Aracor felt that the spirits must truly smile upon him and wish for him great things. He decided to test their bounty and, allied with the tribes married to his daughters, brought warfare to the Fair Island. More than simple cattle raids or small-scale attacks, he mobilized his warriors and invaded the villages of the tribes around him. The island was swallowed in a tide of bloody conflict and was no longer known as the Fair Island but rather the Island of War. But the spirits still smiled upon Aracor and within a few years he was king-chieftain of the entire island. He built a great broch atop Mynydd Marfal and ruled there as a king among chieftains as the other tribes of the island paid him and his sons homage.

After a time, Aracor grew tired of his new wealth. He reasoned that the spirits still favored him and intended more for him since his sons still lived and now his grandsons were grown, too. He remembered the trips of his youth across the narrow sea and of the wide lands of Sull, and he coveted them as well. He coveted their fields of grain and their copper mines, their plentiful forests and their hardy plains ponies. He knew he could conquer those lands, too, if he had but the time, for old age was advancing upon him; his fifth decade was nearing its end and no one but the spirit-filled shamans ever lived beyond that age. He had the secret to bounty and good fortune; he just needed the secret to longer life. And with that in mind he took his sons and traveled to the southern tip of the Island of War to see the Dark Shaman.

By some dark miracle, the wizened old shaman still lived in his cave in a rock by the sea. He left his sons behind and walked up to the strange, wrinkled creature and said, "Old Man, if you knew who I was you would give me the secret to long life."

"I know who you are, Aracor, son of Arcenda, just as I knew your father when he came to me with this question. He did not like the answer, and it brought to him his death because it vexed him so. Are you sure you want to hear it yourself?"

"You know I am Aracor, king-chieftain of the Island of War. I possess all that can be seen from atop the mountain Marfal and more. I fear nothing you have to say. The spirits have already gifted me with bounty. I need only life to enjoy it."

"So it is, so it is," the old man replied. "Then you shall know the truth. The secret to your long life is to pay the price of the keepers of the Otherworld with the life of those that would follow after you."

"You mean my children?" Aracor replied. "I am to pay for my own life with the life of one of one of my sons?"

"So it is, so it is," the old man cackled.

"My father had no other sons to carry his name," Aracor stated. "I have three sons, all grown and healthy, and each has grown sons of his own. It is a small price for me."

And he ordered his two oldest sons to bring the youngest, Aram, forward, and there he sacrificed his Aram upon the rocks before the Dark Shaman's cave, his blood spilling into the froth of the green ocean below. Aracor and his remaining sons returned to Mynydd Marfal to plan their campaign. The next summer, canoes and coracles loaded with armed warriors paddled across the narrow sea and war came to the Plains of Sull.

The warriors of Aracor swept down from the peninsula, pillaging and burning the villages before them, taking their survivors away as slaves, and advanced as far as the hills at the end of the mountains before the tribes of Sull organized enough to mount any real resistance. The war raged through winters and summers while fields were left untilled and animals went untended. Aracor's army lived off the spoils of their victories, sending the rest to their island to feed the families they left behind. The other tribes faced famine, unable to bring in sufficient harvests to support themselves.

The nine greatest surviving chieftains of the Sull tribes grew afraid under the seemingly endless onslaught and agreed that desperate measures were warranted. They converged upon the holy hill of Bryn Calun at the heart of the plains, and each brought with him his wisest and most powerful shamans. Faced with the supernatural good fortune and long life of Aracor of the Island of War, they decided that they needed assistance from the spirits of the Otherworld as well. So, against the advice of the elders and wise men of their tribes, they had their high shamans perform a ritual at the sacred ring atop Bryn Calun. They called upon the worst and most powerful kinds of spirits, the spirits of the middle sky and of the hollow hills, and beseeched them for aid. And the dark forces that had long sought entry into the world of mortals listened to their prayers and laughed.

Unbeknownst to the chieftains of Sull, the king-chieftain Aracor had also grown afraid. The initial invasion of Sull had gone well, but it had bogged down as the Sull tribes rallied. Now the resources of the island and the spoils of war grew thin with all the men off fighting on the mainland, and famine and starvation had fallen upon Aracor's own folk. In addition, the king-chieftain felt his age more acutely each day and realized that the Dark Shaman's magic was not working.

Leaving one son, Arcan, to continue the war in Sull, Aracor took his other, Arved, and returned to the shaman's cave at the south end of the island. There he confronted the Dark Shaman and said, "You promised me the secret of long life for the price of my blood!"

"So I did, so I did," chanted the ancient shaman, "but the price is not full paid. You still have many sons and grandsons, and your life and fortune comes at their cost. Just as I told your father … so I did, so I did."

Enraged, Aracor left his son at the Dark Shaman's cave with a bronze sword and orders to cut the old man's throat if his spell did not prolong Aracor's life and allow him quickly to win the war. The old man cackled with mirth as the king-chieftain departed, leaving his son and 20 warriors behind. Aracor returned to Mynydd Marfal to await word from his other son, Arcan, who was leading the war in Sull.

At Bryn Calun, the high shamans completed their ritual, and a great darkness covered the sky. A great sound made of many infernal voices cried out, "It is done!" and all nine shamans instantly fell dead. Then, descending from the darkened sky, came a tall stone, more than five times the height of a man. It was of the blackest stone cut so that its four sides were flat with its tip cut into a pyramid. It came to rest in the center of the sacred ring, and the voice said, "With these stones your war may end. Draw thine own blood at the appointed hour to crush your enemies." The bodies of the nine high shamans were burnt in a pyre around the strange obelisk, and the shaken chieftains departed back to their warriors, uncertain if they had succeeded in helping their tribes or not.

As word of the ritual of the high shamans spread, rumors returned to the chieftains that the dark stone atop Bryn Calun was not the only one. A total of 18 strange stones of different heights and colors but all the same shape had descended from the sky that day to various points around Sull. In fact, a group of four had descended into the forested hills just west of the peninsular mountains where the armies of Aracor's son were gathering. The nine chieftains, trusting to the spell of their shamans, gathered their warriors into a great host to meet him there.

The warriors of Sull attacked Aracor's son among what would become the Moon Fog Hills where a cluster of three strange stones — one shimmering with starlight, one black as midnight, one of pulsing green stone — now stood together, while another covered in shifting shadows stood barely more than 2 miles away. The warriors of Sull sought to attack with surprise and take the army of Bloody Arcan, son of Aracor, by surprise, but Arcan was ready, and more of his warriors were hidden in the woods than the nine chieftains knew. After fighting for a day and a night, the army of Sull was decimated, and its last remnant huddled between the three stones, awaiting the final attack.

It was then that the nine chieftains agreed that the time had come to use their last desperate measure to call upon the power of the stones. They drew their blades across the palms of their hands and let their blood soak into the dry dust. The blood seeped into the base of the stones, which began to glow with a powerful dark light as more blood soaked in. The nine chieftains suddenly fell dead, and their blood was drawn in torrents through mouths and nose, ears and eyes, to be absorbed into the stone faces of the obelisks. And when the last of the blood had been drawn forth from the dead chieftains, the stones released a great pulse that tore down the trees in all directions and destroyed the armies of Sull and Bloody Arcan entirely. Not a man walked alive from that field of battle.

After the stones released their deadly pulse, they settled to a quiet humming, barely heard unless one was standing nearby. And word spread throughout the Plains of Sull of the disaster of the battle. Word also spread that all 18 of the strange stones now hummed with an unearthly buzz that led the survivors of the tribes to move far away to find new lands to settle so they might reclaim their lives. Word also spread to the east, where the few warriors of Aracor remained on the coast. When they heard of the death of Arcan and the destruction of his armies, they climbed into their canoes to paddle back across the narrow sea with the news.

At Mynydd Marfal, Aracor grew more anxious awaiting word of the victory of his son, Arcan, so that he might know that the Dark Shaman's spell was taking effect. He paced long into the night in his chambers high atop Broch Marfal as he awaited a messenger. In the depths of one night, he heard footsteps outside the door to his chamber. Crying out, "Is there word from Arcan?" he flung open the portal to instead find his grandsons, the sons of dead Aram, standing without, bronze knives in their hands.

"There is," they said, "Your son, Arcan, is dead, just as is our father, Aram, and tonight you pay your blood price for the spells of the Dark Shaman."

The sons of Aram fell upon Aracor and stabbed him many times so that he died in his chambers within the mighty fortress he had built. With the death of Aracor, the last spell of the 18 obelisks was completed. They all simultaneous stopped their humming and silently sank into the ground as if it were water until they had disappeared from sight. Once they were encased in the rock belowground, a great shudder shook the earth. It traveled violently through the plains and the peninsula and caused a great rising of the sea to the east. The waters rose up and swamped the southern portion of the Island of War so that it was smaller and its shape forever changed. When the waters receded from the deluged portion, they left behind a bitter salt swamp that covered the island's southern end.

The shock of the earthquake struck the mountain of Mynydd Marfal just as the sons of Aram finished killing their grandfather. As the mountain suddenly shook, the fortress of Broch Marfal was thrown down and crashed into the valley below. But from the rubble crawled the lifeless body of Aracor, given new life. The blood price of all of his family had been paid, Aracor now lived as a creature of the night that survived on the blood of the living. He hunted among the survivors of his people and found that the promised bounty was their blood. As long as folk remained upon the island to hunt, he would never starve.

Aracor traveled by night to the ravaged southern tip of the island where he found much of the land claimed by the sea. But the Dark Shaman's rock was still above the waves, draped in seaweed and dying sea life from where it had been for a time swamped under. He found the corpse of the Dark Shaman, drowned but still sitting bent and wizened where he had been when he had lived, a strange, fatalistic smile frozen upon his face. And the dead shaman's gaze rested upon the point where Aracor's son had made his camp, now nothing more than a deep green tidal pool.

The last of his line, Aracor returned to the mountains, but he came down from them at night to hunt among the island's survivors until none was left alive and no one remembered Aracor, King-Chieftain of the Island of War.

Arrival of the Hyperborean Legion

When the Legion of Polemarch Oerson reached the eastern flank of the continent of Akados in his expedition, he came upon a place where the ranks of the great continental forest broke apart and revealed a vast, hilly plain well suited for cultivation of cereal crops and raising of horses. In fact, the scattered tribes that lived in this area that they called Suilley raised a breed of pony that could travel well across the sometimes-rugged terrain and subsist on the sparse vegetation that grew in the drier portions of it.

Years later, after the defeat of the high elves, when the Legion found itself repelled from the Helcynngae Peninsula by the savage fighters of the Heldring, Oerson withdrew his troops to this favorable region beyond the forest's leaves to regroup and resupply. Here among the assimilated tribes, he began breeding their rugged plains ponies and the Legion's warhorses. Where the plains met the treacherous terrain of the Lorremach Highhills, he constructed the Stronghold Hjerrin to watch over the horse-breeding activities on the plains below that were so vital to the fighting mobility of his Legion.

Some 200 years later when the Hyperborean Legions suffered bitter defeat at the hands of the Heldring, the levies raised on these plains were used to construct fortifications along its coast to guard against a sea invasion by the folk of the Helcynngae Peninsula. Though the anticipated attacks never came, the Hyperboreans kept the main coastal forts of Salyos and Parthos garrisoned for long years.

The dryness of the southern and northern plains, marshy wetness of the central plains, and lack of year-round rivers prevented the area from becoming as densely populated as the empire's core realms, and though the heart of the empire's horse-breeding needs was eventually moved to areas farther west, the plain continued to provide a fine yield of grain crops and the occasional discovery of a lucrative mine. The plains remained underpopulated and fairly peaceful for centuries, with only the occasional threats of giant and troll raids out of the mountains and hills and tribes of orcs north of the Gaelon River.

When destruction came to the city of Tsen and the Great Darkness fell over the waters north of the Suilly region, the plains would likely have remained largely unaffected except that a small trading village at the mouth of the Gaelon to the north suddenly found itself at the center of trade on the Sinnar Coast. This village grew into the city of Endhome, and as a result trading ports began to appear all along the coast to the south and on the nearby islands. Among these Penmorome, Pontus Tinigal, the fort at Parthos, and Port Clar became the most prominent. The fortress of Highreach was constructed to defend against pirates of the Ramithi Clans that began congregating in the swamps of the island peninsula known as the Sea Dagger.

Calamity Comes

With the great calamity that shifted the poles of the world and changed the oceans forever, the prosperity of the plains unraveled. Within a few short years, the always arid hills and plains became so dry that even the cereal crops failed. A few short years later, great wildfires from the destruction of Curgantium spread across the continent in a conflagration that lasted for years. The flames devastated the Plains of Suilley, and the forests of the Matagost Peninsula went up like a stack of tinder. The city of Endhome, protected by the waters of the Gaelon River, was the only portion of the plains spared. Refugees traveled in scores across the Dardanal Strait by whatever conveyances they could to escape the burned, infernal landscape behind them.

In the years that followed, when the Imperial Court removed itself to its new capital of Tircople far to the east across the Sinnar Ocean, the folk of the plains became insular and taciturn. Endhome elected a new form of representative government and conducted itself as a free city-state. Penmorome sealed its gates against all travelers to avoid the plagues spreading across the ravaged countryside. The Ramithi pirates set sail from their fortified citadel of Kapichi to bring much-needed supplies to the beleaguered refugee towns and villages huddled along the coasts of

Ramthion Island, becoming legendary saviors of the isle.

Little more than a decade later, the Hyperborean elite and the Legions that served as the source of their power and authority had completely withdrawn from Akados, and the long pent-up warbands of the Heldring began to pour over the Helwall far to the south, bringing sword and fire to all in their path. Soon, Heldring longships were seen off the coasts of Penmorome and Ramthion. They quickly conquered the islanders but were unable to breach the great walls of Penmorome and settled instead for ravaging the countryside of Southvale. Though the Ramithi pirate clans remained secure in the stronghold of Kapichi and preyed upon the invaders' longships when they could, the Heldring became the de facto rulers of the island and erected their mighty fortress of Farketh Knowe from which to rule over their subjugated people.

The Heldring raiders found the gentle forested lands of Southvale, spared the worst of changing climate and fire ravages, to be a rich and fertile. They built settlements of their own among the ruins they had left. Soon the surviving inhabitants of Southvale outside of Penmorome were living in these new Heldring settlements, intermarrying and assimilating them.

The omnipotence of the Heldring was not long-lived, however. Fifty-three years later, the Polemarch Daan rose upon the far southern island of Insula Extremis. He soundly defeated the Heldring at the battle of Agedium and began his legendary march to overthrow the corrupted Hyperborean Court at Tircople. Thousands of warriors from the Plains of Suilley and Matagost Peninsula flocked to the banner of Daan, seeing in him the opportunity to right the wrongs that had afflicted them for generations and bring a new prosperity to the world not seen since the height of Hyperborea. Though the Heldring of Ramthion Island observed Daan's march with a watchful eye, they felt secure in their island fastness and were undisturbed as his new Legion passed them by. In Southvale, however, many of the assimilated Heldring of the vale likewise joined the march on Tircople under Daan's leadership. The results of that campaign are legend unto themselves, and though Daan managed to overthrow the corrupt and wicked court, he and much of his force bled their life out on the sands of the Sacred Table in far Libynos. Few of those who marched to war ever made their way home to Suilley.

The Warhorses of Suilley

A hundred years passed with little impact on the lands of Suilley, Matagost, Ramthion and Southvale until the half-elven knight Macobert arose from the ashes of Hyperborea and began carving out the kingdom of Foere in central Akados. The secret of much of Macobert's success were the heavy warhorses he discovered being bred on the Plains of Suilley. He purchased the animals in great numbers to begin his own breeding program to create a knightly order of heavy cavalry unseen since the Cataphracts of Daan.

With the consolidaton of much of central Akados into his Kingdom of Foere, the long-lived Overking Macobert brought his Knights and the Foerdewaith host in a march to the Plains of Suilley. Once there, he quickly brought the plains into peaceful subjugation by establishing the provinces of Suilley and Matagost and by bringing the justice and stability of the King's Law to the wild lands of the Sinnar Coast for the first time in generations. He rebuilt the old Hyperborean forts of Salyos and Parthos, razed long before by Heldring raiders, and created the Province of Burgundia to support them.

The city of Endhome approached Macobert and negotiated its status to remain a free city though subject to certain taxes and obligations to the Foerdewaith Court and with a Foerdewaith magnate to advise the senate. Macobert then turned his attentions upon the sealed city of Penmorome. He approached the city in force by land and by sea. The Heldring settlements provided little resistance as a few warbands were swept away and the rest quickly learned to lay down their arms at the king's approach. As Macobert's siege lines were put into place around Penmorome, the city's gates suddenly opened with a fanfare of trumpets. Out of the gates marched the Primus of Penmorome and his entire family, complete with attendants, courtiers and entertainers. Given leave to approach the great king's tent, the Primus laid the keys of the city and a wreath of golden laurels as Macobert's feet and swore fealty to him on the spot.

Overking Macobert raised the Primus to his feet. He said that Penmorome had stood in opposition to his rightful rule, but Penmorome stood no more. He said that before him he saw only the city of Penmorgh. He named the Primus as Magnate of Penmorgh and placed the entire Province of Southvale in his hands to rule with justice in the king's name.

Macobert's small fleet was as yet unable to launch an effective attack against the Heldring longships of Ramthion Island, but the Ramithi Clans, who still held out against the ruling Heldring at Kapichi, took note of the new Kingdom of Foere and watched it carefully. Nevertheless, it was not until the time of Macobert's great-grandson, Overking Osbert II, that the entire Heldring host of the Helcynngae Peninsula was finally brought to battle and decisively defeated at Oescreheit Downs. This was the first true defeat of the Heldring on their home soil and spelled the end of their influence over southern Akados.

Within weeks, the Ramithi Clan ships began to pour forth from Kapichi with lightning raids upon Heldring ships and coastal settlements. Remembered as the saviors of many of Ramthion's refugees generations before and fresh on the heels of the Heldrings' demoralizing defeat by the Foerdewaith, the Ramithi Clans raised the local populace against their masters in bloody rebellion. The Heldring of Ramthion Island were overthrown and their fortress at Farketh Knowe destroyed. Their legacy of piracy swiftly forgotten, the folk of the island embraced these former ruffians and soon identified with their clans, claiming kinship whether any bloodline existed or not. The sailing clans did not entirely give up their freebooting ways, but they took their depredations farther south and allowed the veneer of respectability to settle over them and their island home. Within two years the Province of Ramthion was added to the growing empire of the Foerdewaith.

Rise and Fall of a Kingdom

Membership as states within the Kingdom of Foere brought new prosperity and trade to the plains and coastal provinces. The advent of the new monarchy and its reclamation of Tircople led to the launching of crusades as the power of the Huun rose in far Libynos and threatened the holy city upon its Sacred Table. The result of one such crusade was a new wave of settlement as land grants in the sparsely populated hills and plains of Suilley were given by victorious Overking Yurid to those knights who had faithfully served him. One such knight was the valiant Count Wynston Mathen who established a prosperous village in the Moon Fog Hills and opened a lucrative silver mine nearby.

Centuries of relative prosperity passed, and dwarves from the fabled mines of Hazad-Burgh in the Forlorn Mountains discovered gold and silver in Southvale. With the permission of the Magnate of Penmorgh, the dwarven city of Durandel was founded. Soon, precious metals flowed across the Blackflow River and out from the wharves of Penmorgh, bringing evermore riches to the guilds of that city. However, with the death of Overking Oessum VIII on the Fourth Great Crusade a mere century later, the beginnings of cracks in the provinces' foundations began to appear.

The new overking, an aged uncle of the popular Oessum, felt a military victory close to home would boost the morale of the faltering kingdom. He gathered the Army of Light to eradicate the Temple-City of Tsar far to the north in the Gulf of Akados region. However, the expected victory was undermined when the armies of Orcus and the Army of Light disappeared into the Forest of Hope north of Endhome. Neither was ever seen again, and Overking Graeltor found his reign descending into chaos. Within a few short years, Graeltor was dead — whether by ill health and age or by poison was never determined — and the Foerdewaith Wars of Succession had begun.

The Sundering

With the collapse of the monarchy, the Kingdom of Foere began to unravel. The ever independent-minded Ramithi were the first to declare independence from the unraveling empire and proved to be the first in a line of falling dominoes. Shortly thereafter, the Grand Admiral of the Foerdewaith Fleet, from the fleet's primary harbor at Pontus Tinigal, declared Pontos

Island as the seat of the Kingdom of Oceanus and himself as Emperor of the Oceans Blue, claiming the oceans of the world in his name. With his audacious claim, other nations looked at Emperor Maximilian d'Varago Pontos askance, but the shattered rulership of Foere could do little with him controlling the lion's share of their maritime power.

The would-be monarch Frobisuire gained control of the fleets anchored at Reme and spent a year consolidating his hold by defeating the rival fleets at ports along the Crescent Sea. Then he took his fleet out of the Mouth of Akados and made sail for Highreach to stage an invasion of Pontos Island. However, his successes thus far mattered little against the experience and mastery of the sea enjoyed by d'Varago Pontos. The Oceanic fleet took Frobisuire's fleet in a series of lightning maneuvers and finally trapped them off the Sea Dagger where they were resoundingly defeated at the Battle of Kapichi Point. The battle likewise crushed the bulk of the Ramithi navy, which was trapped in its harbor, and reduced the fortress of Kapichi to rubble. With the death of King Frobisuire, no other claimant for the throne commanded the resources to challenge d'Varago Pontos's mastery of the seas, and the Kingdom of Oceanus endured.

With the sinking of the Foerdewaith fleet, many nations saw that the beleaguered capital at Courghais was hard-pressed to deploy troops effectively — if sufficient troops could even be gathered amid the turmoil. This emboldened the outlying provinces, and more defections followed. First among them was Endhome. Previously considered an independent protectorate of the empire, the Senate found itself on the near shore to a new maritime empire and knew they were between a rock and a hard place. They declared neutrality and expelled the Foerdewaith garrison, sending them away with the former Magnate at their head. The Senate elected a Governor to carry out executive duties and awaited the turmoil they knew would come.

Endhome did not have to wait long. News soon reached them that a Foerdewaith Imperial army approached from the Duchy of the Rampart. It had far to travel, but Endhome's army was small and ill-equipped for the battle. But a neutral harbor is always valued, and Endhome found unexpected allies. When the Foerdewaith army rounded the northern curve of the King's Road and approached the Gaelon River, they found that the Endhome army had fired the bridge and was arrayed along the north bank to repel a crossing. As they prepared to array themselves to force a crossing, scouts reported another army approaching from the south. It was the army of Burgundia, but it was not flying imperial colors. Oceanus and Endhome had bought off the loyalties of the Magnate of Burgundia, and he marched to the aid of Endhome. Though the Foerdewaith army was larger than either force, its commander realized that he risked being caught between two attacking armies and a river. He withdrew along the King's Road before he could be encompassed, and traveled all the way to Troye where he dug in against pursuers. Pursuit did not come, and Endhome left the empire without spilling a drop of blood. Days later, an Oceanic fleet sailed into the harbor of Endhome, and the city found itself hosting an occupying force. They had simply traded one emperor for another.

With the defeat at Endhome, and the threat of Oceander invasion from the sea and the betrayal of Burgundia by land, the Foerdewaith garrisons at Salyos and Parthos were exposed to attack from both sides. Ships sailed up the coast under cover of night to avoid any Oceander patrols and withdrew the entire garrison of each fort under cover of darkness before retreating to the security of Highreach. When dawn came, the forts were empty. With this act, the last bit of loyalty remaining in the Province of Burgundia unraveled. The Magnate was publicly executed and his body dragged through the streets of Trevi.

With the garrisons of Salyos and Parthos now reinforcing his northern coast, the Magnate of Oestre, the ruler of Matagost Province, marched on Trevi. His route through the Moon Fog Hills avoided detection, and he was able to lay siege to the city before the Burgundian army reached him. As Matagost besieged the city, the Burgundians encircled and besieged the besiegers. But the army of Matagost was well supplied, and the Burgundians could not break their fortified encampment. The city and both armies settled in to what would become a long siege.

The Burgundian army was forced to defend a huge area against possible invasion from Foere. Thus they had insufficient forces to break the army of Matagost at Trevi. They had taken the much-needed gold of Oceanus and Endhome to threaten the Foerdewaith army marching on Endhome, but they had declared themselves an independent kingdom and needed allies. In a brilliant maneuver of stealth and diplomacy, King Oescar of Burgundia snuck out of his besieged city and met with the Senate of Endhome and ambassadors of Oceanus. In the famous Pulanti Accord, representatives of the city and the two kingdoms hammered out an accord that recognized Endhome as a free city into perpetuity, acknowledged Burgundia as a sovereign nation and bound all three in an alliance of mutual protection. Witnesses described the ability of the three sides to come to an agreement as almost supernatural in nature, but all parties left satisfied with the agreement. The Wizards' Academy of Endhome magically transported King Oescar and his entourage back to Trevi, and the next day the Oceander garrison withdrew from Endhome, making it a free city in truth as well as name. Both promised aid to besieged Trevi, but the logistics of it made it a long time in coming.

The next domino to fall was the Province of Suilley declaring itself a sovereign kingdom. In many ways this helped Burgundia, as it decreased the threat of attack on its western border. But the declaration was not greeted with joy everywhere in the region. The eastern portion of Suilley was sparsely settled but held many diehard royalists, and civil war almost immediately broke out across the Gundlock Hills and plains west of the Trader's Way. This chaos threatened the besieging army of Matagost as much as it did Burgundia, so there was little net effect on the war between the still-loyal province and the former province. The situation was compounded when an army of Foerdewaith immediately attacked western Suilley from the Duchy of the Rampart.

The commander of the Foerdewaith army in Troye had been removed after his humiliating retreat before the rebel Burgundians without a fight five years earlier. As a result, the new commanding general was brazen and desired a quick and decisive victory. His counterpart in Manas, the leader of the army of Suilley, knew this all too well because he had attended the Royal Military Academy in Courghais with the commanding general years earlier. The Suilley army clashed with the Foerdewaith troops along the Rampart causeway. The onslaught forced the Suilley army to retreat toward a small copse around the edge of an abandoned cow pasture called Bullocks Bale.

The aggressive Foerdewaith commander, tasting blood from his first success against Suilley, wanted complete victory and did not want the opposing army to regroup among the trees and make an orderly retreat. He pushed his troops off the causeway's highland to cut across the field only to discover that recent rains had left its grassy expanse a sodden mess and the Suilley had dug numerous concealed holes within its high grasses. The terrain hindered the Foerdewaith troops and completely bogged down its heavy cavalry. Slingers and archers emerged from the copse and began a withering hail of missile fire into the exposed Foerdewaith troops. The main Suilley army reversed course and came back down the causeway to strike the straggling rear elements of the Foerdewaith, cutting off their retreat back to the causeway. Nimble, unshod spearmen entered the field and moved among the heavily armored troops, slaughtering them as they struggled in the mud. Within hours, three-fifths of the Foerdewaith army was destroyed, with only those who slogged their way to the unguarded north side of the pasture and across a small stream surviving. Suilley cavalry pursued and cut many of these down so that in the end only a small remnant of the Foerdewaith army returned alive from Bullocks Bale.

The next year brought even more turmoil to the blood-soaked lands of the Sundered Kingdoms. The Province of Southvale, secure in its out-of-the-way corner, had watched the chaos engulfing its neighbors with great trepidation. But the walls of Penmorgh remained manned by trained troops and the local militias were raised in the town, so the vale felt ready for the approach of any external threat. It was not ready for a threat from within when one of the province's local barons, Tarler Traverthal, led a coup within the city and assassinated the Magnate of Penmorgh. Traverthal had gained the support of the guilds and, therefore, had the support of the local garrison. The Guild Council quickly raised Traverthal to the position of Duke of Southvale and allied itself with Burgundia.

In response to this new uprising, the Magnate of Oestre deployed the troops he had brought to Highreach and, within a few months, a new army loyal to Foere landed south of Wellesley and marched on Penmorgh. The army outnumbered the forces holding Penmorgh, but the Magnate of Oestre had not reckoned on the numbers and training of the peasants

who arose from the countryside to harass them nor the heavy infantry provided by the dwarves of Durandel. The army of Matagost soon found itself outnumbered and caught in unfavorable terrain. The army was routed and forced to retreat to the coast to be picked up by the ships that had transported it down.

With Matagost reeling from its sudden defeat, Duke Tarler took the initiative and marched his now-blooded army up the Southvale Causeway toward Trevi. These reinforcements, combined with the surrounding army of Burgundia, broke the siege of Trevi, routing the Matagost host. At the same time, word came that ships carrying survivors of Matagost's southern army encountered a storm in Dardanal Strait and many had gone down, including the one carrying the Magnate of Oestre. Pandemonium immediately engulfed the Matagost Peninsula, and civil war broke out in the quickly fragmented province as war still raged in eastern Suilley.

Seeing the chaos to the east and fearing further reprisals from Courghais, the forces of Suilley withdrew west of the Trader's Way and the new king foreswore any interest in the warring region of the Gundlock Hills and surrounding plains. Burgundia likewise positioned troops along its northern borders to prevent any bleed over from the civil wars in Matagost and the Gundlocks, but also deployed troops to refortify the old strongholds of Salyos and Parthos on the Sinnar Coast. It also admitted Penmorgh into the Kingdom of Burgundia as the capital of the new Duchy of Southvale.

The civil war in the Gundlock Hills eventually burned itself out as the population, further depleted by the fighting, packed up and left for safer lands. The central plains were once again largely devoid of settlements. Meanwhile, the civil war on the Matagost Peninsula slowed to a low simmer with occasional flare-ups of violence against targets of opportunity among the various factions. It seemed stability was on the verge of returning to the ancient Plains of Sull, but the respite was to be short-lived.

Burgundia now knew prosperity as regular patrols of heavily armed and experienced troops secured its borders. Southvale, little bloodied by the worst of the fighting, likewise settled into something close to prosperity as the guilds jockeyed for power and control of trade in and out of Penmorgh. However, in the time of Duke Tarler's son, trouble came to Southvale. The giant tribes of the Giantlands in the neighboring Forlorn Mountains noticed the violence going on among the puny humans of the plains. But other than occasional raids into southern Burgundia where they encountered companies of heavily armed soldiers as often as they encountered spoils for the taking, they did little to get involved. With normalcy returning to Southvale, they now saw a land of accumulating riches that did not have nearly the numbers of armed troops as nearby Burgundia. So on one Moonless Night in the fall of 3306 I.R., a howling horde of hill giants led by their larger cousins stormed down from the mountains in western Southvale.

A call for help immediately went forth from Penmorgh to Trevi. However, the guilds of Penmorgh — in their unending loggerheads over primacy within Southvale — had recently backed a measure to undermine the Guild of Ironmongers, which had signed a lucrative agreement with the Royal House of Burgundia. The move cost the Burgundian king a great deal of money when his investment fell through and soured relations between him and Penmorgh. When King Guillerm received word of the attack on Southvale, he rashly ignored his court advisors and instead had his keeper of accounts tally the financial losses suffered as a result of the guilds of Penmorgh. He then estimated the number of days that a giant raid could ravage Southvale before Penmorgh suffered the same economic loss. When that number of days expired, King Guillerm the Petit (as he became known) gathered his army and marched on Southvale. But he was already too late.

The invading giants hit Southvale hard, ransacking many towns on its forested western border. The giants continued pushing forward as the militias and army were unable to get organized. They finally formed a defensive line at Guildford that held. A stalemate ensued for several days as the giants probed for weaknesses along the Guildford front as they continued ravaging the countryside they had already crossed. Things looked bleak for the defenders of the vale until a new army entered the field.

The gates of Durandel opened, and a dwarven host marched to war for the first time since the relief of Trevi. The giants, unaware of the dwarven city's location, overlooked them as defenders of Southvale. When the dwarven army slashed into the rear flank of their hated enemy, the giants held only moments before breaking in a panic. Hundreds of giants fell in the space of a few hours, and hundreds more fled westward, back to the mountains. But on the field of battle, the Duke of Southvale lay dead. When the army of Burgundia marched in a few weeks later, they found the giant threat averted and the battle-scarred populace turned against them. The guilds of Penmorgh had elected a mayor to oversee the city, and he became the de facto ruler of the entire duchy as a result.

King Guillerm quickly withdrew his forces to Trevi and only beat the messengers bearing news of Southvale's secession from the Kingdom of Burgundia. The outraged king threatened war, but this time cooler heads among his advisors prevailed. The army did not march again, and the Court of Burgundia hoped to normalize relations with Penmorgh through peaceful means in order to once again welcome them into the kingdom. Their hopes of consolidation were dashed, however, only a few years later.

Six years after the giant invasion, a fleet of ships came silently out of a night fog and landed on the shores of Matagost. Oceander marines stormed ashore and quickly took Highreach while transport ships deployed infantry and cavalry units. In only a matter of weeks, Oceander units swept through the war-torn remnants of the peninsula and brought its civil war to a screeching halt. The banner of Oceanus now flew over Oestre, and the maritime empire had its first mainland holding.

At the same time, diplomats were dispatched to the courts of Trevi, Port Clar and Penmorgh to demand immediate fealty to Maximilian d'Horatius Pontos II of the Kingdom of Oceanus and Emperor of the Oceans Blue. Southvale, seeing a way to gain support against the hated King Guillerm of Burgundia (and with insufficient naval forces to effectively resist anyway), immediately swore fealty. Stubborn Ramthion Island predictably refused. Burgundia, panicked by the sudden capture of Matagost on its northern border, bought time by negotiating a tribute to be paid to Oceanus but at the same time sent envoys to the Foerdewaith Court in Coughais with an offer of alliance against Emperor Maximilian, II.

Trestal Drivoromich, the newly installed King of Foere, agreed to Burgundia's offer (and bribe) and ordered the army in Troye to march east to aid Burgundia against the Oceander occupiers of Matagost. Suilley, finally seeing a break in the years-long stalemate it had endured with the Duchy of the Rampart, waited until the Foerdewaith army marched well along the King's Road and then ambushed it west of the Gundlock Hills. Reeling, the army from Troye retreated west beyond the causeway of the Rampart. King Trestal drank poison after the humiliation, bringing chaos once again to Courghais. His advisor Marimet took the throne amid the turmoil and sought to quickly bring about stability and a sense of order. He declared the border of the Kingdom of Foere to be drawn at the line of The Rampart, with all points east and south to be formally named the District of Sunderland to recognize its internal lawlessness and final separation from the imperial court.

Sunderland

With the defeat of the Foerdewaith army, Burgundia saw its proposed alliance fall apart and began paying its tribute to Oceanus while technically remaining sovereign. Finally, after 20 years, a formal peace was achieved between the two nations and all tribute payments ceased. By this time, Oceanus firmly controlled Matagost, Southvale and much of the plains of Sunderland. With its southern borders secure, the now-aged Maximilian II gathered his armies in Matagost and marched across Sunderland. His goal was nothing less than to capture the imperial court at Courghais. But the Feordewaith king during this time, the former advisor Marimet, retained his throne through his shrewd diplomacy and careful stratagems. He had long prepared for such a contingency, and the army of Oceanders found itself met — and soundly defeated — on the King's Road by a well-trained and prepared Foerdewaith army. The Oceanders retreated across the plains, and a formal treaty of non-aggression was signed between Oceanus and Foere the next year.

Things seemed to have finally reached a peace in the perpetually war-torn lands. Phillipe of Burgundia, the nephew of King Guillerm, succeeded his uncle to the throne, and a new era of prosperity and trade came to his kingdom. Burgundian wines, fine furnishings, and its unique silver-veined

marble were in demand throughout Akados, and King Phillipe made many diplomatic sojourns of friendship to the courts of other nations. One such trip in 3350 I.R. was to the city of Penmorgh, once a holding of Burgundia but now a vassal of Oceanus and a trusted trading partner of the Burgundian throne.

Unfortunately, not all saw the new peace in a positive light, and some folk still remembered what they saw as the betrayal of the Burgundian throne during the giant invasion two generations earlier. It was just such partisans who plotted the assassination of King Phillipe at the aptly named King's Head Inn in Penmorgh. The plot was discovered and the king escaped with his life and a serious injury that his court clerics healed, but the injury to his soul was not so quickly resolved.

The formerly friendly and outgoing Phillipe withdrew and became increasingly paranoid. Only a year later, the outriders of Weatherell reported a Burgundian army marching on their borders. A call for aid immediately went forth from Penmorgh, and a fleet was dispatched to land at Parthos and assist the defenders of Southvale. The Oceanic fleet successful took Parthos and pinned the Burgundian king on the causeway between the mountains and Stony Strand. At the same time, an Oceander army marched forth from Oestre. Once again, little more than a century since the last time, Trevi found itself besieged. This time, however, its king was not inside to lead it.

Trapped on the causeway, the Burgundian army was defeated at the Battle of Weatherell Moor and King Phillipe was slain. His son Marteir took the throne in Trevi, but the besiegers were soon reinforced by the Oceander army coming up the causeway and the forces of Southvale that joined it. The walls of Trevi proved their worth once again, but after three years with no relief, the city finally fell. King Marteir was taken in chains to the dungeons beneath the grim fortress of Tros Zoas. The armies of Oceanus threw down the stones of Trevi's wall and laid waste to the entire countryside of Burgundia. When they finally left after months of pillage, they left a garrison in Parthos, but very little lived or remained whole throughout the length of Burgundia. The land fell to ruin, home to scattered settlements of bandits and roving humanoids, and became known as the Wildlands.

Little of great note occurred over the next 40 years until a strange Tower of Bone suddenly appeared in the Fae Copse of Southvale and the dwarven city of Durandel was destroyed. The infamous Dungeon of Graves was discovered in the Forest of Hope and the final fate of the long-lost Army of Light was finally known. A mysterious doom came to the town of Greenpool on Ramthion Island 22 years later and left it little more than an abandoned ruin centered on the green tidal pool from which it took its name.

Not all was doom and destruction this time. A consortium of Endhome merchants established a trade outpost in western Sunderland called Grollek's Grove, Oceanus began formal trade relations with settlements on the distant Razor Coast. Settlements began to spring up again along the Soldier's Road and throughout the plains of Sunderland.

Recent Years

Once again wars have touched the fragile realms of Sunderland. Forty years ago, Oceanus finally invaded Ramthion Island and quickly consolidated its hold upon the lowlands by building a foreboding fortress called the Damerhold. The ever-defiant Ramithi, however, rallied to the mountains around the ruins of Farketh Knowe where they elected a "duke of battle" or *dux bellorum* in the old Hyperborean tradition to lead them in war and drive the Oceander invaders from their shores. This conflict has now dragged on into its fourth decade with the Oceanic hold on the lowlands growing ever firmer but little progress being made in the highlands.

With the new expenses of their Ramthion campaign, Oceanus withdrew its troops from Parthos and turned over responsibility for maintaining the post the mayor of Penmorgh. Ill equipped for the task, the new garrison quickly fell to a barbarian called Gathos the Cruel from the Wildlands who renamed the fort as Lowport and installed himself as tyrant. He has since fallen in personal combat with a challenger, and a new tyrant now rules on the Sinnar Coast.

With stability returned to the much-reduced Kingdoms of Foere since the time of Marimet, the latest overking called for a new Great Crusade against the heathen Huun threatening the borders of the western nations, but few in the worn and battered Sundered Kingdoms heeded his call. Now the exhausted populace seeks some respite in a time when monstrous marauders once again roam the hills, often unimpeded, and sinister cults look to dark forces for power. The Sundered Kingdoms are a land ripe for saviors who are willing to take on the long darkness that has engulfed it.

Lost Lands Timeline of the Sundered Kingdoms

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
–7031			Subterranean city of Barakus constructed by Phoromyceaen peoples under Duskmoon Hills
–6671			Arvonliet walks among mankind and elder races
–6650			Construction secretly begins on Arvonliet's Abyssal gate
–6632			Devron the necromancer swears himself to Arvonliet's true nature, transforms into lich and is imprisoned below Barakus; Kel provides means to destroy him
–6627			Devron summons *stone of madness*, city of Barakus falls
–6484			Arvonliet killed by the Three Gods, cast into Ginnungagap as Orcus; Stoneheart Mountains raised over Keltine Barrier; Elves retreat in First Exodus; End of the Age of Kings
–4232	2253		Beginning of War of King-Chieftain Aracor in Plains of Sull
–4227	2258		Arrival of *Obelisks of Chaos* in Sull; Destruction of Broch Marfal
–109	6376		Polemarch Oerson leads Hyperborean Legion out of Boros and into Akados
–102	6383		Wild elves drive Hyperboreans from forest; Legion advances along forest's edge passing through region that will become the Sundered Kingdoms
–88	6397		Oerson's advance checked at Helcynngae Peninsula; Legion withdraws into hills between March of Mountains and Forlorn Mountains; Stronghold Hjerrin erected in Lorremach Highhills

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
–83	6402		Construction of Helwall begun, Legion breeds horses on plains east of Lorremach Highhills
–2	6483		Tower of Oerson completed
1	6485		Battle of Hummaemidon; Birth of Imperial Record
288	6772		Stratego Verin and his Legion destroyed by Heldring in Peninsular Campaign; Militias are raised from Helwall to Apothasalos fearing Heldring attack; Coastal forts erected south of Matagost Range to guard against sea invasion
687	7171		Beginning of Pax Hyperborea
1491	7975		The Great Darkness covers waters of Gulf of Akados region for three years; Sea trade to the north ceases
1492	7976		Small port of Endhome becomes hub of trade on eastern coast, grows to be known as "Trading Capital of the Continent"
1930	8414		Port city of Penmorome established on Southvale coast
1932	8416		Evil treants from Fae Copse plague Penmorome and surrounding settlements
1943	8427		The Great Conflagration; Citizens of Penmorome with soldiers of Parthos raze forests of Southvale with iron axes and fire; Treants retreat into Black Wood and Fae Copse
1944	8428		Towns of Southreach, Guildford, Marwood, and Whitehaven founded; Treants disappear from Fae Copse
2360	8844		Stonebridge built over Blackflow River
2472	8956		Last of evil treants hunted in Black Wood
2491	8975		Poles of Boros shift; Goitre emerges to form Tempest Meridians; Ice sheet begins forming over continent of Boros and World Roof
2496	8980	1	Tower of Oerson destroyed; Wildfires ravage Curgantium and spread across Akados burning Plains of Suilley and Matagost Forest; Refugees flee across Dardanal Strait to Ramthion Island; Endhome spared devastation
2499	8983	4	Imperial Court relocates to Tircople; Western empire abandoned by Hyperboreans; Chaos descends among survivors of Suilley Plain and Matagost Peninsula; Penmorome seals gates against all travelers; Endhome elects Senate to govern in absence of Imperial Court; Ramithi pirates give aid to refugees of Ramthion Island
2516	9000	21	Hyperboreans withdraw from Akados; Heldring cross the Helwall
2517	9001	22	Heldring longships land on Ramthion Island and subjugate the populace; Heldring land in Southvale but cannot breach walls of Penmorome
2521	9005	26	Heldring conquer all of Southvale but Penmorome, found settlements of Wellesley, Weatherell, Freeport, North Bay, Penn, and Pike Point but eventually assimilate with local population
2523	9007	28	Fortress of Farketh Knowe constructed for Heldring to rule Ramthion Island
2566	9050	71	Daan acclaimed as Polemarch of Insula Extremis
2576	9060	81	Daan defeats Heldring at Battle of Agedium
2581	9065	86	Daan's Legion marches on Tircople, passing through Plains of Suilley
2584	9068	89	Daan falls as he destroys the lich-queen Trystecce; Few warriors return home to Plains of Suilley
2585	9069	90	Daanites withdraw to Ynys Cyrmagh; Daanites name the rest of the world as Lloegyr — the Lost Lands
2690	9174	195	Knights of Macobert formed, mounted upon destriers bred in eastern Suilley
2698	9182	203	King Macobert begins uniting Akados as Kingdom of Foere
2744	9228	249	Macobert crowned Overking of the Hyperborean Monarchy of the Foerdewaith
2745	9229	250	Foerdewaith provinces of Suilley and Matagost established; Old Hyperborean forts at Salyos and Parthos rebuilt
2751	9235	256	Province of Burgundia established to maintain garrison forts at Salyos and Parthos; Construction begins on city of Trevi

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
2762	9246	267	Overking Macobert and his Knights march on sealed city of Penmorome, Primus of Penmorome opens gates with welcoming celebration; City renamed Penmorgh, Primus Ostephion appointed Magnate of Penmorgh; Province of Southvale created
2768	9252	273	Overking Magnusson completes imperial capital at Courghais
2802	9286	307	Overking Osbert, II, defeats Heldring at Oescreheit Downs
2803	9287	308	Ramithi islanders overthrow Heldring warlords on Ramthion; Fortress of Farketh Knowe thrown down
2805	9289	310	Ramthion Island petitions for entry into Kingdom of Foere; Province of Ramthion created
2970	9454	475	Huun besiege Tircople, overrun part of Crusader States; Overking Yurid gathers Crusader army at Pontus Tinigal and Tros Zoas to sail for Khemit, march overland to Tircople
2971	9455	476	Second Great Crusade breaks Siege of Tircople and drives Huun from Sacred Table
2977	9461	482	Count Wynston Mathen given land grant in Moon Fog Hills; Mistwood silver lode discovered near Malthlyn
3160	9644	665	After years of declining population Hazad-Burgh falls to giant invaders
3190	9674	695	Dwarf lord Durand Strong-Arm discovers gold and silver west of Blackflow River; Establishes Durandel mines under Fae Copse in Southvale
3199	9683	704	Overking Oessum VIII calls for Fourth Great Crusade; Armies and fleet gather at Endhome to sail for Crusader Coast
3207	9691	712	Huun defeated at Battle of The Sickles; Overking Oessum slain; Graeltor crowned overking
3210	9694	715	Army of Light defeats Tsar and pursues Disciples of Orcus into Forest of Hope where both disappear; Citadel of Orcus vanishes from Tsar
3213	9697	718	Foerdewaith Wars of Succession begin; Ramthion Island breaks from empire
3215	9699	720	Grand Admiral of Pontus Tinigal withdraws from Foere, declares himself Emperor of the Oceans Blue; Kingdom of Oceanus established on Pontos Island
3216	9700	721	Earl of Swordport mockingly declares himself Monarch of the Moonsilver Sea, assassinated by agents of Oceanus
3217	9701	722	Imperial fleet gathers at Highreach to attack Kingdom of Oceanus; Foerdewaith fleet defeated at Battle of Kapichi Point; City-state of Endhome declares neutrality, Foerdewaith garrison expelled
3218	9702	723	Foerdewaith army marches on Endhome; Army of Burgundia paid off by Oceanus and Endhome, surprises imperial army with flanking maneuver; Imperial army withdraws to Troye without bloodshed; Oceander army occupies Endhome
3221	9705	726	Imperial garrisons withdrawn from Salyos and Parthos; Kingdom of Burgundia declares its independence; Armies of Matagost besiege Trevi; Burgundia sues for peace with Oceanus; Oceander army withdraws from Endhome
3222	9706	727	Kingdom of Suilley declares independence; Eastern region of Suilley erupts in civil war; Foere attacks western Suilley
3223	9707	728	Foerdewaith army defeated by Suilley at Battle of Bullocks Bale
3224	9708	729	Magnate of Penmorgh assassinated; Penmorgh appoints duke and allies with Burgundia; Southvale named a duchy of Burgundia
3225	9709	730	Matagost attacks Southvale; Dwarves of Durandel aid army of Penmorgh and route Matagost army
3226	9710	731	Siege of Trevi lifted by human and dwarven army from Southvale; Matagost erupts into civil war; Suilley armies withdraw from Gundlock Hills drawing new eastern border at Trader's Way
3227	9711	732	Burgundia garrisons coastal forts of Salyos and Parthos
3306	9790	811	Giants from Giantlands invade Southvale as far as Guildford, Duke Artimus Traverthal slain in battle; Burgundia refuses to give aid; Men of the vale and dwarves of Durandel drive giants back; Duchy of Southvale secedes from Kingdom of Burgundia; Burgundia threatens war but does not invade; Mayor of Penmorgh becomes de facto ruler of Southvale

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3309	9793	814	Border Keep constructed in Southvale to guard against further Giantlands incursions
3312	9796	817	Kingdom of Oceanus demands fealty from Burgundia, Southvale and Ramthion Island; Invades Matagost Peninsula quickly ending civil war and bringing its factions to heel; Southvale surrenders; Ramthion refuses; Burgundia agrees to pay tribute to Pontus Tinigal to avoid invasion, calls to Foere for aid with promise of fealty; Suilley attacks troops sent by Foere to assist Burgundia; Foere withdraws beyond The Rampart and names region east of Suilley the District of Sunderland
3333	9817	838	Burgundia and Oceanus reach peace agreement; Oceanus firmly controls Matagost, Southvale, and much of Sunderland
3337	9821	842	Oceander army marches from Matagost for Troye
3338	9822	843	Foerdewaith army defeats Oceanders soundly at Battle of the King's Road; Oceander forces withdraw back across Sunderland
3339	9823	844	Oceanus and Foere sign nonaggression treaty
3350	934	855	Partisans of Southvale attempt to assassinate visiting King Phillipe of Burgundia in Penmorgh; Plot is discovered and king escapes
3351	935	856	Burgundia attacks Southvale; Oceanic fleet lands at Parthos to aid Southvale; Oceanus also marches from Matagost; Trevi besieged by combined armies; King Phillipe slain in battle, succeeded by King Marteir
3354	938	859	Trevi destroyed; King Marteir taken captive to Tros Zoas; Burgundia falls and Oceander armies lay waste to the lands; Leaves garrison at Parthos
3392	9876	897	Tower of Bone appears in Fae Copse; Dwarven city of Durandel falls
3400	9884	905	Rappan Athuk: The Dungeon of Graves discovered in Forest of Hope
3422	9906	927	Doom of Greenpool
3423	9907	928	Merchants of Endhome establish Grollek's Grove as trading post between four nation-states: Endhome, Sunderland, Suilley, and Duchy of the Rampart
3436	9920	941	Captain Aldrin Shaw of Eastwych deserts from the navy of Foere, relocates to Swordport; Begins to gather small fleet of freebooters; Shaw's estate at Stormshield seized by governor of Eastwych
3442	9926	947	Captain Shaw's fleet driven from Swordport by earl's dragoons; Flees to Razor Sea
3446	9930	951	Captain Shaw destroys small Foerdewaith colony on Razor Coast and founds Port Shaw
3451	9935	956	Oceanus opens trade relations with Port Shaw
3478	9962	983	Oceanus invades Ramthion and conquers lowlands; construction begins on The Damerhold
3483	9967	989	Ramithi resistance gathers in mountains at ruins of Farketh Knowe, appoints *dux bellorum* to drive Oceanders into the sea
3484	9968	990	Ramithi resistance successfully repels Oceander army in Caterwaul Mountains; Oceanus turns responsibility to garrison Parthos over to Southvale; Construction begins on Fort Kellstyn
3485	9969	991	Gathos the Cruel executes garrison of Parthos; Renames city and declares himself first Tyrant of Lowport
3517	10,001	1022	Current year

Peoples of the Sundered Kingdoms

As with most places upon the continent of Akados, if you look hard enough you're apt to find someone of just about any nationality, ethnicity, race or religion imaginable. But the Sundered Kingdoms are not a melting pot like ancient Reme or cosmopolitan Courghais, so the local peoples are much more common and are the folk who are usually encountered. The peoples most commonly found in the Sundered Kingdoms (human or otherwise) are described below.

Erskaelosi

These barbarians are principally found only in the southern portions of the Wildlands. Their main settlement is the city of Tyr. Immigrants of the northern Irkainian deserts after the destruction of Tsen turned much of the land into a poisoned wasteland, a portion of this brawny warrior-race made its way south in a long, decimating migration. Reeling with the catastrophic loss of the City of Wonders 2000 years ago, the lands of southern Akados were unprepared for the arrival of the refugee peoples from beyond Tsen's northern borders. City after city of province after province of the Hyperborean Empire turned aside these gaunt, starving warriors. On more than one occasion, militias and city defenders took an overzealous and violent approach to ousting the wanderers.

A reputation for thievery and raiding clung to the Erskaelosi, though it was primarily the result of rumor and exaggeration. On more than one occasion, local war bands attacked straggling camps of these peoples and slaughtered them for what meager treasures they carried, only to claim that they had attacked them in "retaliation" for some fictional earlier raid.

In the sparsely populated Suilley Plains, the Erskaelosi finally found a home, and even then they tended to migrate toward the foothills of the southern portion that more resembled their former homes in the Barrier Hills and surrounding plains. Centuries later, the King of Burgundia encouraged other scattered settlements on the plains to relocate to the southern portions of his kingdom. The city of Tyr grew from one of their principal settlements, and the Erskaelosi enjoyed full citizenship in the short-lived kingdom, with many of their warriors serving in the king's personal guard. After the fall of the kingdom, many Erskaelosi still roam the Wildlands and remains of Old Burgundia, picking through the ruins of Trevi for items to use or to trade. Tyr remains their principal city, though many found their way eastward into Southvale, lured by promises of gold from the valers seeking their skill as giant fighters from their long tenure in the shadow of the Giantlands.

Foerdewaith

The Foerdewaith are by far the most commonly found ethnicity across the Sundered Kingdoms. These humans represent the many indigenous tribes that dwelt in the lands and were assimilated by the Hyperboreans. It was these tribes who were left behind when the Hyperboreans withdrew from Akados and who later became part of the hegemony of Foere started by the first Foerdewaith overking, Macobert. As a result, the Foerdewaith are descended from hundreds of tribes in ancient times but identified as a single people during the height of the Foerdewaith monarchy. Now they are extremely unlikely to identify themselves as Foerdewaith, having broken off from that failing kingdom during the Sundering years. Now they tend to identify themselves with where they live, whether that be nationality, duchy, city, village or general region.

Heldring

The fair-skinned raiders of the Helcynngae Peninsula arrived after the abandonment by the Hyperboreans. Their longships full of vicious raiders landed on the coasts of the Sundered Kingdoms and swept across Ramthion Island and Southvale. They conquered all of Ramthion Island, but never managed to capture the city of Penmorome (later Penmorgh). Later, when the Foerdewaith finally cowed the Heldring, they withdrew from Ramthion, leaving little more than pillaged towns and half-breed bastard children. As a result, their legacy upon that island was short-lived and largely unnoticed as their descendants were quickly absorbed by the local population. In Southvale, however, they never departed. Instead, the Heldring raiders built homes in that gentle land, living fairly peaceably.

Languages

Westerling (Common)

The common language of most of Akados, Westerling (as it is known outside of Akados) or Common (as it is more commonly known locally) is the language handed down to the civilizations of the continent by the Kingdom of Foere. The language of the overking's court as High Boros lost popularity among the aristocracy, Westerling pervaded trade, diplomacy and soldiering. It was from this last that it spread throughout the continent as Foerdewaith armies marched forth and the local auxiliary conscripts needed a means of communicating with their commanders. Related to Gasquen and High Boros with an unusually strong influence from the Heldring Helvaenic, Common began as something of a pidgin only to develop into a full language and the lingua franca of the West.

Erskin

Related to the Semuric language of northern Libynos, Erskin is the language of the Erskaelosi barbarians and was brought with them when they migrated south to the Sundered Kingdoms. It has picked up many aspects of High Boros and Common over the years so that, even though areas of the Isthmus of Irkaina exist where Erskin is still spoken, the dialects are so different from that of the Erskaelosi as to be almost unintelligible at times. In this day and age, more of the Erskaelosi are likely to speak Common as their primary language rather than Erskin.

Gasquen

Gasquen was the language of the original tribe of Foere from whom Macobert descended. Unique in its linguistic etymology, its scope of use was originally limited to central Akados around the Star Sea. With the spread of the Foerdewaith empire, Gasquen was picked up in many places to identify with the new overking. But even Macobert himself realized that Gasquen was inadequate to communicate within his growing empire and set about establishing the Westerling military tongue as a vernacular to be used commonly among all his disparate peoples. Gasquen is now found only in isolated areas or noble courts that wish to strongly identify with Old Foere. In the Sundered Kingdoms, the Ramithi, who hate the Heldring influence on the Common tongue, speak Gasquen almost exclusively as a means of emphasizing their cultural identity in the face of generations of invasion of their island.

Old Suli

Old Suli is the archaic language once spoken by the tribes that inhabited the whole of the Plains of Sull. It is considered a lost language beyond a very few written samples on ancient scrolls in certain libraries in Endhome and Oestre. No known speakers of the language exist according to the sages who study such things. However, scattered remnants in the form of a few wildmen tribes found primarily in the Moon Fog Hills still speak a bastard variant of it that is slightly intelligible to those who know the ancient language. These modern speakers no longer use a written form and would not even recognize the ancient scrolls as being a part of their linguistic heritage if it were pointed out to them.

Ruiki

The only known speakers of Ruiki are the Kaf of Kildren Point. It is a language of hard consonants and harsh syllables, perfect for the hard-riding, hard-fighting, hard-drinking warriors of the Kaf. These insular people are very careful to keep strangers from learning and spreading their language since they are prone to shouting commands and tactics in battle. Nevertheless, most Kaf speak Common as well so they can conduct trade with the merchants and seaman who occasionally call upon their isolated region.

They began families and worked the land, and much intermarrying occurred between the newcomers and the locals. Now, other than in Penmorgh itself, much of Southvale's population is of direct Heldring ancestry with tall, broad-shouldered men, many with fair hair prone to thick beards. They live just like their neighbors in the vale, but to those accustomed to being among the warlike folk of the Helcynngae, meeting these "civilized" descendants can be a bit disconcerting.

Kaf

The Kaf are actually not common in the Sundered Kingdoms, unlike the other peoples listed here. In fact, they are found in only one place and they are unique to that location. No other known enclaves of the Kaf exist in the rest of Akados or Libynos. The Kaf are a fierce band of horse warriors that fight with lance, shortbow and saber. They wear armor of layered leather and onion-domed helmets that have a fringe of fur. They roam and hunt throughout the Kildren Peninsula and nearby Sand Hills, conducting some trade with coastal cogs or the occasional merchants that they approach on the Soldier's Road. Their principal settlement is Kaf Village, but smaller farms and settlements are scattered across the peninsula. Scholars who know of them tend to think they may be related to the K'Haln located north beyond the river Xircos, but no firm connection to the horse people has been established. Records also don't show how or when the Kaf came to dwell on Kildren Point. The Kaf have pale skin with straight black hair. Their eyes are black, and they are prone to beards and moustaches. They have high, angular cheekbones that give them a fierce predatory look and a reputation for a sour disposition. They dress in colorful pants and vests with felt jackets, and are known to be cheerful and boasting at feast but hard and taciturn at other times.

Ramithi

The Ramithi are descended from the indigenous inhabitants of Ramthion Island. After the passing of the Hyperborean Empire, only a few small clans that occupied the swampy peninsula known as the Sea Dagger existed of this bloodline. These were a piratical people known for raiding shipping as far north as Legions Bay and as far south and west as the Mouth of Akados. The folk of the island resisted the invasion of the Heldring, with very little intermixing of bloodlines occurring, and rallied behind the Ramithi Clans in driving them out. The islanders came to identify themselves with their Ramithi saviors, with the clans rapidly spreading as they intermarried with other folk of the island. Now, all of the native inhabitants of the island identify themselves as being directly descended from the Ramithi Clans, though probably only around 20 percent have any more than a fictional blood tie. The Ramithi are swarthy of skin and dark of hair. They are usually shaven with elaborate moustaches and sideburns. There heritage is that of a sea people, but they have had to become warlike over the generations due to repeated invasions of their home island.

Dwarves

Unlike most of the rest of Akados where the typical dwarf encountered is a hill dwarf, in the Sundered Kingdoms the most common dwarves are mountain dwarves. These pale-skinned dwarves with black or gray hair and full, thick beards descend from the Great Mountain Clan of Targ that settled the Forlorn Mountains in their kingdom of Hazad. When their capital at Hazad-Burgh was destroyed, many followed Durand Strong-

Arm to settle the lowland city of Durandel. After that great mining city's fall, the dwarves of Targ scattered among minor mountain citadels in the Forlorn and Matagost ranges or mingled among the lowlander settlements of the humans. Interestingly, for some unknown reason none are known to have crossed the Dardanal Strait to settle the Caterwaul Mountains. Unlike their mountain kin in the Stoneheart Mountains, the dwarves of Clan Targ do not despise the humans around them, not having descended from dwarves involved in the Great Betrayal at Hummaemidon. They get along well with their non-dwarven neighbors, generally working in smithing, stonemasonry, mining and other construction and heavy craft skills. Outweighing their common skills, however, is their reputation as giant fighters with a long history of contending with the savage inhabitants of the Giantlands.

Elves

The elves of the Sundered Kingdoms are almost all high elves descended from the Great Houses of the Forest Kingdoms and Harwood Forest. Only occasionally is one of the wood elves out of the Domain of Hawkmoon seen. These elves are friendly to the non-elves of the region and tend to assimilate well. They are, nonetheless, extremely rare, especially outside the forests of Southvale or Matagost or the wooded hills of central Sunderland.

Half-Elves

A disproportionately large number of half-elves are in the Sundered Kingdoms. Many families of the *bellimorum* of Valenthlis's day relocated to the sparsely settled eastern forest of Matagost to escape persecution among their own folk, and over the millennia have become a natural part of the communities of the Sundered Kingdoms. That Overking Macobert was himself a half-elf only increased these folk in the esteem of their neighbors. The average half-elf of the Sundered Kingdoms is more human in his outlook and identifies with the Foerdewaith folk of the region than his more distant sylvan kin. The presence of half-elves in the area has been ubiquitous for so long, the average human of the Sundered Kingdoms would not give one even a second glance.

Halflings

The rolling plains and low hills of much of the Sundered Kingdoms are well suited to the halfling race. As a result, some clans of the small folk migrated to the area from the Low Country in the last thousand years to establish homes and businesses. Those halflings in the towns and cities tend to be more humanlike and cosmopolitan in their outlooks, owning businesses, dwelling in aboveground homes and fitting in just like everyone else. The more rural halflings tend to live more traditionally in burrows and farm the land. Halflings are still relatively rare in most cities, and towns rarely boast more than a family or two at best. Southvale, in particular, has become the center of the most urbane halflings in the Sundered Kingdoms with some even assuming the quasi-traditional role of membership in the local thieves' guilds.

Chapter One: The Sundered Kingdoms

Once the imperial provinces of Suilley, Matagost, Ramthion, Burgundia, and Southvale, the region that became the Sundered Kingdoms has been torn by plague, famine, civil war, and invasion over the last few centuries, changing territories, erasing loyalties, and redrawing borders. The Sundered Kingdoms — minus Suilley which became the fairly stable Kingdom of Suilley to the west after losing its holdings east of the Trader's Way — has known great upheaval and more than its share of hard times. But it has also known some times of peace and stability, the Kingdom of Burgundia reigning prosperously for many years, Ramthion Island lying in blissful obscurity for much of its history, and Southvale enduring throughout. In fact, it is with the relatively recent Oceander invasion that the region of these former provinces has been plunged once again into these times of anarchy and trouble.

Giantlands

Capital: Gnarlheim (800)
Notable Settlements: none
Ruler: Lord of the Peaks, Caller of Thunder, King of the Jotunborn Graccus Bonesnapper (Chaotic male frost giant Clr14) and other assorted jarls and chieftains
Government: anarchy
Population: 7000? (4700 ogres; 1500 giants; 500 mountain dwarves; 300 humans [Erskaelosi])
Humanoid: mountain dwarves (few)
Monstrous: dire animals, orogs, ogres, crag giants, hill giants, aberrant giants, stone giants, wyverns, dracolisks, frost giants, cave giants, rocs, cloud giants, dragons (Forlorn Mountains)
Languages: Giant, Dwarven, Erskin
Religion: Kostchtchie, Gromm, Dwerfater, Bowbe
Resources: timber (unharvested), furs, copper, gold (unharvested), gems
Technology Level: Iron Age

A stretch of the Forlorn Mountains played host to the Storm Kings of old, great storm giants who possessed castles that floated upon clouds and fortresses atop the highest peaks. The Ancient Ones of the lowlands

Technology Levels

One of the lines found in the information blocks for the various nation-states of the Sundered Kingdoms (and, indeed, for all of the forthcoming **Lost Lands** products) is "Technology Level." This line simply indicates the level of technological achievement that can be found throughout the land in question. There are always exceptions as some areas may be more erudite and others more savage, but this gives a general guideline of the types of weapons, armor, and equipment that can be found in the area. These levels can vary between even neighboring nations as one may be more insular and cut off from outside contact and ideas and another may be open to a great deal of trade bringing in new innovations from outside.

In general characters should only be able to find equipment of the technology level listed and, in some circumstances, that of lower technology levels. For instance, just because the residents of a given nation have achieved a High Middle Ages technology level does not mean that they cannot find a wheeled conveyance just because that was invented during a Bronze Age technology level. Likewise, the short sword was developed in the Bronze Age and would still be available in later technology levels. Stone or bronze weapons and armor, however, would be unlikely to be found in a High Middle Ages technology level as few artisans in such a technology level have practiced that sort of crafting. As always, the Referee must use his discretion to determine what might be available from a lower technology level.

It should be noted that the technology levels presented in the **Lost Lands** products are not meant to represent real-world advancements in technology. There is, perhaps, a loose correlation in some of it, but it is instead intended to represent the developments of technology in the world of the Lost Lands specifically.

The technology levels most frequently found in the **Lost Lands** are as follows:

Stone Age

Materials: clay vessels, furs, hides, horn, stone tools and weapons, some copper, wood; **Armor:** hide armor; **Weapons:** dagger, javelin, shortbow, spear; **Warfare:** ambush, raiding bands, single combat; **Settlements:** rock shelters, semi-permanent camps; **Social Organization:** tribes/bands; **Transportation:** paddled craft, trained animals; **General:** animal domestication, fire, horticulture, log rollers

Bronze Age

Materials: bronze tools and weapons, crude glass items, linen, papyrus, wool; **Armor:** breastplate, leather armor, padded armor; **Weapons:** composite shortbow, short sword; **Warfare:** organized armies, city walls (large city-states only); **Settlements:** capitals, cities, towns; **Social Organization:** city-states; **Transportation:** chariot, oars, sails, side rudder, wheel; **General:** agriculture, corbelled arch, hand loom, lever, oil lamp, plow, potter's wheel, pulley, sundial

Iron Age

Materials: cotton textiles, iron and steel tools and weapons, parchment; **Armor:** ring mail, scale mail, studded leather; **Weapons:** longbow, longsword; **Warfare:** cataphracts, catapults, hill forts; **Social Organization:** nations/empires; **General:** arch, dome, locks, loom, screw, water wheel

Dark Ages

Materials: cold iron, felt, porcelain, silk, silvered weapons; **Armor:** chain shirt, chainmail; **Warfare:** fortified towns (wooden stockades); **General:** horn window panes, hourglass

High Middle Ages

Materials: adamantine, mithral; **Armor:** half-plate armor; **Weapons:** longbow, two-handed sword, lance; **Warfare:** castles, cavalry; **Social Organization:** guilds; **Transportation:** stern rudder, stirrup; **General:** Gothic arch, lantern, spinning wheel, waterclock, windmill

Medieval

Materials: paper; **Armor:** full plate, tower shield; **Weapons:** bastard sword, crossbow, rapier; **Warfare:** gunpowder, trebuchet; **Transportation:** astrolabe, compass; **General:** buttons, crude glass window panes, mechanical clock, mirror, power loom

Renaissance

Materials: finely ground glass; **Weapons:** firearms; **Warfare:** cannon; **Transportation:** caravels, coach lines, paddle-wheel boat; **General:** fine glass windows, glass lenses, printing press, rockets

Age of Sail

Warfare: ship-borne cannon; **Social Organization:** colonial empires; **Transportation:** oceanic voyages, sextant; **General:** calculus, telescope

Industrial Revolution

General: clockworks, manufacturies, steam power

knew of their legend and gave homage when the great storms swept down from the mountains. But these despots of old had disappeared long before the arrival of the first Hyperborean scouts, and little remains of that legendary kingdom save for a stretch of peaks in the Forlorns called the Giantlands.

This range still serves as home to an inordinate number of giants. Other than deep in the Stoneheart range, there is perhaps nowhere else in Lloegyr that serves as home to a greater concentration of giants than these peaks. Only the hardy dwarves of the Targ Mountain Clan dared live close to them, and Old Burgundia long reinforced its southern border with companies of heavily armed knights and Erskaelosi mercenaries. There are still giants of many sorts living in the giant lands, though it is believed that all of the storm giants have left and few enough cloud giants remain. Strangely fire giants have never been known to be found in this region. These giants live in various holds, steadings, and caves in conditions ranging from comparable of that to the Heldring of the lowlands to absolute squalor. They hunt in small bands but rarely leave the mountains themselves in any numbers. Not in two centuries has a powerful-enough chieftain arisen to unite the various groups into an organized invasion, though some fear that another one cannot be far off.

Gnarlheim

The fortress of Gnarlheim stands against the side of one of the peaks of Mount Therosabad. Its massive ramparts of crumbling stone and leaning towers are the remnant of an ancient storm giant citadel that crashed into the mountain top long ago and was abandoned. Two decades ago a powerful frost giant calling himself the Thunder-Caller rose up and inhabited the ruin with his band of giants and enslaved ogres. Since then, this self-styled king has attracted more and more giants of all kinds to his banner and is the closest thing to a true monarch among the Giantlands. The barbarians of Tyr fear that if a powerful giant does rise to unite the giant bands of the mountains, it will be this King Graccus Bonesnapper.

A bounty of a great weight in gold has been placed upon the giant king's head but the walls and newly tunneled caverns beneath the fortress of Gnarlheim have proven to be a tough nut to crack for even experienced giant slayers.

Hazad-Burgh

The Great Mountain Clan of Targ created the kingdom of Hazad with its primary mines and citadel at Hazad-Burgh. Their mines were wealthy and one of the few sources of ironstone, but built as they were so close to the Giantlands were under constant threat of attack. When the defenses finally fell in 3160 I.R. after many years of declining population, the surviving remnant scattered into the mountains to the west while many migrated east into Southvale. It was this migration that led to the establishment of Durandel and the creation of the second great Targ citadel. Today the empty halls of Hazad-Burgh are stalked by giants, undead guardians, and worse and are avoided by all but the bravest. The most interesting tales of late speak of a blue dwarven ghost drifting among the corridors. However, there are also always tales of lost treasure caches within to convince the foolhardy to tempt their fate.

Kildren Point

Capital: none
Notable Settlements: Kaf Village (522 humans)
Ruler: none
Government: clan hetmans
Population: 7800 (7000 Kaf; 800 Foerdewaith)
Humanoid: none
Monstrous: crab swarms, hyaenodons, locathah, giant crabs (coastline); bat swarms, gnolls, hyaenodons, dire bats, giant insects, ankhegs, sandlings, paleoskeleton creatures (Sand Hills)
Languages: Kaf, Common
Religion: Halatra the Horse
Resources: livestock (sheep, horses), wool, glass, gems
Technology Level: Dark Ages

This lonely stretch of coastline is out of the way and little-visited by the caravans of the Soldier's Road and coastal traders. It is the exclusive homeland of the enigmatic Kaf tribe who dwell in small clan settlements scattered throughout the peninsula and even into the Sand Hills. The only other humans that risk the threat of gnoll raiders are a few hardy prospectors and traders that are known to the Kaf and serve as a point of contact for outside commerce. Visitors to the peninsula are forewarned. Sometimes the riders of the Kaf are friendly to visitors seeking trade and swapping of tales, but other times they simply attack seeking to rob those that they run across.

Kaf Village

Little more than a camp, really, Kaf Village is constructed on the northern edge of the Sand Hills where its riders can easily make forays into the desert wastes to hunt the giant insects that dwell there for their valuable carapaces and delicate wings used in jewelry and adornments for dwellings. Many of the village's homes are tents of stiff leather that have stood for many years and whose lines must constantly be replaced and new patches added due to the omnipresent winds of the point. At least half of the homes, however, have been constructed from ill-fitting wooden beams and logs, their chinks filled with mud and thatching. Despite the aridity of the location, the village streets seem perpetually muddy due to the pig pens along either side that constantly drain into them and the horses that continually churn them into a stinking morass.

Notable NPCS in Kaf Village are **Bertal the Massive, Hetman** (Neutral Ftr10); **Ogama Ong, Wisewoman** (Neutral Clr7 of Halatra)

Sand Hills

These windswept dunes rise in terraced formations away from the sea. They are composed of a coarse yellow sand unique to the Sinnar Coast, and scholars speculate that they are all that remains of a time when an ancient inland sea covered much of the Sundered Kingdoms. This is supported by the vast skeletal remains of ancient sea beasts that are occasionally uncovered by the near-constant winds; sometimes these ancient bony remains crawl to life on their own and attempt to swim through the dunes or make a meal of curious onlookers. Now the hills are home to a smattering of gnoll bands that hunt the giant insects that reside among them and who domesticate the native hyaenodons.

Lowport

Capital: Lowport (10,610)
Notable Settlements: fugitive camp at Salyos (1255 — 824 humans; 210 half-orcs; 158 orcs; 63 half-elves), Lezcano's Inn (43 — 26 humans; 13 half-elves; 2 mountain dwarves; 1 half-orc; 1 hobgoblin)
Ruler: Tyrant of Lowport, Conqueror of the Waves, Despot of the Stony Strand Baljulias the Great (C male half-orc Ftr12)
Government: dictatorship
Population: 13,800 (6250 humans; 3035 orcs; 2700 half-orcs; 790 hobgoblins; 520 mountain dwarves; 360 human slaves; 80 half-elves; 45 half-elf slaves; 20 high elf slaves)
Humanoid: orcs (many), half-orcs (many), hobgoblins (some), mountain dwarves (few), half-elves (few)
Monstrous: goblins, monstrous jellyfish, sahuagin (coastline); krenshars, howlers, ogres, barghests (countryside); rock baboons, worgs, ogres, hell hounds, harpies, hill giants, dragons (Stony Strand)
Languages: Common, Orc, Goblin
Religion: Thursis, Grotaag, Kakobovia
Resources: plunder, slaves, coal, chalk
Technology Level: Dark Ages

At one time the Lowport region was the easternmost portion of the Kingdom of Burgundia with several fortifications of ancient Hyperborea built along the coastline to guard against sea invasion and piracy. However, the territory changed hands several times after Foere quit its claims upon it, and it ultimately ended up under the jurisdiction of Penmorgh with orders to man the old fortifications. The Southvalers were unequipped to deal with the remote forts and failed to properly garrison or oversee them so that when the sea reaver Gathos the Cruel arrived in Parthos 32 years ago, he was able to put the entire garrison to the sword and rename the place Lowport with himself as the tyrant of the city. Lowport was declared a free city with a port open to all comers and became a bastion of pirates, smugglers, slavers, and every unsavory sort imaginable. With Oceanus wholly occupied with its wars of expansion, there was no one with sea power enough to dislodge the scurvy lot that had taken over. By the time things had calmed enough for the powers that be to turn attention towards the situation, they found Gathos and his recruited mercenaries well entrenched with a heavily defended harbor. With no land areas of real value nearby to be claimed and defended, it became more expedient to simply patrol the waters off of the coast to reduce piracy rather than try to root out the entire rats' nest. Gathos wisely ordered his piracy conducted further afield to avoid antagonizing nearby Oceanus, and Lowport became a fixture of the Sinnar Coast.

Gathos's rule was cruel and profitable until the old pirate was challenged and defeated by a half-orc gladiator champion. But if folk thought that the rule of Baljulias the Great would bring moderation and greater civility to the town, they far over-estimated the conscious of the foul brawler. Under Baljulias, Lowport has sunk even further into depravity, getting much more heavily involved in the slave trade and beginning to conduct kidnappings for ransom of valuable targets in the nearby realms. The situation has not

grown so bad to require a military response yet, but many folk suspect that it won't be too many more years before an Oceanic fleet carrying a sufficient number of marines arrives to sweep the riffraff into the sea.

Notable NPCS in Lowport are **Baljulias the Great, Tyrant** (Chaotic orc Ftr12), **High Priest Othothulva** (Chaotic Clr14 of Thursis) and **High Priest Chak-rak** (Chaotic orc shaman of Grotaag [Clr9]).

Salyos

The Hyperborean fort at Salyos largely fell into ruin after its abandonment by Foere in 3221 I.R., though Burgundia did garrison it for a short time thereafter. It was reduced to ruin by the invasion of Oceanus and had lain abandoned thereafter, its stones being taken for building in Parthos as that fort was converted into a functioning port. With the rise of the tyrants, the ruins of Salyos have found new life as a camp for refugees fleeing from the brutal regime changes but with nowhere else to go. As such, a small community of hard-bitten refugees has sprung up among these ruins, though they constantly fear an attack by the Tyrant of Lowport at any time. Lawless and poorly supplied, Salyos's occupants are truly the dregs of the dregs.

Notable NPCs in Salyos are **The Butcher** (Chaotic orc Thf9) and **Spell-For-Hire Langwyf** (Neutral MU8).

Stony Strand

This stretch of desolate, rocky coastline is little visited even by the inhabitants of Lowport. Too many wild or deadly creatures run amok to make travel within them worthwhile for any but the most desperate. Nevertheless, the Tyrant of Lowport sends orc bands out into the hills semi-regularly to scrape the chalk downlands above the sea for blocks of the stuff for exporting when his treasury begins to run low.

Inns and Roadhouses of Lowport and surroundings

Lezcano's Inn

Five years ago a cleric of Thyr from Alcaldar led a party of adventurers into an old fortified temple of Grotaag a few miles outside the walls of Lowport. The city's particularly foul high priest of the orc deity and personal advisor to the tyrant lived within and thought himself well protected from any who might wish to harm him. With his small band of heroes, Father Lezcano brought the justice of Thyr to the degenerate priest and sent his head, and those of his underpriests, to the Tyrant in a wicker alms basket. Since then Lezcano and his companions have converted the structure back to its original purpose as a fortified temple of Thyr and opened it up to a secure boarding house for any goodly folk who find the need to travel to the foul city of Lowport but do not wish to trust their luck to inn rooms within the city or camping on the plain surrounding it.

The result of the Alcaldrich priest's actions are that the new high priest of Grotaag moved his temple within the relative safety of the city walls. The Tyrant has sent numerous assassins and war parties to eradicate the priest and his hostelry, but each has been returned to him in the form of a wicker alms basket holding their heads. Even spies and patrols sent to prey upon those who make use of Father Lezcano's inn find themselves assaulted by the lethal forces trained and quartered within. Tyrant Baljulias does not know what to do about this thorn that continually pricks his side but is considering leading a band to destroy it once and for all. This is precisely what Father Lezcano hopes will happen and why he established the inn in the first place to settle a score with Baljulias known only to himself and his adventuring party members.

The inn is actually an ancient Hyperborean temple of Thyr that has been refurbished and converted into a caravanserai as well. Heavy gates, set in a fortified gatehouse bar entry to a pair of courtyards, the second of which is large enough to hold multiple caravans at once with stabling for nearly a hundred beasts of burden. The rest of the fortified complex is composed of dormitories, kitchens, cloisters, the main temple, and, it is said, secret tunnels beneath known only to the priests. For its size, the caravanserai is sparsely defended, with the staff including only two dozen men-at-arms among the many menials, supplicants, and lesser priests, but most of them — as well as a number of the serving staff as well — are accomplished warriors or clerics (many having formerly been adventurers). Despite its seeming vulnerability on the naked plain outside Lowport, Lezcano's Inn has proven for the Tyrant to be a particularly tough nut to crack.

Jeaux, Chief of Security

Notable NPCs include **Hosteler Father Lezcano Bredroga** (Lawful Clr12 of Thyr), **Security Chief Jeaux** (Neutral hobgoblin [reincarnated human] Ftr9) and **Chaplain Brother Duren** (Lawful Clr5 of Thyr).

Matagost Peninsula

Capital: Oestre (15,616 — 10,054 humans [Foerdewaith]; 1800 mountain dwarves; 1410 half-elves; 855 halflings; 630 high elves; 520 gnome; 347 other)
Notable Settlements: Heldring's Cross (1332 — 976 humans; 251 half-elves; 105 halflings]), Highreach (5256), Highsmyth (7827 — 3890 humans; 1962 mountain dwarves; 1075 half-elves; 655 gnomes; 245 halflings), Tirigoth (782 — 756 humans; 19 gnomes; 7 half-elves)
Ruler: Governor-General Alphonse d'Tarrio Alejandros (N male human)
Government: military dictatorship
Population: 122,000 (58,650 Foerdewaith; 23,600 Oceander; 17,200 mountain dwarf; 12,000 half-elf; 6800 high elf; 1650 halfling; 1110 gnome; 990 other)
Humanoid: mountain dwarves (many), half-elves (many), high elves (some), halflings (few), gnomes (few)

Monstrous: goblins, worgs, bugbears, duergar, aberrant giants, stone giants, giant eagles (Matagost Range); wolves, dire wolves, giant beetles, inphidians, decapodes (woodlands); snapping turtles, crab swarms, giant eels, sahuagin, kelp devils (coastline)
Languages: Common, Dwarven, Elven, Halfling, Gnome
Religion: Mithras, Tykee, Sefagreth, Dre'uain, Thyr
Resources: shipbuilding supplies, coal, iron, quarry stone, ironwork, timber, livestock (goats, pigs), lead, gems
Technology Level: Medieval

The Matagost Peninsula protrudes like the blade of a cleaver from the eastern side of Akados, stretching almost all the way to Ramthion Island, where the dark Dardanal Strait marks its easternmost point. The Matagost Range bounds its southern flank while the northern shore looks out upon Pontos Island and the Gulf of Akados far to the north. The Province of Matagost long sought to be a shipping capital but was always eclipsed by Tsen and its holdings to the north. With the destruction of that land and the emergence of Endhome as a trade center, Matagost was relegated to a military status to protect against Ramithi pirates and other threats. Over time it developed into a self-sufficient province in its own right, and the discovery of vast iron lodes in the mountains led to its current state as a leading fabricator and exporter of ironwork. This is the position it now holds in the Empire of Oceanus, the latest sovereign to control the lands of the peninsula.

In ages past the peninsula was heavily forested and inhabited by elves. Hundreds of generations of timbering and the great fires of Curgantium did much to clear its lands, but they have recovered significantly over the years. No longer a great forest, Matagoth is lightly forested for much of its length providing firewood along with coal mined from the mountains to light the forge fires of Highsmyth. Some high elves still call Matagoth home, though most live in the more sparsely populated areas where the trees grow thickest among the foothills of the mountains. These elves are friendly with the lowland humans and their Oceanic masters. They avoid the filth and soot of Highsmyth but are commonly seen in Oestre and frequently serve as guides and hunters for travelers or caravans headed for the dwarven mines in the mountains.

Dardanal Strait

The narrow strait between the Matagost Peninsula and Ramthion Island was once called the Narrow Sea. Though scholars have found artifacts to show that early inhabitants of the region had navigated it in hide coracles and canoes, it has been impassible to such craft for thousands of years. In fact, after the activation of the *Obelisks of Chaos* some years ago, the influence of the demon lord Dagon fell heavy on these waters making them dark and turbulent and filled with all manner of malevolent creatures. Now no less than two sahuagin cities, clusters of kelp devils, and multiple sightings of scyllas and charybdises are attributed to this befouled stretch of water. During the great flight of 2496 I.R. when wildfires forced refugees to attempt the straits in great numbers, the predators of the strait fed well. One Hyperborean ship captain called Dardanal the Navigator became legend after crossing the strait taking full shiploads of refugees no less than twelve times. It was on his thirteenth trip across that he and his ship, the *Wayfarer*, vanished and allegedly fell to the creatures of those waters. The strait was renamed in his honor and is largely avoided while man-o-wars out of Highreach patrol the northern and southern end to prevent the vile things that lurk within from emerging in numbers. So far they have been successful in keeping the creatures contained, but no one knows how long this détente can last.

Heldring's Cross

The town of Heldring's Cross lies at the crossroads where the Soldier's Road from Endhome meets the Hollow Road from Old Burgundia and both turn east towards Oestre. The town is considered the westernmost part of the Matagost Peninsula and has historically been considered disputed territory between that province and Sunderland to the west. There is currently no organized government of Sunderland, so Matagost's claim to the town has gone unchallenged for many years. Despite this, it remains virtually ignored by the government in Oestre and is generally fine with that.

The small burg's one claim to fame dates back to the times of the Heldring invasions of a thousand years ago. One war band led by an unnamed jarl, who was among the first to convert to the gods of the Hyperboreans, made its way here through the Moon Fog Hills. The journey was harrowing, the dangers of the mystical hills taking a heavy toll of the warriors, and the end of their journey brought them into battle at this point with a host of local warriors gathered from Oestre in the east. The Heldring were victorious despite their many travails, and the grateful jarl built a church here to Thyr in thanks for his aid. The original church is long since gone, but the 12ft-tall, rune-scribed stone cross that he erected next to the church still stands, time worn and lichen crusted. Its runic inscription of thanks and dedication is faded but still legible, and it has been seen as an important shrine to the church ever since. The leader of the town is always a priest of Thyr sent to tend the shrine, and the Oceander cleric that currently serves that role is no exception, preaching the will of Thyr weekly and calling travelers to seek justice and leave donations at his small church.

A notable NPC in Heldring's Cross is **Priest Fray Compton d'Lac** (Lawful Clr6 of Thyr).

Highreach

This great fortress on the Sinnar Coast was originally constructed by the Hyperboreans to defend against attacks by Ramithi pirates. It has since been converted by the fleet of Oceanus into their own military harbor and strong point from which to project their naval power across the region. In addition to the many ships constantly anchored here and their crew compliments of sailors and marines, an army of 5000 Oceander soldiers is constantly kept stationed here and drilled to battle readiness in order to be transported to anywhere needed at a moment's notice.

Highsmyth

Highsmyth is the great ironmongoring capital of the Matagost Peninsula. It provided a great deal of iron ore in the days of Hyperborea and Foere and even now serves as the primary foundry for the Empire of Oceanus. Here ironwork of the highest caliber is exported to Pontos Island for use in even more refined manufacturing. The gunsmiths of Oceanus rely heavily on the high grade steel produced here. A great black fog continually hangs above the city from its hundreds of forge fires, and on days when the wind is still this miasma will sink to street level and cover the city with its smudge. The result of these "black fogs" and the constant fall of soot from the many smokestacks stains everything within the city a dismal gray, which the Oceanic mayor cheerfully calls "the new color of gold."

Notable NPCs in Highsmyth are **Mayor Carlo d'Brocce Alvamo** and **Master Ironworkers Guildmaster Ivan Gundris** (Neutral dwarf).

Matagost Range

Rising along the southern edge of the peninsula, the Matagost Range runs from the Moon Fog Hills to the Dardanal Strait and are a part of the same range that comprises the Caterwaul Mountains on Ramthion Island. The peaks of this range are stark and knife-edged, and the highest peaks remain covered in white even during the summer. Many mountain dwarf clans, long friendly to the human lowlanders, work mines in this range and provide ore to the great foundries of Highsmyth. Though the roads to these mines are good, ore caravans are always heavily guarded because goblin worg-riders and their bugbear cousins are known to inhabit the lower slopes and gray dwarves have raided a few mines in the ridges above in recent years.

Oestre

As long as an organized nation-state has existed on the peninsula of Matagost, Oestre has served as its capital. Built with double concentric walls first in earth and wood and later replaced in stone, the Piedmont of the city still serves as the location of the Lord's Palace and the marble columns of the city's chief temple, currently dedicated to Sefagrath, God of Commerce. Other prominent temples in town include those dedicated to the soldier's deity, Mithras, and Tykee, the patroness of luck. The citizens of Oestre are primarily of the native Foerdewaith stock, many with the blood of the Heldring in them from their invasions of long ago, but there are also many folk of Oceanus (also Foerdewaith but the olive skin common to the natives of that island) that have relocated here to find their fortunes since the city fell under Oceander control. Oestre is open to trade and travel, but entry and exit is strictly monitored and the Watch is always on the lookout for spies from distant Foere.

Notable NPCs in Oestre are **Governor-General Alphonse d'Tarrio Alejandros**, **Mayor Padrick de Querne**, and **Commander of the City Watch Romalio d'Vincenes** (Neutral Ftr9).

Tirigoth

The fishing village of Tirioth lies on the far side of Criehammer Pass. It is small and isolated and tends to its own business, sheltered by the surrounding cliffs as it ignores the rest of the world. It has no interest in the politics of the Matagoth Peninsula, and so far Oceanus has shown no interest in this tiny berg. The town's mayor led the fishing fleet before being injured during a rockslide years ago. A few years ago his compatriot Callawagn stumbled upon a small dwarven mining claim in the nearby mountains that contained a promising gold vein. Together they murdered a villager and framed the dwarven miners. The miners have since been arrested and executed, giving the mayor and sheriff sole control over the mine to be worked by their gnomish crew. But now the mayor fears dwarven reprisals and has set a ban on dwarves within Tirigoth. It remains to be seen if the mountain dwarves of the Matagost Range will realize the crime that has been perpetrated and seek vengeance.

Notable NPCs in Tirigoth are **Mayor Limper Karl** and **Sheriff Callawagn** (Chaotic Thf7).

Inns and Roadhouses of the Matagost Peninsula

The Lost Lament

Situated in a particularly ill-omened location on the eastern edge of the fearsome Moon Fog Hills and backed up onto the desolate lower slopes of the Matagost Range, The Lost Lament is a dark and gloomy looking stone structure with multiple gables and a heavy iron fence intended to keep out the local wildlife and overly inquisitive visitors. Salem Gorvezal and his pale, big-eyed children run the inn, quietly serving guests and tending to their animals. Rumor has it that Salem has a wife, though no one ever sees her — rumors abound that she is a demoness, a vampire, an immortal sorceress, or various other fancies, and Salem himself is mum regarding her very existence.

None of this is to say that the The Lost Lament is a bad inn — it is in fact quite comfortable if one doesn't mind the dark, somewhat sepulchral décor and its gloomy surroundings. Rooms are almost luxurious and run from 4–8gp per night, with a total of eight rooms available, each under the peak of a forlorn gable with a haunted view of either the mist-choked hills to the west or the foreboding mountains to the east. Food varies from simple and plain to fanciful gourmet meals prepared by Salem's son Reginald, who is said to be a genius in the kitchen.

Other rumors surround the inn — that those who sleep there have prophetic dreams presaging disaster, that Salem has a deal with the local ghouls or vampires and gives them every tenth (or twelfth, twentieth or hundredth, depending on who's telling) guest, that he secretly worships the demon lords whose followers lurk in the hollow hills to the west, and so on. Most people pooh-pooh these rumors and insist that Salem is just eccentric, but this doesn't stop them from carefully locking their doors at night whenever they stay.

Despite its isolation and seemingly ill-famed location, the inn has remained free from serious trouble by raiders from the mountains or hills with little protection beyond its wrought-iron fence. Even its stable has remained inviolate from incursion despite being a small, somewhat-rundown structure at the very edge of the fencing. This security is partially based on its own haunting reputation but also because the proprietor and his family are comprised of several accomplished masters of the arcane arts. Between their not-inconsiderable skills, the heavy iron fence is secretly electrified at night (or at any time that Salem chooses to activate it), a number of the carven gargoyles that decorate the inn's gothic roofline are actual living gargoyles that serve the Gorvezal family, and Isabelle Gorvezal is, in fact, a powerful 400-year-old Alcaldrich vampire matriarch who seeks only peace and solitude from those who would hunt her kind, while also not wishing to doom her husband and mortal offspring to a life of complete isolation on her account. This quiet retreat on the borders between light and darkness serve not only those needs but also suit the very nature of her shadowed soul as well.

Notable NPCs at the Lost Lament are **Hostler Salem Gorvezal** (Neutral MU11), **Matriarch Isabelle Gorvezal** (Chaotic vampire), **Chef Reginald Gorvezal** (Neutral MU7), **Head of Staff Cerine Gorvezal** (Neutral MU8), **Cellarer Hanson Gorvezal** (Chaotic MU7), and **Groundskeeper Ricard Guesterwyn** (Neutral Ftr9).

Old Burgundia

Capital: none
Notable Settlements: Emryl (1156), Terrin Keld (3286 — 2645 humans; 328 half-elves; 213 mountain dwarves; 100 other), Tyr (7362 — 6221 humans; 731 mountain dwarves; 213 half-orcs; 197 other)
Ruler: none
Government: anarchy (Wildlands), feudalism (settlements)
Population: 33,800 (13,350 Foerdewaith; 11,200 Erskaelosi; 7100 mountain dwarf; 1300 half-elf; 450 half-orc; 400 other)
Humanoid: mountain dwarves (many), half-elves (some)
Monstrous: dire animals, ghouls, leucrotta, boggards, megafauna, perytons (Wildlands); dire animals, orogs, ogres, crag giants, hill giants, stone giants, wyverns, dracolisks, frost giants, cave giants, rocs, cloud giants, dragons (Forlorn Mountains)
Languages: Common, Erskin, Dwarven
Religion: Bowbe, Gromm, Dwerfater
Resources: furs, plunder, ivory, quarry stone, cinnamon
Technology Level: Dark Ages

Once the richest of the Sundered Kingdoms, Burgundia stood out as a shining example of prosperity and sophistication. From the much-lauded capital of Trevi, with its marble buildings, silvery fountains, and vaunted walls, the Kings of Burgundia enjoyed great reputation among monarchs throughout Akados. The kingdoms finely crafted furniture and unique silver-veined marble were found among the richest across the known world, and even today antique furnishings of Burgundia remain the prized pieces in palace collections from Castorhage to Memphis.

Twice the great city of Trevi was besieged, once for 5 years against the Foerdewaith armies of Matagost when the city stood firm, and once for 3 years against the armies of Oceanus. In the second case, the King of Burgundia had been killed in battle in Southvale and his young son Marteir had been forced to take the throne. Between the young king's inexperience and the Oceander's use of their new cannon, the city fell. The Oceanders laid waste to the countryside from Trevi to Parthos and left behind a decimated population and destroyed infrastructure. While many

survivors emigrated elsewhere some few remained behind, though the kingdom never recovered as anything more than a handful of independent towns.

Burgundian Road

This roadway runs from the Trader's Way in the west to the remains of Parthos in the east by way of the trade town of Terrin Keld. It sees little enough traffic other than caravans out of Southvale, and much of its length is rutted and washed out. Bandit encounters are frequent along its length.

Old Kingdom Road

Once the main road of the kingdom that brought traffic through Trevi, the army of Oceanus pulled up many of the paving stones that had been laid to take back for their building projects at Matagost and Parthos. It is now little more than a pitted lane that has a tendency to break cart wheels and bring animals up lame. The little-used cart track that brought travelers to the town of Terrin Keld became a bypass for this road and now carries all of the substantial traffic of Old Burgundia.

Southvale Causeway

This road reaches the town of Emryl before passing through the Forlorn foothills and then

Weatherall before crossing the moorlands at the northern end of Southvale. Emryl prospers off of this trade, and the local lord, **Ergimot Culruh** (Lawful half-elf Ftr3/Clr2) lives well and even has the luxury to grow cassia trees from which to export the famed Burgundian cinnamon of old. Much of the roads length, especially in Southvale, is a raised causeway built up on an earthen mound to avoid the fens and hidden bogs along its length. Boggards are occasionally sighted along these marshy stretches, but they have yet to attack any sizable groups of travelers.

Terrin Keld

Ruled by a lord claiming to be hereditary nobility, Terrin Keld is a trade town that serves the overland route from Southvale to points north and west. Grown much since the fall of Burgundia, it took in many refugees and is now walled with an earthen embankment and a wooden palisade. Four gates, each flanked by two wooden towers and topped by a fighting platform, open in its four walls, and torches are kept lit atop these throughout the night to provide light for the crossbowmen who constantly man them. The Wildlands are extremely dangerous at night, and Terrin Keld is one of the few spots of civilization in the area. The Lord Caraway rules from nearby Dunish Keep and tasks his men-at-arms with patrolling the surrounding roads for both creatures from the wilds and armed parties coming from Lowport. He fears an attack someday from the Tyrant and has several paid informants in that town to alert him of any news.

Notable NPCs in Terrin Keld are **Caraway of Dunish, Lord of Dunish Keep** (Neutral Ftr4) and **Sergeant of Dunish Matwin Toulous** (Lawful Ftr7).

Trevi

Once a beautiful city to behold with shining walls of white studded with domed towers, gates of silver-chased Libynosi blackwood and an acropolis built in the indigenous silver-veined marble, Trevi is now a crumbled shadow of its former glory. The walls are little more than rubble piles where the ashlar facing stones were taken by the invaders, and its famous gates now lie in twisted shattered ruin from the impact of Oceanic cannon, the silver chasing long since stripped away by the invaders. The ruins have been picked over and looted for the last 175 years, and occasional pack trains still come to salvage marble from the palaces on the acropolis for trade. Lately, however, scavenging parties from Terrin Keld and Emryl have failed to return. A fiendish ogre mage warlord calling herself the Beautiful Contessa has assumed control of the city and gathered the dregs of the countryside to her banner. She plants the heads of intruders and those who displease her atop pikes outside the ruined gates. Recently one of the Princess of Tyr's favored consorts was among those lost, and a band of devoted Erskraelosi warriors from that city calling themselves the Blade of Vengeance are planning an attack on this upstart's new kingdom.

Tyr

The Erskaelosi city of Tyr stands on the plains just to the north of the Giantlands like a taunt. It is weathered more giant attacks than probably any other place on Lloegyr and continues on despite the constant danger. Its walls are low earthen mounds studded with sharpened stakes to withstand the attacks of giant boulders and hinder their ability to simply walk over them. The area in front of and behind the mounds are riddled with narrow trenches from which defenders can take cover from giants and then attack them with longspears when they try to cross over. The buildings of Tyr are a combination of hide tents and awnings and wooden structures hastily clapped together. The Erskaelosi know that structures are easily susceptible to the attacks of giants and build them so they can be easily reconstructed. The only stone structures in the city are the dark basalt construction of the Great Arena, where gladiatorial tournaments and executions of captured giants occur, and the Heartsflame Palace where the Princess of Tyr dwells. Even these bear the scars of giant attacks, though neither has ever fallen.

Notable NPCs in Tyr are **Princess of Tyr Bridthotina** (Neutral Ftr4) and **Kyphos, Champion of Tyr** (Chaotic Ftr13).

Wildlands

This desolate stretch of dry wastelands and blasted hills stretches across Old Burgundia south of the Burgundian Road from the Trader's Way to the Stony Strand. Once miles upon miles of lush, irrigated farmland, orchards, and copses of the native cassia trees, the Oceander invaders laid waste to the entire countryside, destroying what they could not carry off. Rivers were dammed with brush and rubble, irrigation canals were allowed to silt in, and windmills that plumbed water wells were left to slowly succumb to time and the elements until this is now a dry and barren place home only to scavengers and creatures that hunt among the wastes looking for hot blood to drink. Bands of Erskaelosi barbarians roam these lands, eking out a living on the few resources it possesses and bringing to battle any fell creatures they find. Many Erskaelosi tents bear the horns and scales of the foul denizens they have bested, but just as many bleached bones of Erskaelosi warriors lie unburied in the unforgiving landscape where the hunters became the hunted.

Inns and Roadhouses of Old Burgundia

Khelestia's Rest

Khelestia Whiteraven is a known witch of no small skill, making her status as an innkeeper a bit of a mystery. Her house is a deceptively small establishment on the edge of the Wildlands (some claim that it is actually larger on the inside than outside), near where the Burgundian Road meets the rutted Old Kingdom Road, and is remarkable in that it is staffed almost entirely by fey creatures. The sprites, brownies, atomies, and pixies who help at the inn seem to do so out of genuine affection for Khelestia — anyone or anything who seeks to do their employer harm will face their wrath, and the outcome of such incidents is never pretty.

Khelestia also numbers among her allies several highly intelligent cats of apparent fey ancestry, a moondog named Tavi, and an iridescent purple faerie dragon called Shae. Needless to say, a visit to Khelestia's Rest is quite an experience, with guests tended to by fluttering faeries and tiny humanoids, occasionally inspected by cats of alarming intellect, and sometimes even engaged in conversation by the dog and the faerie dragon. Food is also provided by Khelestia's fey, and it can vary from sweet fruits and berry cakes to freshly-hunted stag or boar from some distant forest. Khelestia does insist that the fey let her guests sleep, however, and those who have spent nights there report that the place is especially pleasant and restful.

A night's stay at Khelestia's Rest can cost anywhere from 5–20gp, as the fey also set the price based on how interesting the guests are. Khelestia sometimes overrules them if she thinks they're being overly cruel, but for the most part lets them do as they please.

Notable NPCs at Khelestia's Rest include **Innkeeper Khelestia Whiteraven** (Lawful MU11), **Host "King" Ettletwine of the Little Folk** (Neutral sprite), **Hostess Shae** (Neutral faerie dragon), **Cellarer Precious** (Neutral sentient fey cat), **Huntsman Tavi** (Lawful moondog), **Stableman Ferg**, and **Potboy Newt**.

Snurri's Inn

Snurri Boldheart is a dwarf of advanced years who nonetheless runs his inn like a well-oiled machine, overseeing a staff of halflings who tend to its guests and keep its nine sleeping rooms and two suites spotlessly clean. Snurri also isn't adverse to picking up his axe and defending his place, either as a band of mercenaries, reinforced by a necromancer and his undead friends recently found to their dismay. Their armor and weapons are currently on display in the inn's common room, and only the most strident objections of Snurri's wife Maedra prevented him from mounting the necromancer's head above the fireplace for all to see.

The inn is plain but comfortable, and as noted it is kept scrupulously neat. Snurri has been known to fly into berserk rages at the sight of any dust or grime, though fortunately he does not take his anger out directly on his employees or guests, confining himself instead to ferocious outbursts of extremely creative profanity.

Rooms here are a relative bargain for the region, 4gp per night for everyone, period. This includes one simple meal per day — an extra silver buys a second. The halfling staff are all extremely solicitous and polite and despite his rages, they love their employer dearly.

Notable NPCs at Snurri's Inn include **Proprietor Snurri Boldheart** (Neutral dwarf Ftr7), **Mistress of Kitchens Maedra Boldheart** (Lawful dwarf), and **Majordomo Gascin de Birch** (Lawful halfling).

Ramthion Island

Capital: none, formerly Port Clar
Notable Settlements: Farketh Knowe (3285), Fort Kellstyn (950), Kapstan (565), Lambert Landing (573 — 531 humans; 40 half-elves; 2 gnomes), Port Clar (8673 — 7289 humans; 1081 half-elves; 303 gnomes), Salt Tide (321), Tenibrean (626), The Damerhold (5260)
Ruler: Governor-General Altorius d'Ambrago d'Mediceno Thyriskos (L male human Pal11 [order of the lion]) (lowlands), Dux Bellorum Ombarto Trullian (L male human Ftr5) (mountains)
Government: military dictatorship (lowlands), feudalism (mountains)
Population: 52,300 (32,800 Ramithi; 17,000 Oceander [Foerdewaith]; 2000 half-elves; 500 gnomes)
Humanoid: half-elves (few), gnomes (few)
Monstrous: blood hawks, spriggans, caterwauls, banshees, rift drakes, vampires (Caterwaul Mountains); crab swarms, bunyips, giant crabs, sahuagin (coastline); giant frogs, oozes, gnolls, gallows trees, zombies, vampires, black dragons (Southfell Glades)
Languages: Common, Gasquen
Religion: Quell, Mithras, Sefagreth, Thyr
Resources: salt, sugar, livestock (goats), shipbuilding supplies, whale oil, ambergris, gems
Technology Level: Age of Sail (lowlands), Dark Ages (mountains)

Originally an island of small fishing villages and laconic river folk, Ramthion Island came to be known for its cash crop of sugar cane and its infamous pirate clans. With much of the island to the north and south covered by swamplands, and mountains in the west, most towns developed along the coasts or on the banks of the island's major river. Bargemen poling their great rafts up and down the shallow Caney River were a common sight in times of peace. Unfortunately times of peace are often few and far between as invasions have disrupted the populace many times in the past. The coming and eventual ouster of the Heldring created the impetus for the many disparate villages to identify into a unified people — the Ramithi. And it is this Ramithi unity that provokes the people of the island to continue to resist the current invasion of the Kingdom of Oceanus.

The Oceanders control the lowlands and use Port Clar as a major naval base and trading hub for their vast maritime empire, and their inroads into the island have resulted in the constructions of the fortresses of the Damerhold and Fort Kellstyn. But so far the armies of Oceanus have been unable to dislodge the Ramithi resistance from its foothold in the Caterwaul Mountains. And now an uneasy game of waiting and looking for opportunities to strike at the enemy has turned their war of invasion into a slow burning pressure cooker. The Oceanders have also discovered that the Ramithi rebels are not their only problem, for with their occupation they have discovered the island's rich history of folk tales and legends regarding disappearances and bogeymen that come in the night, and they are discovering that at least some of these tales appear to have a basis in reality as watchmen disappear from their posts and entire patrols have been lost in the dark leaving no clue as to the culprits or means. Governor-General Thyriskos believes that Ramithi partisans are to blame, but his closest advisor, Dom Alihsero d'Coba (L male old human MU8) fears something much older and more sinister is at work, something that even the local population fears.

Caney River

The main artery of trade on Ramthion Island, the Caney River flows wide, muddy, and shallow down from the Caterwaul Mountains and across the plain before draining into the Sinnar Ocean at Port Clar. Named for the numberless sugar cane plantations along its length and the patches of wild sugar cane that grow along its banks, the river has been the lifesblood of the Ramithi for generations. Now in addition to the slow-moving cane barges that plod up and down its length, keelboats manned by Oceander marines patrol from Port Clar to the base of the mountains looking for Ramithi insurgents.

Lesser Reach

Actually called the Lesser Reach of the Caney River, this languid flow trickles south into the glades and the scum-covered surface of Lake Latrouche in the heart of the swamp. The town of Lambert Landing lies just beyond the initial fork in the river.

Caterwaul Peaks

Rising on the western end of the island as an extension of the Matagost Range beyond the strait, the Caterwaul Mountains serve as a foreboding natural fortress in the heart of Ramthion Island. The ruins of Ancient Ones still dot the peak, and the great fortress of Farketh Knowe was constructed on the high precipice of Mount Marvel. Now many small Ramithi villages have sprung up in hidden dells and valleys as refugees from the lowlands seek to escape the Oceander invaders. This stubborn people has appointed a war leader to lead them in their rebellion against the invaders centered at the ancient Heldring fortress.

The peaks themselves are steep and jagged, broken by many narrow, high-walled valleys and precipitous waterfalls. The terrain is perfect

for a guerilla war against the conventional armies of Oceanus, and the Oceanders appear to be no closer to flushing the resistance out than they were when they began. A mountain village culture has developed among the Ramithi, and anyone who knows their hidden ways can find communities prospering with children playing among the women who go about their business of weaving, building, and trading while the able-bodied men continually train for battle. At night the fires are lit and there is dancing and feasting in the streets while the folk forget their troubles for the moment and remember their lost homes on the rivers.

Farketh Knowe

The great stone fortress of Farketh Knowe was built by the Heldring to control the lowlands of their conquered islands. When the Ramithi pirates led the conquered peoples in rebellion against their Heldring overlords during the waning of the Heldring Expansion, the fortress was overrun and its walls thrown down. Its ruins remained formidable, however, and when the Ramithi refugees created a *dux bellorum* to lead them in their revolt against the Oceanders, that war leader chose the centuries-old ruins to serve as the focal point of their resistance. The walls and towers of Farketh Knowe stand strong once again with repairs continuing on sections that had crumbled, and warriors once again fill its halls. Dux Bellorum Ombarto Trullian has gathered 2000 Rathimi warriors here, and continues to put the call out among the mountain refugee towns. His plan now is to continue a guerilla campaign through the mountains until he can gather sufficient forces and determine the right location for a decisive battle against the invaders.

Fort Kellstyn

This small fort only recently sprang up within the last 30 years. After the lowlands were subjugated from the fastness at the Damerhold, the Oceanders realized that they needs a bastion against incursions from the Ramithi forces gathering in the mountains. The wooden palisade of the fort is augmented by stone towers that are being constructed at each of its corners, and the roof of the keep within has been replaced with tile to guard against the fire arrows of the rebels. The garrison is under the authority of **Captain Garos d'Lamaya** (Lawful Ftr5) who commands an Oceander force of 25 light cavalry and 267 infantry. In addition another 100 Ramithi auxiliary infantry conscripted from among the conquered lowlanders live in a tent town outside the walls of the fort and serve to reinforce its troops when needed.

Greenpool

The village of Greenpool stood for centuries on the rocky cliffs overlooking the ocean at the southernmost tip of Ramthion Island. Not exceedingly prosperous, it nevertheless made a fair trade on its local saltworks and fishing. That was until 3422 I.R. In one night the waves rose and crashed over the cliffs, though no storm blew them, the earth cracked and opened, though no earthquake shook them, and men fell dead where they stood, though no hand slew them. An unknown doom had come to Greenpool, and when dawn rose red over the town the next morning not a living soul remained. Over the years the town has been avoided as cursed, and what few buildings remain have fallen into ruins. The only thing that remains to easily identify the town is the green tidal pool from which it took its name. That strangely deep pond still exists, its waters occasionally rippling even when no wind touches its surface.

Kapichi Point

The ancient fortress of the Kapichi pirates once stood upon this lonely rocky point. The treacherous sea rocks beneath its ramparts that only they knew how to navigate protected them and their fleet from attacks by those who would end their piracy. However, with the Battle of Kapichi Point 300 years ago, the Ramithi clans watched the Oceander navy brilliantly defeat the navy of Foerdewaith, sending many of their number to their watery graves upon the very rocks before the fortress. They then saw the Oceander fleet somehow navigating those self-same rocks and converging upon the Ramithi ships trapped in the harbor. In one day, the Oceander's destroyed the only two naval forces in western Akados capable of threatening their own fleets. The fortress of Kapichi was destroyed, and the Ramithi Clan survivors fled into the swamps to the south to escape the slaughter. The piles of rubble that stand at the end of the point and the jagged rocks in the waters beyond the harbor serve as reminders of the Ramithi fortress and Foerdewaith navy that were both destroyed here by the Oceanders.

Lambert Landing

This settlement lies where the muddy waters of the Lesser Reach branch off from the Caney River and head towards the mires of the Southfell Glades. Despite its small size, this town boasts a curtain wall and two stone churches, one to Thyr and one to Kamien, Goddess of Rivers, though none of these constructions are in particularly good repair. At one time the town served as the central shipping point of the vast Toussant sugar cane empire, though it has fallen on hard times since the disappearance of that family a century ago. Now it exists off of minor trade with river traffic to the north as well as the shipment of fresh frog legs for the tables of the Oceanders in Port Clar (considered a rare delicacy among the new Oceander elite). There is also a significant trade in fools looking to enter the glades for hunting or more likely to find the lost treasures of Toussant House. Currently only about half of this latter group ever return, and those who do have all returned empty-handed.

Notable NPCs in Lambert Landing are **Lord-Mayor Antoin Lambert VI** (Chaotic) and **Reeve of the Lesser Reach Polsalvy Estermont** (Chaotic Ftr7).

Port Clar

Formerly a large trade town, Port Clar has seen a sudden expansion to a small city as it serves as the primary port of call for the Empire of Oceanus on Ramthion Island. The people still go about their business as normal, but now they make way for constant supply trains and columns of troops marching to or from the fortresses built farther inland. A small Oceanic naval base has been established with a fleet of 5 ships, and a contingent of 1500 Oceander marines are likewise stationed in town for rapid deployment inland or upon the sea as necessary. The port have have been opened to a greater expansion of contact due to the Oceander occupation, but the folk remain insular and tight-knit among themselves, waiting for the day when the occupiers leave.

A notable NPC in Port Clar is **Oceander Administrator Admiral Trophius d'Tylo Percutia** (Chaotic Ftr4).

Salt Tide

The village of Salt Tide consists of a half dozen families (total 321 humans), all of whom work in the extensive saltworks that lie along the shore. There are many other saltworks along the coasts and in the swamps of Ramthion Island, but Salt Tide is renowned for producing the whitest and most uniform crystals. The villagers of Salt Tide were long considered the tenants of principal clan chief of the Ramithi, but are now in the employ of the island's Oceander governor-general. They make a pittance for their back-breaking labor, but consider one tyrannical lord much like another and go about their business in isolation save for the weekly ships that arrive to pick up loads of salt.

A notable NPC in Salt Tide is **Town Headman Natch Prumble**.

Southfell Glades

The southern end of Ramthion Islands is a swampy morass despite the fact that it lies far enough above the sea that it should be able to drain. Scholars speculate that some catastrophic deluge of old must have occurred to create the anomalous conditions, but no one knows for certain. The Lesser Reach of the Caney feeds into the swamp and Lake Latrouche at its center, and from their muddy fingerlets of water spread out to saturate the entire area of the glades. The Southfell Glades have been considered haunted since the earliest known times on Ramthion, and the ruins of the ill-starred Toussant family's house still rest somewhere within their dank embrace. Disappearances have always been common among villages that lie near the swamps and are usually attributed to alligators or the gargantuan frogs that haunt its death, but the graybeards just shake their heads and know better. In addition, there is an undeniably large number of mindless undead that wander the watery ways, so even the most skeptical have to consider that something supernatural may be at work here.

The Damerhold

This massive stone-walled fortress serves as the strongpoint of Oceander power on Ramthion Island. Its construction was key to the pacification of the lowlands, and after many years it has seen the end of Ramithi resistance centered in the swamps of the Sea Dagger. The citadel's commander **Colonel-Commandant Obargria d'Havlina Chyri** (Chaotic Ftr12) has watched the core of the Oceander war effort shift west to the vicinity of Fort Kellstyn to deal with mountains rebels and does not like to see the decrease in his influence upon the island. Unfortunately, since the governor-general likewise resides in the Damerhold and has authority over the commandant, there is little at this time that Chyri can do to directly determine Oceander war policy on the island. With a garrison of 350 heavy cavalry and 4000 infantry, Lord Chyri awaits only the opportunity to squash the Ramithi resistance in a decisive battle once and for all.

The Sea Dagger

The northern peninsula of Ramthion Island, the Sea Dagger got its name from its characteristic shape jutting out into the Sinnar Ocean as well as the proclivity with which the rocks at its northern tip cut into the hulls of ships unfamiliar with its waters. Most of the peninsula is swampy and difficult terrain, which made it ideal as a barrier to guard the Ramithi pirate clans when they dwelt in their fortress on Kapichi Point. Despite the ominous terrain, these marshes don't share the same sinister reputation as those at the island's southern end do, and for many years after the Oceander invasion they served as a hiding place for Ramithi resistance fighters. With the construction of the Damerhold, however, any patches of resistance that once resided here have largely been rooted out.

Toussant House

Toussant House is whispered of only in legend among the native Ramithi. It was the ancestral abode of the infamous Toussant family who held great interests in the sugar trade along the Lesser Reach of the Caney River. The house came into its own under Sterneher Toussant during the time of the Heldring occupation centuries ago when it consolidated its holdings and made its fortune. Toussant House was built on one of the few stable and dry areas of the Southfell Glades with the gold earned from working with the Heldring invaders — and, it was said, off of the labor of Ramithi slaves. The Ramithi whispered of dark dealings by the Toussant clan out in the marsh, but none dared speak too loudly for fear of their Heldring overlords.

When the Heldring were ousted from the island three centuries later, accusations of collaboration were made against the Toussants, but the loudest voices soon disappeared and the superstitious folk soon learned to keep their opinions to themselves. The Toussants continued to prosper with their sugar cane empire, and the locals quietly whispered of strange noises in the swamp and of deals with the Devil. Whatever the truth of these claims, they were made moot when a century ago all contact was lost with the Toussants and the swamp appeared to expand and swallow up Toussant House. The swamp road was lost to the mires, and no one today knows the exact location of where Toussant House is rumored to still stand among the moss-draped trees. The sugar cane plantations were bought by other interests, but the small folk of the river villages still whisper of the Devil Toussant and witchcraft among the dark mires.

Inns and Roadhouses of Ramthion Island

The Pirate King

Strategically located between the Ramithi stronghold of Farketh Knowe and the Oceander fortress of the Damerhold, this seaside inn is well-known as an unofficial neutral ground where both Oceander and Ramithi are served without favor or prejudice. Innkeeper Amalya Raen is a Foerdewaith woman who has no real quarrel with either side, and her even-handed treatment of native rebel and foreign invader has led to an unspoken truce that allows the combatants to meet here free of the threat of violence. More than one group of diplomats have met here over the past few years to discuss terms and conditions. And while none of brought any lasting peace or freedom to the island, on more than one occasion the agreements reached by these embassies have improved conditions for the common folk of the island in at least some small way.

The inn is a picturesque stone structure perched above the crashing surf below, and it remains a safer and far more secure place than most wilderness roadhouses. Amalya and her family maintain the place and serve excellent basic fare, and the Ramithi and Oceanders who have come to love the place take special care to keep the inn and its guests safe from harm, lest their peaceful refuge from conflict be damaged or destroyed.

Notable NPCs at The Pirate King include **Amalya Raen** and **Tom Burg** (Lawful Ftr4).

Southvale, Duchy of

Capital: Penmorgh (23,454 — 18,529 humans; 2111 mountain dwarves; 938 halflings; 910 high elves; 704 half-orcs; 235 half-elves; 27 other)
Notable Settlements: Border Keep (2070), Bradfield (4223 — 4054 humans; 84 mountain dwarves; 43 halflings; 42 other), Guildford (13,525 — 9456 humans; 2801 mountain dwarves; 722 half-elves; 560 halflings; 493 high elves; 213 other), Homewood (170), Southreach (960 — 912 humans; 31 halflings; 17 half-elves), Stonebridge (1768 — 1715 humans; 35 halflings; 18 mountain dwarves), Weatherell (3888 — 2527 humans; 715 mountain dwarves; 483 half-elves; 102 high elves; 61 halflings), Wellesley (4320 — 4121 humans; 199 half-elves)
Ruler: Mayor of Penmorgh Lem Mastlan (N male human) and Merchant Guild of Penmorgh through local mayors and magistrates
Government: Oligarchy
Population: 165,000 (67,500 Foerdewaith; 51,000 Heldring; 26,500 mountain dwarf; 8300 halfling; 5000 half-elf; 3700 high elf; 2200 Erskaelosi; 800 other)
Humanoid: mountain dwarves (many), halflings (some), high elves (some)
Monstrous: dire animals, orogs, ogres, giants, wyverns, dracolisks, rocs, dragons (mountains); kobolds, dire bears, gobins, fey, quickwoods, bugbears, undead, dracolisks, treants, behirs, demons, dragon horses (woodlands); goblins, buckawns, fey (countryside); skum, scrags (coastline); annis hags, medusas, dracolisks, serpentfolk, hydras (Black Marsh)
Languages: Common, Helvaenic, Dwarven, Halfling, Elven
Religion: Thyr, Muir, Freya, Herne
Resources: trade hub, timber, cloth, manufactured goods, foodstuffs, ironwork, furs, silver, gold, gems, firearms
Technology Level: Renaissance

The Duchy of Southvale has existed in some form or fashion for more than 1500 years when the city-state of Penmorome was established by Perigorn the Conquerer. Sheltered by the nearby Forlorn Mountains, the climate of the vale is milder with more rainfall than that of the rest of the Sundered Kingdoms. As a result, as long as there has been a fortification on the site of Penmorgh, the surrounding lands have been jealously guarded. Originally under the oversight of the Primus of Penmorome, the countryside was largely detached from the city's affairs during the time of the sealing, when the city closed its gates and refused entry to all foreigners and subsequently lost its hinterlands to Heldring invaders. The gates were opened again with the coming of Overking Macobert and the inclusion of now-Penmorgh and the surrounding vale as a duchy of Foere. Independence followed by inclusion in the Kingdom of Burgundia and finally surrender to the Empire of Oceanus has led to a time of stability and prosperity broken by occasional giant invasions, attempted regicides, evil treant attacks, and various other times of great upheaval.

Consisting of a mixed population of old Foerdewaith (principally in Penmorgh) and descendants of Heldring invaders (in the surrounding countryside), Southvale is fairly cosmopolitan and enjoys the benefits of its inclusion in the technologically advanced empire of the Oceanders. Penmorgh is one of the few locations outside Pontos Island that has an actual gunworks, and two dozen of the city guard of Penmorgh and a full platoon of soldiers stationed at Border Keep are armed with muskets. However, outside these small military units, firearms are still extremely rare due to their expense and difficulty to operate and maintain.

The duchy hasn't had a duke since the death of Artimus Traverthal during the giant invasion, and the Mayor of Penmorgh has served as the primary decision maker for the entire vale since then. With the emergence of the Merchant Guild in Penmorgh as the true power behind the throne, it is now the guildmaster of this organization that wields the real power, though edicts are still issued in the name of the mayor. Individual towns elect or appoint their own mayors, but these are all subject to the rulings of Penmorgh, and **Deputy-Governor Alvoria d'Alvoros** (Chaotic Thf10) of Oceanus, who likewise resides in Penmorgh and has begun to style himself "the Duke of Southvale," is consulted by Guildmaster Berezon and Mayor Mastlan on all national policy decisions.

Border Keep

Built following the giant invasion of two centuries ago, the Border Keep was intended to repel raids by the giants of the Forlorn Mountains. The giant's natural fear of the eerie forests of western Southvale (the Black Forest and the Fae Copse) has ensured that their primary route of invasion has always been through the pass defended by Border Keep. The keep's walls were built especially thick to withstand the thrown boulders of giants, and its heavily reinforced roofs had to be replaced after every sortie by the giants. After Southvale became a part of the empire of Oceanus, the keep was rebuilt as a star fort with low, thick walls and bastions complete with glacis to more effectively deflect the heavy missiles of attackers.

Under the command of **Colonel-Commandant Usario d'Sparoza Détienatos** (Lawful Pal10 [Order of the Lion]) and manned by 500 imperial soldiers of Oceanus, a full town has sprung up around the keep to provide support and services to the garrison. Called Giant Fodder by the keep's troops, the success of the Border Keep in repelling giant invasions in recent decades has discouraged further attacks so that the town has never been razed as most assume would happen in short order. However,

it has been some time since the last giant invasion and the memories of giants tend to be short, so the next attack could come at any time.

Bradfield

Bradfield stands on the Blackflow River where it is spanned by a lucrative tollbridge. Its reputation for thievery exceeds that of even the larger cities of the duchy, but in the past 10 years its new captain of the guard — a retired adventurer and national hero for his battles against giants in the mountains — has brought a great deal of order back to its streets. The town was almost completely destroyed in the giant invasion and has always hired extremely competent mercenaries and experienced warriors to fill out the ranks of its town guard ever since. Those that visit Bradfield always make a point to stop at the Red Dragon to sample some of the finest ale in Southvale.

Notable NPCs in Bradfield are **Mayor Mikaelah Bastich** and **Captain of the Guard Lars van Leuwan** (Lawful Ftr11).

Durandel

The Targ Clan mountain dwarf city of Durandel was founded by Durand Strong-Arm in 3190 I.R. after the fall of Hazad-Burgh. It began as an iron mine but expanded into a full city after rich veins of silver and gold were discovered. Durendel endured for 202 years, serving as a major participant in events of Southvale in its giant invasion and war for independence, until its destruction when the mysterious Tower of Bone appeared on the surface above it. The Tower of Bone's lower levels broke through into the dwarven city, and the tower's ability to create unique varieties of undead caused the city to become besieged from its own catacombs. The city actually endured for several years after the tower's initial appearance, though most of its surviving inhabitants fled in the first few months. It was through the efforts of dwarven heroes such as Dagfa Durbhis and Branwyr that the city lasted as long as it did and as many dwarves escaped to safety, though ultimately they were unsuccessful and a dwarven city of more than 30,000 inhabitants was destroyed.

Guildford

Built on the road connecting Penmorgh with the Southvale Causeway where it crosses a minor branch of the Blackflow River, Guildford is the second great trading city of Southvale. Frimly under the control of the Penmorgh Merchant Guild, the guild representative in town commands more influence than anyone other than the deputy governor when he makes his frequent visits to the imperial hunting lodge kept there by the Oceanic Court. While the deputy governor is thoroughly corrupt, the Merchant Guild actually sends its most valuable non-corrupted representatives to Guildford where they can work in the financial interests of the guild without the risk of them discovering the guild's darker doings. Representative Triff is a shining star in the guild for her financial acumen and incorruptibility, but she has begun to notice minor discrepancies in some of the guild's books so her days before she must be quietly removed may be numbered.

The city walls of Guildford and strong and kept in good repair with a full company of imperial troops augmenting the City Guard. But these walls are scarred and show the tests of battle. It was here that the giant invasion was finally halted and turned back with the aid of the dwarves of Durandel in 3306 I.R. Since then the city has maintained a watchful eye on doings from the Giantlands that some would say borders on paranoia. Regardless, the Captain of the Guard has vowed that should the giants come again, Guildford's walls and defenders alike will not break.

Notable NPCs are **Mayor Harlan Mizerschmidt**, **Guild Representative Andressa Triff** and **Captain of the Guard Togus van Wellton** (Lawful Pal9 of Muir).

Penmorgh

Southvale has always existed as one of the richest provinces of whatever empire it was a part of, and the trade city of Penmorgh at its heart is where the riches flow to and from. For many years the city was a lawless place controlled by dozens of competing guilds, but a century ago the Merchant Guild gained control of, consumed, or crushed all the other guilds in the city to become its single driving economic force. Known to most simply as "the Guild," the Merchant Guild pulls the strings on a mercantile empire spanning most of its own continent and even onto others. Seen the "first city" of Southvale, Penmorgh has always pulled the strings of the rest of the duchy (other than during the Heldring invasion) even when there has been no sitting duke. As goes the Mayor of Penmorgh, so goes the Duchy of Southvale, and for those in the know, as goes the Guild, so goes the mayor. Even now as a territory of the Empire of Oceanus with a new elf-styled "duke," it is still the Guild of Penmorgh that the imperial authorities look to for principal local control.

In addition to a healthy City Watch, militia, mercenary guild, and a contingent of imperial Oceanic marines, Penmorgh also boasts the headquarters of a militant holy order dedicated to Muir known as the Order of Iron. This order of paladins, based out of a stone fortress within the city, is the most militaristic order of Muir west of the Temple Militant in Alcaldar. They see it as their duty to bring the faith by sword to where it is needed most and frequently make incursions into the Giantlands to forestall any threats that might emerge from there. The Guild, the city, and even the Temple of Muir look askance on these grim holy warriors, but none doubt there ability or dedication to defend the city should the giants of the mountains threaten once again.

Notable NPCs in Penmorgh are **Mayor Lem Mastlan**, **Guildmaster Gebhardt Berezon**, **Commander of the City Watch Montforte de Guise** (Lawful Ftr11), **Deputy-Governor Alvoria d'Alvoros "Duke of Southvale"** (Chaotic Thf10), and **Lady Astrid Dugganey** (Lawful Pal11 of Muir [Mistress of the Order of Iron]).

Stonebridge

Built at the very northern edge of the Black Marsh, the town of Stonebridge sprung sprang up around the great stone span constructed by the dwarves of Durandel to move supplies and goods to and from the humans of Penmorgh. The town has been razed several times in various fires and calamities, but the dwarven stonework of the bridge has withstood every time and allowed the town to be rebuilt. With little to offer as the location of a settlement, the tolls from the bridge and the river below it truly are the lifeblood of the town.

Notable NPCs include **Mayor Edgar Fritch** and **Captain of the Guard Rein Thiswhey** (Lawful Ftr7).

Southreach

A small fishing village at the southern tip of Southvale, this settlement was once considered the southernmost part of the Foerdewaith Empire. Now it has little of interest to offer other than occasional sightings of the legendary Moonsilver Beast from the Moonsilver Sea to the south.

Notable NPCs are **Mayor Parmen Urgeni** and **Fishing Fleet Captain Naccius Brimm**.

Weatherell

The Doorway to Southvale, this Heldring city serves as the gate against all land invasions except those from the mountains. It is built as a palisaded fortification that crosses the Southvale Causeway, with the rest of the town built upon an elevated mound that overlooks the surrounding moors before they give way to the foothills between the Forlorn Mountains and the Stony Strand. Any army hoping to march

into Southvale from the north will have to plan on overcoming this strongpoint or try to cross the marshy fens on either side. A motte and bailey keep raised above the center of town serves as the abode of the Inspector General who inspects, issues permits, and taxes all trade caravans entering the duchy.

Notable NPCs in Weatherell are **Inspector General Olthobol d'Charosa** and **Captain of the Watch Carlisle Thurgison** (Lawful Rgr7).

Wellesley

After Guildford, Wellesley is the largest city of Southvale outside Penmorgh. During the time of the Heldring invasion, the Heldring lord, Jarl Ragnar kept his hall here atop a knoll overlooking the bay. The remnants of that hall still stand, its beams blackened by centuries of mold and lichen and its thatched roof long since carried away by winter winds. The population of Wellesley remains primarily Heldring to this day, and one walking its streets would not find longships pulled on the shore of the bay at all out of place, though the town boasts a fine set of wharves and the barbarians of yore are primarily fishermen and traders now. The old Heldring spirit still lives on to some extent, though, for on the blót nights offerings are still left to the old gods of the Helcynngae in the ruins of Ragnar's hall.

Notable NPCs are **Mayor Jorgen Jorgenson**, **Chief Constable Dryus Felthem**, and **Soothsayer Mmeld the Aglaecwif** (Neutral female MU10).

Sunderland, District of

Capital: none
Notable Settlements: Armir (125), Besseble (1007), Billockburne (165 humans), Cat's Wife (74 humans), Coburn (918), Dimmelhill (131), Fairbridge (2212 — 1354 humans; 628 half-elves; 230 halfling), Farington (215), Grollek's Grove (853 — 785 humans; 34 halflings; 17 high elves; 9 mountain dwarves; 8 half-elves), Malthlyn (278 — 194 humans; 42 mountain dwarves; 15 high elves; 13 half-elves; 6 halflings; 5 gnomes; 3 half-orcs), Soldier Stone (520 — 310 humans; 105 half-elves; 78 halflings; 25 high elves; 2 mountain dwarves)
Ruler: local town councils, magistrates, and mayors
Government: varies
Population: 220,000 (172,000 Foerdewaith; 22,000 Oceander [Foerdewaith]; 11,000 half-elves; 6500 halflings; 4000 mountain dwarves; 2100 high elves; 1300 gnomes; 1100 other)
Humanoid: half-elves (many), halflings (some), mountain dwarves (few), high elves (few), gnomes (few)
Monstrous: goblins, bat swarms, worgs, giant beetles, bugbears, dire bats, ogres, athachs, mutated creatures (Gundlock Hills); kobolds, orcs, stirges, trolls, hill giants, carrion moths, gray renders, slime crawlers, troglodytes, tsathar (Moon Fog Hills); wolves, blood hawks, lions, dire lions, giant spiders, wolfweres, leucrotta, lycanthropes, ebony horses (plains)
Languages: Common, Elven, Halfling
Religion: Kudrak, Freya, Mithras, Sefagreth, Stryme, Thyr
Resources: foodstuffs, wool, livestock (horses), wine, timber, copper, tin, silver, gems, mithral
Technology Level: High Middle Ages

Considered by Courghais to comprise everything between the King's Road/Trader's Way and the sea, the District of Sunderland proper primarily encompasses the plains and hills between the Gaelon River to the north, Old Burgundia to the south, and the peninsula to the east. Hundreds of villages and farmsteads are scattered across the district, most with no more than a few dozen inhabitants and many without even a name. The folk are primarily native Foerdewaith, though the Oceander have moved in from the Matagost Peninsula and control much of the northeastern parts of the district, primarily

A Folktale of the Sundered Kingdoms: Cat Seeks a Wife

Cat came to a new country one day and stumbled upon a bundle beneath a tree. It was a soldier's pack, left from wars long ago and held a pouch of silver pennies. Cat saw the money and realized that now he could become a respectable landowner and bought a fine farm where he could live. But Cat soon grew lonely and realized that to be a respectable landowner, he needed a wife. So Cat set out for the village to seek a wife.

Cat came to the Cooper's house and saw his lovely daughter cooking a meal that smelled wonderful. Cat said, "I am now a respectable landowner, and I will give you this silver penny in exchange for the hand of your daughter."

The Cooper said to Cat, "She is my only daughter, but I am a poor man. If you make it two silver pennies, you can have the hand of my daughter."

So Cat paid the Cooper and took his daughter home to wife, but he soon learned that she was a terrible cook — all of her meals smelled wonderful but were tough and tasted like shoe leather. So Cat put her away in a barrel and set out to find a wife.

Cat came to the Fisherman's house and saw his daughter, even lovelier than the Cooper's daughter, singing as she fished on the shore. Cat said to the Fisherman, "I am now a respectable landowner, and I will give you two silver pennies in exchange for the hand of your daughter."

The Fisherman said to Cat, "She is my only daughter, but I am a poor man. If you make it three silver pennies, you can have the hand of my daughter."

So Cat paid the Fisherman and took his daughter home to wife, but he soon learned that she knew only one song, and she sang it all the time so that it drove Cat crazy. So Cat put her away in a fisherman's net and set out to find a wife.

Cat came to the Ropemaker's house and saw his daughter, even lovelier than the Fisherman's daughter, washing the Ropemaker's clothes. Cat said to the Ropemaker, "I am now a respectable landowner, and I will give you three silver pennies in exchange for the hand of your daughter."

The Ropermaker said to Cat, "She is my only daughter, but I am a poor man. If you make it four silver pennies, you can have the hand of my daughter."

So Cat paid the Ropemaker and took his daughter home to wife, but he soon learned that she was terrible at washing — his clothes were always stained and wrinkled. So Cat bound her in rope and put her away and set out to find a wife.

Cat came to the Burgher's house and saw his daughter, the loveliest of any woman he had seen, riding a horse. Cat said to the Burgher, "I am now a respectable landowner and I would like the hand of your daughter, but I have given away all my silver pennies."

The Burgher said to Cat, "She is my only daughter, and I am a rich man in need of nothing. But I can see that you are a respectable landowner and have diverse business interests in barrelmaking, fishing, and ropemaking. Give me your barrel, your net, and your rope so I can inspect them to decide if I will invest, and you can have the hand of my daughter."

So Cat gave the Burgher the barrel, the net, and the rope and took his daughter home to wife. When the Burgher opened the barrel and untied the net and rope, he found the daughters of the Cooper, the Fisherman, and the Ropemaker inside. He sent them home to their fathers, who still kept the silver pennies, and everyone lived happily ever after.

along the Soldier's Road. They do not extend their reach north of Soldier Stone because they do not wish to agitate Endhome, who they see as a valuable trading partner. To the west Sunderland extends to the King's Road and Trader's Way, and to the south it reaches the Burgundian Road in places. These lands are under no sovereign in general, though mercantile interests from other lands have made forays in some strategic locations.

Most of Sunderland is dry, rolling plains covered in low grasses and rocky outcroppings. Rivers are usually seasonal, appearing in the rainy springs and drying up over the summer. Winters can be harsh with no mountains and few trees to break the bitter north winds. Horses are still bred on these plains as they have been for hundreds of generations, though it is no longer the primary source of horseflesh as it once was in the days of Foere. Shepherds and their flocks are frequently seen on these grasslands. The plains' two chains of hills are low, but rugged in places, and often tree covered. On the gentler slopes of these hills, the soil is often good for vineyards and orchards.

Billockburne

Standing in the heart of Lonely Moor, Billockburne is one of the oldest extant settlements of Sunderland. The community was established to support the nearby shrine of Thyr, now known as the Chapel-on-the-Moor. The village consists mainly of herdsmen and peat cutters with a single blacksmith and some small trade with surrounding hamlets. The local public house serves as the center of society for the entire Lonely Moor area, drawing folk from farms and thorps as much as a day's walk away.

Notable NPCs are **Sheriff Tom Gorn** (Lawful Rgr4), **Publican Brisban Scutt**, and **Midwife Mother Bess** (Lawful MU2).

Cat's Wife

This quaint little village lies not far down a little-used side trail off of the King's Road midway between the Gundlock Hills and the Gaelon River. It is a pleasant farming community that does some small trade with the travelers of the King's Road. It also has a small local river that happens to be one of the few stretches of waterway in the region capable of supporting fishing year round. The villagers proudly point out that their village is named for the well-known fable about Cat seeking a wife (see **Sidebox** above) and take great delight in putting the image of a cat in all of their decoration. Some scholars who have studied local folklore, however, think that the tale refers to actual incidents involving some sort of werebeast and is connected to a string of disappearances of young women that occurred in the area over two centuries ago. Whether the villagers know anything of that matter or not is open to conjecture but, if so, they do not let on about it.

Notable NPCs in the village are **Burgher Silas Buntervelt**, **Bailiff Hans Krecher** (Neutral Ftr3) and **Priest Karl Rustov** (Lawful Clr4 of Thyr).

Fairbridge

The town of Fairbridge stands where the Trader's Way crosses a small muddy river called the Granis by the locals, though it does not appear on any maps. The bridge is maintained and repaired every few years by workers out of Grollek's Grove to keep it sturdy and to repair washouts. The town's magistrate collects tolls for crossing the bridge from travelers that look like they can be intimidated, though he has no authority to do so since the town does not maintain it. Next to the bridge is a crow cage that usually has the picked over skeleton of some petty criminal that the locals like to point out to discourage miscreants. Unbeknownst to the town, the magistrate is a member of the Cult of the Faceless Lord, though only occasionally are rituals held in the cow shed behind his small manor. Lairing at the bottom of the town well is a semi-sentient vampiric ooze that is allied with the magistrate and who comes out only at night to hunt.

Notable NPCs are **Magistrate Pythorus Kroon** (Chaotic Clr9 of Jubilex), **Chief Constable Artel Splunk** (Chaotic Ftr8) and **Priestess Shumwe** (Lawful Clr4 of Kudrak).

Grollek's Grove

Established a century ago by a consortium of merchants out of Endhome led by a shipping magnate named Beval, Grollek's Grove controls a key crossroads between the Trader's Way and the King's Road. The Beval family still resides in Endhome under their patriarch Alistair Beval while maintaining extensive orchards in and around the small town, but cadet branches of the other families, including the Morricks and Eldorans, relocated to the town and own extensive vineyards from which they produce several of Endhome's fine selection of wines. The magistrate of Grollek's Grove is appointed by a vote of the shareholder merchant houses, and all have a vested interest in seeing the town continue to prosper. Tragedy struck the town 5 years ago at the wedding of Lord Beval's scion which few of the guests survived, and the estate at Morrick Mansion where it occurred has been considered cursed ever since.

Notable NPCs in Grollek's Grove are **Magistrate Miriam Kriel**, **Captain of the Guard Lauren Darkbow** (Lawful Ftr5) and **Priestess Sarah Lyrean** (Lawful Clr8 of Kudrak).

Gundlock Hills

The sprawling western hills of Sunderland are considered the safer of the plain's two highlands. There are more villages in the vicinity of these hills and their proximity to the Trader's Way and King's Road than elsewhere, though the eastern portion of the hills is much less populated and wilder. The western hills have many orchards and is fine vineyard country, though many of these are overgrown, having been abandoned after wars and skirmishes in the past. Bats are nuisance at nigh due to their occasional tendency to swarm, but the dire bats and mobats that hunt the more desolate regions and are capable of carrying away a goat or peasant are much more of a problem. Violent humanoids roam the eastern hills in small packs but have yet to gather into any groups large enough to pose a threat to anything but isolated farmsteads.

Hollow Road

The Hollow Road is an old track running between Terrin Keld and Heldring's Cross. It had some significance in the old days when shipments of silver from the Mistwood Mines were being sent over its rugged course but then fell into disuse when the mines were shut down over the intervening centuries. With the reopening of the mine in recent years, traffic has picked up again somewhat, and at times patrols of both Waymarch cavalry and Lyreguard from distant Bard's Gate and its environs have been seen, though of late even these are absent.

King's Road

Originating in distant Courghais, the King's Road has carried the king's messengers to distant courts and armies to war for a thousand years and more. Now it serves primarily for trade as it ends in the mighty trading city of Endhome in the east. A bridge of wood and brick crosses the Gaelon River 100 miles west of Endhome. It is that city's duty by contract to see to its maintenance, and it has been repaired or replaced many times over the years after being destroyed in war or washed out in floods. A toll house now stands on either bank and collects tolls from travelers and traders. Southbound tolls go to the coffers of distant Courghais while northbound tolls feed into nearby Endhome.

Lonely Moor

East of the Gundlock Hills and north of Dimmelhill is the Lonely Moor, a vast stretch of verdant wetland where most of the rainfall drains from the hills and collects. The land of the moor is lower than that of the coat to the east and north, so no rivers carry this drainage out to sea. As a result a large moorland has developed west of Stone-ring Knoll. The aridity of the area keeps this from becoming a true swampland but grasses and heather grow thick in this region, and deadly bogs lie hidden beneath mossy patches that look like solid ground to the unwary. The paths that run across this region are known to be safe, but anyone venturing off of them risks disappearing among the unforgiving mires, both horse and rider alike. To aid travelers, stone crosses have been erected along the path by the clerics of Thyr who once inhabited the moor. These ancient stone monuments are weathered and broken — and many are missing entirely — but those that remain still mark the safe trails and continue to guide those who would travel the paths of the moor known collectively as the Monk's Way.

Malthlyn

Originally a land grant to a Foerdewaith knight by the overking five centuries ago, Malthlyn found prosperity through a silver mine established in the nearby Mistwood. Unfortunately after several years the original Count Mathen went insane and murdered his family before killing himself at the family estate. The mine was closed and the town sank into obscurity for centuries. Only recently has an heir to the Mathen name moved back in and reestablished lordship over the town and mine after mithral was discovered within. The funding allowing the Mathen heirs to reopen the mine and their ancestral estate has been provided by a consortium of merchants in distant Bard's Gate. Because of the ominous reputation of the Moon Fog Hills and the dangers in transporting the mithral ore to the nearest ports, the consortium contracted Wayriders from the Duke of Waymarch to provide security in and around the town. When shipments failed to arrive as expected, a company of Lyreguard from Bard's Gate was dispatched to investigate the problem. The merchant interests have yet to hear back from these troops.

Notable NPCs in Malthlyn are **Acting Sheriff Cignor** (Lawful Ftr3) and **Priest Thungor** (Lawful Clr4 of Stryme).

Moon Fog Hills

These sinister hills rise from the eastern plains and form the foothills of the Matagost Range. Much of these hills are covered by the Mistwood, a light forest that is much wilder than the copses and orchards that cover the rest of the plains. These hills are also much more rugged than their western counterparts with many hidden vales and isolated ridges where small villages and homesteads have existed, largely cut off from outside contact for centuries. There have always been many disappearances of travelers within the Moon Fog Hills, and not all of them are from monstrous or natural hazards.

These hills gain their name from the strange misty iridescence that rises from the treetops of the Mistwood at night to give the full moon an ominous hazy halo that creates disorienting shadows beneath the trees. This strange phenomenon combined with the lurid coloration that paints the sky during these nights is attributed as the cause of a schizophrenic condition locally known as "moon haze". Cases of moon haze are fortunately infrequent, but when they do occur they often lead to madness and murder. Unbeknownst to most of the inhabitants of the region, these strange manifestations are a direct result of an unusually high concentration of *Obelisks of Chaos* in the area of Malthlyn.

In addition to these unique dangers in this region, the Moon Fog Hills also have an unusually high number of openings into the Under Realms from which foul subterranean denizens have been known to come forth in the night to wreak their own brand of havoc. And more than one disappearance in the region has actually been the result of the unfortunate being dragged to realms below and whatever unimaginable fate awaits them there.

Soldier Stone

This small town straddles the Soldier's Road west of the Sand Hills. Its location marks the site of a major battle in the wars that have raged across the plains in the past millennia, though no one quite knows which

war or exactly who was fighting. The only thing to mark the site was a standing stone raised beside the roadway with a crude engraving of the image of Mithras, the Soldier God. Numerous arrowheads and bits of rusted armor and weapons have been found in the fields surrounding the area, indicating that the battle was large in scope and must have involved thousands of men. Digging around the base of the Soldier Stone unearthed 12 graves of warriors slain in that battle. They were reburied but grave robbers have since stolen anything of value they may have once had. To protect the site, the Church of Mithras had a shrine built nearby, and a village sprang up around it shortly thereafter.

Notable NPCs are **Curate Madderson** (Lawful Clr6 of Mithras) and **Sheriff Croweye** (Lawful elf Rgr5).

Soldier's Road

This military road starts in Endhome and wends its way to the southeast, through Heldring's Cross and Oestre before finally ending at the fortress Highreach. It was felt the tread of mighty armies at war, but sees little use beyond local farmers and trade caravans of late.

Stone-ring Knoll

This low grassy mound rises from the plain and is topped by a ring of nine ancient standing stones. There were originally twelve but three have fallen and two have long since been carted away for use as building material in a keep east of Billockburne. One of the fallen stones still lies sunken partially into the ground and can just be seen in the tall grass. The locals consider the knoll conversely a sacred or cursed site. Those who spend the night in it are said to experience visions of either paradise or madness, and more than one person has disappeared from the area, though this could easily be a result of the predators that roam the plains. Nonetheless, no village has ever been constructed too near it because of the superstitious fear with which the locals hold it.

In truth, Stone-ring Knoll is actually the site of Bryn Calun, the Holy Hill of Sull eons ago. Here dark powers were called and a curse laid upon the whole region by the tribal shamans and sealed with their blood. If anyone were to systematically dig up the top of the hill, they would find the remains of a great fire at its center with bits of charred bone, now mineralized from their long years of internment. Likewise, 50ft below the surface of the mound is the first and greatest of the *Obelisks of Chaos*. This one is sacred to the demon lord Pazuzu, and attempts to tamper with it will cause blood hawks, giant wasps, air elementals, and even vrocks to appear to defend it. If in danger of destruction, its caretaker nalfeshnee will even appear with reinforcements to destroy the interlopers.

Trader's Way

Perhaps the longest road in Akados, this road carries trade from far to the south in Cerediun Province all the way to Telar Brindel in the north. Along this route, it serves as the western border of the District of Sunderland and it one of the trade routes passing through the crossroads village of Grollek's Grove.

Inns and Roadhouses of Sunderland

The Dancing Gnoll

Located along one of the most widely-traveled, heavily-patrolled, and probably not-coincidentally hazardous roads in Sunderland, the Dancing Gnoll is a welcome sight to a weary traveler (its sign displays the grisly image of a captured gnoll "dancing" at the end of a hangman's rope). Boasting two huge common rooms and 20 sleeping chambers and surrounded by a highly defensible stone wall, the Gnoll offers both comfort and safety. Innkeeper Bruze Netalis is a veteran of the Foerdewaith army who found retirement far too dull and bought the place from its previous owner 22 years ago.

Since then Bruze has expanded the inn's facilities, strengthening its walls to such an extent that neither bandits nor gnolls have ever tried to test the place's defenses. All of his employees are proficient with at least the quarterstaff and many have practiced with bow or crossbow. Among their number are twelve professional mercenaries (N male human fighter 3) that he keeps on staff at all times. He also sets a fine table, with fresh fish from Kadalon Bay, game caught by his own hunters and trappers, and exotic fruits and berries imported from many lands.

None of this comes cheap, and Bruze charges 10gp per night per person, plus 5sp per animal. While travelers often grumble at the prices, no one has yet found a better place to stay on a cold, rainy night when the gnoll tribes are hunting.

Notable NPCs of The Dancing Gnoll include **Proprietor Bruze Netalis** (Lawful Ftr8) and **Naturalist and Sage Ermitus Iage** (Lawful MU4).

The Knight and Lion

Suzael is a half-elf who claims noble ancestry from both parents. Why then she is running a roadhouse in one of the more desolate parts of the world remains anyone's guess, but the Knight and Lion has proved such so popular over the years that few if any question her stories.

Built in a fanciful, pseudo-elven style, the inn is deceptively delicate-looking, and boasts defenses both magical and mundane that have kept hostile forces at bay for nearly 100 years. The establishment has 10 small but comfortable rooms and a modest stable overseen by an old druid known only as Matrika. The kindly Suzael charges on a sliding scale based on what guests can afford (ranging from 1cp to 10gp per night), but those who think to deceive her should be advised that she has an almost unnatural ability to determine an individual's funds or lack thereof, and con artists often find themselves locked out in the cold, permanently banned from the inn.

Suzael also seems to have an agreement with the fey clans of the Gundlock Hills, who warn her of any danger or unusual activity and provide her with foodstuffs to feed her guests. Suzael's menu is a bit bland for some tastes, as she sets a strictly vegetarian table, but the food is filling nonetheless. In contrast, Suzael serves some of the best wines in the region, and her cellars are stocked with vintages from several local Gundlock wineries. Her patronage is especially sought-after by the vintners of the region, and she has been known to engage adventurers to help out any local vineyards that face peril from bandits or monsters.

Notable NPCs of The Knight and Lion include **Proprietor Suzael Brightstar** (Lawful half-elf MU5) and **Stablemistress Matrika** (Neutral Drd2).

Points Beyond

Domain of Hawkmoon

Lying to the south of the Forlorn Mountains, across the Moonsilver Sea from Southvale, the Domain — as it is frequently called — is either a land of murderous scalawags or mercantile opportunities, depending on who you ask. It is probably both. Nominally ruled by the Burgrave of Hawkmoon, most of the countryside is actually independent. A land of strange gods and stranger creatures, Hawkmoon is legendary to most travelers as a land of intrigue and adventure.

Duchy of the Rampart

The easternmost duchy of the Kingdom of Foere, the Duchy of the Rampart, has stood for centuries as the kingdoms eastern defense. The ruler of the duchy is referred to as the Battle-Duke (from the ancient Hyperborean tradition of *dux bellorum*) and is often the marshal of the armies of Foere. The lands of the duchy once stretched east as far as the Gundlock Hills and south to the Lorremach Highhills, but the

independence of the Kingdom of Suilley has now reduced its effective southern border to somewhere vaguely north of Manas, and the King's Law in the east ends at a line running roughly from the southernmost spur of the Cretian Mountains to Manas. The Rampart, a raised causeway that runs from Manas to the duchy's capital at Troye, is heavily fortified against attack from the east or the south.

Endhome

The City-State of Endhome is a powerful trading port that has key alliances with Oceanus and Foere. Its chief trading rival is Bard's Gate and its shipping out of the Amrin Estuary, but rarely does competition between the free cities end in violence. Like Bard's Gate, Endhome has extended its mercantile interests into the District of Sunderland, and the city's Governor and Senate closely watch the doings of the distant High Burgess and her allies.

Forlorn Mountains

This vast mountain ranges is one of the largest outside the Stoneheart Range and served as the ancestral home of the Great Mountain Clan of Targ, though those dwarves have widely scattered with the fall of their principal citadel at Hazad-Burgh. Giants haunt the eastern stretches of the mountains in great numbers, though they can be found just about anywhere in the range in smaller numbers. Legends speak of a strange and powerful wizard called the Mechanician who is said to have a fortress in the southern Forlorn Mountains where he keeps one of the fabled *Bells of Heaven*, though no one has been able to confirm this rumor.

Gaelon River Valley

Since the withdrawal of the Duchy of the Rampart's influence, the valley of the Gaelon has been dominated by Endhome. Tumbling from a great waterfall in the Cretian Mountains and entering the sea beneath the walls of Endhome, this fertile valley is studded with farms and villages tilling the land and raising crops. A virtual city has sprung up around the Gaelon River Bridge, a vast stone structure built by dwarves of old. The docks of this river town launch river barges up and downstream to collect grain from the many granges that line its banks and deliver it to Endhome for sale abroad. The Governor of Endhome overseas this market, and there is always a company of Endhome soldiers stationed at the bridge to protect the city's interest in it.

Kingdom of Oceanus

Founded on the Island of Pontos by the Grand Admiral of the Foerdewaith fleets, the Kingdom of Oceanus has declared itself sovereign over the oceans of the world and its king as Emperor of the Oceans Blue. This audacious claim is silently mocked in foreign courts, but the efficiency and advanced weapons of the Oceanic Navy have prevented anyone from actively challenging their supremacy since the disastrous Battle of Kapichi Point. For its part, Oceanus rules its maritime empire with a light hand, generally not interfering with the peaceful shipping of other nations, only asserting their alleged authority when it is expedient to do so. Most ships of other nations simply avoid an Oceanic man-o-war when sighted upon the high seas or accede to its demands if it wishes to board and search the craft. Denying an Oceanic warship's demands is done at a captains own risk. Oceanus's current policy is to not interfere with the warships of other nations as it does not see an open naval conflict to be in its best interests at this time. Those interests are currently to amass a colonial empire throughout the oceans of Lloegyr, and the Empire of Oceanus administered from Pontus Tinigal is already grown vast and rich.

Kingdom of Suilley

Once a province of Foere, the Kingdom of Suilley declared its independence at the beginning of the Sundering. Having fought multiple wars with the Duchy of the Rampart, the Kingdom of Suilley was able to survive thanks to contributions of money and equipment from Endhome and Oceanus, and later Burgundia. Since the territorial ambitions of the Kingdom of Foere have stabilized, Suilley has maintained an uneasy peace with the duchy. Since they no longer received aid from the eastern kingdoms, one of the highest priorities of the king in Manas is to maintain strong diplomatic relations with the County of Vourdon to the west to ensure that if war does come again, it will not be on two fronts from the north and the west. The siphoning of merchant traffic from the Trader's Way up the Flatlander Road and on to Troye from Manas also ensures a mutual financial interest between the duchy and Suilley for the young kingdom to remain stable.

Chapter Two: The Cults

When the high shamans of Sull called upon the spirits of the middle air and of the hollow hills, the world was much younger, and they had no true idea of whom or what they called upon. To their misfortune, what they had called upon were 18 of the most powerful and malevolent creatures of the entire multiverse. Most of the 18 were demon lords, though some were otherworldly beings of pure chaos. Though each had different motives, their methods were largely the same — sow chaos and destruction on this young world.

Obelisks of Chaos

The high shamans called upon the spirits of unknown powers for aid, and what they received were the *Obelisks of Chaos*. These foul artifacts were created by the 18 demon and chaos lords that the shamans had unknowingly called upon, one for each. And each has the power to warp reality around it, to create rifts in space-time, to thin the barriers between the Material Plane and the foul depths of the Ginnungagap, and to bring these entities ever closer to unrestricted access to the world of Men.

With the deaths of the nine high shamans, the obelisks were brought to the Material Plane and deposited around the Plains of Sull region, and with the deaths of the nine chieftains the obelisks' positions in the Material Plane were cemented in place and they were activated. The obelisks brought the salvation that the high shamans and chieftains requested — in a way — in that they brought about the destruction of Aracor and his followers, but the price they claimed was much too high and decimated the peoples they were intended to help, affecting them still hundreds of generations later.

Each of the *Obelisks of Chaos* is unique in that it was dedicated to a specific dark entity. Each was of its own color and dimensions, but all retained the same basic obelisk shape — a four-sided column topped by a pyramid. Now they all lie buried within the bedrock of the places where they landed, and only a few know of their existence with fewer still knowing where one or more might be found. No one knows where all of them lie, and some have yet to be discovered.

The dark influence of these buried artifacts over the areas of ancient Sull is a subtle evil seeping into the beings who live in their vicinity. As a result, numerous dark cults of varying power and influence have sprung up around the Sundered Kingdoms. Some know of their specific obelisk(s), and protect and venerate them, while others only feel the subtle impulse of the obelisk calling to them. These have formed tiny and disorganized cults with no real idea of why, only that something calls to them.

The pull of these objects is weak but pervasive upon the inhabitants of the Sundered Kingdoms. There is no detectable aura of evil or chaos upon the region unless one is very near to an obelisk and can cast detection unimpeded by many feet of intervening bedrock. And the influence of the obelisks does not generally turn those in its vicinity to evil, though this has happened on rare occasions to the very sensitive. Rather, the true effect of the obelisks is simply an atmosphere of uncertainty, mistrust, and fear that pervades the entire region — usually stronger the closer the subject is to the obelisk. This atmosphere is not

readily noticeable, but rather colors the outlook of a person living in its vicinity for many years. It manifests itself in disturbed sleep and unsettling dreams, tempers that flare more easily than they should, a suspicion of strangers, and perhaps a slightly greater urge to more base actions such as violence, dishonesty, and selfishness.

No census is taken of the Sundered Kingdoms, but one gathered carefully enough would reveal that reports of crime are no higher overall than anywhere else (because many likely go unreported due to apathy or silent affirmation), incidents of sudden violence are disproportionate to the population, and the numbers of suicides and alcohol abuse are much higher than they should be. These changes have yet to be formally observed, yet travelers passing through the region often feel a strange sense of relief when they depart, as if they had been traveling under a dark cloud and the sun was finally shining through. Many superstitions are associated with the Sundered Kingdoms and humanoids seem to thrive in great numbers in the area, but no one has ever fully grasped the ramifications of all these small clues put together.

While the obelisks do serve to channel the will and a tiny fragment of the power of their masters, their full purpose has yet to be revealed, and it may be that some final activation awaits in the future, a day when true catastrophe will at last be visited upon the Sundered Kingdoms.

The Obelisks

As mentioned, the obelisks are powerful artifacts of malevolent beings. And while they can take many sizes and colors, they all have the general shape of an obelisk. Originally the obelisks were each dedicated to a different demon lord or power of chaos and evil, but over the millennia since they were planted there have been changes and power shifts within the cosmos. The Ginnungagap is a dynamic maelstrom of chaos, and a powerful lord of the Otherworld today may be overthrown tomorrow. This has occurred on multiple occasions in the 77 centuries since the obelisks first appeared.

The original 18 demon and chaos lords have shifted and consolidated over time. Some were destroyed and subsumed by other demons or evil gods, some were superseded by their lieutenants, and some managed to maintain their hold on their obelisks throughout. There are currently 13 gods, demons, and Great Old Ones that control one or more of the obelisks. They and their cults are described below.

The obelisks in general share the following features:

- Each obelisk is a four-sided column, 3ft thick, with a pyramidal capital. They can be of any height, color, type of stone, or texture.
- Each obelisk is dedicated to a single entity, and has a cult that attempts to carry out the interests of that entity.
- Each obelisk summons a guardian creature if someone of a non-Chaotic alignment touches it or in some cases even approaches within 30ft. The summoned creature remains for 1 hour once summoned, but can be summoned again if the summoning is triggered again. If this guardian creature is killed, a new one cannot be summoned for 24 hours. Examples of summoned creatures include will-o'-the-wisps and dimensional slugs.
- Each obelisk has a magical trap or spell effect of some sort that activates when someone of non-Chaotic alignment touches it or approaches within 30ft. Effects could include an *ice storm*, *wall of fire*, *dispel magic* or *confusion*.
- In addition to the magical trap, each obelisk gives forth a 30ft-radius aura directed inward that activates only when a Lawful creature comes within 10ft. Lawful creatures cannot cross the circle to leave except with a successful *dispel magic* against a 15th-level caster. This only dampens the effect for 1d4 hours after which it functions again unless the obelisk is destroyed.
- An obelisk has AC –2[21], magic resistance (50%), and 250 hit points.

Baphomet

The beasts of Baphomet know little organization. They roam the Wildlands and more desolate areas of the District of Sunderland as their capriciousness and hunger takes them. They aren't as much a cult as a loose collective of predators and savages seeking to sate their appetites and animal lusts upon anyone weaker that falls into their clutches. Though wild beasts and barbaric raiders are nothing new across the Sundered Kingdoms, they seem drawn to the region now called the Wildlands with unusual frequency. This situation has not been improved with the emergence of the creature known as the Beautiful Contessa in the ruins of Trevi.

It is thought that the Beautiful Contessa is an ogre mage of fiendish blood raising an army of humanoids and monsters to found her own kingdom. This is nothing more than a ruse: The Beautiful Contessa is actually a powerful and extremely rare **fungus man queen** whose spores grow among the ruins of the royal palace. She veils herself in the illusion of being the ogre warlord. The fungus queen's true purpose is to create a legion of fungoid-infected soldiers and spies to spread the insidious seed of her dark master's name — the name of Baphomet. The Beautiful Contessa came to the ruins of Trevi because of the high concentration of bestial creatures that call the region home, but even she is not aware of the fact that buried deep in the secret dungeons of the royal palace lies the secret of the old Burgundian king's success. For in these dungeons is hidden an *Obelisk of Chaos* dedicated to Baphomet through which the first Burgundian kings made a pact with the demon lord in exchange for power — a power that eventually corrupted and destroyed them. If the Contessa were to ever discover this fell artifact, there is no telling the destruction she could bring to the Sundered Kingdoms.

Baphomet, Prince of Beasts, Demon Lord of Minotaurs

Alignment: Chaos
Symbol: goat's head with a candle between the horns or a simple stylized bull's head (Aleph)
Garb: rich, royal robes or filthy nakedness
Favored Weapon: halberd
Form of Worship and Holidays: Full moons for worshippers with lycanthropy who tend to engage in wanton slaughter. Non-lycanthropes hold secret rites with desecration of symbols of Thyr and Muir and blood rituals.
Typical Worshippers: minotaurs, lycanthropes, therianthropes, chaaors, the Alcaldrich Order of Knights Templar in Exile

The Prince of Beasts appears as a minotaur of prodigious size, wielding his infamous halberd *Musileim*. Baphomet not only attracts the worship of intelligent, bestial creatures such as minotaurs and lycanthropes but has also made inroads with humanoid worshippers as well. The heretical order of Alcaldrich knights known as the Temple Knights of the Sacred Table, or simply the Knights Templar, secretly worshipped the Prince of Beasts in their chapterhouses across the kingdom until they were driven from Alcaldar by the Church Militans of the Holy Ecclessia Inquisitorial. The organized priesthood of Baphomet is called the Horned Ones after their master's symbol with its horns named "Wisdom" and "Mystery."

Crocutus

Gnolls and gigantic hyena-kin roam the Sand Hills of Kildren Point and even venture into the coastal areas to threaten what shipping and fishing occurs there. It has long been known that the riders of the Kaf hunt these vicious and disgusting scavengers, and the spotted hide of a gnoll

or hyaenodon fetches a fine bounty from the hetman of Kaf Village. What is not known is why these creatures are so drawn to this area of sandy wastes. Nor is it known why rumors say that the creatures have for years been digging a hole deep in the center of the Sand Hills far beyond the prying eyes of the rest of the Sundered Kingdoms.

The truth of the matter is that an *Obelisk of Chaos* dedicated to Crocutus is buried beneath the Sand Hills. The gnoll god assumed power over this hidden dolmen after slaying and eating the corpse of his demon lord predecessor. The obelisk calls to gnoll-kind and the creatures who have an affinity for them, such as the great prehistoric hyenas that call the region home. It has taken years to gather a sufficient force of gnolls to labor for him, but a great flind chief called Scar-Pelt (flind chieftain, HD 8+2) has set his horde to digging at a particular location among the Sand Hills. Kaf riders that come too close are hunted mercilessly until slain — even followed into their villages and taken at night if necessary — in order to keep this secret. As a result, only the vaguest rumors of this strange excavation have reached beyond the bounds of the hills, and none know the true scope of its progress. The pit is more than 30 yards wide and is nearly 100ft deep at this point with gnolls continually scraping away at the earth and stone with crude picks made of antler and horn and sharpened digging sticks. It is only a matter of time until Scar-Pelt reaches the "Gift of Crocutus" that he has been promised in his dreams and unearths the obelisk.

Crocutus, Eater of the Dead, Demon Lord of Gnolls

Alignment: Chaos
Symbol: painted gnoll or hyena skull
Garb: Spotted or striped hyena skins. Clerics of Crocutus sometimes shave their own pelts into wild hair patterns.
Favored Weapon: flail, glaive
Form of Worship and Holidays: Blood sacrifices and flaying of living foes, especially on nights with a full or new moon. Moonless Night is their most sacred time of ritual.
Typical Worshippers: gnolls, flinds, and some ghouls, ghasts, and other intelligent eaters of carrion

Known as the Eater of the Dead for his disgusting eating habits and ability to consume and digest any carrion — including the bones of the dead — Crocutus is a powerfully built creature resembling a large ogre with a gnoll's head. His fur is shaved into chaotic patterns and runes of death and destruction. A wily demon lord, Crocutus carved his way to rulership of the gnoll pantheon through murder and treachery, deposing and devouring his predecessor and taking up his dreaded flail. Crocutus favors the most bloodthirsty, ruthless, and treacherous of worshippers, and ignores the prayers of the weak and helpless.

Cybele

Cults of Cybele can be found wherever witches practice their dark arts, and dozens of covens are undoubtedly scattered throughout the Sundered Kingdoms. However, the most important one is the one that no one even knows about. In the heyday of the House of Toussant on Ramthion Island, during the Heldring invasion, it was more than just business savvy and collaboration with the invaders that made the fortune of Sterneher Toussant, it was the influence of his wife Marguerite. Lady Toussant was secretly an ardent follower of the Magna Mater, leading a cabal of sister witches in rites on a hidden, overgrown island in Lake Latrouche, and it was the influence of their magic and the power of their patron that raised the House of Toussant to its lofty heights.

What occurred to bring about the downfall of the Toussant witches is known to no one outside the family, and no trace has been seen or heard of any of them in the century since they disappeared. Swamp folk of the Southfell Glades still whisper of witches and worse in the swamp, but to date no true evidence has been brought to the Oceander military authorities that now control the island. And the disappearances that occur perhaps too frequently along the verges of the marshlands are simply attributed to attacks by vicious alligators even if no evidence of such is ever found.

The fact that a coven of witches still operates in the swamp — possibly descended from Marguerite Toussant herself — is a commonly held belief, but no one suspects that standing upon a small island amid the brackish waters of Lake Latrouche is a strange obelisk that has been dug out of the mud and occasionally glows with an eerie light when certain rites to The Goat with a Thousand Young are held. Nor do they have even an inkling of the secret war that has been waged within the depths of the swamp between the followers of Cybele and the followers of Orcus for the last 100 years and more.

In addition to the lost obelisk of Lake Latrouche, the cult of Cybele has a center of power near another *Obelisk of Chaos*, this one still buried in the wastes of the eastern Gundlock Hills. The witches have not discovered the existence of this obelisk but a coven gathers in the small village of Dimmehill under the aegis of a local midwife called **Mother Tidwel** (C female human witch MU9). Mother Tidwel has overseen the births of every babe in her village and every surrounding hamlet for more than three decades. Unbeknownst to the young parents, she checks each newborn for a mark indicating if the baby is chosen by Cybele. These she notes for members of her coven to settle near and keep an eye on until the day when some unknown fate that the Magna Mater has in store for them can be revealed.

Cybele, Magna Mater, The Goat with a Thousand Young, Goddess of Fertility and Witchcraft

Alignment: Chaos
Symbol: image of a pregnant woman or a dark moon
Garb: nudity
Favored Weapon: athame
Form of Worship and Holidays: Nighttime rituals when mystic planetary and astrological conjunctions occur. The equinoxes are particularly sacred, such as the vernal equinox which is called the Day of Blood. Other sacred nights include Samhain and Walpurgis. Rituals include orgiastic dancing and chanting, bloodletting, and sometimes sacrifices.
Typical Worshippers: witches, disenfranchised women, some amazons, gallu-demons, lycanthropes, degenerate cults

Cybele, also known as the Great Mother, the Goat with a Thousand Young, and by many other names, is an ancient deity that sprang up among the ancient Hyperboreans but was old before they adopted her. The few known myths of the Ancient Ones do not speak of her, so it appears that her origin does not lie within their culture, but she was undoubtedly present in their day. Cybele is the matron of witches and of creatures with great fecundity, even if it be degenerate or unwholesome in nature. A tribe of inbred ogres might venerate her in a mountain cave, while a coven of witches operates under the noses of the authorities in a highborn palace. She appeals to women who have been oppressed but does not truly care for them, instead merely using them for her own mysterious ends. That they might enjoy power and ascendance while serving at her pleasure is the draw for most of her cultists. The methods of the followers of Cybele are poisons and subtle spells rather than overt attacks, but her covens have toppled more than one city or ruler through their manipulations.

Cybele is also associated with Lloegyr's small, dark second moon Sybil, though she is not truly a moon goddess. Nevertheless, some lycanthropes venerate her in this aspect.

Weapon

Athame

This small, double-edged blade is the traditional ritual knife of witches. It is extremely sharp and used for varying things from inscribing ritual symbols in the earth to making human sacrifices. It is well made with a wooden or horn handle and is always of masterwork quality.

Weapon	Damage	Weight (pounds)	Cost
Athame	1d6	1	4gp

Dagon

There is very limited activity in the Sundered Kingdoms dedicated to Dagon. Other than a few renegade sahuagin tribes in the seas off the coast of Lowport, most of the evil denizens of the deeps in the region are devoted to Kunulo. However, despite the demon lord's modest influence now, at one time Dagon was among the most powerful of the demon princes to bind the *Obelisks of Chaos* to his will and bring about the ruin of the ancient kingdoms that once existed here. In fact, it was Dagon who was behind the ravings of the Dark Shaman who brought about Aracor's fell bargain. And the jealous demon lord, though having lost a great deal of local influence to the upstart sea god Kunulo, nevertheless maintains a stubborn hold on his territory.

Though Dagon's overt presence is no longer felt in the lands of the Sundered Kingdoms, his influence upon its course in history cannot be denied. On the southern tip of Ramthion Island, among the ruins of a destroyed village, at the bottom of a deep, sickly green tidal pool, stands the *Obelisk of Chaos* that triggered the disastrous events that laid the region low so many millennia ago. Anyone daring to dive into the disgusting pool finds not only the countless layers of bones from sentient creatures that have somehow found their way to its depths and died but also the strange immortal guardians that still remain, left behind by Dagon to make sure that others do not interfere with the seeds of chaos he sows upon the Material Plane.

Dagon, Demon Prince of the Sea

Alignment: Chaos
Symbol: lidless eye from which a corona of tentacles radiates
Garb: robes of green and purple with elaborate gold headdresses, pectorals, and bracers
Favored Weapon: trident
Form of Worship and Holidays: Sea storms are considered holy to Dagon as are the changing of the tides. Each riptide requires a small blood sacrifice.
Typical Worshippers: aquatic humanoids and monstrous humanoids, evil human fishermen, water nagas, shrroths, hezrou, kraken, aboleths

This primordial demon lord of the deeps is worshipped by all manner of aquatic humanoids that have embraced the ways of chaos and evil. Great sunken cities on the ocean floors have fantastic temples dedicated to the demon prince. Some land dwellers who make their living from the sea venerate Dagon and ally with his undersea minions in exchange for greater catches in their fishing nets and sunken treasures dredged up from the sea floor. But such arrangements always come with a high price that may cost far more than the alliance is worth. Dagon is ichthyic and cold-blooded; his mind is alien to the creatures of land, and his will and desires are often inscrutable. Sacrifices to Dagon on shore often involve a deep well that extends to flooded sea caves where his horrific minions can gather to feast upon those unfortunates offered up in his name. Dagon's clerics are called Scaled Ones and must sign a pact to serve the dread lord as described above.

Fraz-Urb'luu

Like in many of the greatest cities throughout Akados, Oestre has a powerful cult of the Demon Prince of Deception well entrenched in its midst. The cult has existed among the elite circles of the city for centuries, and with the coming of the Oceander conquerors little has changed. All it did was bring fresh blood from among the nobles and administrators of Oceanus for induction into its mysteries. The cult does not control the city, but its members number among many of the most powerful politicians and wealthiest aristocrats. They keep their identities secret, and the existence of the cult is little more than a whispered rumor outside its membership. When they encounter a person of influence, they subtly approach them and steer them towards the cult through membership in exclusive clubs, invitations to secret soirees, and offers of lucrative, under-the-table business deals. Those who seem receptive are prodded a little more until it is either determined that they are not cult material or are formally inducted into its ranks.

The cult in Oestre calls itself the Silent Assembly and meets in a secret subbasement beneath the venerable Parliamentary Hall. The leader of the cult is called the Grand Convocator and sets the dates and times for meetings as well as leading rituals to their demon lord. Rituals involve sacrifices of treasures, autosacrifice, and formal oaths. Afterwards plans are made for the advancement of the cult and its members. They keep a low profile and try to avoid any official interest in their doings. Unbeknownst to even the cult itself, buried deep in the ground beneath the Silent Assembly is an *Obelisk of Chaos*.

Cult members wear featureless white masks and rich purple robes to hide their identities at meetings, though in reality many of the members know each other. In public they wear a *deceiver's ring* (see the **Magic Items Appendix**) to mask their thoughts from others. Member plotting against member is looked down upon, as it jeopardizes the cult's plans and risks exposure of the cult, but a careful plot that eliminates a member to enrich another that is done cleverly and with no risk of detection is looked upon with favor. Such a stratagem is usually how a new Grand Convocator is chosen.

Fraz-Urb'luu, Demon Prince of Deception

Alignment: Chaos
Symbol: bejeweled staff with an all-seeing eye enclosed within a triangle at its tip.
Garb: plain white mask and brown and purple courtly robes adorned with rich jewelry
Favored Weapon: quarterstaff
Form of Worship and Holidays: Sacrifices and oaths of fealty are taken to ensure the success of major plots. Bank holidays are treated as a day of mourning in which the cult's ability to create revenue through false means at the expense of others is strongly curtailed. Great revels are scheduled on dates determined by cult leaders.
Typical Worshippers: humanoid clerics, politicians, aristocrats, sorcerers, illusionists, adepts.

The Demon Prince of Deception's bestial appearance belies his urbane and sophisticated nature. His normal form is that of a massive gorillalike beast more than 18ft tall with knuckles that drag the ground

and a covering of blue fur. His head is more humanoid but with wide, splayed ears with ragged edges and a toothed maw much too large for his head. A pair of great bat wings and a spiked tail completes his strange appearance. Fraz'Urb-luu speaks with a cultured accent and a scholar's mastery of language. He is sophisticated and seductive with his lies and illusions, always promising just what one wants to hear but never in a way that would make them suspicious. The demon lord enjoys making bargains with mortals to lead them down a path of corruption and then capturing them in the consequences of their own foul deeds to manipulate and extort them later before simply abandoning them to their fate. Fraz-Urb'luu is less interested in the corruption of a single mortal than he is in bending entire societies to his will for his own demonic amusement. His most devoted followers are called Deceivers and work very hard to help him achieve his ends, some through their own foul will and some because of some damning blackmail that the demon holds over their heads.

Hastur

The insidious cults of Hastur are populated by madmen who seek to bring about the end of reality through the summoning of the Great Old One known as the Unspeakable One. The typical follower of Hastur is a nihilistic anarchist or a supremely jaded dilettante seeking an escape from the mundanity of life. Rarely do they implement a formal cult beyond creation of an exclusive gentlemen's club or debased acting troupe. However, in the Sundered Kingdoms, the cult of Hastur has established itself through an organization of cloistered cenobites called the Brothers In Yellow.

The Brothers In Yellow occupy an ancient cemetery and funerary shrine of Thyr called the Chapel-on-the-Moor, southeast of Billockburne in the District of Sunderland. Because of the ancient affiliation of the shrine, most assume they are a monastic order of Thyr, but due to their small presence on the vast plains and the relative remoteness of their haven, no one has learned the significance of the Yellow Sign painted above the nave nor the actual abhorrent ritesperformed beneath its ceaseless watch.

Members of the Brothers In Yellow wear hooded amber robes. New initiates, usually psychopaths and lunatics called adherents, take a vow of silence, have their heads shaven, and have their mouths sewn shut as a mark of their dedication. They rely on the special feeding techniques of the brotherhood to keep them from starving to death, which helps ensure their absolute loyalty. When they achieve a high enough cleric level, the stitches are removed and, if necessary, the lips are surgically separated to regain use of their mouths and the right to speak. Brothers encountered away from the chapel are always those who have achieved this rank and are recognizable not only by their yellow robes but the stitching scars that they bear upon their lips. These ecclesiasts, as they are called, are always clerics and move among the small villages and farms of the moors doing good works in the name of their "Unnamed Father" — assumed by most to be Thyr — while scouting for sacrifices to be brought back for their dread deity. The locals believe them to be a benevolent and private order; those who begin to suspect the truth disappear soon thereafter.

Hastur, The King in Yellow, The Unspeakable One

Alignment: Chaos
Symbol: The Yellow Sign
Garb: yellow hooded robes
Favored Weapon: rapier
Form of Worship and Holidays: Enactments of the play *The King in Yellow* to attempt to bring a manifestation of the Yellow Sign into mortal existence and bring about an era of madness and destruction. Rituals on nights of mysterious alignments of strange stars.
Typical Worshippers: anarchists, nihilists, murderers, madmen, debased rulers

The Unspeakable One, as he is oft times called, is a Great Old One, a chaotic being from before the universe existed in its current form whose true home is in the darkness between the stars. He is currently said to be trapped on a dark planet orbiting a remote star in or near a city called Carcosa beside a dark lake called Hali. Whether this is true and Hastur is trapped on some remote world remains a matter of conjecture for the most erudite of occultists, but some claim Hastur has a particular interest in the world of Lloegyr and that it is, in fact, that selfsame planet. The matter is confounded by Hastur's apparent connection to the Shadowlands of the far north and the ancient tragedy that destroyed the Hundaei race and created the wasteland known as the Haunted Steppes of northwestern Akados. This is further exacerbated by rumors of some tribes of the wandering Shattered Folk who whisper of a ruined city at the base of the Lost Mountains in the northern Haunted Steppes and of a dark lake they call "Hallee."

Jubilex

The cult of Jubilex is barely organized enough to be considered a cult. It consists of unstable madmen, lepers, and other unsavory types. Any number of small pockets of followers of the Faceless Lord exist in out-of-the-way corners across the wilds of the Sundered Kingdoms. They are usually little more than a few unkempt lunatics living in some gulley or shallow cave calling out to the demon lord out of desperation or nihilism. However, there are two locations in the District of Sunderland that have what would be considered legitimate cults — the village of Fairbridge and the leper colony at Nidham. The cult at Fairbridge is small in number and led by the town magistrate who uses his position to collect tolls from travelers to siphon towards his own coffers. Nidham on the other hand is an abandoned rock quarry on the western outskirts of the Moon Fog Hills.

Once a major supplier of materials for the Kingdom of Burgundia, the quarry is more than a hundred feet deep and a quarter mile wide with rocky ledges, shallow caves, and overhangs throughout. After the fall of Burgundia the quarry was abandoned, and villages in the area began using it as a place to punish condemned criminals by throwing them to their deaths within or drowning them in the deep cold-water pool that has collected in a depression at one end. Over time, it instead became a place where criminals and undesirables were banished. A few of these untouchables were lepers, and eventually more villages began sending their lepers to the quarry at Nidham until it became a full-fledged leper colony. It was no longer used for executions or banishment of criminals as it took on this roll. Eighty-five years ago, a small chapel of Mitra was constructed at the bottom of the quarry for a few parish priests to tend to the afflicted, but over time these priests died or abandoned their posts. In recent decades, cultists of the Faceless Lord began to spring up among the cultists and spread their message of earthly suffering and glorious dissolution. Now the supposed chapel of Mitra is manned entirely by clerics dedicated to Jubilex, and a thriving cult of the demon lord dwells among the lepers, bullying and terrorizing any lepers who do not turn to their faith. The truth of this leper cult is not known outside the colony, nor do the cultists know that buried in the rock hundreds of feet below is a strange pulsating obelisk that calls to the afflicted and dissolute.

Jubilex, The Faceless Lord, Demon Lord of Slimes and Oozes

Alignment: Chaos
Symbol: amulet portraying an amorphous mass covered in eyes or a splatter of paint with an eye drawn in the center
Garb: filthy rags
Favored Weapon: morningstar (called a "pulper" by the faithful)
Form of Worship and Holidays: Outbreaks of disease are considered to be signs of the Faceless Lord's favor; otherwise there are no real holy days or organized worship

Slime Spells

Spellcasters who worship Jubilex gain access to special spells:

Flesh to Ooze

Level: Magic-User 7
Range: 100ft + 10ft/level
Duration: instantaneous

Any creature struck by the ray that fails a saving throw is instantly liquefied and turned into a small puddle of harmless ooze. This liquefaction kills the target. A creature that makes its save is only partially affected, taking 4d6 points of damage as portions of his flesh liquefy and fall away. A liquefied creature's equipment is unaffected.

Green Water

Level: Cleric 1
Range: touch
Duration: instantaneous

The contents of a flask of water are changed into a patch of green slime that can be used as a splash weapon. Any metal or organic substance it touches begins to turn into green slime (saving throw resists). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a *cure disease* spell.

Monster Summoning

Followers of the Lord of Slime summon slimes and oozes instead of monsters with their *monster summoning* spells.

I	green slime, oozeanderthal**
II	amber ooze*, whip jelly*
III	diger*, gelatinous cube, mudbog*, or olive slime*
IV	crystal ooze*, grey ooze, lightning bladder**, mercury ooze*, sewer sludge**, slime mold*, or stun jelly*
V	blood pudding*, ochre jelly, glacial ooze*, livestone*, metallic ooze*, or white pudding*
VI	black pudding, brown pudding*, dun pudding*, or magma ooze*
VII	entropic ooze*, stone pudding*, dark matter entropic ooze* or living monolith**

*See ***The Tome of Horrors Complete*** by **Frog God Games**
See ***Tome of Horrors 4* by **Frog God Games**

Mucus Mask

Level: Cleric 3; Magic-User 4
Range: 100ft + 10ft/level
Duration: permanent

You spit a glob of mucus through the air at your target (a ranged to-hit roll). A successful hit strikes the target in the head. The glob of mucus grows in flight, so that it engulfs the target's entire head. The mucus causes three effects:

- The mucus is acidic and burns out the targets eyes, causing permanent blindness on a failed save.
- The acidic mucus damages the ear canals and causes permanent deafness on a failed save.
- The acidic mucus plugs up the target's nose and mouth and begins to cause suffocation on a failed save.

The victim is allowed only one save against all three effects.

Unless dispelled, the sticky mucus must be manually removed from the target's nose and mouth in order for him to breathe again. This process requires 3 minutes. If one person helps the target, the mucus can be cleared in 2 minutes. If two people help, the mucus can be cleared in 1 minute. The victim must make a saving throw each round (with a cumulative –1 penalty) or take 1d6 points of damage each round. The victim dies at the end of 4 rounds.

The spell's effects apply only to a target of your size or smaller.

Muck

Level: Cleric 3; Druid 4
Range: 100ft + 10ft/level
Duration: 10 minutes/level

This spell creates a mucky ooze, 1ft deep, to appear in a 20ft area of effect. The ooze is very thick and adhesive, and pseudopods reach for any creature in the area. Anyone standing on the ground when the *muck* appears must make a saving throw or be stuck in the muck. The creature is stuck in place until he breaks free (rolls below his strength to move freely again).

Pseudopods attack anyone within the muck (as a 4HD creature). If a pseudopod strikes a target, the victim must make a saving throw or become stuck and unable to move (as above). Cold freezes the pseudopods, stopping their attacks.

Ooze Bolt

Level: Cleric 3; Magic-User 2
Range: 25ft + 5ft/2 levels
Duration: 1 round + 1 round/3 levels

A bolt of gray ooze strikes a target (ranged to-hit roll) for 2d6 points of acid damage (save for half). For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 5 additional rounds at 15th level), dealing another 2d6 points of damage each round.

Slime Bucket

Level: Cleric 5
Range: 100ft + 10ft/level
Duration: instantaneous

This spell creates a massive vat of slime in the air 40ft above the target area (if there is less than 40ft of vertical clearance, the vat appears lower, but there must be a minimum of at least 20ft of clearance for the spell to function). The vat instantly tips and pours its contents out in giant glop with a 10ft radius and then disappears. Anyone in the area of the falling slime takes 1d6 points of cold damage per caster level (15d6 maximum). The slime coats the victim but is inert after the initial damage is dealt. It can be cleaned off by mundane means.

Slimeball

Level: Magic-User 4
Range: 100ft + 10ft/level
Duration: instantaneous

This spell generates a ball of protoplasmic goop that explodes with a chunky thump and deals 1d6 points of damage per caster level (maximum 6d6, save for half) to every creature within the area. The resulting spray of goop from the explosion splatters everyone within the area of affect with green slime whether they saved or not.

other than random sacrifices and eviscerations.
Typical Worshippers: insane humans, lepers, intelligent oozes

The Faceless Lord is a powerful demon lord, sometimes worshipped as a deity, though it does not generally behave as such. It is considered by its worshippers to be chaos personified and a return to a simpler, purer state of existence. Jubilex is said to sow chaos and discord throughout the planes, though it is possible these are simply the instinctive actions of a mindless monstrosity rather than a calculated stratagem. It is doubtful that Jubilex even recognizes that it has worshippers, or cares. Disliked even by other demons lords, Jubilex is often depicted as an enormous amorphous blob with eyes in random locations that spews forth foul and deadly slimes of many varieties. During a dispute with the dwarven god Dwerfater thousands of years ago, Jubilex was imprisoned in some hidden location rumored to be on the Material Plane and the world of Lloegyr. His physical absence has not seemed to affect his few deranged cultists over this time, and if his name has been forgotten to the point of being little more than a whispered rumor in the world, then it likely has only helped his cult to remain hidden from the powers that would otherwise seek to destroy it.

Kostchtchie

The Cult of Kostchtchie may be small in number but more than makes up for it in the size and ferocity of its adherents. The chief priest of the cult is the giant-king Graccus Bonesnapper of the Giantlands. He leads the cult from his mountain citadel of Gnarlheim and is served by an assortment of giants and ogres numbering into the hundreds. So far only Graccus and his inner circle are true adherents of the Demon Prince of Wrath but they continually send out missionaries to the other giant tribes of the surrounding mountains and give their own followers a healthy dose of the demon lord's teachings. Fortunately, most of the giant chieftains recognize the missionaries for the power play that they are and have refused to swear allegiance to the self-styled giant king, but everyday a few more do listen to the whisperings of these emissaries and the day may come sooner than anyone would like that The Bonesnapper leads an army of crazed demonic cultist giants in a massive war into the lowlands.

Anyone searching the deeper halls of Gnarlheim finds that ogre slaves are continually hard at work expanding the tunnel systems and caverns within the mountains. Most recently their excavations have uncovered a pyramidal-shaped structure of a strange translucent blue stone. As their excavations continue, they will discover that it is the tip of an entire obelisk formed of the material, an obelisk dedicated to the Demon Prince of Wrath.

Kostchtchie, The Deathless, Demon Prince of Wrath

Alignment: Chaos
Symbol: twisted Toten rune (Death Rune)
Garb: furs, necklaces and body piercings of animal claws and teeth
Favored Weapon: warhammer
Form of Worship and Holidays: Midwinter and nights of the new moon in winter are nights of sacrifice where enemies are eviscerated and left in the snow to die or be devoured by wolves. Rituals involve drumming, chanting, and battle until blood is drawn and sometimes to the death.
Typical Worshippers: frost giants, aberrant giants, ogres, berserkers, deformed creatures

The mighty Kostchtchie is a yellow-skinned giant, hairless save for bushy eyebrows, with arms of knotted muscle and legs twisted

and bent. Despite his deformity he is able to move about very quickly with a hobbling gait. Kostchtchie is called the Deathless because he was originally a mortal barbarian chieftain who angered Baba Yaga. To punish him, the Old Crone stole his soul and hid it away. As a result he could not die except by violence and his body became twisted and gigantic, turning into a massive demonic being. He became the patron of frost giants and creatures twisted by deformity who were filled with as much vile hatred and rage as him, in particular athachs and aberrant giants. He has sworn to avenge himself on Baba Yaga ever since and has even managed to alienate or make enemies of almost every other demon lord as well. Kostchtchie is a being of pure wrath who lives only to kill and destroy. His symbol is an ancient rune for death but is twisted to represent his own broken body. Even with his disfiguring condition, he is amazingly strong, and wields a great warhammer called *Gorynya* that most giants couldn't even lift much less swing in battle.

Kunulo

When the *Obelisks of Chaos* descended upon the Plains of Sull, one came to rest upon an outcropping of rock that overlooked the Narrow Sea (now called the Dardanal Strait). This obelisk was sent by an obscure demon lord called Yevthe, Lord of the Riven Stair. Yevthe's hold upon the Material Plane through the obelisk did not last long, however, for when the obelisks were activated and sank into the ground, the demon lord Dagon recognized weakness and moved to take power where it was available. The great earthquake and rending of the sea brought forth by Dagon that swamped the southern end of Ramthion Island likewise caused the rocky outcropping into which Yevthe's obelisk had anchored itself to fall into the sea below. The obelisk was released from the shattered stone and came to rest at the bottom of the Narrow Sea, and the shock of its sudden loss opened Yevthe to an attack by the ancient demon lord. Dagon slew Yevthe and subsumed his sphere of influence, causing his Abyssal Realm of Riven Stair to sink into the Abyssal Sea.

Yevthe had long been forgotten when Dagon came into conflict with an alien sea god called Kunulo. This war raged across the bottom of the Razor Sea far to the south and resulted in many setbacks for the unprepared demon lord. One of these setbacks was that the god of the deeps, Kunulo, assumed control of the *Obelisk of Chaos* beneath the Dardanal Strait. The obelisk still sits upon the sea floor inverted and askew where it landed, but now the sahuagin city of Chylothua stands around it, and the Cult of Kunulo makes it the center of their worship.

Kunulo, The Hungering Tide, God of the Deeps

Alignment: Chaos
Symbol: tentacles wrapped around a gaping maw in the midst of a whirlpool
Garb: sea-foam green and black vestments
Favored Weapon: trident
Form of Worship and Holidays: Sacrificial victims are flung into the waves or are fed to ravenous sea beasts. Midsummer and midwinter are Kunulo's most holy days.
Typical Worshippers: pirates, evil sea creatures

An evil sea deity, Kunulo is largely unknown to surface-dwellers north of the Razor Sea. Usually depicted as a combination of sea serpent, shark, and squid, Kunulo is the embodiment of pure, alien evil, combining the ruthless law of nature and the cruel chaos of the seas. As such he is revered by evil pirates who feed his minions with victims who are bound and thrown, still alive, into the sea.

Mirkeer

The shadow demon Zariathif sent an *Obelisk of Chaos* to the Plains of Sull just north of the river that would become known as the Gaelon. His hold upon the region was loose at best, his shadow-oriented mind never quite grasping what do with a land and a mortal people inundated by the light of a sun for at least half of their existence. As a result, the demon lord continually diminished in power for lack of true worship and remained indecisive and quiescent in regards to the obelisk he had placed in the mortal realms, never truly realizing its potential or finding a good purpose for it.

Eventually the Demon Lord of Shadows managed to offend Hecate, the Goddess of Evil Magic. She sent her daughter, Mirkeer, against the unsuspecting demon lord who assassinated the creature in its own shadowy halls in the Abyss. This act allowed Mirkeer to undergo apotheosis to true godhood and take on Zariathif's dominion as Goddess of Shadow and the Night. Since then she has taken an active interest in the lands of Lloegyr and the mortals who dwell therein. There are small cults of Mirkeer in most major cities that function as guilds for thieves and assassins. Her greatest cult is based out of the city of Endhome, for somewhere beneath the plains to the west lies buried the *Obelisk of Chaos* to which she has laid claim.

Mirkeer, Goddess of Shadow and the Night

Alignment: Chaos
Symbol: black glove
Garb: black attire
Favored Weapon: dagger
Form of Worship and Holidays: Worshippers pray to her in dark rooms while masked and blindfolded. Her altars are carved of black stone, and nights with a new moon are considered her sacred time. Moonless Night is the holiest of her sacred days.
Typical Worshippers: thieves, assassins, evil wizards, sorcerers, undead shadows, and those who make their living in darkness.

Mirkeer is the daughter of Hecate and serves as her mother's messenger and personal assassin. As beautiful as her mother and equally cruel, Mirkeer is the mistress of shadows and can control shadows with a thought. Venerated by assassins, evil rogues, and dark magicians, her cults are always secretive and well hidden.

Orcus

Orcus's interest in the Material Plane and mortals has existed since before he was cursed and twisted into his current form by the Three Gods. Thus when the high shamans of Sull called out to dark powers to save them, Orcus was one of the first to follow Pazuzu's lead and respond with the *Obelisks of Chaos*. The obelisk belonging to Orcus came to rest high in the mountains of Fair Island, in the center of a fortress called Broch Marfal. The king-chieftain kept its existence a secret, ordering a great tent to be constructed over it, thinking it to be a sign from his Dark Shaman. One day, however, the obelisk sank into the stone beneath the fortress, and the fortress itself was thrown down the mountainside.

However, that was not Orcus's only influence upon the region of the Sundered Kingdoms. Before the obelisks even had a chance to be activated, the Demon Prince of the Undead attacked and slew a nascent demon lord whose name is no longer remembered. The obelisk belonging to that demon lord lay in the fertile valley just east of the mountains at the

far southern end of the Sull region. Thus when the obelisks were activated by the Sull chieftains, Orcus controlled two of them.

The cult of Orcus is actually not particularly strong in the area, despite his control of the obelisks. The demon prince has instead spent his primary energies at points north such as Tsar and Rappan Athuk. Instead, he has let his influence affect the former area of Sull in small ways. No cult worships at the obelisk buried in the granite of Mount Marvel, but an incredibly powerful vampire called Aracor, created by the obelisk at the moment of his death, has hunted the nights of Ramthion Island for nearly 8000 years spawning numerous myths, legends, and superstitions among the inhabitants of its mountains and lowlands. This vampire lord has always been careful to remain hidden but may yet await some word from its lord to show itself and bring a new reign of terror to the island.

Due to Orcus's distractions with other plots, the obelisk he gained on the mainland has never been close in his thoughts. Instead he eventually turned control of it over to one of his favored offspring, a nascent demon lord named Mhaazoul. When the dwarves of Durandel accidentally dug too deep and exposed the buried obelisk, it called forth Mhaazoul's Tower of Bone and led to the destruction of the entire dwarven city (see the adventure ***Crystal Skull*** for further details).

Orcus, Demon Prince of the Undead

Alignment: Chaos
Symbol: demonic ram skull, Orcus seated on this throne, or the Wand of Orcus
Garb: black cowl and robe ensemble
Favored Weapon: spiked or skull-tipped mace
Form of Worship and Holidays: Day of the Dead (late fall), nights of blood-red and horned moons. Worship usually involves grave robbery and animation, blood sacrifices, and conscription of the newly dead into the forces of evil.
Typical Worshippers: monsters, undead, evil humanoids

Orcus is a demon prince with — surprisingly enough — many human worshippers. He has a strange fascination with humans and their desire for power that dates back to his previous incarnation as Arvonliet during the Age of Kings. It is possibly because this flaw in humans is what causes them so frequently to seek that which Orcus holds dominion over: power over death. Orcus is the lord of all undead, and he resides in the Abyss in his Palace of Bones surrounded by a legion of vampires and liches. Evil, ruination, and wanton destruction are his only goals. He is most often depicted as a bloated, ram-headed, bat-winged monstrosity with cloven-hoofed goat legs. He wields the *Wand of Orcus*, a legendary skull-tipped obsidian rod rumored to slay any living thing it touches.

Though mostly worshipped by the monstrous races, the ranks of Orcus's human worshippers are swelling, as Orcus grants his followers, called Disciples of Orcus, power in large, liberal doses. It is not uncommon for Orcus to give relatively low-level priests command of vast numbers of undead to do his bidding. His symbol is either a demonic ram-headed skull (the most common), a representation of himself seated on this throne (as depicted in the infamous Citadel of Orcus in the ruined city of Tsar), or a depiction of his skull-tipped wand. His priests favor heavy, dark-hooded robes and maces stylized to represent his skull-tipped wand.

Pazuzu

No formal cult of Pazuzu exists in the Sundered Kingdoms. Rather, the demon lord's influence is subtly felt in individuals throughout the entire region. Occasionally, some Andøvan artifact of a four-winged, hawk-headed humanoid is found in an innocuous ruin or washed-out gully. The finder then generally spends some time researching to find the artifact's value, if any. Such is Pazuzu's vile and pervasive power that oft times the search of a truly inquisitive finder becomes a quest to find out more information about the enigmatic idol rather than just the means to sell it to make a few quick coins. If the unsuspecting owner progresses this far, he soon finds unnatural circumstances surrounding him: black dogs pursue him in the night but never quite catch him, strange weather phenomena occur, or maybe some foul creature such as a harpy or gargoyle stalks him but makes no overtly hostile moves.

Such a quest inevitably ends upon the heights of Stone-ring Knoll where the spirit of Pazuzu himself makes contact with the now-prepared vessel. Those who proceed this far through the process without discarding the idol somewhere along the way, leave the top of the knoll changed — darker, focused, and perhaps with a mysterious flying minion such as the aforementioned harpy or gargoyle. A new adherent of the King of the Wind Demons goes forth into the land to spread his evil and influence through acts of violence or more subtle manipulations. Almost always, this involves hiding the bird-man idol in some ruin or washed-out gully for the next unsuspecting treasure hunter to find.

Pazuzu, King of the Demons of the Wind, Demon Prince of the Middle Air

Alignment: Chaos
Symbol: idol of a four-winged humanoid with a hawk's head with a tall headdress, taloned feet, the right hand pointing up, and the left hand pointing down
Garb: light desert robes of reds and browns, a tall headdress, a rope belt, and bare feet
Favored Weapon: shortbow
Form of Worship and Holidays: Worship takes place under the open sky, preferably in lonely and desolate high places. Rituals involve tattooing and scarification, bloodletting, and sacrifices left bound upon high places or impaled upon poles where they slowly die exposed to the elements and depredations of carrion birds.
Typical Worshippers: harpies, gargoyles, tengu, manticores, evil sphinxes, evil dragons, vrocks, stirge-demons, evil avian creatures

The Demon Prince of the Middle Air, Pazuzu is an ancient demon lord of all things that fly and soar upon the thermals. He rules no realm in the Abyss, instead laying claim to the skies of all the Abyssal realms, and though the other demon lords deny this, none has dared to try to contest his sovereignty in the skies over their own realms. Fortunately for the other demon lords Pazuzu does not take interest in the goings-on in the realms below his lofty heights. He is much more interested in the events of the mortal planes and seeks to corrupt and ruin as many of its occupants as he can. Pazuzu has a hawk's head and taloned feet with a humanoid body, though he is sometimes depicted with a leonine head. He has four great feathery wings that carry him aloft among the beasts that he calls his own. While he expresses some control over the winds and weather, he actually uses this to shelter and protect his faithful from its ravages while allowing it to unmake the societies of those who do not bow down and call him lord. Pazuzu prefers to act subtly against mortals, planting small hints and clues about himself in innocuous places among treasure hoards or old ruins to pique the curiosity of the one who finds them. He then attempts to slowly corrupt them and cause them to bring his darkness into their hearts until he has a new plaything to toy with and discard, heart and soul. Those sworn to him are called Aerial Lords.

Tsathogga

The forests of the Moon Fog Hills have always been dark and twisted, a natural location for the manifestation of a demon lord. As a result, four dark powers chose to place their *Obelisks of Chaos* in close proximity

there. Unfortunately for the little-remembered demon lords Artathrax, Selvirius, and Chloralhydran, they chose their obelisks to stand near that of the Devouring Maw, Tsathogga. Years later, when these demons approached the mighty Tsathogga to seek an alliance in order to better make use of their obelisks, the Great Old One lived up to his title as the Devouring Maw and consumed all three of the petty lordlings without so much as a moment's hesitation. His consumption of these three demon lords caused him to undergo a transformation of sorts as he subsumed all of their spheres of influence and took on the nature of a demon lord. As a result, Tsathogga is classified as a demon lord to this day, though the title sits ill with his true nature and he makes his home in Tarterus rather than the Abyss.

Though he now controlled four obelisks in close proximity beneath the Moon Fog Hills, the apathetic Demon Frog made little of it until 7000 years later when his offspring, the aberrant demon Co'Nurgral was able to make its way from far Khemit to the Moon Fog Hills within the body of the fallen knight Count Wynston Mathen. Once drawn forth by a witch-cult of Tsathogga, Co'Nurgral began consolidation of its power over the area and its four obelisks through its unholy spawn of the Mathen family. In a final fit of sanity, Sir Mathen managed to slay most of the aberrations and put an end to the cult, causing the cult in the area to go into quiescence for centuries. Only recently with the return of the Mathen scions has the cult of Co'Nurgral begun to stir to life once again in the vicinity of the village of Malthlyn. The four *Obelisks of Chaos* all lie hidden in caverns within the Moon Fog Hills in the general vicinity of Malthlyn (see the adventure ***Aberrations*** for further details).

Tsathogga, Demon Frog God, The Devouring Maw, Demon Lord of Filth

Alignment: Chaos
Symbol: image of the Frog God carved in soapstone
Garb: green and violet robes or filth-covered nudity
Favored Weapon: scimitar, falchion, net
Form of Worship and Holidays: Seemingly random conjunctions of stars, events, or hunger. Worship takes the form of gruesome, debased acts of violence and perversion. There is no set liturgy.
Typical Worshippers: aberrations, tsathar, sentient frogs, greruor, hezrou, evil water creatures, the Violet Brotherhood

Originally an entity known as a Great Old One before a demonic transformation, this foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with slow, oozing sickness and decay. He is the vicious dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Making his home on the plane of Tarterus at the mouth of the vast swamp of filth deposited by the River Styx as it flows out of the Abyss, Tsathogga's main form is a colossally bloated humanoid frog with spindly, elongated limbs and fingers and the occasional odd tentacle. His corpulent body exudes all manner of foul humors and fluids, which leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy mouth, giving him his appellation as The Devouring Maw. He never moves and rarely speaks other than to emit an unintelligible shrieking.

Tsathogga commands a host of evil creatures — notably evil aberrations and his own vile frog race, the tsathar (see ***The Tome of Horrors Complete*** 574). Thousands of fawning tsathar servants continuously bathe his body in fetid slime from the evil swamp, awaiting the divine bliss of being randomly devoured by him. His hatred of light and lack of human worshippers (though there are a few notable exceptions called Filth-Priests) mean that he is little known to surface races. He has few organized centers of worship and no standardized holy symbol — each worshipper chooses his own way to best depict his deific vileness. Occasionally, tsathar priests of Tsathogga on Tarterus sculpt a small likeness of him out of foul chunks of solid waste from the Styx that harden into a vile green substance similar to soapstone when taken from that plane. Such items are highly prized as holy relics.

Chapter Three: New Monsters

The following new monsters appear in ***The Cults of the Sundered Kingdoms Adventure Path***.

Azure Fungus (Hazard, Plant)

The azure fungus is a hazard of a similar species to the violent fungus and the shrieker. It has a mushroom cap about the size of a large wooden shield, and gives off a faint luminescent bluish glow. The 4ft-tall azure fungus is a parasitic creature, surviving on the decomposing flesh of its victims. The fungus releases a poisonous cloud of hypnotic spoors in a 10ft radius. Any living being caught in the cloud must make a saving throw or fall unconscious for 1d4 rounds. When the victim awakens, he must make a second saving throw or begin hallucinating, seeing friends as allies as enemies. The spore effects last for 2d6 rounds (minutes) or until dismissed with *neutralize poison*, or some other form of antidote.

Choker

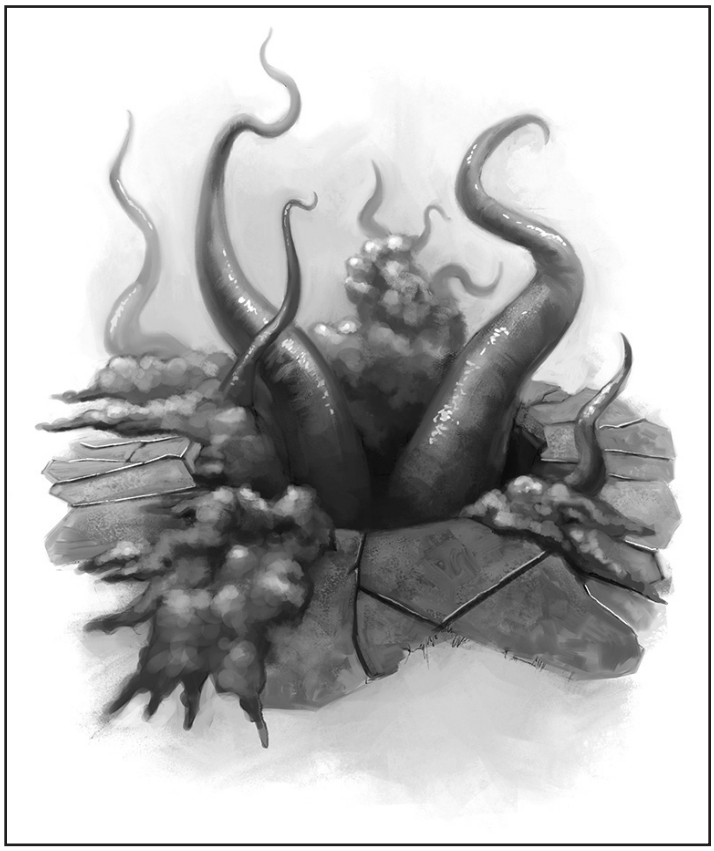
Hit Dice: 3
Armor Class: 4[15]
Attacks: 2 tentacles (1d4 plus grab)
Saving Throw: 14
Special: grab, strangle.
Move: 12 (climb 9)
Alignment: Chaos
Number Encountered: 1, 1d4+1
Challenge Level: 4/120

A choker is an underground predator with long rubbery arms that lashes out at victims from subterranean shadows. They aim to grab and strangle their prey by wrapping their long fingers around the victim's throat. Anyone struck by a tentacle must make a saving throw or be held and strangled. The victim takes 1d6 points of damage (save avoids) for 3 rounds. He dies on the fourth round if he doesn't escape the choker's grasp. Chokers weigh only 35 pounds and have long arms and legs. They are agile climbers.

Choker: HD 3; **AC** 5[14]; **Atk** 2 tentacles (1d4 plus grab); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** grab (anyone struck by tentacle, save or held and strangled), strangle (3 rounds, save or take 1d6 points, death on round 4).

Co'nurgral the Chaos Beast, Nascent Demon Lord (Spawn of Tsathogga)

Hit Dice: 12
Armor Class: –1[20]
Attacks: 4 tentacles (1d8 plus 1d6 acid plus grab)
Saving Throw: 3
Special: +1 or better weapon to hit, acidic flesh, amorphous curse, *confusion* aura, grab, magic resistance (20%), resists cold, electricity and fire (50% damage).
Move: 9 (climb 6)
Alignment: Chaos
Number Encountered: 1
Challenge Level: 18/3800



Co'Nurgral appears as a great formless mass of tentacles and flesh that creeps upon the ground with surprising speed and exhibits a voracious appetite.

Co'Nurgral attacks with 4 acidic tentacles that can strike up to 30ft away. Anyone hit by a tentacle must make a saving throw or be held and take automatic damage each round until freed. The beast exudes acid through its skin, and deals an additional 1d6 points of damage per hit.

Three times per day, Co'Nurgral can deliver a curse with a tentacle strike. The victim must make a saving throw or lose shape and become an amorphous mass. *Remove curse* restores the victim to his normal shape, as does *polymorph other* (although this doesn't end the curse, just stabilizes the victim). A victim loses 1 point of wisdom per round while in an amorphous shape from the mental shock. If the victim's wisdom reaches zero, the change is permanent.

Anyone approaching within 30ft of Co'Nurgral must make a saving throw or be affected by *confusion* (as per the spell).

Co'Nurgral the Chaos Beast: HD 12; **HP** 91; **AC** –1[20]; **Atk** 4 tentacles (1d8 plus 1d6 acid plus grab); **Move** 9 (climb 6); **Save** 3; **AL** C; **CL/XP** 18/3800; **Special:** +1 or better weapon to hit, acidic flesh (1d6 acid damage), amorphous curse (3/day, hit delivers curse, save or become amorphous), *confusion* aura (30ft radius, save to avoid), grab, magic resistance (20%), resists cold, electricity and fire (50% damage).

Tainted History

Co'Nurgral is the formless spawn of Tsathogga, vomited forth from the croaking god's rubbery lips. Summoned from the River Styx by tsathar frog priests of Tsathogga among dark hidden temples of Khemit, Co'Nurgral was fused into the crusading knight Lord Wynston Mathen during a long ritual of unholiness and evil. The crusader carried this taint back with him from Libynos where he met Madrana, niece of Overking Yurid. Madrana was secretly a witch and follower of Tsathogga and had looked for a sign from her dark lord of a coming apotheosis. She saw upon the decorated knight the mark of Tsathogga's taint and convinced both him and her uncle that she was in love with Lord Mathen. Overking Yurid blessed the marriage and granted Lord Mathen a county in the distant reaches of eastern Sulley, subtly directed in the location of this land grant by the hand of his niece.

The newly minted count moved his wife and retainers to their new holdings and built a keep and started a mine in grounds his wife felt were auspicious. Within the mines were found the long-buried *Obelisks of Chaos* dedicated to Tsathogga himself. And with the power they brought, Madrana was able to call forth the spawn from within her husband and grant Co'Nurgral physical form in the deep caverns below their manor. It is from this font of chaos and evil that the Mathen spawns of Tsathogga were born to Madrana Mathen, and Co'Nurgral began his climb to the status of nascent demon lord.

Co'Nurgral dwells in a dark pit deep below the Mathen Manor where his scions can call him forth with blood sacrifices. This they still do on occasion to mate the latest matriarch of the line with the foul demon and spawn a new generation of his foul offspring.

Servants of Co'Nurgral

Co'Nurgral is largely unknown to the rest of the world, though it is likely that tsathar still continue to revere him in the secret deep places of the world. The tsathar cult in Khemit that created a vessel for their liege in Lord Wynston disappeared shortly after his departure for the west and were never seen again — their purpose in getting Co'Nurgral to the vicinity of the *Obelisks of Chaos* in the Moon Fog Hills completed. Other than them, the only known organized worshippers dedicated to Co'Nurgral has been the Mathen family that has descended from his line. Even the tsathar at the great Temple of the Frog beneath the Stoneheart Mountain Dungeon have only the vaguest idea of the true horrors hidden within the hollows of the Moon Fog Hills.

Demon Mist

Hit Dice: 2
Armor Class: 6[13]
Attacks: touch (1d4 plus touch of madness)
Saving Throw: 14
Special: immune to fear, touch of madness.
Move: 0 (fly 12)
Alignment: Chaos
Number Encountered: 1, 1d4+1
Challenge Level: 4/120

A demon mist is a small wisp of mist floating above the ground with no real discerning features. It extrudes thin tendrils of mist that it uses to attack its victims, with each touch of a tendril potentially causing insanity. Every time a demon mist strikes a victim, he must make a saving throw or become confused (as per the spell) for 1d4 rounds. If the victim rolls a 1, the confusion instead lasts for 1d4 hours.

Demon Mist: **HD** 2; **AC** 6[13]; **Atk** touch (1d4 plus touch of madness); **Move** 0 (fly 12); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** immune to fear, touch of madness (*confusion*, save avoids).

Dragon, Bone (Draco Osteo Malificus)

Hit Dice: 10–12
Armor Class: 2[17]
Attacks: 2 claws (1d6), bite (2d12 plus level drain)
Saving Throw: 5, 4, or 3
Special: breath weapon (line of cinders and bone fragments), darkvision 120ft, death aura (100ft + age, 1HD save or die), immune (poison, sleep, paralysis and disease), magic resistance (10%+).
Move: 12 (climb 18)
Alignment: Chaos
Challenge Level: Challenge Level = (hit points/4)+4

A bone dragon looks like a creature of bones, with areas of old, dried skin and muscled stretched between the bones, filling what would be the cavities of a skeleton. It has two large horns jutting from above its eyes, and a row of bony spines trailing down its back. It is not an undead creature, but its apparently emaciated state and the subtle shading of its scales makes it almost appear to be so. It reeks of decay.

A bone dragon has one type of breath weapon, a line of hot cinders and bone fragments identical in appearance and texture to the ashen remains of cremated bodies. A creature hit by a bone dragon's bite is drained 1 or more levels.

A bone dragon emits an aura of death within a radius of 100ft x the dragon's age category surrounding its lair. No natural plants can grow within this radius. Any creature with 1 HD or less that enters this region must make a saving throw or die.

Bone dragons are immune to poison, sleep, paralysis and disease.

A bone dragon gains the following magical abilities usable once per day and magic resistance upon reaching the listed age category:

Age Category	Ability
Very Young	magic resistance (5%)
Young	*detect good*, magic resistance (10%)
Immature	*darkness 15ft radius*, magic resistance (20%)
Adult	*protection from good 10ft radius*, magic resistance (30%), level drain (1 level)
Old	*fear*, magic resistance (40%)
Very Old	*animate dead*, magic resistance (50%)
Aged	*death spell*, magic resistance (55%)
Ancient	*power word kill*, magic resistance (60%), level drain (2 levels)

Bone dragons lair near large graveyards, burial grounds, old battlefields, and anywhere where there is an abundance of undead or negative energy. They make use of any burial vaults of mausoleums to store their treasure, and excavate underground storage rooms where none exist. They collect skeletons as much as they do monetary treasure, and the lair of a bone dragon is likely to resemble a charnel house of neatly stacked and arranged bones.

Bone dragons eat only dead things, but they are not necessarily scavengers. They attack living prey, but do not eat their prey fresh. They let it lie to rot growing soft, squishy and tasty.

Dragon, Bone (Small Adult): **HD** 10; **HP** 40; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d12 plus level drain); **Move** 12 (climb 18); **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** breath weapon (line of cinders and bone fragments, 40 damage), darkvision 120ft, death aura (400ft, 1HD save or die), immune (poison, sleep, paralysis and disease), level drain (1 level), magic resistance (30%), magical abilities.

Dragon, Bone (Medium Adult): **HD** 11; **HP** 44; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d12 plus level drain); **Move** 12 (climb 18); **Save** 4; **AL** C; **CL/XP** 15/2900; **Special:** breath weapon (line of cinders and bone fragments, 44 damage), darkvision 120ft, death aura (400ft, 1HD save or die), immune (poison, sleep, paralysis and disease), level drain (1 level), magic resistance (30%), magical abilities.

Dragon, Bone (Large Adult): **HD** 12; **HP** 48; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d12 plus level drain); **Move** 12 (climb 18); **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** breath weapon (line of cinders and bone fragments, 48 damage), darkvision 120ft, death aura (400ft, 1HD save or die), immune (poison, sleep, paralysis and disease,) level drain (1 level), magic resistance (30%), magical abilities.

Mhaazoul, Nascent Demon Lord (666th Child of Orcus)

Mhaazoul, Nascent Demon Lord (666th Child of Orcus) (Weakened State)

Hit Dice: 7 (40 hit points)
Armor Class: 0[19]
Attacks: 2 claws (1d8), gore (2d6), kick (1d6), tail slap (1d8)
Saving Throw: 9
Special: +1 or better weapon to hit, immune to electricity and poison, influence fate, magical abilities, magic resistance (30%), resists acid, cold and fire (50%)
Move: 12
Alignment: Chaos
Challenge Level: 14/2600

The demon's skin is ashen gray, cracked and peeling like the sun-blasted surface of a dried mud-bed. A pair of wings hangs down his back, almost like a grim mockery of a cape, hiding the fact that they are tattered and useless. The heavy, curving horns on his head seem to droop, almost as if they weigh him down, while a vicious spiked tail dangles behind him.

Mhaazoul is the 666th child of Orcus, the great demon prince. Being even the last in line of the children of the greatest of all demons grants Mhaazoul a certain degree of respect in the underworld realms but leaves little room for truly distinguishing himself or even gaining his father's attention. Knowing this, Mhaazoul contents himself with causing mischief and mayhem, hoping to make his own name apart from that of his father as his true heir. Still, he has the size and bearing of a demon prince and still cuts an imposing figure among the ranks of the Abyss.

Mhaazoul is a planner and a schemer. He has manipulated events for more than a century to reach this time and this place, where he will be able to escape into the world and wreak havoc. If all goes to plan, he will even be able to take possession of the Tower of Bone, a long-lost artifact crafted by Orcus himself. If he were to gain possession of the tower, Mhaazoul would be a mighty force to be reckoned with not only in this world but many others.

In this weakened state, Mhaazoul is still a substantial foe and fights intelligently and to the best of his abilities. He prefers to keep as far from combat as possible, organizing his minions to fight for him, but does not shy away from a fight or flee unless his life is in immediate danger. When forced into combat, Mhaazoul prefers to seek out the strongest opponent and utterly destroy him, reducing the foe to pulp as quickly as possible.

Mhaazoul attacks with his claws, horns, feet and tail. The demon is immune to electricity and poison, and takes half damage from acid, cold and fire. Mhaazoul has the following magical abilities he can bring to bear during combat: constant—*detect good*, *ESP*; at will—*fear*, *polymorph self* (humanoid only); 3/day—*animate dead*, *charm person*, *dimension door*, *feeblemind, lightning bolt*; 1/day—*teleport*.

Once every 5 rounds, the demon may reroll any failed attack roll or saving throw and take the better result. Alternately, he may force an opponent to reroll a successful attack roll or saving throw. The demon chooses which roll applies. Once per week, he can grant a group of people either fortune or misfortune depending on his whims. This typically manifests as greater wealth during a good week, or ill fortune during a bad one.

Mhaazoul, Nascent Demon Lord (Weakened State): **HD** 7; **HP** 40; **AC** 0[19]; **Atk** 2 claws (1d8), gore (2d6), kick (1d6), tail slap (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, immune to electricity and poison, influence fate (1/5 rounds, reroll any single attack or save), magical abilities, magic resistance (30%), resists acid, cold and fire (50%).

Magical Abilities: constant—*detect good*, *ESP*; at will—*fear*, *polymorph self* (humanoid only); 3/day—*animate dead*, *charm person*, *dimension door*, *feeblemind, lightning bolt*; 1/day—*teleport*).

Mhaazoul, Nascent Demon Lord (666th Child of Orcus) (Semi-Restored)

Hit Dice: 9 (50 hit points)
Armor Class: –1[20]
Attacks: *+1 two-handed vorpal sword* (1d10+1, slices off victim's head with natural 19-20), gore (2d6), kick (1d6) and tail slap (1d8)
Saving Throw: 6
Special: +1 or better weapon to hit, immune to electricity and poison, influence fate, magical abilities, magic resistance (40%), resists acid, cold and fire (50%)
Move: 12
Alignment: Chaos
Challenge Level: 16/3200

In this state, Mhaazoul represents something of a hybrid. Even though his appearance has been restored he is still nearly as weak as he was when his body was withered and broken. The main difference is that he is able to manifest his *+1 vorpal two-handed sword* (slices off victim's head with roll of natural 19-20) and has increased magic resistance.

Mhaazoul, Nascent Demon Lord (Semi-Restored): **HD** 9; **HP** 50; **AC** –1[20]; **Atk** *+1 two-handed vorpal sword* (1d10+1, slices off victim's head with natural 19-20), gore (2d6), kick (1d6) and tail slap (1d8); **Move** 12; **Save** 6; **AL** C; **CL/XP** 16/3200; **Special:** +1 or better weapon to hit, immune to electricity and poison, influence fate (1/5 rounds, reroll any single attack or save), magical abilities, magic resistance (40%), resists acid, cold and fire (50%).

Magical Abilities: constant—*detect good*, *ESP*; at will—*fear*, *polymorph self* (humanoid only); 3/day—*animate dead*, *charm person*, *dimension door*, *feeblemind, lightning bolt*; 1/day—*teleport*).

Mhaazoul, Demon Lord Heir to Orcus (666th Child of Orcus) (Fully Restored)

Hit Dice: 14 (80 hit points)
Armor Class: –3[22]
Attacks: *+1 two-handed vorpal sword* (1d10+1, slices off victim's head with natural 19-20), gore (2d6), kick (1d6) and tail slap (1d8).
Saving Throw: 3
Special: +1 or better weapon to hit, immune to electricity and poison, influence fate, magical abilities, magic resistance (60%), resists acid, cold and fire (50%).

Move: 15 (fly 30)
Alignment: Chaos
Challenge Level: 23/5300

Where once Mhaazoul's wings were tattered and useless, they are now huge and savagely reptilian. These are not merely bat wings — or even dragon wings — tacked on the back but rather are the cruelly edged, barbed, hooked, and bladed appendages of an evil creature not from this world. The horns that before seemed almost to droop and pull down his head now are razor-tipped, and forward-pointing as if they are anxious to impale any living creature upon which his gaze falls. His flesh has the appearance of cracked volcanic rock with bright magma and fire glaring from within. It is utterly smooth though with the sheen of polished marble. From the lower back sprouts a bony tail that seems like a wicked extension of his spine, ending in a savagely-barbed hook. This tail is exceptionally long and flexible, allowing it to attack foes to all sides. Mhaazoul's legs end in polished ebon-black hooves. Not simply the cloven hooves of a goat, but these are far larger and more dangerous, each ending in a great and fearsome point.

In combat, Mhaazoul fully restored is a fierce and deadly foe, fighting to utterly destroy his foes. He is a cunning and deadly opponent. Mhaazoul prefers using his influence fate ability to make his foes' attacks less effective rather than increasing his own abilities but is intelligent and does whatever is most advantageous at the moment. Mhaazoul has the following magical abilities he can bring to bear during combat: constant—*detect good*, *ESP*; at will—*darkness 15ft radius*, *fear*, *polymorph self* (humanoid only); 5/day—*dimension door*,*finger of death*; 3/day—*animate dead*, *feeblemind, lightning bolt*, *mass charm*, *teleport*; 1/day—*cloudkill*.

Mhaazoul, Nascent Demon Lord (Fully Restored): HD 14; **HP** 80; **AC** –3[22]; **Atk** *+1 two-handed vorpal sword* (1d10+1, slices off victim's head with natural 19-20), gore (2d6), kick (1d6) and tail slap (1d8); **Move** 15 (fly 30); **Save** 3; **AL** C; **CL/XP** 20/4400; **Special:** +1 or better weapon to hit, immune to electricity and poison, influence fate (1/5 rounds, reroll any single attack or save), magical abilities, magic resistance (60%), resists acid, cold and fire (50%).

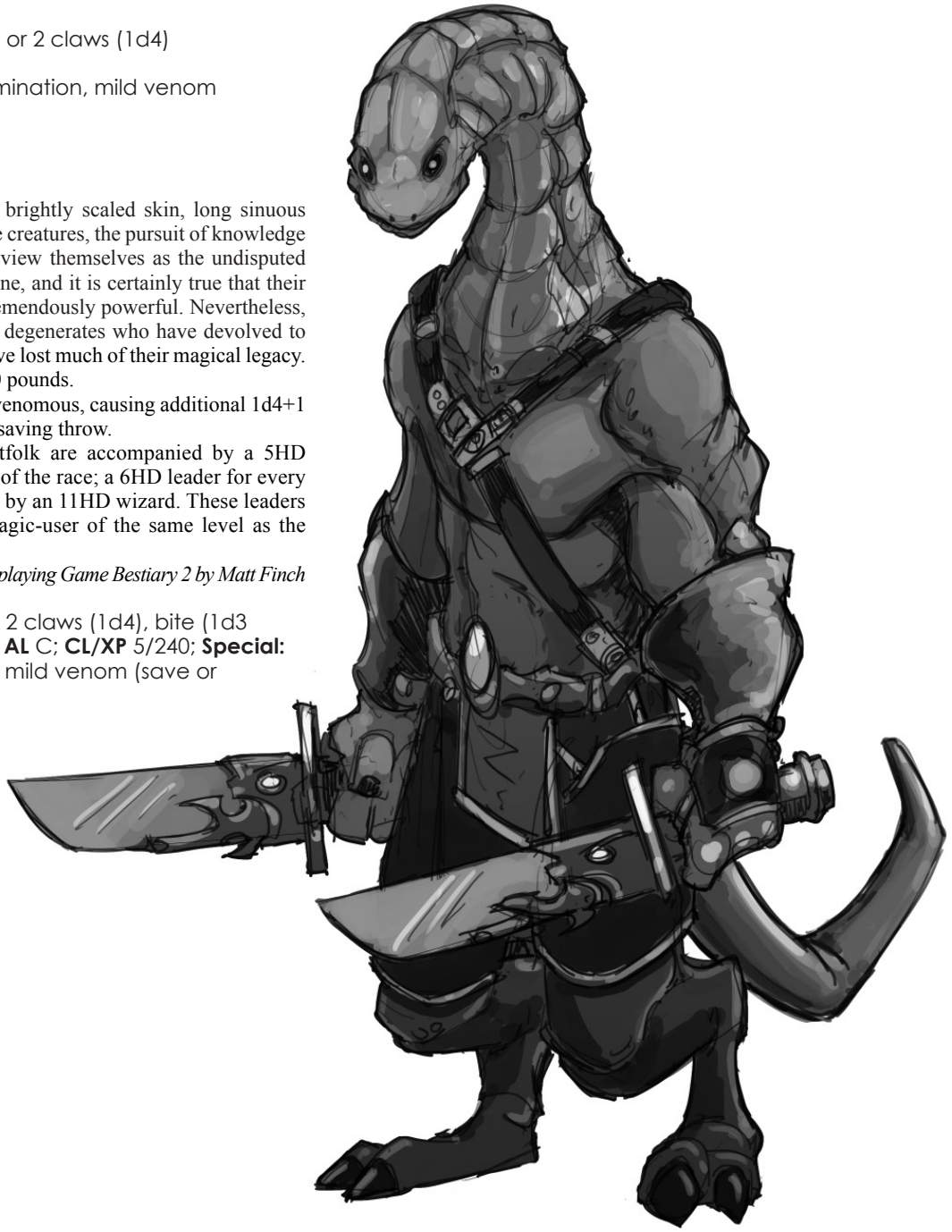
Magical Abilities: constant—*detect good*, *ESP*; at will—*darkness 15ft radius*, *fear, polymorph self* (humanoid only); 5/day—*dimension door*, *finger of death*; 3/day—*animate dead*, *dimension door*, *feeblemind, lightning bolt*, *mass charm*, *teleport*; 1/day—*cloudkill*.

Servants of Mhaazoul

Mhaazoul has been imprisoned for over a century in the vaults beneath the Guildhall of Penmorgh. During that time he has largely been lost to the knowledge of others beyond the members of the Guild who revere him for the good fortune he brings to their enterprises and the quasit Buboe who is perhaps his one truly loyal follower, and he grants no divine powers to his worshippers beyond the good fortune he brings them. As a result, other than the Guild of Penmorgh there is no cult of Mhaazoul to speak of, though he immediately begins to rectify that as soon as he escapes his imprisonment. Until then Mhaazoul is a weakened nascent demon lord who cannot regain his full power and position as a demon lord until he has become the true and only Master of the Tower of Bone. Currently, his only symbol is the crystal skull by which he is known to be imprisoned, but that will likely change once he has risen to power in his own right.

Serpentfolk

Hit Dice: 4
Armor Class: 3[16]
Attack: bite (1d3) and weapon or 2 claws (1d4)
Saving Throw: 13
Special: immune to mental domination, mild venom
Move: 12
Alignment: Chaos
Challenge Level/XP: 5/240



These serpentine humanoids have brightly scaled skin, long sinuous tails, and fanged snake heads. To these creatures, the pursuit of knowledge and magic is the highest goal. They view themselves as the undisputed masters of magic, be it arcane or divine, and it is certainly true that their race was once highly civilized and tremendously powerful. Nevertheless, the majority of serpentfolk today are degenerates who have devolved to the point of primeval savagery and have lost much of their magical legacy. Serpentfolk are 6ft tall and weigh 120 pounds.

The bite of a serpentfolk is mildly venomous, causing additional 1d4+1 points of damage if the victim fails a saving throw.

Large groups of civilized serpentfolk are accompanied by a 5HD leader for every 10 normal members of the race; a 6HD leader for every 30; and a group of 100 or more is led by an 11HD wizard. These leaders have the spellcasting ability of a magic-user of the same level as the creature's hit dice.

— Converted from the Pathfinder Roleplaying Game Bestiary 2 by Matt Finch

Serpentfolk: HD 4; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d3 plus poison); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (save or additional 1d4+1 damage).

Magic Item Appendix

The following new magic items appear within ***Cults of the Sundered Kingdoms***.

Cursed Items

Carlynster's Cursed Cowbell

This nondescript, rusty cowbell is cursed so that the wearer must succeed on a saving throw or be transformed into a cow. Once the victim is transformed, the *cursed cowbell* cannot be removed except through the use of *remove curse*, or other more powerful magic.

Perilous Coin

A seemingly normal gold coin, a *perilous coin* is cursed with powerful enchantments. All who view the coin must make a saving throw or desire to own it. Those who fail their saving throws go to any lengths to procure the coin, even murder; once in possession of the coin, they fight to the death to keep it. Those who make their saving throws can never be affected by that specific coin. Thankfully, only 7 such coins are known to exist.

Lesser Miscellaneous Magical Items

Dust of Sleep

This silvery dust must be thrown into the eyes of a creature to be effective (a to-hit roll is required). A creature hit by *dust of sleep* must make a saving throw or fall asleep for 3 minutes. *Dust of sleep* is ineffective on creatures with more than 4 HD.

Redoak's Amulet

This strange wood amulet is keyed specifically to the curse on Lord Morrick's mansion and grounds. Anyone wearing an amulet made from cursed wood found on the grounds and blessed in a specific druidic ritual gains a +10 bonus on saves to resist the curse. Unfortunately, the amulets lose their power over time. Each amulet starts with 40 charges. After providing its bonus 40 times, an amulet loses its power and begins a rapid decay. Normally, the effort and expense of creating such an item would give it great value. The amulets are far less valuable than usual, however, simply due to their focus on one particular curse.

Rokon's Amulet

This gorgeous gold amulet is attached to a thick gold chain. The amulet itself is shaped like an intricate rune that bends and twists in on itself. Shimmering and glowing when exposed to the light, the amulet clearly possesses a great deal of power. Rokon, whoever he was, engraved his name on the amulet either to mark it as his creation or to make certain everyone knew to whom it belonged. The amulet has been around for centuries, its original owner and creator lost to time. Its creation is a mystery, but its power remains rather impressive. Spellcasters wearing the amulet find they can cast 2 additional 1st-level spells each day. This amulet works for all classes with spellcasting abilities.

Sphere of Ice

A *sphere of ice* is a utilitarian magic item often used in meat lockers or other areas that need to be kept cold. A *sphere of ice* is a shimmering blue-white globe about 1ft in diameter that is freezing cold to the touch. It emits an aura of cold in a 20ft-radius spread. The temperature within the area of

effect is reduced to around 38 degrees. A *sphere of cold* can be stored in a solid crate or box without affecting the surrounding area.

Medium Miscellaneous Magical Items

Dust of Deep Sleep

This silvery dust must be thrown into the eyes of a creature to be effective (a to-hit roll is required). A creature hit by *dust of deep sleep* must make a saving throw or fall asleep for 7 minutes. *Dust of deep sleep* is ineffective on creatures with more than 10 HD.

Mirrors of Passage

These mirrors always come in pairs and resemble high-quality looking glasses in ornate frames. They are 5ft high by 3ft wide and can either be freestanding or suspended from a wall. To activate a *mirror of passage*, the user must stand directly in front of it and utter the command phrase while touching the mirror's surface. Immediately the mirror begins to ripple like a pool of quicksilver and the user may step through and exit from the mirror's twin. Only one human-size creature may pass through the mirror at a time and each creature must reactivate the mirror to use it. A user passing through a mirror can take no action his next turn. The user can bring along objects as long as their weight does not exceed his maximum load.

If one mirror is broken, its twin becomes inert and can never again be made magical for any purpose, but continues to function as a normal mirror. Once created, *mirrors of passage* can be moved but they always remain linked as long as each twin is in range of the other. *Mirrors of passage* have a range of 680ft.

Obsidian Whetstone

An *obsidian whetstone* appears to be a normal chunk of obsidian. Sharpening any slashing weapon with the obsidian whetstone for at least 15 minutes gives the weapon an additional +1 bonus to hit and damage for one strike. Due to the hardness of the whetstone, any non-magical weapon is destroyed after 20 such uses. Furthermore, the owner of a magical weapon sharpened with an *obsidian whetstone* must make a saving throw or the weapon loses its magical enhancement. The owner incurs a cumulative –1 penalty on the save for every 10 uses of the *obsidian whetstone*.

Greater Miscellaneous Magical Item

Mirror Of Passage, Greater

A *greater mirror of passage* functions exactly like *mirrors of passage*, except that it has no maximum range. In addition it can be attuned to normal *mirrors of passage* as well as another *greater mirror of passage*. A *greater mirror of passage* does not come as part of a pair, but if it is not attuned to another *greater mirror of passage* or *mirror of passage* it does not function. A greater mirror of passage can be of any size (larger or smaller, from a wall-sized monstrosity dozens of feet across to a small hand mirror) but provides passage to creatures of the same size as is provided by a normal *mirror of passage*, regardless of what the mirror looks like its size would allow.

Minor Artifact

Ethereal Diadem

The *Ethereal Diadem* is a strange headpiece crafted with flickering stones and grayish metals of an otherworldly origin. The purpose of the *Ethereal Diadem* is to focus one's inner psyche upon the forces of chaos in order to bind and control that chaos. More specifically, the *Ethereal Diadem* is the key that activates or deactivates the *Obelisks of Chaos*, focusing their power upon the *Heteroclite Portal*.

In order to use the *Ethereal Diadem* to shut off the flow of chaotic energy emanating from the obelisks, an arcane spellcaster must make a successful saving throw (with a –4 penalty) to will the obelisks to become dormant or active. Failure means the wearer loses 1d4 points of intelligence and 1d4 points of wisdom. Using the diadem to harness the *Heteroclite Portal* and use the chaos energies emanating from the obelisks requires months of practice, and not even the Mathens have fully plumbed its full potential.

The *Ethereal Diadem* can be destroyed if the power of the *Heteroclite Portal* is focused on it to transform it into a base metal such as lead or iron. If this is done, the *Obelisks of Chaos* connected to the diadem are destroyed as well, crumbling into rubble in an instant.

Major Artifact

Heteroclite Portal

This strange platinum hoop is 5ft in diameter and floats 3ft above the ground. Elliptical in shape, it is at times thin as thread, and other times as thick as a man's wrist. A strange warping and bending of light surrounds it at all times. The *Heteroclite Portal* is an artifact of unknown origin powered by the *Obelisks of Chaos*. It must be bonded to at least two *Obelisks of Chaos* within 10 miles using the *Ethereal Diadem*. When activated, the device allows the user to focus chaotic energies upon a target, transforming them into a chaotic version of their former selves, adding aberrant qualities (such as tentacles or other monstrous traits) but destroying their willpower in the process. Individuals who have had parts surgically removed or replaced with those of an aberration are most strongly affected by the magic of the *Heteroclite Portal*.

The victim must make a saving throw or be transformed as if by a *polymorph other* spell into an aberration. The new aberration has the same general features as the original class, but bonds whatever aberrant part may be stitched to the victim, adding other aberrant qualities (such as a tentacle strike). A successful save means the transformation fails and may not be repeated on the same victim for another 24 hours. Individuals thus afflicted may be cured only with a *remove curse*, followed by a *polymorph other* or *polymorph object* to change the being or item back to its original form.

The *Heteroclite Portal* may be used to transform individuals back to their natural form, provided that the *Obelisks of Chaos* that it is bonded to are still functioning. The user must be a spellcaster and gains a 10% chance of success per spellcaster level (minimum 6th level).

As an artifact, the *Heteroclite Portal* is virtually priceless, although it ceases to function if the *Obelisks of Chaos* it is bonded to are deactivated or destroyed.

The *Heteroclite Portal* is destroyed if all *Obelisks of Chaos* within 10 miles of it are destroyed, and the hoop of the portal itself is hammered out of shape on a consecrated anvil.

Rings

Argrim's Ring

Argrim's ring is a simple gold wedding band inscribed with strange runes intertwined with symbols representing the sun god Mitra. Yorith Reslish, an extremely powerful cleric, fashioned the ring for Argrim after Argrim rescued Yorith during one of his many adventures. When Yorith presented the ring to Argrim, he told him it would help protect him from harm. Anyone wearing the ring receives complete immunity to all curses and curse-related effects as well as a +1 bonus to saving throws.

Deceiver's Ring

A *deceiver's ring* is a gold ring of virtually any design but always appears to be quite valuable — at least 500gp. Anyone wearing the ring reads as a blank slate for anyone using *ESP* or attempting to spy on them with scrying devices (such as a *crystal ball* or similar magic). The ring functions as the magic-user spell *mind blank* except it affects only the wearer. The ring does not detect as magical. Few outside the Cult of Fraz'Urb-luu are aware that these rings exist, as they are a closely guarded secret.

Ring of Revealing

This simple gold band always comes as part of a matched pair. When both rings in the pair are worn, the wearer of each is able to clearly see the wearer of the other even in normal or magical darkness, if invisible, if masked by illusions or a physical disguise, if in a different form due to being polymorphed, changed, or transmuted, or if in the Ethereal Plane. The special vision extends out to 120ft. It does not, however, give the ability to see the other wearer through physical concealment such as hiding, fog, and the like. The wearer can also see through *phantasmal force* effects three times per day.

Staff

Bone Tower Staff

This staff is carven from a single bone from some gigantic creatures stained brown with age. Graven upon its naturally ridged shaft are many runes of evil and images of skulls, spines, and open fanged maws. The head of the staff resembles the trochanter, neck, and head of some disproportionately shaped thigh bone. It appears to have suffered much wear, with the head and neck showing areas where the periosteum has worn away to reveal the honeycombed matrix of the bone beneath, and in more than one place the bone's shaft appears to have been fractured and healed poorly, giving the staff a crooked, twisted shape.

The Bone Tower Staff is as a *+2 thrown quarterstaff* that returns to hand, but it is far more than that. The staff is intrinsically tied to the Tower of Bone so that no one can master the Tower without the staff and no one can master the staff without the tower. Until it is returned to the Tower, it does not provide any additional abilities. However, once carried into the Tower, its wielder can attempt to become Master of the Tower as described under the Tower of Bone in ***The Crystal Skull***. Once the wielder of the staff has laid claim to the Tower, it reveals its additional powers, and the wielder can use them at will. If someone else takes the staff, he does not gain access to these powers until he has become Master of the Tower. The Bone Tower Staff provides the following abilities to the Master of the Tower:

• The Master of the Tower can summon the staff to his hand as long as it is somewhere within Tower. The staff appears instantly in the summoner's hand and cannot be barred by any physical or magical barriers.

• Cast *death spell* 3/day each

• Cast *animate dead*, *speak with dead* at will

• The wielder can control all of the various functions of the Tower of Bone itself as described in ***The Crystal Skull***.. The Tower may or may not reveal all of these capabilities depending on if the Master of the Tower is of the line of Orcus or not. There may be functions of the Tower that it has not yet revealed.

• The staff can serve as the golden circlet for a skeleton warrior if the staff is present when the undead creature is created. With this function with wielder of the staff does not have to concentrate or remain within 300ft to control the skeleton warrior. When this function is quiescent due to their being no Master of the Tower, the skeleton warrior gains free will beyond that he must follow the last order given by the staff's previous wielder. The skeleton warrior can under no circumstances touch or attempt to damage or destroy the staff. The skeleton warrior can be freed only by destroying the staff or if the Master of the Tower releases him.

Each time the Master of the Tower commands the Tower's abilities, he must engage in a battle of wills with the Tower (see **Powers and Abilities of the Tower**).

Unique Magical Sword

Lyrgoz the Wicked

Inhabited by the spirit of Count Wynston Mathen, still seeking redemption in the afterlife for his misdeeds, *Lyrgoz the Wicked* is a powerful foe of aberrations. It is an intelligent *+1 two-handed sword, +3 vs. aberrations* that can speak with its wielder. It can detect aberrations within 60ft.

Lord Wynston's desire to cleanse the world of aberrations is strong, for each such creature slain is another of his sins erased. To this end, his spirit urges the wielder of *Lyrgoz the Wicked* to seek out and destroy aberrations wherever they may be found.

Non-magical Items

Following are new special items that appear in ***Cults of the Sundered Kingdoms***. These items are not magical.

Oil of Ambrosia (Perfume)

Oil of ambrosia perfume is also known as "the scent of the gods." It has a rich, florid aroma that is extremely pleasing to any creature with a sense of smell. Unfortunately, oil of ambrosia has a pervasive, powerful smell which has the side effect of doubling the number of random monster encounters experienced by an individual who uses the perfume. The musk is so strong that one application lasts for an entire month, and can only be removed by a long bath (3 hours per day for 1d4+1 days) in vinegar. Each bottle holds 10 applications of the substance. Each bottle costs 100gp.

Stirge Repellant

Stirge repellant is a thick, foul-smelling paste made from stirge blood. Stirges are so disgusted with the odor coming from their intended target that the stirge avoids that creature, choosing other better-smelling targets instead. Any stirge within 10ft of the wearer must make a saving throw or be nauseated for as long as they remain within 10ft. Stirge repellant lasts for 1d4 hours per application. The paste costs 100gp.

Cults of the Sundered Kingdoms Adventure Path

Welcome to the ***Cults of the Sundered Kingdoms Adventure Path***. By now you have seen the Cults of the Sundered Kingdoms Gazetteer and explored the ins and outs of the cursed and lawless wilderness that makes up the region known as the Sundered Kingdoms. You have seen the thirteen insidious cults that make their homes secretly or not-so-secretly in the area. Now is your chance to run adventures against some of those very cults and explore the hidden corners and malignant forces that call the Sundered Kingdoms home.

The ***Cults of the Sundered Kingdoms Adventure Path*** is a series of adventures for the Pathfinder Roleplaying Game that take a party of 4–6 adventurers from 5th level to 10th level and above. It is a dangerous adventure path that pits the player characters against not only evil cultists but horrific aberrations, mutations, and demonic outsiders as well. It is recommended that a party be well-balanced with effective fighting skills, spellcasting, healing abilities, and skills in stealth and trap evasion. Players who try to bull rush their way through every situation will likely find themselves quickly outmatched and overwhelmed. Successful completion will require some investigation and diplomacy at times, with the application of force when necessary. The characters will have chances to regroup and replace lost members between adventures, however, so they should be able to remain at full strength most of the time.

The adventure path takes place in and around the Sundered Kingdoms, starting on the road outside Endhome and ending in the depths of the mysterious Fae Copse of the Duchy of Southvale. The common theme throughout is the evil cults that the characters continually face, though the same cults are not featured in each adventure. Most of these are demonic cults, though one is a cult of a Great Old One, but they range from monastic orders, to disorganized groups of beast-like marauders, to entrenched and carefully hidden cults existing under the nose of local authorities. The approach that the characters will need to take to each of these groups will differ based on the situation, and each offers a unique challenge to the party's skill and perseverance. But all have one thing in common — they are thoroughly evil and need to be eradicated.

The adventure path consists of six adventures. Three are updates of old **Necromancer Games** adventures, ***Morrick Mansion*** by Patrick Lawinger, ***Aberrations*** by Casey Christofferson, and ***Crystal Skull*** by Dave Brohman, as well as three new adventures: ***Beasts Among Us***, ***Shades of Yellow***, and ***Vengeance in the Hollow Hills***. The three old adventures have been converted to the Swords & Wizardry rules and integrated into the ***Lost Lands*** setting, and developed to serve as cohesive parts of the greater adventure path.

If you don't wish to start a party at 5th level to participate in this adventure path, a good option might be to start a new 1st-level party in Endhome and begin playing ***The Lost Lands: The Lost City of Barakus***.. Have them in the vicinity of Endhome when you spring ***Beasts Among Us*** on the group.

If you prefer to have your characters arrive in the area of Endhome from afar, consider using ***The Lost Lands: Stoneheart Valley*** to allow the party to gain some experience before leaving the Bard's Gate area for parts along the Gaelon River.

Developer's Apology

If you purchased ***The Lost Lands: The Lost City of Barakus*** and received the Sinnar Coast Region map, then you may have noticed that the river leading to the city of Endhome on that map is labeled as the Graelon River, complete with the Graelon River Bridge. Yes, that is a mistake. The river and its bridge are actually the Gaelon as written in that adventure. That was a typo on my original regional map design that then was carried over into the bridge tag. It was not noticed until after the map was printed. Our sincerest apologies for the oversight and any confusion it caused. Rest assured that the name of the river has been and remains the Gaelon. It has been corrected on the area map for this adventure path. As for the regional map, I'll just hope that the egg on my face matches my shirt. Mea culpa

— Greg

Beasts Among Us

By Greg A. Vaughan

Beasts Among Us is an adventure using the *Swords & Wizardry* core rules. It is the opening adventure of the *Cults of the Sundered Kingdoms Adventure Path* and is designed for a party of 4–6 5th-level characters. It would be beneficial if at least one of the characters has a silvered dagger or some silvered arrows, but if not at least one weapon of this type is provided. A cleric would also be of particular value.

Beasts Among Us

Beasts Among Us is a short adventure to introduce characters to the ***Cults of the Sundered Kingdoms Adventure Path***. It gives the characters a taste of what awaits them within the Sundered Kingdoms as they run afoul of the cult of Baphomet before they even enter the lands of that region. The adventure should propel them into the greater plot, which pits them against several of the cults, as well as give them a sense of what they will find when they dare to set forth into the ruined lands of the Sundered Kingdoms.

Adventure Background

The King's Road travels from the distant imperial city of Courghais far to the west and ends where the waters of the Sinnar Ocean lap at the wharves of Endhome. It is a road of great amounts of trade and mercantile enterprises. In its wilder stretches, where it passes through the western edge of the District of Sunderland, it is also a fairly dangerous road. Once travelers pass Grollek's Grove heading east, there is very little in the way of civilization until they reach the toll bridge over the Gaelon River. Small villages are built intermittently along the road — most too small to even warrant mention on a map — but they control little more than they can see from the farms, and there are vast tracts of wild, unclaimed lands in between. As a result, this 500-mile stretch of road can be exceedingly dangerous, as it is frequented by bandits, hunting beasts and worse.

To try to protect the trade coming in from the west, cavalry patrols of the city garrison based at the toll bridge travel up and down the King's Road from Endhome to Grollek's Grove. The stretch between the toll bridge and Endhome receives fairly good coverage by these patrols, but forays down to Gundlock Hills are sporadic at best. In addition, monthly patrols are sent by the Battle-Duke of Troye to collect the tolls for the imperial coffers, but other than these forays, there is little protection afforded travelers on this long desolate stretch of road. As a result, travelers typically either travel in large, well-armed caravans between the hills and Endhome or not at all. Nevertheless, every year there are a few instances where travelers or even small caravans go missing. Sometimes, the burned-out or slaughtered remnants are later discovered somewhere along the road's most remote stretches.

The Battle-Duke's monthly collection party, consisting of a column of heavily armed cavalry from the Duchy of the Rampart is due to reach the toll bridge any day now. So now is the period when the more intelligent marauders of the long road lie low and wait for the danger to pass and bring safer opportunities for loot to them. Not so for Kilgrey Ivanof, though. An Erskaelosi barbarian originally from Tyr, Kilgrey began his career cutting his teeth in battle with the giant clans of the Giantlands and the wild beasts of the Wildlands. Unfortunately, after only a few years he ran afoul of a pack of wolves marauding along the Burgundian Road with a malign intelligence. When he and his band attempted to hunt the beasts, they found themselves led into an ambush and discovered that the pack was led by a vicious natural werewolf. Kilgrey managed to slay the beast in single combat while his comrades destroyed the pack, but Kilgrey was the only survivor of his band and he was badly wounded.

Left alone to die in the wilderness, a kindly hermit found Kilgrey and took him in and began nursing him back to health. Kilgrey did not know, however, that the hermit was actually a cultist of Baphomet who had recognized the affliction of lycanthropy that coursed through his veins. When the next full moon came, Kilgrey underwent a painful transformation into a ravening beast and was about to tear apart the seemingly kindly hermit when the old man revealed the powers he commanded as a cleric of Baphomet and subdued the new werewolf, converting it to the will of the Demon Lord of Beasts.

With the supervision of the hermit, Kilgrey amassed a band of brigands and murderous rogues and became a bandit within the Wildlands and even up into Sunderland. In recent months, however, the hermit ordered Kilgrey to hunt in richer points farther north, saying that it was the will of Baphomet. Kilgrey has stalked the interior of the District of Sunderland and lonely stretches of the King's Road in recent weeks. However, with the coming danger of the Battle-Duke's cavalry, he has changed tactics. Catching a fisherman unawares on the bank of the Gaelon River, Kilgrey and his gang used his fishing boat to ferry themselves across the river. Now they lie in wait for a ripe target along the King's Road east of the toll bridge, knowing that no one would expect an attack along this stretch of heavily guarded road. His plan is to attack a rich target and then retreat back across the river before the Endhome patrols ever even realize he was there. A rich merchant caravan has come into sight, and Kilgrey has decided that now is the time to make his strike.

Adventure Summary

As the party travels the King's Road toward Endhome, they come upon the sight of a slaughter. An entire caravan has been wiped out with the ferocity of wild beasts, though the arrows and weapon marks left behind show that it was perpetrated by men. After disposing of some wolves scavenging among the corpses, the characters find the trail left behind by the attackers. Following it as night falls, they come upon the camp of the raiders, a group of savage cultists in the process of torturing the prisoners they have taken. Attacking these cultists, the party discovers a trail leading down to the river bank where a stolen boat is being loaded with the goods stolen from the merchants for an escape across the river. Defeating these brutes and their werewolf leader, the characters rescue an injured merchant from Endhome who promises them an introduction with his employer, an introduction that can lead to lucrative employment opportunities in the future.

Adventure Hooks

The adventure begins with the adventurers traveling down the King's Road north of the Gaelon River. They can be going either to or from Endhome on their journey but should not be involved in any form of employment at the time that will involve any sort of long-term commitment. The characters need to be available around the Endhome area to take on work for Lord Beval as described in ***Morrick Mansion***. It is possible that the later adventures in the adventure path need to happen immediately following the events of ***Beasts Among Us*** if the characters are not available for hire in Endhome immediately. If so, just modify the timeline of the adventure path accordingly to fit your campaign.

Beginning the Adventure

The adventure begins as the characters travel along the King's Road 20 miles east of the toll bridge over the Gaelon River.

Evening is falling as you travel along the King's Road north of the Gaelon River. You are in the civilized hinterlands of the free city of Endhome but in an area where there are only sporadic farms and granges. You must start thinking about

finding a place to stop for the night soon, and it doesn't look like an inn or cotter's loft is going to conveniently appear.

You are eyeing a few possible clearings among the sparse stands of trees that grow along the road when the wind shifts and brings to your ears the sound of dogs growling and fighting on the road ahead. Likewise the wind shift brings with it the unmistakable smell of spilled blood.

If the characters choose to investigate the sound and smell, they find just over a low rise in the road ahead a scene of carnage. Proceed with **A. The Ferryman's Toll** below.

A. The Ferryman's Toll

The road tops a small rise and reveals a horrific sight below. The remains of a caravan lie strewn across the road and surrounding grass, men and horses butchered like cattle. Three wagons lie on their sides where they were tipped over, their contents strewn across the roadway. Blood is splattered everywhere from the where the victims were torn apart, and a cloud of flies buzzes over these crusted pools of crimson. Two gray wolves, unusual this far south of the Penprie Forest, growl and snap at each other as they fight over a bloody horse's carcass.

It is plain that the characters have come upon the sight of a caravan massacre. The fact that there is a stand of trees to the south of the road that grows up near its edge provided a perfect place for an attack to come with surprise, and searches in the ground there easily find traces to confirm that is where the attack came from. A total of nine human corpses are on the roadway, all killed by either slashing weapons or torn with the fangs of wild animals. They were all killed within the last hour. Their pouches have been emptied and their bodies thoroughly looted so that they now lie half naked upon the road. From the clothing and equipment that remains, it is apparent that six were guards, two were teamsters, and one was a merchant. There are also carcasses of four draft horses, though the blood and marks on the road show where two more were butchered and presumably carried away. Nothing of value is left in the wagons.

The **3 wolves** are part of the band of brigands that ambushed the caravan. They were left behind to watch the road and alert the bandits if anyone approached, but they began fighting over one of the horse carcasses instead. With the wind shift, they did not smell the characters as they approached. When they sight the characters, they immediately charge to attack but do not take the time to howl and alert their masters.

Wolf (3): **HD** 2+2; **HP** 15, 12; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Development: At least 12 booted humanoids and a half-dozen wolves waited in ambush under the trees. Their trail departs through the trees to the south. Rangers can easily follow this trail (90% chance). If the characters examined the bodies, then they know that at least one of the wagon drivers is missing (only two were found) and possibly other members of the caravan. Since there are no tracks of anyone escaping, it seems likely that they were taken prisoner and carried south with the retreating bandits. The characters are hours away from the nearest farmstead, and no one else comes along the road this night. If they wish to investigate or bring the killers to justice, the characters have to follow the brigands' trail on their own.

B. Brigands' Camp

The trees grow thicker south of the road forming a lightly wooded area reaching to the river a mile away. Even as night falls, the tracks and the blood trail the retreating brigands left are easy to follow (90% chance of success for rangers; 75% all others). In addition, after a few hundred yards, the light of a campfire and the sounds of boisterous celebration can be heard. The camp is easily located a quarter mile into this lightly forested area.

A **brigand** has been left as guard on the trail leading back to the road, but like the rest of his compatriots, he has been drinking heavily of the ale casks liberated from the wagons. He is not drunk, but he is not paying attention, instead looking back toward the camp. The characters can sneak up on him if they are not using light sources and are suitably stealthy. When they reach his position, they can see the camp ahead.

A large campfire crackles ahead through the trees, great hunks of horse meat roasting on makeshift spits above it. Spits also hold smaller cuts of meat that look chillingly humanoid in nature. Seated around the fire in this impromptu camp are at least half a dozen grizzled brigands. This crew of cutthroats looks as if it has spent more time in the wild than in town, with dirty and disheveled clothing and equipment, long unkempt hair and beards — some streaked with fresh blood from a recent meal — and an eye-watering stench that you can smell over the smoke of the fire. Three wolves lounge among them, each gnawing on bones and bits of bloody gristle. The men do not appear to be alert, being more intent on drinking from the wooden kegs set on a nearby rock and chewing on bloody hunks of poorly cooked meat. Unmoving near the fire is the body of a man, stripped naked and bloody.

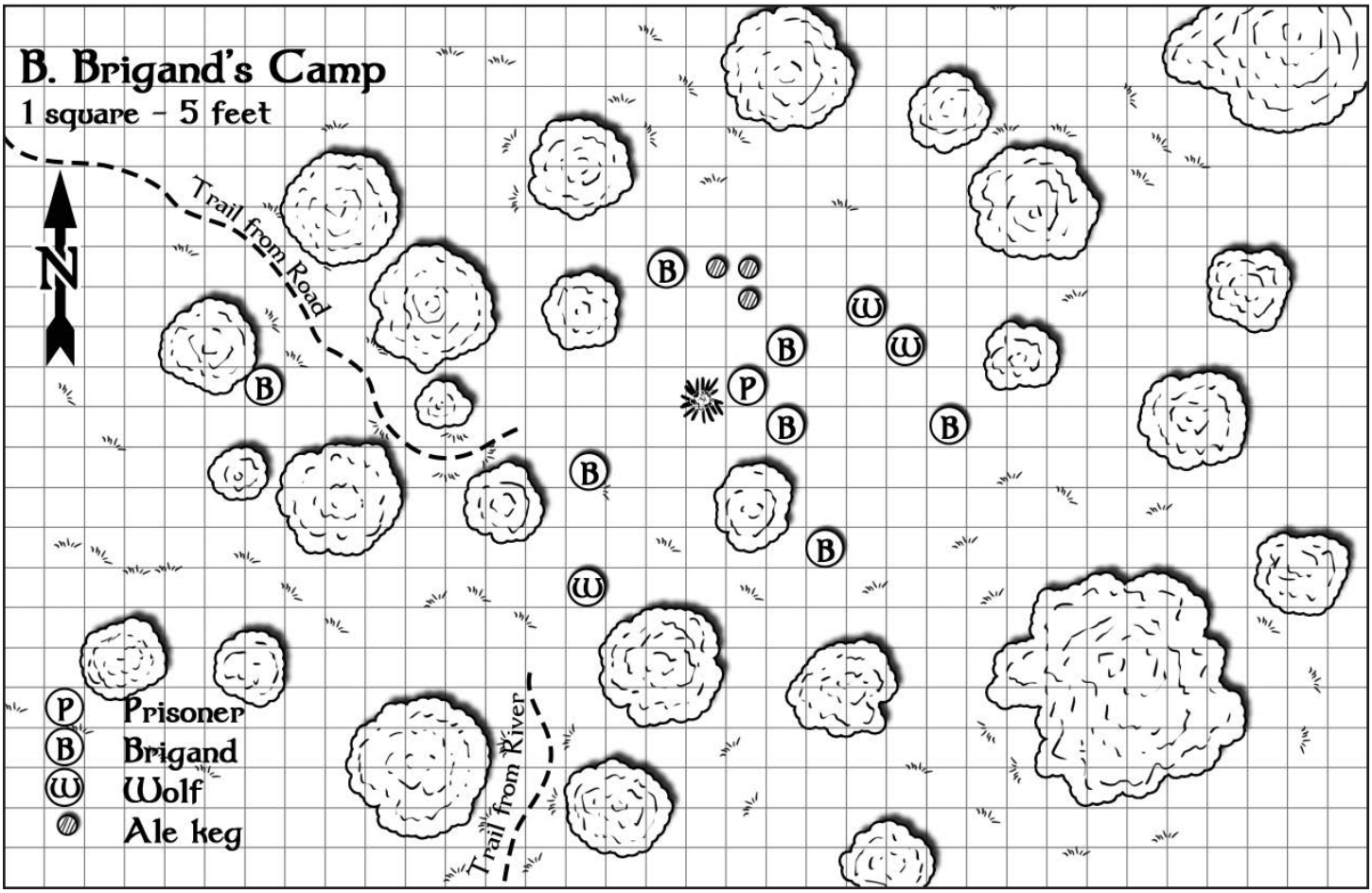
The characters have found the camp of the criminals responsible for the slaughter of the caravan. A total of **7 brigands** are here (not including the one standing guard) and **3 wolves**. These filthy wretches have made a quick camp to feast and celebrate their recent success while some of their compatriots load the rest of the spoils into a nearby boat to escape any retaliation from the garrison of Endhome. They are not alert, thinking that the wolves they left behind at the road will howl to alert them if intruders come. They planned their ambush along an uninhabited stretch of the road and aren't expecting anyone to come by tonight. Though there are a number of these villains, if the characters are careful they can catch them unawares (the brigands are not paying attention, but the wolves notice as soon as any visible character steps from the trees into view). The prisoner is still alive but is feigning unconsciousness (see **Development** below).

The camp itself was hastily built with little more than a campfire of dead branches and a few personal belongings dropped here and there. It is evident that the brigands did not intend to stay long. The butchered remains of a horse are roasting over the fire as are the butchered remains of a human male. It appears that the foul bandits have been feasting on both. The butchered remains of another horse have been stacked beside a nearby tree and forgotten. Three half-empty ale kegs sit near the fire, and the brigands drink from an assortment of leather jacks, drinking horns, and wooden cups stolen from various taverns and farmsteads over the years.

Brigand (7): **HD** 1; **HP** 8, 7x2, 6x2, 5x3; **AC** 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, short sword, shortbow, 20 arrows, 1d6sp, 3d6cp.

Wolf (3): **HD** 2+2; **HP** 17, 14, 10; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.



Tactics: As soon as the characters are spotted, the wolves spring to their feet and rush to attack. This alerts the brigands even if they had not already spotted the party. The brigands are not drunk, but all are seated on the ground and do not have weapons out, so the characters have the opportunity to catch them unprepared. Once they manage to leap up and grab their weapons, three of the brigands grab their short swords and charge while the rest hang back behind the fire and fire arrows at the characters. The brigands fight with a maddening ferocity and refuse to surrender or flee.

Development: The "body" beside the fire is actually one of the wagon drivers, and he is very much alive though wounded. His name is **Hans** (normal human, HP 4, currently 1), and he has been stripped naked and beaten and has been feigning unconsciousness for the last hour. Scrawled on his chest in drying blood is a stylized bull's head that is the symbol *aleph* from the ancient Irkainian language of Semuric. It is both the first letter of that language's alphabet and a symbol meaning "ox." It is as an obscure symbol used by the cult of the demon lord Baphomet.

Hans is terrified and can confirm that the brigands killed one of the merchants and have been cooking him and eating him along with the horses they butchered. He can also tell the characters that a handful of brigands carried the caravan master as well as most of the valuables taken from the wagons through the trees to the south. He has not seen them since and does not know where they were going. Anyone looking to the south can find a faint trail heading in that direction (75% chance for rangers; 30% all others). The characters can also hear the sounds of the river nearby in that direction.

Four rounds after the fight ends, another **3 brigands** come up the trail from the river. Unless the characters were spectacularly noisy in fighting the bandits they are not aware that anything has happened and can be ambushed if spotted by the characters. They retreat back to the boat (**Area C**) if they spot the characters.

Brigand (3): **HD** 1; **HP** 7, 6x2; **AC** 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, short sword, shortbow, 20 arrows, 1d6sp, 3d6cp.

Treasure: A search of the camp turns up little of true value beyond what the brigands carry in their pouches. A sack next to the ale kegs holds 350cp recovered from wagons that one of the brigands was ordered to split with his fellows. He is waiting until the others get drunk so he can split the money in his favor without anyone noticing.

C. The Ferryman's Boat

The trail from the camp leads only 100 yards to the banks of the Gaelon River. The sounds of the river mask any sounds of combat from the camp so that the occupants of this area are not yet aware of the characters' presence.

Twilight has deepened to night by the time you reach the end of the small trail you follow. It emerges from the trees on a low bluff overlooking the River Gaelon below. The river is over half a mile wide here, and the far bank is just barely visible through the gloom. The smooth surface of the river reflects the stars of a cloudless sky, broken here and there only by the occasional log silently drifting downstream of the splash of a feeding fish. The sound of the running water is loud here so that you can no longer here the crackling of the roaring bonfire you left behind.

Below you, the trail descends the short embankment to the muddy riverbank. A sizable fishing boat is anchored between the bank and a brush-covered sandbar nearly

70ft long. It has only one deck and a single mast, but spars provide anchor points for nets that can be used to drag the river for fish. Those nets are currently little more than frayed ropes where someone has hastily cut them away and cast them off. A single lantern hung from the mast illuminates the deck of the fishing boat where two men have just finished stacking a small pile of crates and barrels on board. As you watch, they leap overboard into the shallow water and trudge up the bank toward you.

The brigands captured a fishing boat this morning while its crew was out on the southern bank of the river unsnarling the nets from a snag. The crew was slaughtered and the nets cut away so that the brigands could take the craft across the river to set an ambush. Having now successfully raided a caravan, they intend to row their spoils back across the river and disappear into the wilderness before any repercussions occur. Currently, **2 brigands** have just finished loading the last of the booty aboard the boat and are now heading back to the campfire to join the feasting. The characters have 2 rounds before they reach their positon atop the 10ft-high bluff. The trail is steep and reduces movement to half. Climbing the bluff itself through the crumbling bank and scattered brambles requires a saving throw to proceed at half movement (failure means the character slips and slides on the crumbling earth). A single **wolf** naps at the top of the bluff not far from the trail. It is not particularly alert but has a cumulative 20% chance per round of smelling the characters and realizing that they are foes every round that they remain on the trail. If this occurs, the wolf immediately leaps to the attack. It likewise awakens if combat begins. The sleeping wolf has total concealment from the characters as long as they remain on the trail.

The brigand leader, **Kilgrey Ivanof**, is down in the boat securing the bonds of his prisoner (see **Development** below). He is crouched down so that he has total cover from the boat's gunwale. Once combat begins, he crouches behind the gunwale and fires his powerful bow at the characters. If it appears that the characters are about to board the boat, he uses a pole to push the boat from the bank so that it floats into the current. The boat moves at a speed of 20ft each round as it drifts, and after 2 rounds is past the sandbar and floating out into the open stream beyond the reach of the bank. He uses a paddle to maneuver the boat to the far side where he flees into the wilderness with his prisoner and as much of the loot as he can carry (the 200gp from the strongbox and the mithral bar). If the characters board the boat, he transforms into his hybrid form for melee (it is a night of the full moon) and fights to the death. If killed, when Kilgrey transforms back into his Erskaelosi human form, a large, 8-inch scar from a branding iron has made the *aleph* symbol (see **Area B** above) across the left side of his chest to identify him as a member of Baphomet's cult.

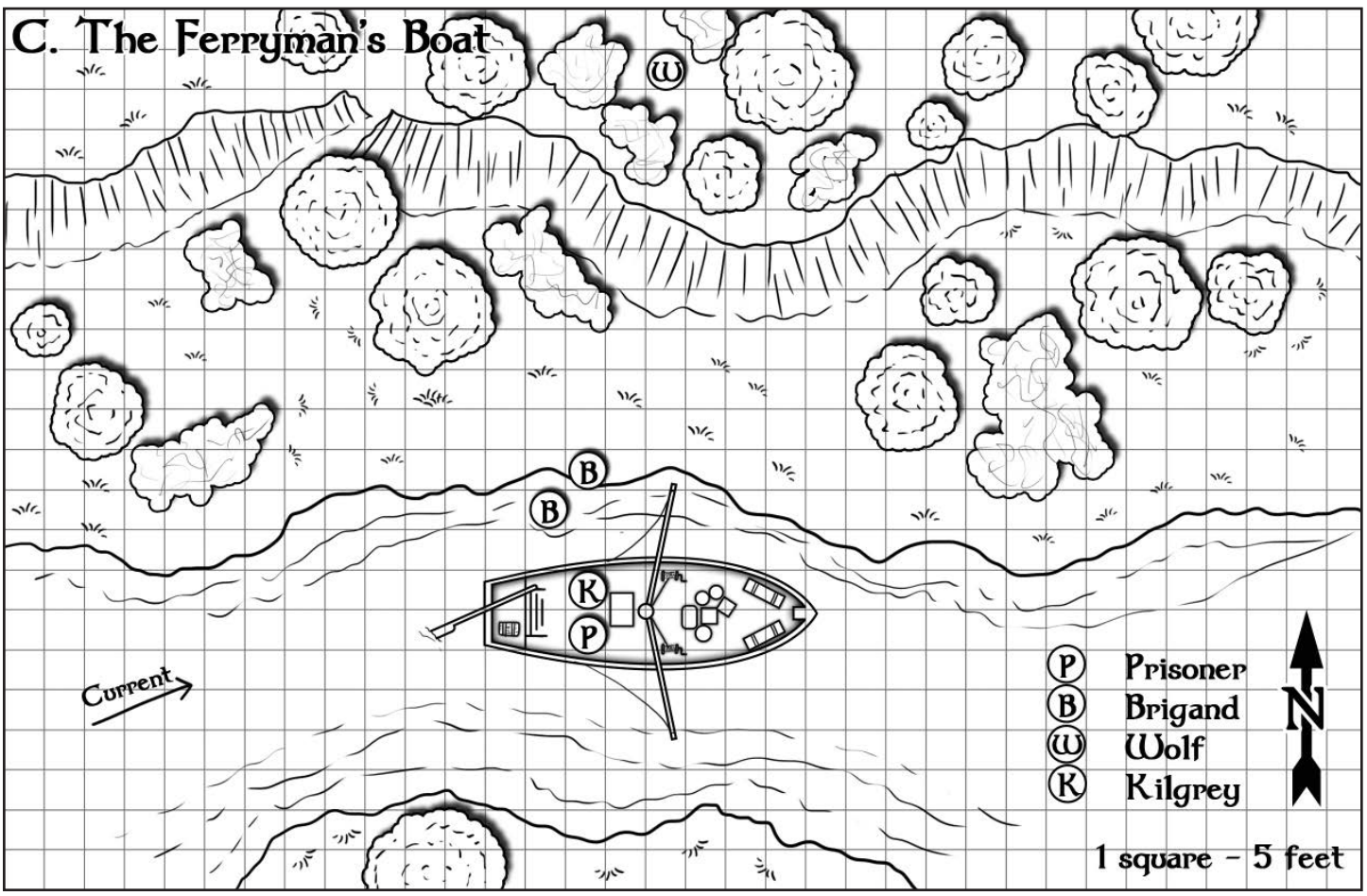
Brigand (2): **HD** 1; **HP** 8, 6; **AC** 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, short sword, shortbow, 20 arrows, 1d6sp, 3d6cp.

Wolf: **HD** 2+2; **HP** 15; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Kilgrey Ivanof, Werewolf Brigand Leader: HD 6+4; **HP** 40; **AC** 5[14]; **Atk** bite (2d4), battle axe (1d8) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special**: lycanthropy (contract if wounded greater 50% hit point maximum), silver or +1 or better weapon to hit.

Equipment: battle axe, longbow, 20 arrows, *potion of healing*, backpack with bottle of whiskey (5gp), crowbar, and a sack holding 17gp.



Development: Bound hand and foot, badly beaten, stripped naked, and deposited on the deck of the fishing boat is Kilgrey's prisoner, the caravan master **Kandrel Dorn** (HP 21, currently 5). Kandrel is a merchant of Endhome and was taken captive when his caravan was destroyed. Kilgrey intends to hold him until he can find out if he commands a suitable ransom and the feasibility of successfully collecting it without incurring the wrath of the Endhome garrison. If not, he'll probably just eat him. Kandrel is grateful but terrified. He is too petrified with fear to move on his own or speak until given decent clothing and taken back to the road. There, he identifies himself and expresses his gratitude for the rescue of himself and possibly Hans as well. If the characters return the stolen caravan goods to him, he rewards them with 200gp for their deeds of valor. If they do not, he asks for at least 50% of them to be returned, reckoning that the difference is worth the efforts that the characters went through to rescue him. He is not particularly well disposed toward them afterward though.

Treasure: The most valuable of the caravan goods are loaded onto the boat. These include a cask holding 50 lbs. of cinnamon (worth 50gp), 90 square yards of linen (weighing 30 lbs. and worth 360gp), a crate holding 19 bottles of 5-year-old Châlaix red wine (25gp each) packed in straw, five 40-lb. bundles of cured leather (50gp each), three 100-lb. barrels of tobacco (50gp each), and a strongbox with a broken lock holding payroll totaling 200gp and a 1-lb. bar of mithral (500gp).

Concluding the Adventure

If the characters rescued Kandrel and treated him respectfully (returning the stolen caravan goods to them), he rewards them as mentioned above and requests that they escort him to the nearest village or homestead where he can obtain help in moving his goods to Endhome. Doing so requires the characters to right one of the tipped carts and help him pull it 5 miles to the nearest farm where he can send word to his employer. If the characters do these things, Kandrel confides in him that he is employed by Baron Alistair Beval, a major owner of ships and commercial shipping in Endhome. He reveals that the caravan goods belong to Lord Beval and that he will be most grateful for the return of them and the caravan survivors. Lord Beval is currently out of the city on business, but when he returns in a few weeks Kandrel promises to speak to the baron on their behalf and is sure that Lord Beval will wish to reward them further for their good works. If the characters return to Endhome in a month or so and call upon Lord Beval's commercial interests, Kandrel sees to it that they are suitably rewarded (see **Beginning the Adventure** in ***Shades of Yellow*** for details).

Kandrel apologizes for having to delay the reward for so long until Lord Beval's return but adds that if the characters are interested in gaining further favor with the powerful shipping magnate there is another matter that they could attend to and gain even greater favor and potential for reward. If the characters show interest, Kandrel tells them that Lord Beval has sought worthy adventurers for the past 5 years to look into the disappearances of his son and daughter-in-law on their wedding night near the small town of Grollek's Grove. He tells them that a special representative of Lord Beval named Richard Arien has been set up in Grollek's Grove to handle the task of finding adventurers. If they are interested he tells them to follow the King's Road west across the Gaelon River to where it meets the Trader's Way where the village lies. If they ask for Richard Arien, he provides them with the details of the job. Afterward, the characters should return to Endhome to tell Lord Beval of their findings. If the characters follow Kandrel's advice, the nature of the job is covered in the next adventure, ***Morrick Mansion***. If the characters did not provide the help that Kandrel requested in recovering and transporting what was left of his caravan, you will have to engineer some other way for the characters to arrive in Grollek's Grove to bring them into the next adventure.

Morrick Mansion

By Patrick Lawinger

Morrick Mansion is a challenging adventure recommended for 4–6 characters of 5th to 6th level. Geographically, the adventure revolves around a mansion, its surrounding grounds, and a nearby village. If you are not using this as part of the *Cults of the Sundered Kingdoms Adventure Path*, it can easily be placed into any game world. The characters become involved in the investigation of a curse placed upon the mansion and the property surrounding it. Their exploration exposes them to the very curse they are investigating and the horrible realization that the curse is indeed spreading. Several routes to stop the spread of the curse — or remove it entirely — are provided, with some methods requiring delicate negotiations and compromises with powerful individuals.

Morrick Mansion

Morrick Mansion was originally published as ***G7: Morrick Mansion***, a Third-Edition adventure by **Necromancer Games**. It has been converted here to the ***Swords & Wizardry*** rules and integrated into the ***Cults of the Sundered Kingdoms Adventure Path*** set in the ***Lost Lands*** campaign setting by **Frog God Games**. It follows the introductory adventure ***Beasts Among Us*** and gives the players their first true taste of the nefarious goings-on in the Sundered Kingdoms as they delve into a border village to investigate the existence of a curse that has afflicted the area for 5 years. It does not specifically involve one of the cults introduced in ***Cults of the Sundered Kingdoms***, but does highlight the sort of despicable dealings that certain unscrupulous persons have had with demonic entities in the region and the fallout that such actions can easily have upon innocent bystanders.

Adventure Background

Lord Arvath Morrick, a well-liked businessman and vineyard owner, used his knowledge of weather, trade routes, and the varying values of items in different parts of the world to amass a vast fortune. His wealth supported many charities and employed a large number of well-paid servants and gardeners. Because Lord Morrick had a reputation as a kind, fair man, even jealous competitors would not dare to speak ill of him. Lord Morrick's power and influence expanded further with the engagement of his eldest daughter Larissa to Lord Byron Beval, the son of a major shipping magnate in the port city of Endhome.

Held in Lord Morrick's magnificent mansion, the wedding included many of the nobles and merchants from the surrounding area as guests. Lord Kyran Eldoran, one of Lord Morrick's neighbors, never had a good relationship with Morrick and was not invited to the wedding. Elderly and bitter, Lord Eldoran made use of his extensive library of magic texts to contact a demon. Although successful in his efforts, the demon Eldoran contacted instantly recognized the elderly man was using powers far beyond his understanding. Lord Eldoran wanted to curse the food at the wedding party, but the demon tricked him into creating a curse that went much further, permanently tainting the water in the ponds, fountains, and wells, and mutating the plants in and around the grounds. Anyone and anything that ate cursed food or drank cursed liquids mutated into horrible, twisted versions of their previous selves. A number of wedding guests did escape, but not without suffering some effects of the curse.

In the five years since the night of the wedding, rumors surrounding the curse and its effects have drawn a great deal of attention. Families of victims that did not escape hired adventurers to enter the mansion on rescue missions, but none of those adventurers returned. A party of guardsmen approached the mansion grounds only to retreat before reaching the mansion, with survivors describing terrifying creatures and the horror of watching their friends succumb to the curse. Stories grow with each telling, and the mansion now has such a fearful reputation that many say quiet prayers when they hear it named. Lord Eldoran's recent death released the few restraints holding the curse to Lord Morrick's property, and it now spreads slowly to nearby vineyards and farms, causing overwhelming fear and concern. Calls for help have been issued far and wide in search of people courageous enough to investigate the curse and find a way to put an end to it.

Although Byron Beval died, his father Lord Alistair Beval escaped. Lord Beval believes the curse was an attack against his family and is offering a large reward to anyone able to end the curse and a greater reward to anyone providing proof of who actually created it. While a number of people have examined the cursed grounds over the years, nobody has provided the slightest clue about the curse's source or ways to dispel it. Unfortunately, those adventurers seeking answers (and treasure) in the cursed mansion who do actually return describe scenes of terror that leave them shaken to the core of their being. Most never return at all. A few learned individuals live in town and study the curse from afar, not daring to investigate personally.

The characters come through town on their way to other parts of the world or have heard rumors about the curse. While eating in a local tavern, they hear rumors about the curse spreading and about the different people investigating it. Further rumors suggest great hidden treasures while other rumors claim Lord Morrick was in league with demons. Tactful questioning reveals the reward that has been offered, the names of the different individuals who are supposedly researching the curse, and ways to remove it. Exactly how the adventure ends depends on which pieces of information the party discovers and which NPCs the party aligns itself with, if any.

At the conclusion of the adventure, the characters should acquire some new magical items, some spellbooks, and quite a bit of treasure. They also have the opportunity to forge friendships and alliances with members of some powerful organizations and families, potentially leading into further adventures.

Module Organization

The module is organized into several chapters. This chapter provides background information and character hooks designed to get the characters involved in the adventure as well as details on the curse's creation, its effects, the different clues the characters might discover, and different solutions for stopping or eliminating the curse. The second chapter details Grollek's Grove and the rumors found there, as well as NPCs with whom the characters might interact to gather information. The third and fourth chapters provide keyed encounter locations in the mansion and the surrounding grounds, including locations for different pieces of evidence the characters might collect. The final chapters describe various possible conclusions and rewards.

Referee Notes

While some encounters are relatively easy for organized parties, the curse plays a role in the difficulty of almost every encounter. There is a distinct chance that the characters become cursed, forcing them to act swiftly and decisively to ensure the effects are not permanent. The adventure presumes that players are familiar with their characters' skills, spells, and other abilities. Adjusting the adventure for lower levels requires reducing exposure to the curse and reducing the number and strength of combat encounters. Adjusting the adventure for higher levels requires the addition of more encounters, adding levels to certain creatures, and/or the inclusion of dire and fiendish mutant creatures instead of the mutated animals described here.

The Referee should read the adventure a couple of times and become familiar with the town of Grollek's Grove and the major NPCs there. The Referee should also be familiar with the curse, its effects, and ways of overcoming it (see below). Gameplay in the mansion goes more quickly if the Referee is familiar with it, but the keyed locations and descriptions should be fairly straightforward.

Eldoran's Curse

Lord Eldoran used several scrolls and special magic items to contact a nalfeshnee demon and servant of the Demon Prince Pazuzu named Vrylick Werezkel in search of a way to strike out at Lord Morrick and his family. The demon realized it had an opportunity to wreak great havoc on the Material Plane. While Lord Eldoran was intelligent enough to

Curse Effects

The curse bears the chaotic nature of its demonic creator and has a wide range of effects. Creatures often die from the strange combinations of features the curse inflicts on them, while survivors can display visible mutations or possess mutations with no outward effect. The pebble at the bottom of the pond acts as a powerful magnet to Chaotic creatures and creatures affected by the curse because it is a source of chaos. Cursed creatures have no desire to move very far from the stone, as its chaotic emanations are somehow comforting to them.

Most of the creatures changed by the curse gain the following special abilities:

- **Saves** Cursed creatures are often somewhat paranoid and in some cases completely insane. Such creatures are difficult to communicate with, even through the use of spells. Cursed creatures receive a +6 bonus to all saving throws against charm spells and mind-affecting effects.
- **Special Attacks** Cursed creatures gain the ability to pass on the curse through wounds caused by bite or claw attacks. See **Curse Transmission**, below, for details on saving throws to resist this special attack.

avoid actually summoning the demon, he was easily tricked into believing what the demon told him. Vrylick used Lord Eldoran's hatred to convince him to cast spells and use magic he did not really understand in order to create a powerful, long-lasting curse that would eventually create a rift to the Abyss. Patience is a virtue few demons bother with, but Vrylick's long-term plan would sow chaos and confusion from the beginning and simply grow over time. Lord Eldoran believed the curse would target only Lord Morrick and his immediate family rather than the entire grounds and everything on them. Spells used were restrained to Lord Morrick's property, but these restraints ended with Lord Eldoran's death. Vrylick's complex curse is designed to spread slowly but surely throughout the land. When it gains enough power and has created enough chaos, tears to the Abyss begin to open that allow demons to pour into the Material Plane.

The complex rituals and spells used were focused on a small, plain stone. Once the stone was prepared, Lord Eldoran hired a thief to sneak on to the grounds and drop the stone into a fountain or some other large body of water, as well as to steal certain papers. The thief entered the grounds and dropped the stone into a large pond in the gardens behind the mansion (**Area 20**). The thief fell victim to the curse and was never seen again. As luck would have it, the stone was dropped into the pond before the main meal was served. All food on Lord Morrick's property was instantly tainted with the invisible, undetectable curse. Several hours later, during the toast that follows such events, people began to fall victim to the horrible mutations and madness brought on by the curse. Some guests and servants fled during the ensuing madness, but many were killed by the curse — or by the cursed people around them.

Curse Transmission

Eldoran's Curse is transmitted through cursed food and water or by being bitten or clawed by a cursed creature. A victim must make a saving throw to avoid contracting the curse. Anyone who fails a save must roll on the **Curse Effects Table** below. *Remove curse* must be administered within 2 days or the effects become permanent and can be removed only with a *limited wish* or *wish*.

Mutations take effect slowly over a period of approximately 1 hour. Every 12 hours after the first failed saving throw, the character must succeed on an additional saving throw or gain another mutation until 3 mutations have been obtained or a *remove curse* is cast. Twelve hours after the third mutation takes effect, the victim must succeed on a final saving throw. Failure indicates the mutations kill the subject. Once victims are cursed, the curse continues to affect them even if they leave the grounds. Creatures accumulating 3 or more mutations have no desire to leave the grounds, but are unable to explain why; they simply feel drawn to the mansion, particularly the pond behind the mansion. In addition, the 3 mutations and the madness that invariably accompanies them are permanent and cannot be removed by anything short of a *limited wish* or *wish*.

Effects

Characters failing to save against the curse must roll 1d20 on the following table:

1d20	Effect
1	Go insane and wander around aimlessly as if under a *confusion* spell.
2–3	One arm mutates into a scaly arm ending with a claw (1d4 points of unarmed damage).
4–5	Both arms mutate as above.
6	Body covered in scales: +1 natural bonus to AC.
7	Ears elongate and become sensitive: 4-in-6 chance to hear noises (such as listening at doors), 40% chance of going deaf if exposed to loud noises.
8	Nose disappears; character loses all sense of smell.
9	Face mutates and twists, becoming covered with scales; 10% chance spells fail when cast.
10	Body covered with fur (resists cold, 50% damage).
11	Lose ears, subject is deaf: 5-in-6 chance of being surprised; +20% chance spells fail when cast.
12	Blinded.
13	Eyes more acute; can see twice as far as normal.
14	Feet become clawed; can no longer wear boots.
15	Lose all body hair.
16	Obtain supernatural strength and go insane: +2d4 points of permanent strength (maximum 18) and permanent insanity; removing one effect removes the other.
17	Go insane and attack the nearest creature. Once that creature flees or is dead, as result 1, above.
18	"Fiery blood": Body temperature increases to the point that all forms of clothing and armor are uncomfortable to wear. Resists cold (50% damage).
19	"Frozen blood": Body temperature decreases until the creature has an overwhelming desire to bathe in fire. Resists fire (50% damage).
20	Roll twice to obtain 2 results from above.

At the Referee's discretion, certain results can be repeated, while others cannot. Some results, such as 18 and 19, potentially cancel each other out, at the Referee's discretion.

Becoming Cursed

Every meal and successful natural claw or bite attack by a cursed creature requires that the victim make a saving throw to avoid being cursed.

Consuming Cursed Food and Drink: A character who consumes cursed food or drink must make a saving throw with a cumulative –1 penalty for each cursed meal eaten. Thus, a character who eats 3 meals of cursed food must succeed on a save with a –1 penalty after the first meal, a –2 penalty after the second, and a –3 penalty after the third. The

characters are unlikely to be cursed via this means, as they are probably smart enough to bring food and water with them in their packs. Any comestibles brought onto the grounds remain safe as long as none of it comes into contact with food or water from the mansion or grounds. Cursed characters do not taint food or water they come into contact with unless they bleed on it. Food or drink found on the mansion grounds remains tainted by the curse when removed from the grounds, but that taint can be removed with a *purify food and drink* spell once the food or drink is well away from the cursed area.

Injured by a Cursed Creature: After battling a cursed creature, anyone injured (even if those injuries are healed during the battle) must make a saving throw with a cumulative –1 penalty per injury suffered (for example, if a character is injured by a bite and 2 claws, he must make a save with a –3 penalty). Manufactured weapons and bludgeoning attacks do not transmit the curse.

Learning About the Curse

The characters should learn more about the curse while wandering the mansion and grounds. Magic-users, rangers, druids and elves have a 40% chance of uncovering different aspects of the curse while studying the plants and animals on the grounds and in the mansion; all others have a 10% chance. Mutations and changes caused by the curse are random and chaotic, leading to the easy presumption that some sort of chaotic force is involved. Plants and creatures near the pond behind the mansion (**Area 20**) are more heavily altered by the curse, hinting that the pond itself might be the source.

Alternatively, the major NPCs provided can be used to impart information. Samples of cursed plants and animals given to either Leah Redoak or Thyran Whiteoak reveal the curse has a demonic source and could not have been cast without the aid of a powerful demon. Discussions with Sarah Lyrean reveal demonic magic is chaotic and evil in nature and that items used in such spells can be detected by examining their altered auras with *detect evil*. Conversations with Sarah, Leah, or even Thyran suggest the curse has a source somewhere in the mansion or on the grounds. Sarah or Leah might suggest using a *wish* spell in the area to disrupt the curse. Either of them can supply a scroll for this purpose.

Ending the Curse

The curse can be ended or prevented from spreading in several ways. Some solutions might require input from NPCs in Grollek's Grove. Characters might also use spells to discover ways to end the curse.

The first (and least likely) method is to contact the demon providing the power behind the curse and offer it some sort of payment to bring the curse to an end. While the characters are almost certain to avoid such a dark deal, the wizard Thyran Whiteoak has his own reasons for allying himself with a demon and tries to make such a deal on his own (see **Area H** for a description of Thyran and his plans). If he is brought to the source of the curse, Thyran can contact Vrylick Werezkel and begin negotiations. Given proper inducements and several souls (probably those of the characters) to play with, Vrylick provides a solution that completely suppresses the curse and even seems to reverse its effects for 50 years. While cursed creatures still suffer its effects, they no longer spread the curse, and all food and water on the grounds are instantly free of the curse. Plants return to normal after a full season of growth.

The second method is to cast *wish* on the pond containing the stone. While these spells are likely higher in level than the characters are able to cast, Sarah Lyrean (**Area J**), the high cleric of Kudrak in Grollek's Grove, or Leah Redoak (**Area N**) can offer this suggestion as well as a scroll containing one of the spells. This strategy prevents the curse from spreading to other properties but does not remove the curse from the food, water, and wine on the grounds, nor does it prevent cursed creatures from spreading it. Cursed creatures must be destroyed, and *purify food and drink* spells must be used throughout the entire cursed area to control the curse. While this method is fairly easy, it does require the aid of NPCs and has its own risks.

The third and most effective method is to find the pebble acting as the source of the curse and destroy it. The characters might arrive at this conclusion on their own through studying the grounds and the evidence they discover or by putting together comments from several people. The pebble lies among hundreds of other rocks at the bottom of a pond; it can be separated from its neighbors using *detect evil* or similar spells. *Detect magic* doesn't locate the pebble because all of the surrounding water is magical thanks to the curse and thus conceals the pebble's magical aura. Breaking the stone into fragments by any method prevents the further spread of the curse and makes all flowing water in fountains, wells, and ponds on the grounds safe to drink again. Food, wine, plants, and creatures on the grounds are still cursed but *purify food and drink* can remove the curse from food and liquid, and the cursed plants and creatures can be destroyed. While this method bears certain risks, it is extremely effective and allows the characters to accomplish their goal without outside help.

If the characters use the second or third method after someone has used the first, the grounds are returned to normal permanently, and the characters earn the watchful eye and hatred of a very powerful demon.

Adventure Summary

After arriving in Grollek's Grove, the party learns about the curse on Morrick Mansion and hears rumors that it is spreading. Conflicting rumors lead them into conversations with several of the major characters mentioned above. That everyone is afraid to enter the mansion and its grounds becomes clear, but the only way to collect evidence about the curse is actually to explore the grounds in search of the curse's source.

A detailed investigation of the mansion and grounds exposes the characters to the curse while allowing them to learn what happened. While exploring, the characters have the opportunity to rescue members of Lord Morrick's family, acquire several pieces of evidence pointing to Lord Eldoran's involvement, and collect information on the curse itself. Collaboration with different NPCs in town or their own research and consultation leads the characters to one of several different ways to end the curse and remove its taint from the mansion and grounds.

Once the characters collect certain evidence against Lord Eldoran, they can find and interview one of Lord Eldoran's former servants. The evidence he provides, combined with evidence collected at the mansion, proves Lord Eldoran somehow created the curse, but final proof of Lord Eldoran's involvement entails the highly illegal search of his daughter's home in Grollek's Grove and, finally, the presentation of the evidence to Richard Arien.

Adventure Hooks

If you are running this adventure as part of the ***Cults of the Sundered Kingdoms Adventure Path***, then the characters were likely directed here by the merchant Kandrel Dorn at the conclusion of ***Beasts Among Us***. In that case the characters arrive in town and likely immediately begin looking for Richard Arien to begin the first part of their investigation of the curse.

If you are not running this as part of the adventure path or the characters did not receive this information from the merchant Kandrel, then you must provide your own reasons for the characters to arrive in Grollek's Grove. A variety of tactics can be used. The characters might just be passing through as part of a trade caravan or on their way to another location and stop for the night. They might have heard stories about the curse, rumors of treasure in the mansion, or tales about the rewards offered for finding a way to end the curse.

Perhaps they have friends or family members who were lost on the fateful night of the wedding; or, a distraught family seeking answers might hire them. Once in Grollek's Grove, the following NPCs might influence the characters:

• **Richard Arien**, Baron Beval's representative in town, is interested in finding adventurers willing to search for evidence proving who created the curse as well as ways to end it.

• **Leah Redoak**, a representative from a local druid's circle, wants someone to help her investigate the curse. Her circle has ordered her to remain outside the cursed area, so she needs brave volunteers to collect samples for her.

• **Miriam Kriel**, the local magistrate, is concerned about rumor that the curse is spreading and concerned about what happened to her parents, who attended the wedding. She encourages adventurers to investigate by telling them about the rewards offered by Richard Arien.

• **Thyran Whiteoak**, a bookish wizard, is looking for someone to help him research the curse. He offers to let the characters keep all rewards and treasures in exchange for the knowledge he gathers from them.

• Alternately, the characters might decide to investigate on their own based on rumors of hidden treasures and large rewards.

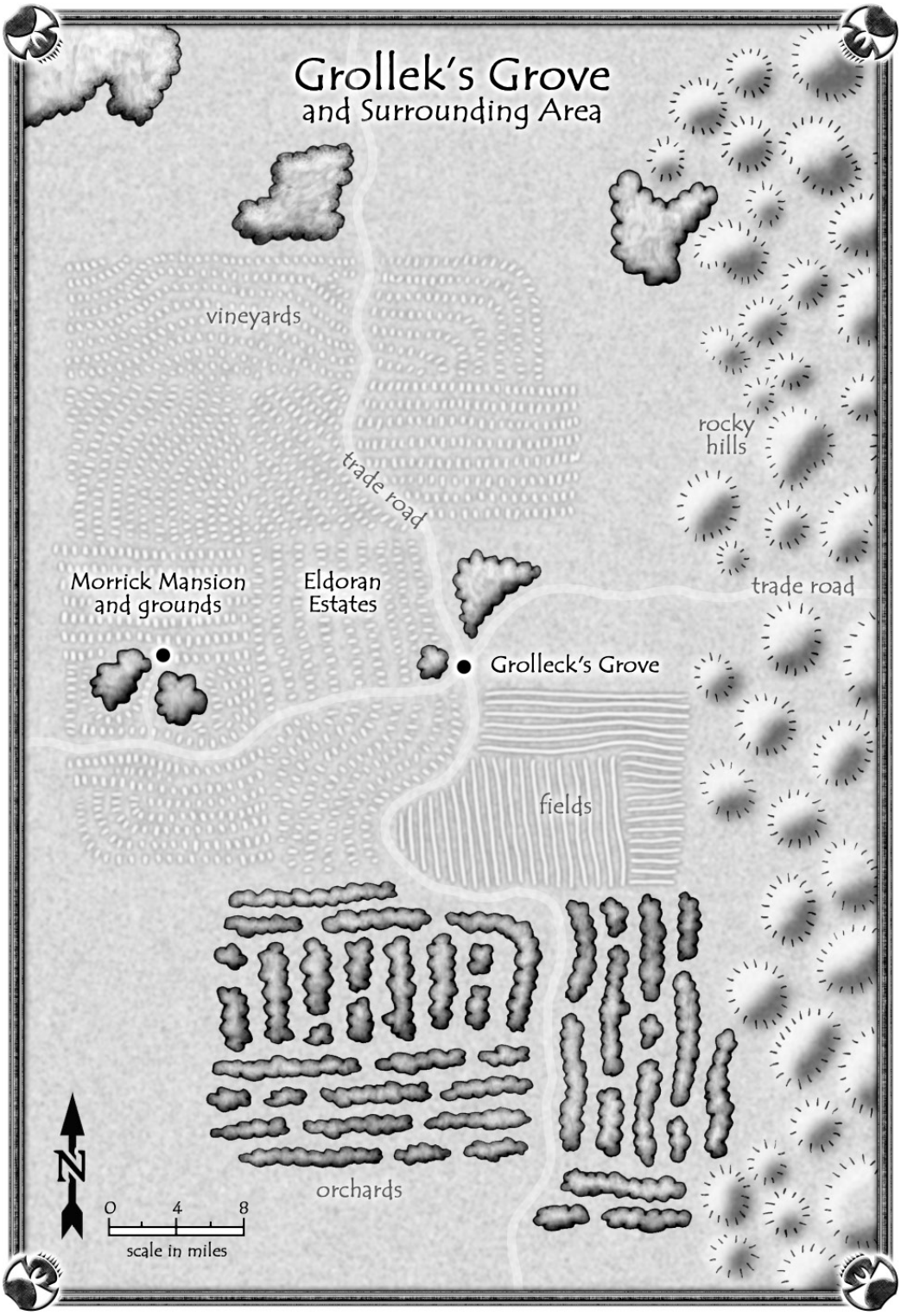
Chapter One: Grollek's Grove

Grollek's Grove is a peaceful trade village spread out over a series of rolling hills near the juncture of two major trade routes, the King's Road and the Trader's Way on the far western edge of the District of Sunderland. The village is far from any disputed borders or any of the more dangerous areas in the Gundlock Hills and has no walls to speak of. A number of orchards are nearby, as well as fields of wheat, but the most significant product is wine. Many of the major vineyards in the area are known for hundreds of miles in every direction just based on their wine and brandy. Magistrate Miriam Kriel oversees the laws of the village, which tends toward good. The map provided marks the location of an inn, taverns, stores, and other sites of importance throughout the village.

If using a different village from another campaign, the Referee should place the following NPCs somewhere in the new village: Richard Arien, Sheila Eldoran, Sarah Lyrean, Leah Redoak, Aaron Rye, Jasmine Welk, and Thyran Whiteoak. These characters may be renamed or replaced as the Referee chooses, but the information they possess could prove important to the characters' success.

The high amount of trade traffic coming through Grollek's Grove makes the town attractive to thieves and brigands, resulting in more guards than usual. Guards run mounted patrols through the hills surrounding the town and maintain lookouts at several watchtowers to keep the area free of brigands. Fear has only begun to grip the town in the past few months when people began to notice the curse on Lord Morrick's land spreading to neighboring properties. People are afraid the curse will spread over everyone's land and that it might swallow the entire town.

Guards are paid through taxes on passing caravans and wagon trains, as well as taxes paid by nobles and merchants with offices in town. Magistrate Miriam Kriel hired Lauren Darkbrow to oversee all military matters and trusts her in every way. Lauren, her lieutenant Brent Westlight,



and a total of 60 guards (Ftr1) circulate through the surrounding area on horseback as well as patrol through town on foot. In the event of a major battle, Lauren can call upon citizens for assistance. These people include Sarah Lyrean and other clerics in the temple to Kudrak, as well as some of the merchant houses that can provide more guards and several wizards (10 Ftr3, 15 Ftr2, 20 Ftr1; and 2 MU5, a MU3, and 5 MU1).

Grollek's Grove NPCs

Major NPCs

Statistics and descriptions for **Richard Arien**, **Sarah Lyrean**, **Leah Redoak**, **Aaron Rye**, **Jasmine Welk**, and **Thyran Whiteoak** are listed first. These NPCs provide important quests or quest information and are key to the adventure.

Richard Arien (Ftr8): **HP** 36; **AC** 5[14]; **Atk** *+2 short sword* (1d6+3) or *+1 dagger* (1d4+2); **Move** 12; **Save** 7; **AL** L; **CL/XP** 8/800; **Special**: +1 to hit and damage strength bonus.
Equipment: chain shirt, *+1 dagger*, *+2 short sword*.

Description: Richard is a dashing, handsome gentleman who is only now beginning to show his age. Dressed in the highest fashion, he wears beautiful cloaks and elegant shirts whenever he is seen wandering through town. Penetrating violet eyes draw attention away from the thin scar beneath his left eye and the gray beginning to sprinkle through his black hair. He walks with an awkward gait, holding his frame unnaturally erect as he strides through town.

Personality: Although he never mentions any title, Richard is clearly noble born or at least raised in a noble family. His clipped sentences and rather large vocabulary make most people think of him as nothing more than an annoying "dandy." Richard has worked for the Beval family for many years and thought of Byron Beval as a nephew. He knows that Byron is dead and that he cannot do anything about it, but he desperately wants solid evidence proving who is responsible for the curse so he can act either within the courts or on his own to exact revenge.

Knowledge: Richard is a skilled judge of character and an experienced diplomat. Lord Beval chose him to give out the reward because he knew Richard would not turn over any money until proof was discovered. Richard spends no time worrying about the curse, because he does not really care about the curse itself, only who created it. While he knows many of the people who are possibly involved, he will not mention any names to avoid tainting any evidence.

Information and Interactions: If asked, Richard informs the party that there is a reward of 3000gp to the person or group of people that finds a way to overcome the curse, and an additional 4000gp to the person or group of people that brings hard evidence of who is responsible for it. The evidence must stand up to scrutiny in a court of law, though Richard will not say how the evidence will be used. He offers a smaller reward for evidence leading to the discovery of hard evidence. Richard makes it clear that he does not care about the curse or about eliminating it. This stance changes only if Larissa Morrick (**Area 43**) is rescued and speaks to him directly. Larissa was married to Byron Beval immediately before the curse took effect, so the Beval family considers her one of theirs, and Richard gives a reward to the characters for saving her on top of any other rewards they might receive.

What does he want? Complete proof requires the following:

1. The note found in **Area 53** of the mansion along with Jasmine Welk's testimony that the seal is Lord Eldoran's.

2. Aaron Rye's testimony that his previous employer — Lord Eldoran — did in fact contact a demon and cast the curse.

3. Papers found in Sheila Eldoran's home (**Area P8**) demonstrating the curse was cast by Lord Eldoran.

If the characters provide any two pieces of evidence, they are given half of the stated reward; if they obtain all three pieces, they receive the full reward and the Beval family's gratitude. After the characters provide the first two pieces, Richard hints that more evidence might be hidden in Lady Eldoran's home, but he makes no suggestions as to how it could be obtained. If the characters rescue Larissa Morrick, Richard pays them 5000gp and gives any magic-user in the party the spellbook he has stored in his chest (see **Area M** in the **Grollek's Grove** chapter).

Locations: Richard can be found at his home (**Area M**) during the day, but is encountered in the Prancing Unicorn (**Area D**) in the evenings 30% of the time. When Richard learns the characters intend to investigate the curse, he actively seeks them out and sets up a meeting.

Sarah Lyrean, Cleric of Kudrak (Clr8): HP 42; **AC** 2[17]; **Atk** *+1 heavy mace* (1d6+1); **Move** 12; **Save** 7 (with cloak); **AL** L; **CL/XP** 11/1700; **Special:** turn undead, +2 save versus paralyzation and poison, spells (2/2/2/2/2).
Spells: 1st—*purify food and drink* (x2); 2nd—*bless*, *hold person*; 3rd—*remove curse* (x2); 4th—*create water*, *cure serious wounds*; 5th—*create food* (x2).
Equipment: *+2 chainmail*, *cloak of protection +1*, *+1 heavy mace*, holy symbol of Kudrak*.
*** See Sidebox**

Description: Sarah has a mysterious beauty and peace that extend to almost everyone around her. An angular face and sharp nose that would not often seem attractive are overcome by her healthy glow, light blue eyes, and the thick braid of light brown hair pinned in a tight bun at the back of her head. Her youth and slight stature give her an almost childlike grace. She is normally seen in robes, but sometimes she wears the armor given to her by an elven merchant she healed many years ago.

Personality: Sarah is known and loved throughout Grollek's Grove. She grew up here, and everyone in town knows how she heard the "calling" to become a cleric. She has dedicated her life to preserving law and order, helping anyone who asks. Leah Redoak is one of her good friends; the two have several meals a week together and share information freely. She knows Jasmine Welk, though not as well, and spends some time with her once in a while. She has met Thyran Whiteoak and Richard Arien and thinks they are "gentlemen," but she knows very little about them.

Knowledge: Sarah's studies include a great deal of information on demons and demonic magic. While she knows there are ways to overcome demonic curses, her powers are somewhat limited. She does know creating such a curse would require someone willing to let the demon channel its power through him or her. She can suggest there is an item somewhere on the grounds that acts as a focus point for the curse and that finding and destroying such an item would likely end the curse.

Information and Interactions: If the characters communicate regularly with Sarah or with Leah, they quickly learn that both women talk to each other about the curse and about what has been learned. If the characters talk to Sarah before beginning their investigations, she directs them to speak to Leah and Jasmine. Once the characters have determined the curse is demonic in nature, she makes several suggestions. First, she reminds the characters that demonic magic is Chaotic in nature; thus, searching for a combined source of chaos or evil might help locate the site of the original curse. Second, she confirms Leah's suggestion or makes the suggestion herself that a *wish* spell cast at the source of the curse should end it. She provides the characters with a scroll containing the spell if they request it. She reminds the characters that eliminating the source of the curse will not cure the cursed creatures and plants and that most of them may still need to be destroyed, but eliminating the source does keep the curse from spreading any further.

Sarah provides *scrolls of remove curse* to the characters for a donation to the church if she is completely convinced the characters are truly trying to rid the land of the curse.

Locations: Sarah is found in the Temple to Kudrak (**Area J**) about 65% of the time. There is a 20% chance she is visiting a sick parishioner and a 10% chance that she is visiting with Leah Redoak (**Area N**). There is a 5% chance she has stopped by the Prancing Unicorn (**Area D**) to listen to Jasmine play and to talk to some of the other villagers.

Leah Redoak (Drd9): HP 35; **AC** 5[14]; **Atk** *+1 scimitar* (1d6+1); **Move** 12; **Save** 6 (+1 ring); **AL** L; **CL/XP** 11/1700;

Special: immune to fey charms, +2 save versus fire, shape change, spells (4/3/3/2).

Spells: 1st—*detect magic*, *purify water* (x3); 2nd—*bless*, *hold person*, *speak with animals*; 3rd—*cure disease*, *remove curse* (x3); 4th—*create water*, *cure serious wounds*.

Equipment: +2 *leather armor*, *+1 scimitar*, *ring of protection +1*, tiger pet (Shriluc).

Shriluc, Tiger (Leah's Pet): HD 6; **AC** 6[13]; **Atk** 2 claws (1d4+1), bite (1d8); **Move** 15 (swim 6); **Save** 11; **AL** N; **CL/XP** 7/600; **Special:** rear claws (if both claws hit, it rakes with rear claws, 2d4+2 points of damage). (***Monstrosities*** 472)

Description: Age is beginning to bend her back and drag down her shoulders, but Leah's blue eyes carry a powerful inner life and determination that easily attracts attention. Her silver hair is pulled back into a long braid and decorated with various animal figures carved from a mysterious dark red wood. While her advanced age has made her weak and frail, her mind is sharp, and her knowledge of the world around her is quite amazing. She is rarely seen without Shriluc, her pet tiger.

Shriluc has been with Leah since he was a cub. His stripes include black, orange, and pale orange, with additional patches of white on his face and snout. Horses shy away from his scent, making him rather unwelcome near the wagon trains that pass through Grollek's Grove. Leah keeps him close to her, as she is afraid someone might attack him if she leaves him alone while traveling the city. Shriluc is intensely loyal to Leah and extremely protective; he does not attack anyone unless Leah is attacked or unless she orders it. While the guards are rather concerned about his presence in the city, they have become used to seeing him during the 6 months Shriluc and Leah have lived nearby.

Personality: Leah's disarming smile and friendly nature rarely overcome the fear generated by her imposing companion. Many of the women in Grollek's Grove find Leah to be a pleasant, friendly woman who is happy to help them with difficult problems in their gardens or even with healing sick children. Her airy nature and tendency to look at people from the corner of her eye keeps most people from bothering her. While friendly to all whom she meets, her polite behavior seems rather forced when in the presence of heavily armed men. She has many discussions with Sarah Lyrean, and the two women are good friends.

Knowledge: A strong bond with the natural world around her makes Leah a perfect person to investigate the powerful curse on Lord Morrick's land. The druid council that sent her here told her only to observe, but her brief investigation of the outskirts of the cursed property has led her to believe that something must be done. If the characters convince her they are determined to put an end to the curse, she helps them in any way she can without directly intervening.

Information and Interactions: Leah and Shriluc have actually visited the outskirts of the property and seen the curse's effects. She did not want to risk her faithful companion and has been strictly ordered to observe without interference. When she finds out about the characters and their interest in investigating the curse, she sends a message asking them to visit her. If Leah is convinced of the characters' honorable intentions, she gives them 2 scrolls of *remove curse* and tells them she is not certain the scrolls can reverse the effects of the curse but would like them to take the scrolls just in case.

She explains that she could not risk going farther onto the grounds for a variety of reasons. She tells them that nature is suffering there and she would like to help them, but her help must be indirect. She asks for samples of plant leaves, fruits, flowers, and water if the characters can manage it. If they bring these samples to her, Leah immediately responds, "Ah, children! This is terrible. None of you have eaten any of this have you?" She looks the characters over carefully and identifies anyone tainted by the curse, directing them to see Sarah Lyrean.

Her studies of the samples reveal several things. First, the magic used to create the curse was definitely demonic and is evil in origin. Second, she suspects the curse is spread through food and water. Third, the curse is centered someplace close to the mansion. Finally, she believes that she can make amulets to help protect the characters from the curse. She tells the characters that she needs a branch or a piece of wood from one of the most cursed trees they can find, preferably something as close to the center of the grounds as possible. If the characters provide her with the right piece of wood, she makes each of them a small wooden amulet that is specially keyed to this specific curse. Leah needs 1 full day to make an amulet. See the **Magic Items Appendix** for details on *Redoak's amulets*.

If the characters tell Leah about the pond (**Area 20**) and the demon mists they met there, she tells them to seek Sarah Lyrean's advice. Leah does not know much about demons, but she suggests a *wish* might succeed in disrupting the curse. She gladly provides a scroll with this spell if the characters request it.

Locations: Leah is almost always at home (**Area N**), but there is a 10% chance she is wandering in town and a 10% chance she is visiting with Sarah Lyrean at the temple (**Area J**).

Aaron Rye, Commoner: **HD** 1d6hp; **HP** 3; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 18; **AL** L; **CL/XP** B/10; **Special**: none.

Equipment: shabby clothing, club.

Description and Personality: Aaron is a very shy, rabbit-like man who jumps at every sound around him. Though once handsome, shabby clothing, poor hygiene, and his constant tension keep people around him at an arm's length. Light brown hair sprouts from his head in every direction because he never bothers to comb it. He trembles when he speaks and has a hard time looking people in the eye.

Knowledge: Aaron was a servant working for Lord Eldoran at approximately the time of the wedding (5 years ago). While cleaning one day, he entered the room where Lord Eldoran was speaking to a demon through some sort of magical device. The sight paralyzed him with fear, and he has not been the same since. He departed without being noticed and quit working for Lord Eldoran the next day. Constant fear of demons now consumes his life, leaving him with a bare existence that few people would enjoy.

Information and Interactions: If Jasmine takes the time to introduce Aaron to the characters, he tells them his story. Aaron trusts Jasmine and overcomes his fear long enough to tell his tale, but he does not want to tell anyone else. He is absolutely terrified of testifying before any sort of judge or noble; the characters must engage in a great deal of coaxing to convince him. Intimidation will not work, as Aaron is far more terrified of demons than of the characters. In addition, Jasmine refuses to help the characters anymore if they try to intimidate Aaron. He is "unfriendly" to the idea of talking about his harrowing experience, so characters may need to work hard to convince him to talk.

Locations: Aaron hides in a small shack on the outskirts of town; only Jasmine knows where he lives. The only way to meet Aaron is if Jasmine contacts him and sets up a meeting.

Jasmine Welk, Half-Elf (MU5): HP 14; **AC** 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** +2 *dagger* (1d4+2); **Move** 12; **Save** 10 (with ring); **AL** L; **CL/XP** 7/600; **Special:** +2 saves versus spells, wands and staffs, spells (4/2/1).

Spells: 1st—*charm person*, *magic missile*, *shield*, *sleep*; 2nd—*detect evil*, *pyrotechnics*; 3rd—*dispel magic*.

Equipment: robes, +2 *dagger*, *ring of protection +1*, harp, 47sp.

Description: Long golden hair frames Jasmine's thin, angular face and silver eyes. Despite her frail appearance, Jasmine has an inner beauty that combines with her exotic eyes and delicate features to create a sense of power and knowledge. She tends to wear blue and green clothing cut to enhance her figure and is rarely seen wearing armor. A dagger kept in a gem-encrusted sheath is always belted to her waist, and she is never seen without her harp. Although thin to the point of being frail, she has a powerful voice that easily entrances those around her.

Personality: Jasmine is known throughout Grollek's Grove and the surrounding area, as she has been living here for almost 12 years. Friendly to everyone she meets, she accepts people for who they are. In all the time she has spent in Grollek's Grove, people can recall her being angry only

once. Someone attempted to grope her during a performance and ended up with a dagger in his eye. A calm demeanor, friendly nature, and small, unimposing size have served her well; people are willing to tell her things that they would not even tell their best friends. She has a firm grasp of the politics and history of the area, but will not divulge personal details of others' lives unless there is an extremely good reason. Conversations with Jasmine can be rather one sided — people often find they speak about themselves while Jasmine focuses her attention on them and asks simple, friendly questions.

Knowledge: Throughout the years, Jasmine has heard many rumors and learned far more about the history of the area than anyone might suspect. She can identify signet rings by family, and in some cases she can even recognize characteristic scratches on rings to give a hint as to their original owner. The secret, seething hatred Lord Eldoran had for Lord Morrick is known to her. Aaron Rye, one of Lord Eldoran's servants, once told her a story about Lord Eldoran speaking to demons and casting horrible spells. While she suspects Lord Eldoran may be involved with the curse, she has no evidence and loathes saying anything about it until she is certain. Rumors she has heard about Thyran Whiteoak suggest that Thyran cannot be trusted. If the characters have many dealings with Thyran, Jasmine's mistrust may extend to them as well. Jasmine might make oblique references to Thyran's past, implying to the characters that he cannot be trusted.

Information and Interactions: Jasmine chooses her words carefully when speaking to the characters. She is afraid of making accusations that cannot be proven. She also wants to avoid giving out private information. Despite her careful wording, she does her best to make it clear to the characters that they should treat with Thyran Whiteoak warily. If she knows the characters are working closely with Thyran, she is extremely reluctant to provide any information. If possible, she directs them to seek out Leah Redoak and Sarah Lyrean for advice on overcoming the curse. She also tells them about Richard Arien, as well as the history of hatred and anger between Lord Morrick and Lord Eldoran.

If the characters show Jasmine the note found in **Area 53** of the mansion, she is easily able to identify the seal as that of Lord Eldoran. Furthermore, she is willing to testify in front of Richard Arien. After the discovery of the note, she asks the characters to meet her the next morning so she can introduce them to Aaron Rye. If the characters convince Aaron to tell his story to Richard Arien, it is considered enough proof to merit half of the reward for identifying the person casting the curse.

Locations: Jasmine is usually found at the Prancing Unicorn (**Area D**) during the evenings and can be encountered wandering the village during the late afternoon.

Thyran Whiteoak (MU7): HP 23; **AC** 2[17]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 7 (+1 cloak, +1 ring); **AL** C; **CL/XP** 9/1100; **Special:** +2 saves versus spells, wands and staffs, spells (4/3/2/1).

Spells: 1st—*charm person*, *magic missile* (x2), *sleep*; 2nd—*ESP*, *invisibility*, *phantasmal force*; 3rd—*lightning bolt*, *monster summoning I*; 4th—*confusion*.

Equipment: silk shirt, dark pants, *cloak of protection +1*, *bracers of defense AC 4[15]*, *+1 dagger*, *ring of protection +1*, *wand of magic missiles* (10 charges)

Description: Thyran keeps his pale blond hair neatly trimmed and combed, matching the care he takes in choosing his clothing. Rather than the robes often associated with wizards, Thyran wears fine silk shirts along with dark pants cut in the latest fashions. The bright green and blue shirts he wears highlight the blue in his eyes and his light brown skin.

Personality: A friendly, outgoing personality and an innocent appearance allow Thyran to conceal his true nature. Usually content to stay in the background, his whispered comments have helped increase the fear and tension surrounding the spread of the curse, but few know that he has helped build fear rather than dispel it. He hides his evil nature. People of Grollek's Grove respect and admire him for his wealth and magical power; none suspect his true intentions. Jasmine Welk heard rumors from wizards who trained with Thyran, rumors that hint of his evilness, but she has not told anyone and will not unless she acquires real proof.

Summary List of Where the Major NPCs are Found

Richard Arien can be found in his home (**Area M**) or at the Prancing Unicorn (**Area D**) in the evenings.

Sarah Lyrean is found at the Temple (**Area J**) 65%, Leah Redoak's home (**Area N**) 10%, the Prancing Unicorn (**Area D**) 5%, or somewhere in the village helping parishioners 10%.

Leah Redoak is found at her home (**Area N**) or visiting Sarah at the Temple (**Area J**).

Aaron Rye can only be found through contact with Jasmine Welk (**Area D**).

Jasmine Welk is found at the Prancing Unicorn (**Area D**) every evening.

Thyran Whiteoak is found either at home (**Area H**) 50% or at the Prancing Unicorn (**Area D**) 50%.

Knowledge: Thyran already knows that the curse cast on Lord Morrick's mansion and property is based on demonic magic. While he claims to be seeking information to help overcome the curse, in truth he seeks only a way to control it so that he may use it to his own ends. His true goal is to find out which demon granted the power for the curse, or at least what type of demon. Bonding with a demon would profoundly increase his power and abilities in much less time than simple hard work and studying.

Information and Interactions: Thyran, like Leah Redoak, asks the characters to bring him some of the cursed plants and animals from the mansion and grounds. He also asks for a description of the various things they have seen. He views any notes or other information they find with great interest and offers advice where he can. The information the characters provide him lets him know that there is a "source" for the curse somewhere on the property. He tells the characters that he can eliminate the curse if they can find the source and either bring it to him or tell him where it is.

The "source" of the curse is a pebble at the bottom of a pond in the garden (**Area 20**). Thyran knows that this is a weak point between this plane and the Abyss and that it can be used to contact the demon providing the power behind the curse. If the characters tell him about this area and let him know that they have cleared the garden and property around it of the most dangerous creatures, Thyran might risk going to the pond himself. He knows that nobody is likely to stand aside and let him cast the spells required to contact the demon. If Thyran has a chance to contact the demon by himself, he and the demon make an agreement. The demon eliminates the curse (but for only 50 years) and grants Thyran an impressive amount of power. Thyran immediately departs the area after this development, leaving no clue as to where he is going.

Locations: There is a 50% chance that Thyran can be encountered at the Prancing Unicorn (**Area D**) at any time. If he is not found there, then he is working in the small home he has rented on the outskirts of town (**Area H**).

Guards and Political Figures

These NPCs can help direct the characters to other NPCs. They are also the NPCs the characters are forced to deal with if they are caught committing a crime.

Lauren Darkbrow (Ftr5): HP 27; **AC** 2[17]; **Atk** *+1 bastard sword* (1d8+2) or shortbow x2 (1d6+1); **Move** 9; **Save** 10; **AL** L; **CL/XP** 5/240; **Special**: –1[+1] dexterity AC bonus, +1 to hit and damage strength bonus, +1 to hit missile bonus.

Equipment: plate mail, *+1 bastard sword,* shortbow, 20 arrows.

Description and Personality: Lauren is a rather severe, no-nonsense woman who takes her job a bit too seriously. Though the guards and merchants like her enough, not many people can claim her as a friend. Three matching scars trail from her right temple down her face to end at her jaw line. Gray streaks run through her black hair, which is pulled back into a tight bun behind her head. Many in town point out the fact that she was not hired for her glowing personality; rather, she was hired to wield her near body-length sword on behalf of the townspeople. Though not overtly friendly, she does stop and speak to people that hail her and is willing to discuss the curse with the characters. Despite the fact that her pay comes from the nobles and merchants in the area, Lauren has a reputation as a very fair arbitrator of disputes.

Knowledge: Some of Lauren's scars were obtained during an initial foray onto the mansion grounds immediately after guests came fleeing from the wedding. Most of the guards traveling with her died or had to be carried out.

That disaster makes her very wary of the mansion and grounds — and wary of people who have been there. She makes it clear that anyone entering the grounds is subject to whatever curse or poison affects it and that the cursed creatures living there attack anything they see. If asked, Lauren suggests the characters ask Jasmine Welk or Richard Arien for more information.

Miriam Kriel, Magistrate (Ftr6): **HP** 33; **AC** 9[10]; **Atk** +2 *short sword* (1d6+3); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special**: +1 to hit and damage strength bonus.

Equipment: robes of office, jeweled +2 *short sword* in ornate leather sheath, brass key.

Description and Personality: Miriam is a thin woman with long dark hair and deep brown eyes. Her face is flawless in its beauty, and her voice captivates all those around her. Why she was chosen as Magistrate after the disappearance of her father is easy to see, for she dominates any room she walks into through sheer force of personality. Her friendly, calm nature earns her the respect of both nobles and commoners alike. A reputation for a fair, even application of the law has solidified her position to the point that few people in town could imagine anyone else as magistrate.

Knowledge: Miriam has her own suspicions about Lord Eldoran's involvement in the curse that fell on the Morrick family, but she is unable to voice them due to her position. Lady Eldoran's presence in town is also something she finds very suspicious, but not altogether unusual if the curse has begun to spread. She knows a great deal about Lord Morrick and his family and knows quite a bit about Richard Arien as well, but she will not spend much time talking to the characters about them. Running the village keeps her extremely busy; she is unwilling to spend a great deal of time with the characters unless they are brought before her on charges of committing a crime. If the characters are interested in the curse, she directs them to see Richard Arien.

Information and Interactions: If the characters find the ornate brass key and holy symbol of Kudrak on the body in **Area 40** (treasure #2 in **Area 40** of the mansion), they may realize the key matches the one worn around Miriam's neck. The key is a badge of office; if the characters turn over the key and holy symbol, Miriam informs them that these items belonged to her father and she deeply appreciates their return. Evidence of Lord Eldoran's involvement in creating the curse is not surprising to her, but she says that Lord Eldoran's death prevents her from arresting anyone over it. She does say that families damaged by the curse can make claims against his estate, potentially bankrupting Lady Sheila Eldoran, something that Miriam would find very pleasing (though she will not admit it). If the characters are caught robbing anyone in town or involved in fighting, Miriam applies the law evenly no matter what her relationship with the characters might be.

Brent Westlight, Lieutentant of the Guard (Ftr3): **HP** 18; **AC** 2[17]; **Atk** longsword (1d8+1) or shortbow x2 (1d6); **Move** 9; **Save** 12; **AL** L; **CL/XP** 3/60; **Special**: +1 to hit and damage strength bonus.

Equipment: plate mail, steel shield, longsword, shortbow, 20 arrows.

Description and Personality: Brent is a good-natured, friendly young man who gets along well with almost everyone in town. Brent's dark hair, brown eyes, and good looks attract a great deal of attention from most of the young women in Grollek's Grove. Lauren usually has Brent take care of walking the city, talking to merchants, and examining the wagon trains that travel through town while she checks on the outlying guard posts. Brent has a good relationship with the nobles and merchants who keep offices in town and generally trusts their word over that of anyone else.

Knowledge: Brent has an unfortunate knack for forgetting details. He is an excellent guard, but all his mental skills are apparently focused on this aspect of his life and not much remains for anything else. Characters inquiring about the cursed mansion are sent on to Lauren or directed to Richard Arien. Most of the information Brent provides on Lord Morrick is wrong, as it has been given to him by Lord Morrick's competitors, many of whom are glad he is out of the picture.

Other NPCs

The following list includes shopkeepers and other NPCs with whom the party might interact. Several NPCs include a small subsection titled **Side Quests and Hooks**, which contains suggestions for possible side quests or character hooks the Referee can use to entice the characters into further adventures.

Michael Brath, Leather Merchant: **HD** 3; **HP** 13; **AC** 7[13]; **Atk** leather punch (1d3); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, sharpened leather punch.

Description and Personality: Michael believes in being a walking advertisement for his work. Leather clothing hangs from his tall, thin frame like a lose blanket. Penetrating dark eyes and shiny black hair highlight his deep brown skin and give him an aura of strength and calm. Michael is known as a kind, gentle man who tends to tease himself as often as he teases others. While many children enjoy seeing work such as his, few can tolerate the smell long enough to stay and watch for long. He welcomes all customers and is happy to talk about his work as well as any other topic that is brought up.

Information: Michael is extremely fond of Lord Morrick. Lord Morrick helped Michael start his business with a small loan and ref used to charge interest when Michael was finally able to pay him back. He does his best to dispel any rumors about Lord Morrick being evil, attributing them to simple jealousy on the part of other nobles.

Karlugron de'Flithic, Dwarf (Ftr5): **HP** 27; **AC** 6[13]; **Atk** hammer (1d4+2); **Move** 9; **Save** 10; **AL** L; **CL/XP** 5/240; **Special**: detect stonework, , +4 saves versus magic, +1 to hit and damage strength bonus.

Equipment: ring mail shirt, leather apron, blacksmith's hammer, pouch containing silver nuggets (44sp).

Description and Personality: Karlugron's gruff, deep voice often echoes out of the forge. Short and broad, even for a dwarf, his bald head is marred by a number of scars crossing the top of his skull. A long burn mark extends down his left cheek, interrupting even his beard. A thick leather apron and singed eyebrows only highlight his thick arms and broad shoulders in a firm confirmation of his occupation as a blacksmith. Children can often be found sitting on barrels watching him work. A love for children and long stories has made him a well-known character in town. Called "Granny" by the children in town, he has a gruff yet friendly nature.

Information and Trade: Karlugron makes and sells weapons and metal armor of all types up to masterwork quality. He sells items at 150% of their normal trade value because the constant traffic through town creates a steady demand. Always happy to talk about events, he is a source of a great deal of information and can provide the characters with a number of items from the rumor list.

Side Quests and Hooks: Despite his skill, Karlugron has never had the opportunity to work with mithral or adamantine. If the characters obtain

these metals for him, he is willing to construct armor or weapons with it at half the normal price. Karlugron has a younger brother who disappeared with a group of adventurers searching for someone named "Abysthor" and will reward anyone who can provide him with information concerning his brother's whereabouts.

Furnk Mistwright, Halfling Jeweler (Thf4): **HP** 12; **AC** 7[12]; **Atk** dagger (1d4); **Move** 9; **Save** 12; **AL** L; **CL/XP** 4/120; **Special**: backstab (x2), +4 saves versus magic, +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 35%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%;

Equipment: leather armor, leather apron, dagger.

Description and Personality: This gray-haired halfling's ruddy complexion and jolly nature make him very popular in town. Furnk always wears a thick leather apron covered with pockets of various shapes and sizes. While working, Furnk is deeply focused and generally does not like interruptions. Outside of work or when negotiating transactions, Furnk is humble, sensitive, and has an excellent sense of humor. Unfortunately, he is very opinionated, and his prices are known to change based on whether or not he likes someone. His incredible skill and knowledge, however, cause some merchants and nobles to travel out of their way to commission works from him.

Information and Interactions: As a purveyor of high-priced jewelry, Furnk deals with most of the nobles and merchants passing through Grollek's Grove. Anyone spending money in his store is a good person; the more money they spend, the better they are. Lord Morrick and Lord Eldoran are on his list of "wonderful" people because both spent a great deal of money on his jewelry over the years. Nobody in Lord Beval's family ever purchased anything from him, so in his mind the curse was either caused specifically by Lord Beval's family or directed at them. In any case, it is Lord Beval's fault and Furnk cannot be convinced otherwise.

Side Quests and Hooks: Furnk sent his brother Brinkle with several trusted guards to visit Gilean Vel (from the adventure ***Legends of Hawkmoon***, forthcoming from **Frog God Games**), and he has no idea what has happened to Brinkle or the chest with 10,000gp worth of gems he was carrying. Furnk offers a 20% finder's fee as a reward for finding them and determining what happened to Brinkle.

Brandarb Quill, Halfling Thief (Thf9): **HD** 9; **HP** 33; **AC** 3[16]; **Atk** +2 *short sword* (1d6+2); **Move** 9; **Save** 5 (with ring); **AL** N; **CL/XP** 9/1100; **Special**: backstab (x4), +4 saves versus magic, +2 save bonus vs. traps and magical devices, read languages, read magical writing, thieving skills.

Thieving Skills: Climb 93%, Tasks/Traps 65%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%;

Equipment: *+2 leather armor*, *+2 short sword*, *ring of protection +2*.

Description and Personality: By all appearances, Brandarb is a jovial merchant whose goal in life is to please his customers. His boyish face and small size conceal his uncanny grace and sharp mind. Brandarb uses his charm and handsome looks to put people at ease; he is remarkably well known in town and almost universally liked. The short sword he always carries sheathed at his side is considered an affectation — everyone would expect Brandarb to scream for the guards at any sign someone was trying to rob him. Nobody outside the thieves' guild knows that Brandarb is the Guildmaster, and while his brother Lorath knows Brandarb is a thief, not even he suspects the full extent of Brandarb's power. Anybody who deals with the guild goes through intermediaries, never meeting the true boss and thus giving Brandarb complete anonymity.

Information and Trade: Brandarb is relatively certain Lord Eldoran had something to do with the curse. Lord Eldoran hired a thief for a "special project" on the night of the wedding. That thief, a member of the guild, was never seen again. If the characters ask him any questions about the curse or Lord Eldoran, Brandarb does his best to steer suspicion toward Lord Eldoran and his niece Sheila Eldoran. Obviously, Brandarb provides his information in an indirect fashion and in no way reveals his real reasons for suspecting Lord Eldoran. If a character is a member of a nearby thieves' guild and seems trustworthy, Brandarb will communicate the reasons for his suspicions to that character privately. Brandarb sells his goods at fair prices and always seems able to find what people are looking for. Brandarb also buys interesting items at severely discounted rates, always claiming they are "for a friend" or that he knows someone who might be interested in purchasing a particular item.

Side Quests and Hooks: Brandarb has received old treasure maps as payment for some "bad debts" and would be happy either to sell them or trade them for half of whatever the characters might discover. Brandarb could also ask the characters to deliver secretly some items to a guild leader in a distant town or city such Penmorgh or Endhome, with or without them knowing they are working for the thieves' guild.

Lorath Quill, Halfling Thief (Thf2): **HP** 5; **AC** 9[10]; **Atk** dagger (1d4); **Move** 9; **Save** 14; **AL** L; **CL/XP** 2/30; **Special**: backstab (x2), +4 saves versus magic, +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 25%, Hear 3 in 6, Hide 25%, Silent 35%, Locks 25%;

Equipment: robes, dagger, beer stein pendant on a silver chain (5sp).

Description and Personality: Lorath is a joyful, charismatic halfling who is constantly performing. His smile stretches to his beautiful emerald green eyes even in the busiest moments, and his good cheer is infectious. Life as a tavern owner has increased his girth quite a bit, so he is not as fast as he used to be, but Lorath still moves through crowds with unusual grace. During business hours, his light brown hair is usually matted tight against his skull by sweat, and beads of perspiration cling to his face.

Information and Interactions: Lorath does his best to keep conversations in his tavern on happy subjects, at least the loud conversations that pass from table to table. Loud discussions of the curse are met with a cheerful, "Now, now, let's not be talking about such darkness in me place." The idea of the curse makes him very uncomfortable. If the characters ask him about it during a quiet moment, he says, "Curses between nobles is nobles' business." He tells the characters that Jasmine Welk and Richard Arien are people to talk to if they are interested in history and politics and that Sarah Lyrean is the person to talk to about curses.

Jacob Rain, Bowyer: **HP** 16; **AC** 9[10]; **Atk** club (1d4) or longbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special**: none.

Equipment: leather shirt, pants, club, longbow, 20 arrows, pouch containing 11cp.

Description and Personality: Jacob's extraordinary height only serves to accentuate his gaunt, thin frame. Short blond hair thrusts out of his skull like sharp bristles, adding to his skeletal appearance. Coal black eyes sunk into deep eye sockets enhance his gaunt appearance. Although his appearance does tend to frighten small children, Jacob is well-liked. A friendly smile and a soft, pleasant voice help overcome his awkward appearance. Despite his friendly, outgoing nature, Jacob has a hard time trusting people. Unfortunate business deals have kept him rather poor despite his woodworking skill. He has a poor opinion of all nobles and merchants but treats them civilly because he needs their business. Before starting on any special projects, he generally demands half of his final fee up front.

Information: Jacob had some bad dealings with Lord Morrick. Jacob needed special wood and Lord Morrick demanded a rather high price for it, and now all of Jacob's comments about Lord Morrick are tainted by this event.

Side Quests and Hooks: Jacob desperately wants to create bows that will enhance his reputation and business. He believes he can make extremely high quality longbows using thigh bones from a dragon. Not only would he pay well, but if the characters can provide him with the proper materials he is also willing to construct a longbow with up to a +2 bonus.

Martin Whitebrand (Drd5): **HP** 22; **AC** 7[12]; **Atk** sling (1d4); **Move** 12; **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: immune to fey

charms, +2 saves versus fire, shape change, spells (3/2/1).

Spells: 1st—*detect magic*, *purify water* (x2); 2nd—*create water*, *cure light wounds*; 3rd—*cure disease*.

Equipment: leather armor, sling, 20 sling stones.

Description and Personality: Martin is a tall, thin-framed man with soft, puffy cheeks and pale blue eyes. Though quite friendly, Martin is far more adept with animals than with people and can sometimes come off as being rather abrupt. Martin often smells like the animals he tends, which, while fine with the animals, usually causes people to give him a wide berth.

Information: Martin refuses to spread rumors, and all of his information on the curse is secondhand. An adventurer who tried to explore the mansion arrived back in town with a cursed horse that Martin was unable to calm and eventually had to kill. Martin frowns on anyone who enters the cursed property with horses or other animals along with them. He believes risking one's own life is fine, but "mistreating" animals by not giving them a choice is improper.

Side Quests and Hooks: Martin would love the chance to train strange, even magical beasts and is willing to pay for the young of a variety of different creatures.

Culpec Z'kiel (MU6): **HP** 17; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** staff (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 7/600; **Special**: +2 save versus spells and magical devices, spells (4/2/2).

Spells: 1st—*detect magic*, *magic missile*, *protection from evil*, *shield*; 2nd—*detect evil*, *pyrotechnics*; 3rd—*dispel magic*, *hold person*.

Equipment: robes, staff, gold pendant (2gp), pouch containing *potion of animal control* and 2 *potions of healing*.

Description and Personality: Culpec moved to Grollek's Grove several years ago to pursue his potion-brewing trade. He has done a very good job fitting in with the rest of the village's people by offering discounts on potions to hard-working residents (though not nobles or merchants) and making certain to visit the Waving Hand at least one night a week. His extremely pale skin, yellow eyes, and brightly colored robes make him stand out in a town where most residents have light brown skin and light colored hair, but his features are rather plain and non-descript. His soft voice and calm demeanor make him fade into the background even more; only his brightly striped robes distinguish him in a crowd.

Information and Trade: Culpec trades in potions and has done so for years. The curse has created a panic that has driven an ever-increasing demand for potions. Culpec had nothing to do with the curse, nor does he know anything about it, but he has experienced a bias against foreigners in the past. Culpec is afraid that town residents might target him for blame if panic over the curse continues. If Culpec is convinced that the characters are truly acting to end the curse, he may be willing to sell his potions (as decided by the Referee).

Side Quests and Hooks: As a foreigner, Culpec can potentially be used to provide information leading the characters to travel to far-off lands. Closer to home, Culpec might require special herbs for potions that can be found only in some nearby, troll-infested hills.

Rumors and Information

The spreading curse is a topic of many conversations in Grollek's Grove, leading to a variety of rumors, some that are true and some that are not. This situation makes collecting information about the curse easier; unfortunately, most of the information is not really very helpful. The Referee might decide simply to give the list of rumors to the players or use the brief descriptions of NPCs in town to role-play information gathering. The only steady and completely trustworthy information the characters discover is that Lord Morrick's mansion and grounds were either cursed or poisoned on the night of his daughter Larissa's wedding to Lord Byron Beval, son of a powerful merchant family of Endhome. Surviving witnesses, including Lord Alistair Beval, testified to Byron's death. Many of the following summarized rumors are difficult to verify or disprove.

Rumors

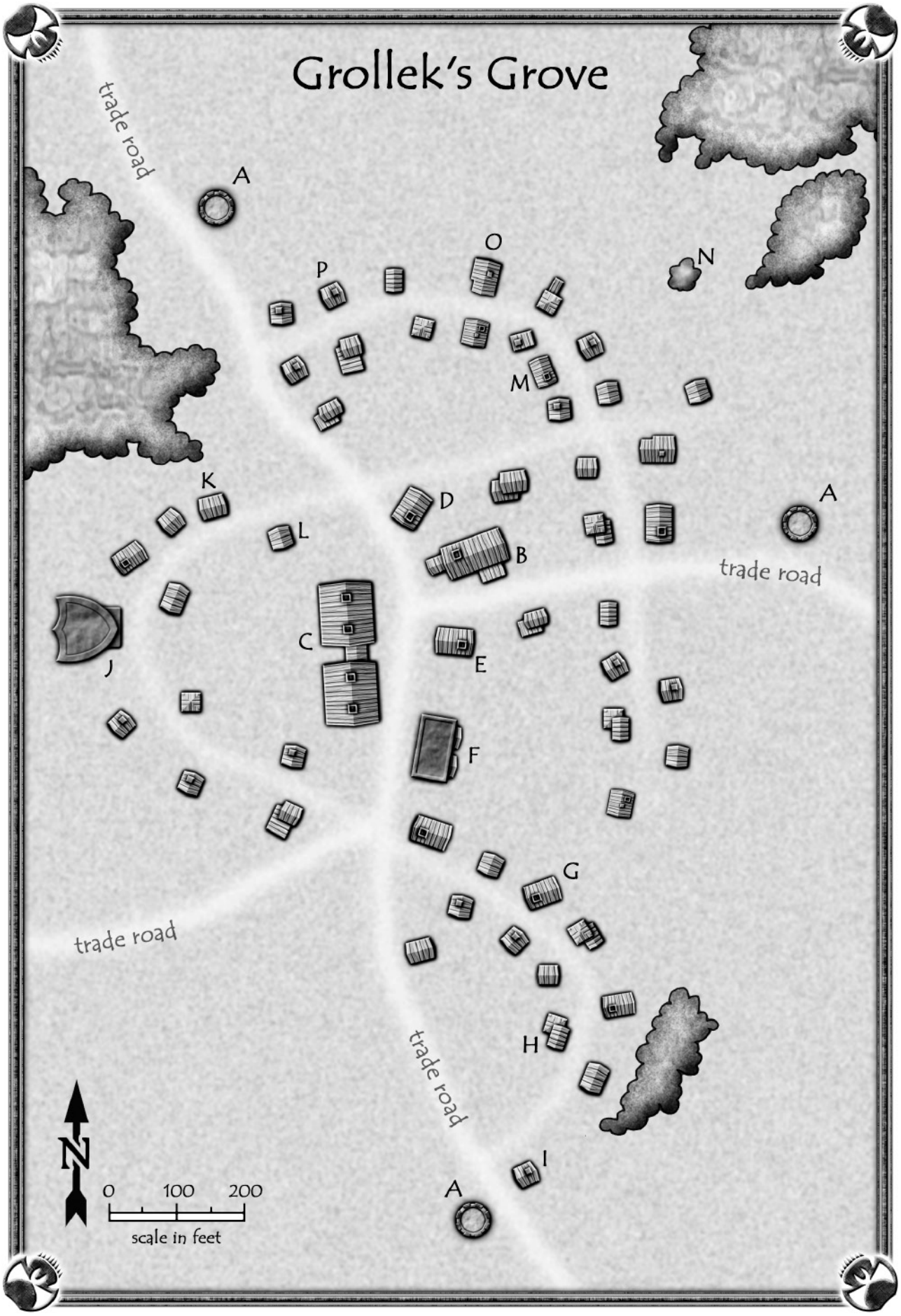
Roll 1d20 or select a rumor from the following table:

1d20	Rumor
1	There is a large reward for finding a cure for the curse.
2	"That crazy druid lady with the tiger probably did it. Did you see that tree she lives in? She grew it in a single day." (False. Leah Redoak is innocent.)
3–5	"Lord Morrick cheated a druid council, and everyone knows you don't mess with druids if your livelihood depends on growing things." (False.)
6–8	"Richard Arien only claims to be offering a reward. He is really just another damn noble tricking people into finding their deaths at the mansion." (False, although he does require irrefutable proof of the curse's cause before paying.)
9–11	"Lord Morrick was a rich, rich man. His mansion is full of treasure." (True.)
12–13	"Lord Morrick's wife was a beautiful woman, perhaps too beautiful. Maybe she was a demon, and maybe she cast the curse." (False, although Lady Morrick was beautiful.)
14–15	"The curse is just a story the nobles are using to cover up the murder of Lord Morrick and his family." (False.)
16–17	"One of Lord Alistair Beval's enemies hired a powerful wizard to curse everyone at the wedding as a way to strike at his family. After all, the curse did kill his son." (False.)
18	"Lord Morrick was a dark mage who used pacts with demons to further his own goals. One of his bargains went wrong, and a demon did this to his family in retribution." (False.)
19	"Lord Beval cast the curse to get rid of his son and the entire Morrick family." (False.)
20	"Lord Eldoran, Lord Morrick's next door neighbor and competitor, hired a wizard to curse the wedding." (Half-truth.)

The Referee is welcome to devise additional rumors that fit better with his or her game world. Rumors should add to the mystery of the curse and whoever cast it. Further rumors should reveal the names of Leah Redoak and Thyran Whiteoak as people who came to town to study the curse. Very little questioning is needed to reveal that Sarah Lyrean and Jasmine Welk are also excellent sources of information about the town and the area around it.

Keyed Locations in Grollek's Grove

The following locations are marked on the map of Grollek's Grove. Lettered locations are briefly described along with minor NPCs who can be found there. Major NPCs are listed along with the various locations where they may be encountered. One location, the home of Lady Sheila Eldoran,


Grollek's Grove
trade road
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has an additional map along with keyed encounters; this map is provided in the event the characters attempt to complete one of the minor quests.

Descriptions of some minor NPCs are provided to give the Referee and the players an opportunity to role-play information gathering. The Referee may simply choose to provide the characters with the list of rumors detailed above. If the characters end up in combat with an NPC, the Referee can decide which spells any spellcasting NPCs has prepared.

Area A: Guard Towers

These stone guard towers rise up to a height of 40ft and give a clear view of the surrounding hills and valleys. At each tower, **10 guards** are always on duty, 5 resting or sleeping with their weapons nearby and the other 5 standing watch either on top of the tower or patrolling around its base. The guards do not shout greetings at travelers unless they are greeted first. Their main job is to watch for large wagon trains and caravans as well as for groups of potential bandits. There is a 20% chance that **Lauren Darkbrow** is checking on the guards in the tower when the characters pass by.

Each tower has three levels. The first level is devoted to the horses and is filled with hay, grain, and several stalls. A narrow stairway leads up to a rest area on the second level containing cots, tables, and chairs for the guards who are not on duty. The third level is devoted to storing a number of heavy crossbows, longbows, shortbows, and ammunition. A stairway leads through a trapdoor to the top of the tower that looks out over the town as well as the roads leading into it. Doors big enough for large warhorses lead into the tower. The doors are made of thick oak reinforced with iron bands and are barred from the inside when closed.

Guards (Ftr2) (2): **HP** 15, 12; **AC** 4[15]; **Atk** longsword (1d8+1) or shortbow x2 (1d6+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30; **Special**: +1 to hit and damage strength bonus.

Equipment: chainmail, shield, longsword, shortbow, 20 arrows.

Guards (Ftr1) (8): **HP** 8x2, 7, 6x3, 5x2, 4, 3; **AC** 6[13]; **Atk** longsword (1d8+1) or shortbow x2 (1d6+1); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15; **Special**: +1 to hit and damage strength bonus.

Equipment: leather armor, shield, longsword, shortbow, 20 arrows.

Area B: The Waving Hand

The Waving Hand is the town's finest inn simply by virtue of the fact that it is also the village's only inn. If the characters want to stay elsewhere, they must rent a house. In truth, the massive inn is clean, well-cared for, and reasonably priced. **Markus Brek**, the proprietor, has made an agreement with the local thieves' guild that keeps any of his renters safe from theft — while they are in the inn, that is. This protection agreement extends to all theft at the inn. Anyone robbing patrons at the inn is hunted down by the thieves' guild. The inn has 45 rooms, far more than one would expect for a small village, but this is because so many travelers pass through Grollek's Grove. Though clean and safe, the inn and rooms are almost devoid of decorations, making it feel drab and plain. While the inn does not have any stables, Whitebrand Stables across the road is large enough to keep any horses the characters may have.

Markus maintains a bar and a small restaurant as a convenience to his renters, as he makes most of his money from rent. Most people prefer to attend the much larger and more boisterous Prancing Unicorn for food and fun. Markus' daughters **Helen** and **Rita** take care of serving food, and his wife **Ellen** cooks.

Markus is a friendly, balding man with a pudgy face and a massive belly. Wrinkles have begun to pull at his cheeks and the skin around his eyes, and his belly sags over his belt. Markus is very friendly to travelers, as they are his business, and he is happy to give them directions to any place in town. While he knows a little about Lord Morrick and Lord Eldoran, he does not like to talk about them. All he knows about the curse is that it exists and that people are terrified of it. He prefers not to discuss the curse and constantly makes signs to ward away evil when it is mentioned.

Area C: Whitebrand Stables

Martin Whitebrand runs the largest stables in the area. The building is easily three the size of any other stable building, with a large area behind the stables for storing wagons and additional animals if needed. More than 200 individual stalls are built into the massive building, and each stall has hooks and pegs to hold saddles, reins, and other personal equipment if people trust enough to leave it behind. Martin has an agreement with the thieves' guild: The guild watches people as they go in and out of the stables, but does not steal anything from the stables themselves and exacts revenge on anyone who does. Horse theft in Grollek's Grove is considered a capital offense. Guards check on the stables almost once an hour. Martin has **8 stable hands** and charges 5sp per day for housing animals.

Area D: The Prancing Unicorn

The Prancing Unicorn has a reputation for fine food, excellent wine, and even better brandy. While prices are about double standard, everything here is of the highest quality. In addition to the fine food, **Jasmine Welk** entertains here every night, bringing in large crowds. The place is run by a halfling named **Lorath Quill**, who employs a number of different serving girls and bartenders to keep up with the crowds. Lorath's wife **Mirabelle** does all of the cooking, with help from their three daughters **Laura**, **Rianna**, and **Bethany**. The Prancing Unicorn is an excellent place to meet people in town and hear a number of different rumors about the curse. The large crowds generally force Lorath to hire bouncers to keep everything under control. The **2 bouncers** are usually hired through his brother Brandarb and are almost always members of the thieves' guild. There is a 30% chance that **Richard Arien** is here on any given night.

The boisterous crowds are a rich source of rumors and stories.

Bouncers (Thf1): **HP** 4x2; **AC** 7[12]; **Atk** leather sap (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special**: backstab (x2), +4 saves versus magic, +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%;

Equipment: leather armor, leather sap. Bouncer #2 wears a silver ring (5sp).

Area E: Quill's Handy Travel Supplies

Brandarb Quill, brother to Lorath Quill (**Area D**), runs this deceptively small shop. While not many goods are on display, a hidden trapdoor leads down into a massive storeroom holding a wide variety of mundane supplies. Brandarb sells any standard traveling supplies found in the ***Swords & Wizardry*** core rules. He is willing to purchase more expensive items, but he is willing to pay only about one-third their normal value. Unknown to the guards or almost anyone else in town, Brandarb is the guildmaster of the thieves' guild and acts as a fence. He makes absolutely sure that stolen or rare items are sold somewhere else and never holds valuable property anywhere in his store to avoid bringing suspicion upon himself. By making certain that most robberies are done well out of town or at least not noticed until the victim has left Grollek's Grove, Brandarb ensures that the thieves' guild maintains a low profile. Anyone giving the proper signals is told of the "rules of the town" and allowed to purchase thieving tools.

Area F: The Village Hall

This building contains offices for **Miriam Kriel**, the magistrate, as well as **Lauren Darkbrow** and **Brent Westlight**. Guard barracks are next to the jail cells, making escape unlikely. Magistrate Kriel's offices and a large courtroom take up the center of the building, while Lauren's offices and living quarters are in the back. The magistrate acts as the village organizer, mayor, treasurer, and judge. She took over for her father, who never returned from the wedding at Morrick Mansion. A minimum of **15 guards** are always on duty here, sometimes more when the weather is bad and the number of guard patrols is cut down. Guards within have access to a variety of weapons and can ring a large bell to alert other guards in the village if there is an attack or an escape.

The village hall is a stone structure unlike any other in the village. Thick slabs of granite form the walls and massive stone doors framed in steel provide the only entrance into the building, while thick iron bars block off the narrow slots in the stone walls that claim to be windows. The building is designed to be imposing as well as threatening, and it succeeds in every way.

Guards (Ftr2) (5): **HP** 15, 13x2, 12, 9; **AC** 4[15]; **Atk** longsword (1d8+1) or shortbow x2 (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30; **Special**: +1 to hit and damage strength bonus.
Equipment: chainmail, shield, longsword, shortbow, 20 arrows.

Guards (Ftr1) (10): **HP** 8, 7x3, 6x2, 5x4; **AC** 6[13]; **Atk** longsword (1d8+1) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15; **Special**: +1 to hit and damage strength bonus.
Equipment: leather armor, shield, longsword, shortbow, 20 arrows.

Area G: Karlugron's Armory

One end of this long building is set aside as living quarters while the rest is taken up by a massive forge and a vast number of blacksmith's tools. Barrels containing oil, water, and salted water are lined up near the forge itself, and various chunks of metal and coal are piled in different bins and hoppers. **Karlugron** sells metal weapons and armor. He has one human apprentice named **Warren** and one dwarven apprentice named **Hilgran**.

Area H: Thyran Whiteoak's Home

Thyran Whiteoak rented this small home when he first moved to Grollek's Grove because he knew his research would take time. Two of the three small rooms in the cottage have been devoted to his research, while the third is his bedroom. Thyran stores various potion-making materials in several large trunks in one of his rooms and keeps a number of spellbooks and research texts hidden in a trunk upon which he has cast *wizard lock*. Despite his wealthy appearance and fine clothing, Thyran does not store any money in the cottage. He either carries it with him or has it stored someplace else, much to the annoyance of the thieves' guild, which has spent many hours going over everything in the cottage while Thyran is out.

Area I: Mike's Leather Shop

Placed well out of town because the awful stench of the tanning process has a tendency to turn good neighbors into enemies, the leather shop makes and sells fine leather goods. The building has two rooms, one devoted to tanning and drying leather and the other used for making and selling the final products. Vats of foul-smelling chemicals fill the tanning room while racks for stretching and drying leather take up all of the walls. **Michael Brath** is found here during the day along with his apprentices, **Jen** and **Kyle**. Mike sells leather clothing, bags, boots, backpacks, and armor. The armor he sells is exceptional, for he refuses to make anything less, and he charges twice what others would for the same armor. All of his leather goods bear impressions of eagles, hawks, or other birds, as well as his particular symbol. Most of his trade is now in the leather clothing that has come into fashion in some of the larger cities.

Michael does not live here, the smell is too awful even for him to bear, so he cannot be encountered here at night. He bars the windows from the inside and locks the heavy oak doors. Michael pays protection money to the thieves' guild and keeps his store goods in an unlocked chest.

Area J: Temple to Kudrak

A massive, shield-shaped temple rises near the road. **Sarah Lyrean**, the high cleric in town, as well as a number of other **junior priests** (2 Clr3, 2 Pal1, and 5 Clr1) live in small rooms off to the side of the main altar room. The altar is shaped like a shield and draped with a red velvet covering. Rich tapestries decorating the walls depict numerous battles, usually focusing on individuals protecting innocent children. While the temple is not officially protected by the thieves' guild, few thieves are bold enough to risk angering a god. There has never been a reported theft, but several young men have mysteriously died while "praying" in the temple in the middle of the night. At least **2 clerics** and **2d6 worshippers** can be found here at any time during the day and **4 or more clerics** and **1d4 worshippers** at night.

Kudrak, Lesser God of Guardians

Alignment: Lawful
Symbol: stone hammer on a silver shield
Garb: No formal priestly attire, but priests often wear armor during celebrations and always wear their armor at least one day a week.
Favored Weapon: warhammer
Form of Worship and Holidays: Clerics usually lead prayer ceremonies at dawn and dusk, but participation is always considered optional.
Typical Worshippers: farmers, guardsmen

Kudrak is usually depicted as a large male human in silver plate mail and holding a large silver shield and a massive stone hammer. Kudrak is worshipped by guards and farmers, who are thought of as "protectors of the fields." Clerics of Kudrak consider themselves protectors of whatever community they live in and are always willing to assist the city militia in any manner. Unlike many gods, Kudrak demands little in the way of ceremonies, instead focusing on the actions of his followers. Those who pray do so at any time of the day or night. Almost as many paladins worship Kudrak as clerics.

Area K: The Deadly Arrow

Jacob Rain keeps his store and workshop impeccable and organized. Woodworking tools line the walls in order of their size, shape, and purpose, and the special wood and bone he uses are stacked in individual lots. Jacob's bows and arrows are of the highest quality, enabling him to ask for and receive premium prices. Jacob works here alone, and, since his wife's death, does not go out at all, so he can be encountered here at any time during the day or night.

Jacob makes bows and crossbows, as well as magical bows with up to a +2 bonus. These magical bows are expensive because he needs to import

some of his materials. It is left to the Referee to determine how much to charge based on what special materials Jacob requires.

Area L: Mistwright's Gems

Known for his gem-cutting and jewelry-making skills, **Furnk Mistwright** lives and works in this small but solid building. Furnk pays a large sum to the thieves' guild for protection. Between the guild and the village guards, he has very little fear of robbery. He leaves his doors unlocked but stores all of his gems and products in a **massive vault** in the back of the store when he is not home.

The steel vault can be opened only with a special key. Opening the vault without the key or breaking it open triggers a **paint trap**. The paint identifies thieves without causing any permanent damage to any of the items stored in the vault. The paint sprays anyone in a 10ft radius. It takes at least an hour of scrubbing to remove the paint from the skin and hair, and 2–3 hours to remove it from clothing before the paint dries. The paint stains are permanent on non-magical clothing once the paint dries.

Treasure: The vault contains over 8500gp worth of gold and gems. Paint marks any thieves for easy identification. Robbing Furnk makes the characters a target for the thieves' guild as well as the village guards, and thieves are generally rewarded with an early grave before they have a chance to spend their ill-gotten gains.

Area M: Richard Arien's Home

Richard Arien purchased this small cottage when he moved into town. He knew it would be some time before questions surrounding the curse were properly answered. Though small, the cottage is beautifully decorated. The characters can find Richard here during the day, but at night there is a 30% chance he is at the Prancing Unicorn.

Richard keeps a great deal of treasure in a **sturdy wooden chest** beneath his bed. Many suspect the reward money is hidden here; they are wrong, but after three thieves died trying to find out, nobody else has dared to open it. Richard is rather confident in the traps the chest possesses and with good reason. Although the items he stores here are valuable, he does not see why anyone would risk their life for them.

The chest is squat, ugly, and incredibly sturdy. Attempting to move or open the chest without the key triggers a **poison gas trap** (10ft radius, save or die). Magical wards on the chest keep the lock attuned to a special key that Richard has with him at all times.

Treasure: The chest contains a *cloak of protection +2*, gold and gems totaling 6000gp, and spellbooks containing the following spells: 1st—*charm person, light, shield*; 2nd—*detect invisibility, pyrotechnics, web*; 3rd—*fireball, hold person, monster summoning, protection from normal missiles*; 4th—*fear, remove curse*.

The spellbooks are of no value to Richard; a friend gave them to him many years ago, and he simply has not found anyone he felt like passing them on to. He offers the books to any wizard characters who assist in the rescue of Larissa Morrick.

Area N: Leah Redoak's Tree

Leah Redoak picked a small area at the edge of town to grow her home. Several weeks of spells and hard work encouraged an oak tree to grow to a massive size. She created a home in the base of the tree through the use of wood shaping spells and possibly other magic as well. Beautiful flowerbeds and small bushes provide an intricate, peaceful garden where she and her tiger companion **Shriluc** are usually found resting. She makes some trips into the village, but Shriluc rarely lets her go alone and he tends to frighten people. There is a 10% chance that **Sarah Lyrean** is visiting Leah when the characters come to call and a 30% chance that a villager is visiting her seeking potions or healing.

Area O: Culpec's Potions

Culpec sells a variety of potions to travelers and merchants. While clerics at the Temple of Kudrak sell potions as well, they do not have the same selection as Culpec and they tend to ask questions, something Culpec never does. Vials and jars full of various herbs and mysterious concoctions line shelves along all his walls, and a number of labeled potions sit on one of his shelves. People know well that Culpec does not properly label a potion until he sells it; most of the labels are nonsense to anyone other than him or misleading if they are understandable. There is a 50% chance that a stolen potion is poison.

The curse has increased the demand for potions to the point that Culpec has a hard time keeping many potions in stock. He generally charges premium prices for his potions. Culpec sells the following potions: *healing* (100gp), *giant strength* (150gp), *flying* (150gp), *extra healing* (200 gp), and *purify food and drink* (300gp, as per the spell of the same name, pour it on the food or drink in question). Sarah Lyrean and Leah Redoak might be able to convince Culpec to cut his prices for the characters if they believe the characters are honest about their goals. Despite living here for almost a dozen years, Culpec is considered a "foreigner" due to his extremely pale skin, yellow eyes, and brightly colored robes. He visits the Prancing Unicorn at least once a week and has many friends, but he does not participate in gossip about the curse. He is somewhat frightened that providing any sort of opinion on what happened might make people somehow suspect him.

Area P: Lady Sheila Eldoran's Home

Lady Sheila Eldoran took over all of her uncle's businesses and property when he died. Rather than living in the mansion out in the vineyards, she lives in the small house that acted as an office for Lord Eldoran when he met with merchants or did other business in the village. Her move to the village started a number of rumors. At first, the rumors suggested she was having an affair with a married man in town. News of the slowly spreading curse has led to new rumors that she is afraid to live next door to Lord Morrick's cursed property. Her home, while relatively small, does have several rooms the characters may decide to investigate. A vault in her office contains notes Lord Eldoran made while planning his curse against Lord Morrick. These papers provide definitive proof that he cast the curse and could lead to the dissolution of his estate if they are discovered. Lady Eldoran has kept them in the hopes she can find a way to prevent the curse from taking over her inherited lands.

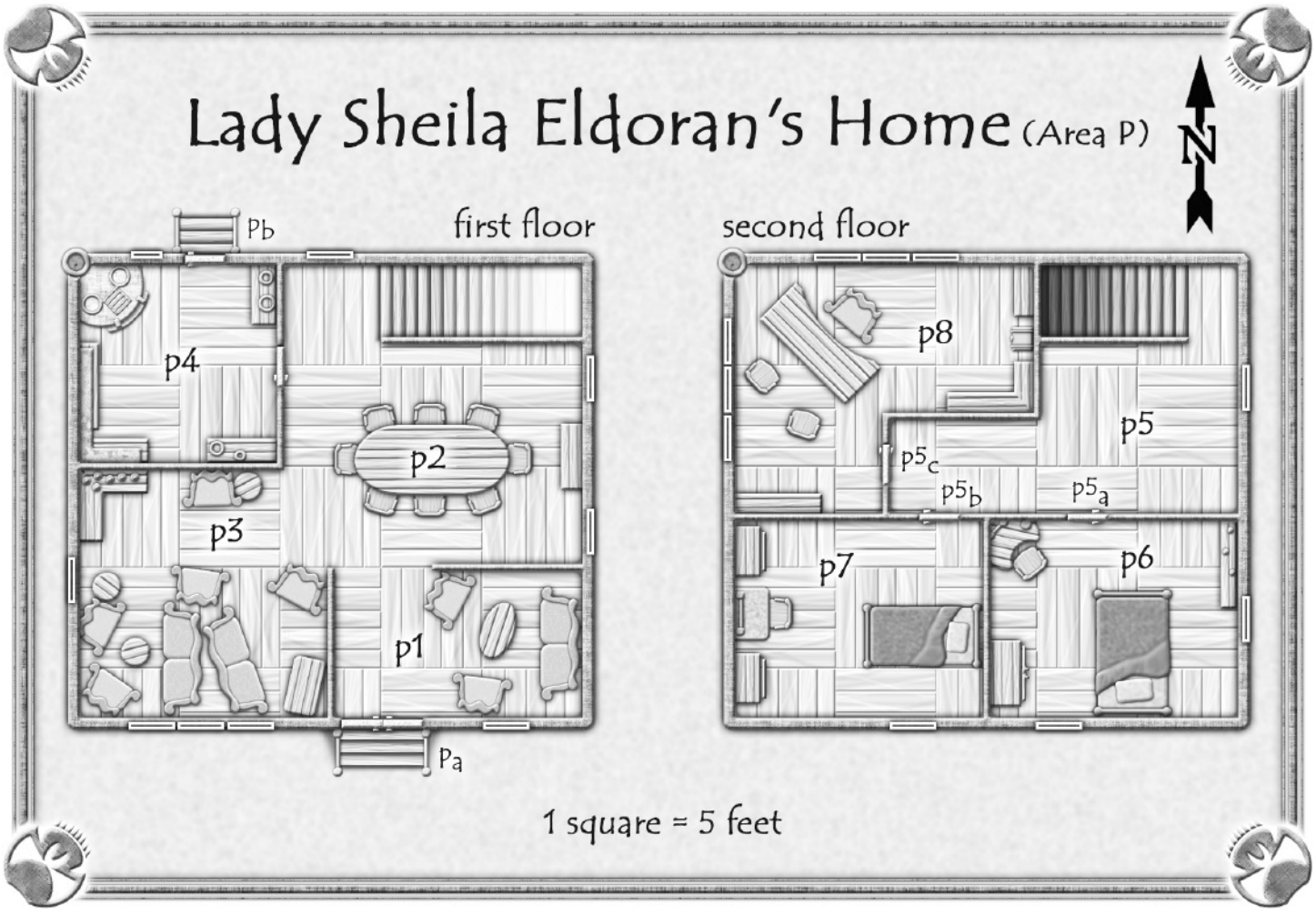
Breaking into the home is a very touchy, dangerous matter. While Richard Arien might suggest it in an offhand way, he is certainly unwilling to admit to telling the characters to do anything illegal. If the characters are caught invading Lady Eldoran's home, the guards arrest them. If the characters kill anyone in the home while trying to find evidence against Lord Eldoran, they might end up standing trial for murder. During daylight hours, a number of servants work in the home and there are several additional guards. Descriptions and encounters detailed below presume the characters make a robbery attempt late at night when the servants are away. Two doors provide entrance into the home, and there are glass windows for all rooms, including rooms on the second floor. Windows on the second floor are barred shut and need to be broken in order to obtain entry.

Pa — These oak double doors are barred shut from the inside and there is no way to unlock them. Breaking down the doors creates enough noise to wake the neighbors and alert the guards.

Pb — This steel reinforced door has a gap where a thin dagger or short sword can raise the bar and open the door. The guards in **Area P2** have a 1-in-6 chance of noticing any such attempts.

Area P1: A Grand Foyer

The foyer acts as a sitting room for merchants and businessmen who come by to make transactions or agreements during the day. It opens into a wide sitting room with comfortable sofas and chairs placed round a small table. Small niches in the paneled walls hold porcelain vases containing beautiful flower arrangements. Tapestries bearing abstract designs adorn the walls



between the niches, leaving almost none of the pale wood paneling bare. At night, the foyer is deserted, but during the day at least one servant and most likely several guests are here. Each of the porcelain vases is a unique specimen specially made for the Eldoran family. Not even the thieves' guild would likely risk selling them. The foyer opens up into a large dining room to the north as well as into a living room off to the west.

Area P2: The Dining Room

This room — in fact, the entire house — is designed for entertaining important guests, and it is decorated to show off a great deal of wealth. An oval mahogany dining table surrounded by eight chairs fills most of this rather small room. An ornate china cabinet against the east wall displays a number of unique porcelain plates, and statues and small paintings depicting arrangements of fruits and flowers adorn the walls. While some of the items would be worth stealing, selling them in town would be almost impossible. The characters risk their theft being discovered and prosecuted if they attempt to steal goods from here.

At night, **2 guards** are always on duty here. They are paid to be alert and do a very good job of it. They play cards together, checking the kitchen and front entry at random intervals. If they hear breaking glass or banging on one of the doors, they investigate immediately. If they discover characters inside the home, they begin shouting and making noise while they attack. Lady Eldoran (**Area P6**) wakes up and comes to assist them within 4 rounds of their initial shouts. Getting past the guards and up to the second floor is very difficult without a great deal of planning.

Ingrid (Ftr2): **HP** 11; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special**: none.
Equipment: chainmail, longsword, belt pouch with 27gp, 43sp.

Gerald (Ftr2): **HP** 11; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: chainmail, longsword, belt pouch with 12gp, 15sp.

Tactics: Both guards simply charge forward and attack, making as much noise as possible. They focus attacks on anyone they believe is attempting to cast a spell.

Area P3: A Cozy Living Room

This room is an opulent display of wealth. Plush chairs and velvet-covered sofas surround small tables to create separate areas for ongoing discussions. An ornate bar in the northwest comer displays several bottles of expensive brandy (six bottles of extremely expensive brandy worth 45gp each). Large plate glass windows look out over the street, and delicate silk tapestries decorate the walls.

Area P4: A Small Kitchen

Pots and pans hang from hooks on the ceiling, leaving a single clear area near the pot-bellied stove standing in the northwest corner. A great deal of cooking must be done in this kitchen, because it is impeccably clean and well cared for. Cabinets around the edges of the room must hold other cooking utensils as well as plates and silverware. A door in the east wall leads into the rest of the house. Extremely tall characters need to watch their heads and make certain they do not bump any of the pots and pans as they walk through the kitchen because any noise immediately alerts the guards in the dining room. The door to the rest of the home is set on special spring-loaded hinges and opens and closes silently.

Area P5: The Second Floor Landing.

A wide landing extends into a narrow hallway to the west. Three matching wooden doors spaced along the walls lead into the bedrooms and the office. Paintings of boats and ocean scenes adorn the walls, but there is a surprising lack of other decorations. The three doors are unlocked. Lady Eldoran simply does not believe anyone can pass by the guards to reach the second floor without making any noise.

Area P6: Lady Eldoran's Bedroom

Ornate mahogany furniture fills the room, and beautiful paintings depicting waterfalls and forest scenes decorate the walls. If the characters enter at night, **Lady Eldoran** is sleeping on the massive bed in the center of the room. She is a light sleeper, and any noise in her room awakens her. If awakened, she screams for her guards and creates as much noise as possible. A childhood fear of the dark forces her to keep the room lit at all times, even when she is sleeping. Lady Eldoran also wakes if the guards downstairs begin shouting. If the guards wake her, she gets up, loads the light crossbow hidden beneath her bed, casts *shield* on herself, and heads downstairs.

Lady Sheila Eldoran (MU4): HP 11; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 9 (with cloak & ring); **AL** C; **CL/XP** 6/400; **Special:** +2 saves versus spells, wands and staffs, spells (3/2), pet cat (Slinker)

Spells: 1st—*charm person*, *magic missile*, *shield*; 2nd—*darkness 15ft radius*, *invisibility*.

Equipment: robes, *+1 dagger*, *cloak of protection +1*, *ring of protection +2*.

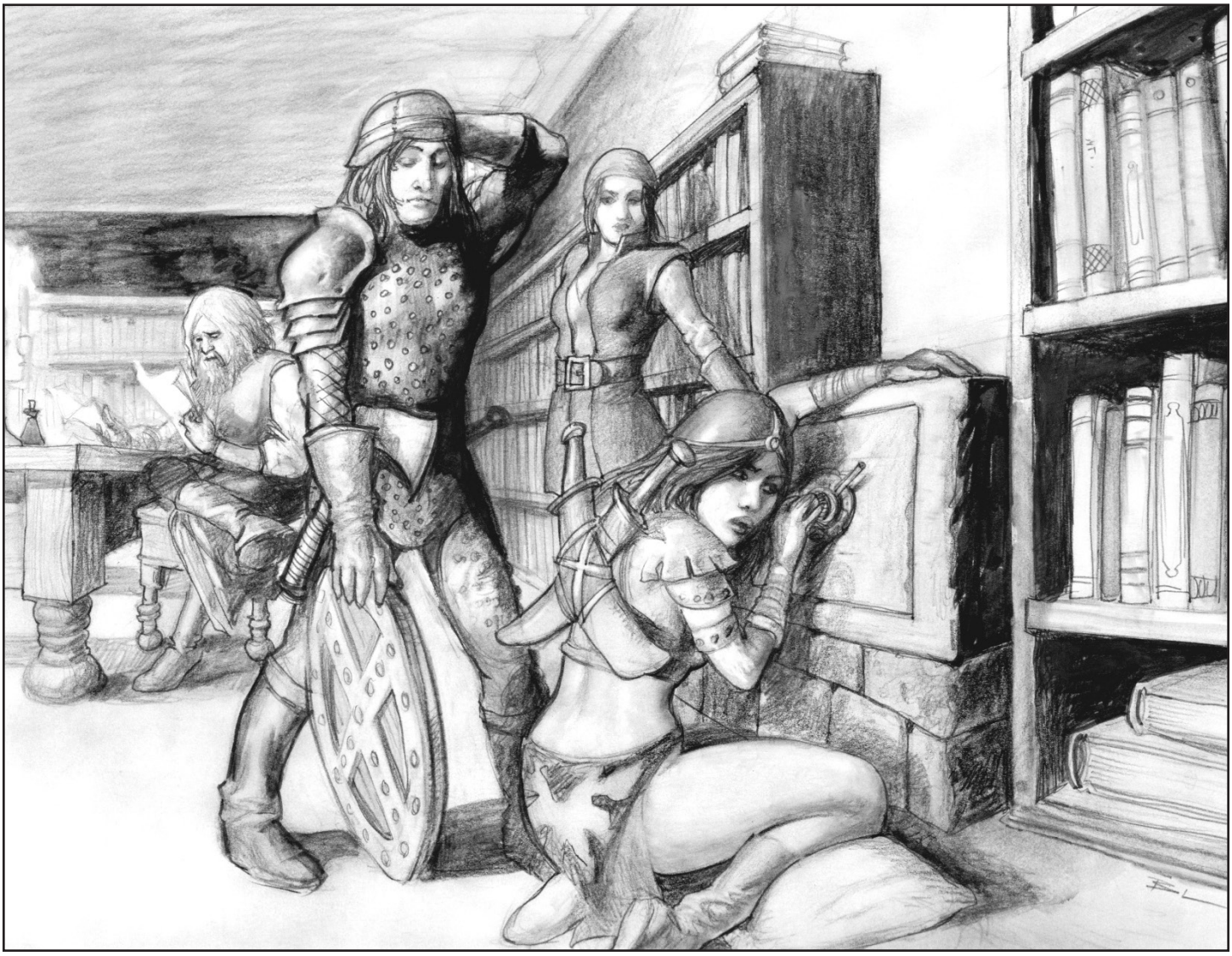
Slinker, Pet Cat: HD 1d6; **HP** 3; **AC** 6[13]; **Atk** bite (1d2); **Move** 10; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none

Description and Personality: Sheila wears a pinched, pained expression everywhere she goes. Heavy make-up covers her worst features, but her sarcastic and rather cruel personality keeps her from making any friends. Despite many rumors about her having affairs with married men, she has not had relations with any men at all and is unlikely to in the future. She never goes out, and her snobbery means that she will likely not even give the characters an audience.

Knowledge: Lady Eldoran knows her uncle is responsible for the curse, though she is unwilling to admit this knowledge to anyone. If confronted with papers stolen from her home, she claims they are forgeries, and proving otherwise is difficult without also admitting to the theft.

Tactics: Lady Eldoran uses *magic missile* on any characters attempting to close for melee combat with her and screams her loudest to alert her guards as well as the neighbors about the attack.

Referee Note: If the characters kill Lady Eldoran for any reason, they need to be extremely certain there is no evidence connecting them to the crime. Despite whatever evidence they find against Lord Eldoran, the Magistrate does not tolerate the murder of one person to find evidence against another.



Lady Eldoran keeps a few jewels in a jewelry box hidden in one of the dresser drawers. Opening the drawers quietly requires a Delicate Tasks check (with a –15% penalty), with failure awakening Lady Eldoran if she is sleeping in the room.

Treasure: The box contains emerald pendant earrings (250gp), a matching emerald necklace (1500gp), and a pearl broach (280gp). All of the items are easily identified as Lady Eldoran's and must be sold in a distant city.

Area P7: A Guest Room

Although clean and well cared-for, the room has the hollow feel of a place that is not being lived in. An elegant marble-topped vanity stands against one wall, flanked by two dressers made of an extremely dark wood with pale brown veins. A sturdy bed in the center of the room is topped with maroon blankets that match the several maroon tapestries hanging on the walls. The drawers are all empty. Lady Eldoran has not entertained any guests since she moved into the house. Despite its lack of use, the cleaning staff cleans this room every morning. Anyone hiding here during the day is almost certainly discovered by one of the servants.

Area P8: The Office

This grand office is clearly where most of the real negotiations occur. A massive wooden desk with a slate top stands in the center. A large brown leather chair rests behind the desk, which faces two smaller leather chairs. Bookcases line all of the inner walls, while large plate glass windows look out over small gardens to the north and west. A **squat steel safe** standing between two bookcases at the eastern wall holds numerous business papers as well as the notes Lord Eldoran made while planning the curse. Squat, ugly, and almost impervious to damage, the safe is not trapped and is relatively easy — though time consuming — to open.

The heavy safe is made of steel and has a complex combination lock (–20% Open Locks check). A prospective safecracker needs to make three consecutive checks to gain another number in the combination and open the safe.

Treasure: The safe contains a vast number of boring business documents of no use to anyone other than Sheila Eldoran. It also contains detailed notes written by Lord Eldoran describing his contact with Vrylick Werezkel, a minion of the Demon Prince Pazuzu, and the various things that the demon told him were required to curse Lord Morrick and his family. These documents provide definitive proof that Lord Eldoran is responsible for the curse and make clear that finding and destroying the pebble used as a source for the curse should end it completely. In addition, the safe holds a bag containing 850gp and 1396sp, as well as two spellbooks containing all of Lady Eldoran's spells plus 1d4+2 more of the Referee's choosing.

Chapter Two: The Mansion and Grounds

Lord Morrick's mansion is set on a low hill near the center of his property. Beautiful gardens surrounding the home were his pride and joy. A stone wall separates the gardens from the light forest to the south and the vast vineyards that surround the mansion on all sides. Horses were stabled outside the gardens because Lord Morrick owned several exotic wildcats that prowled the gardens.

The mansion and grounds are afflicted with a curse (see the **Introduction**) that extends to the very borders of Lord Morrick's property. Even the vineyards are tainted. All of the creatures in the gardens and the forest south of the mansion are also cursed. Most of the creatures are far more dangerous and aggressive than their normal counterparts.

When the characters enter the grounds and begin to explore, they become potential victims of the very curse they are investigating. They also become targets for some of the mutant people, animals, and plants that now occupy the mansion and the grounds. Many of the mutant creatures roaming the mansion and grounds were once servants or guests who came for the wedding. Some of the mutant servants and guests retain a small part of their sanity and can be reasoned with, while others have gone completely insane but still retain some of their skills. Creatures on the grounds and in the mansion are organized into keyed encounters at particular locations.

The Referee should feel free to move creatures based on the characters' actions. A random events table at the beginning of each subsection provides additional creatures and events that the characters might encounter during their investigations. Any new creatures the Referee decides to add to the mansion or grounds are considered cursed and have the special abilities related to the curse described in the **Introduction**.

Locations and encounters throughout the entire grounds and mansion are numbered sequentially to prevent any confusion about different locations. The characters probably need to rest several times while searching the area and might need to return to town several times for healing and care.

Note that there are several creatures in the Mansion and on the grounds which are cursed but have no significant changes to their abilities. The specifics of these creatures' manifestations of the curse, if any, are left for the Referee to decide using the **Curse Effects Table**.

Morrick Mansion Grounds

The mansion's grounds include the light forest around the road leading up to the mansion, the vineyards, certain buildings, and the walled gardens. The curse has twisted and mutated all of the plants, which possess a wide variety of different features including strangely colored leaves, branches, or flowers. Traveling through the area is thus an eerie, disconcerting experience.

The Main Road

The road leading up to the mansion was once a wide cobblestone road fit for carts and horses. The light forest now grows over the road; stones are misplaced by growing tree roots and erosion. When the characters first enter the path, the twisting branches and mutated trunks of the trees they see easily confirm rumors about the curse. Leaves on the trees vary in color, ranging from a depressing ash gray to bright yellow, and some of the trees bear strange, twisted fruit. Flowers on several bushes look more frightening than beautiful, but the forest is peaceful and quiet. The cobblestone road heading north has fallen into disrepair; tree roots stretch their way beneath the stones, and plants are beginning to creep over their surface. A few more years of growth and the road will be difficult to find.

The Light Forest

Soil on the southern edge of Lord Morrick's property is rocky and poor in nutrients. The light forest that grows there has been left alone because none of the owners saw any value in attempting to plant vines or other crops there. A number of flowering trees and bushes grow wild in the forest, along with many wild animals. The curse extends to include all of the plants and animals living in the forest, making even small animals potentially dangerous.

Characters who wander the forest may come upon several dangerous creatures, but they also have the opportunity to collect a number of mutant fruits and flowers that Leah Redoak or Thyran Whiteoak might want to study.

Random Events: Forest

Roll 1d20 for every hour the characters explore the forest to determine if one of the following events occurs.

1d20	Event
1–3	A **cursed wild boar** charges through the undergrowth and attacks the characters.
4–5	You hear the sound of distant laughter over the rustling leaves. The laughter fades as the breeze picks up and cannot be heard again.
6–7	The characters pass close to the burrow of a **cursed giant badger** that rushes out and attacks.
8–9	The shrill cry of a distant eagle filters through the branches overhead.
10–12	A **cursed weasel** attacks the characters.
13–14	Branches and bushes shudder and ripple as a massive dark shape flees into the forest.
15–20	No encounter.

The above events should be used once, if the Referee decides to use them at all. If the characters are wounded, the Referee can choose to avoid combat situations by having the cursed creatures flee from the characters or by making it obvious a creature is protecting its home and allowing the characters to retreat.

Badger, Giant (cursed): **HD** 3; **AC** 4[15]; **Atk** 2 claws (1d3 plus curse), bite (1d6 plus curse); **Move** 6; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** cursed (save or infected). (***Monstrosities*** 28)

Boar, Wild (cursed): **HD** 3+3; AC 7[12]; **Atk** gore (3d4 plus curse); **Move** 15; **AL** C; **CL/XP** 4/120; **Special:** continue

attacks 2 rounds after reaching 0hp, cursed (save or infected). (***Monstrosities*** 48)

Weasel, Giant (cursed): **HD** 3+3; **AC** 6[13]; **Atk** bite (2d6 plus blood drain plus curse); **Move** 15; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: blood drain for automatic 2d6 damage per round, curse (save or infected). (***Monstrosities*** 506)

The Vineyard

Walking through the vineyard is an eerie, disconcerting experience. The grapevines have suffered the same way trees and bushes in the forest have suffered. The vines are twisted, sometimes moving into the openings between rows, and their leaves have changed to a multitude of different colors. The vines still produce grapes, but some of the grapes have odd shapes and colors. Although the grapes are sweet and juicy, anyone eating them runs the risk of becoming cursed. Few of the creatures that wander the vineyard cause the characters any trouble; most flee as they approach. The characters might want to investigate several buildings in the vineyard.

Random Events: Vineyard

Roll 1d20 for each hour the characters explore the vineyard to choose one of the following encounters:

1d20	Event
1–2	You hear the blood-curdling screams of a dying creature, followed by a sudden, uneasy silence.
3	A **cursed thief** (Thf2) sneaks up on the characters and attacks.
4	A flock of **12 cursed ravens** swarms the characters, attempting to drive them away for some reason.
5–6	The characters discover the scene of a recent battle. Fresh, wet blood soaks the ground and broken vines nearby still ooze sticky pitch.
7	A **cursed monk** (Mnk2) looking for food decides to defend his territory by attacking the characters.
8–9	You hear someone crying softly nearby. The gentle sobs barely make it through the thick vines before suddenly stopping.
10	A **cursed eagle** dives at the characters in an attempt to drive them away from its nest. If the characters investigate and find the bird's nest, they see rotting eggs that will never hatch.
11–12	A **cursed halfling** (Thf2) emerges from the vines and attempts to speak. After making several unintelligible sounds, she flees back into the vines, crying.
13	A **cursed bat** dives silently from the night sky to make a surprise attack (night only).
14	A **cursed bugbear** screams a challenge as it emerges from the vines and points at a single character in a clear attempt to challenge that character to a one-on-one battle.
15–20	No encounter.

The Referee can choose to ignore any particular result or add creatures to make encounters more difficult. In general, the encounters are designed to make the area seem more frightening and eerie rather than to cause the characters major problems.

Bugbear (cursed): **HD** 3+1; **AC** 5[14]; **Atk** bite (2d4 plus curse) or by weapon (varies+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: curse (save or infected), surprise on 1–3 on a 1d6. (See **Area 2**)

Eagle, Giant (cursed): **HD** 4; **AC** 7[12]; **Atk** 2 talons (1d4 plus curse), bite (1d8 plus curse); **Move** 3 (fly 24); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: curse (save or infected).

Bat, Giant (cursed): **HD** 4; **AC** 7[12]; **Atk** bite (1d10 plus curse); **Move** 4 (fly 18); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: curse (save or infected), 10% chance of disease.

Halfling Thief (cursed) (Thf2): **HD** 2; **HP** 4; **AC** 9[10]; **Atk** dagger (1d4); **Move** 9; **Save** 14; **AL** C; **CL/XP** 2/30; **Special**: backstab (x2), +4 saves versus magic, +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 25%, Hear 3 in 6, Hide 25%, Silent 35%, Locks 25%;
Equipment: dagger.

Human Monk (Mnk2): **HD** 2; **HP** 6; **AC** 8[11]; **Atk** unarmed strike (1d2); **Move** 13; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: deadly strike, +1 damage with weapons, thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%;

Human Thief (cursed) (Thf2): **HD** 2; **HP** 6; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30; **Special**: backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%;
Equipment: dagger.

Swarm, Raven (cursed): **HD** 3; **AC** 8[11]; **Atk** swarm (1d6 plus curse); **Move** 3 (fly 18); **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: curse (save or infected), eye-rake. (***Monstrosities*** 533)

Numbered Encounter Areas

The following numbered encounters from the **Mansion Grounds** map are detailed below.

Area 1: The Wolverine's Burrow

A large, twisted tree beside the path conceals the burrow of a **cursed wolverine**. The characters have a 1-in-6 chance of noticing signs of the burrow. Cleverly constructed, the burrow is perfectly placed beneath the thorny branches of the surrounding bushes so that anyone trying to examine it would be subject to painful pricks. The wolverine's thick skin allows it to pass by the thorns without any ill effects. Short, squat, and evil-tempered to begin with, the curse has only strengthened the wolverine's bad points. Its skin is now a hard shell of thick scales, and it has gained a great deal of strength over the past few years.

Wolverine (cursed): **HD** 3; **AC** 5[14]; **Atk** bite (1d6+3 plus curse); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: curse (save or infected), ferocity (+4 to hit bonus), musk, scales (+1 AC). (***Monstrosities*** 516)

Tactics: While not very intelligent, this wolverine has lived far longer than any normal wolverine and has adopted several tactics that have benefited it in the past. If the characters are on horseback, it attacks and startles horses at the rear of the party. Horses shy from the mutant creature and attempt to buck their riders and run. Characters must succeed on a saving throw to remain seated. The wolverine attacks any character

thrown to the ground first. If the characters are on foot, the wolverine waits until the party passes and attacks the last character in the group.

Area 2: An Intersection

As the characters travel down the path, they approach an intersection outside the main gates. Carts and wagons for the vineyard simply took the eastern road toward the stables and vineyard while guests and staff continued north to the mansion. Now, **2 cursed bugbears** wait in ambush at the intersection. Their camouflaged hideouts are just south of the intersection on both sides of the road. These bugbears belonged to a group of adventurers that made its way to the region several years ago. Foolishly thinking they would be immune to the curse, the adventurers decided to loot the mansion before moving on. The curse mutated all of them; some died, and some moved to other areas in and around the mansion.

Bugbear (cursed) (2): **HD** 3+1; **HP** 20, 17; **AC** 5[14]; **Atk** bite (2d4 plus curse) or morningstar (1d6+1) or javelin (1d6); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: curse (save or infected), surprise on 1–3 on a 1d6. (See **Area 2**)
Equipment: morningstar, 2 javelins

Tactics: The bugbears are hidden on both sides of the road (1-in-6 chance to notice them). They wait until the main body of the party is between them before throwing their javelins. After they throw their javelins, they rush into battle shouting and screaming in an effort to demoralize their enemies. Both bugbears use their morningstars in battle, so there is no danger of being cursed by these particular creatures. If the battle goes poorly, the bugbears flee into the forest and try to meet up again at their hut (**Area 4**).

Area 3: The Main Gates

Well-worn granite flagstones line the ground beneath the imposing walls that extend to the east and west. The grand archway beneath the wall is tranquil but ominous. Although many visitors once passed through these grand gates, there is no sign that anyone has visited this place for many years. Dwarven handiwork is evident in both the walls and the heavy stone gates. Openings in the gates themselves reveal a large mansion towering over an overgrown garden.

The heavy stone gates are counter-weighted. They require only minimal strength to open, but swing shut on their own. Dwarven construction makes them immune to the lack of care they have experienced, so the gates still move soundlessly. If the characters proceed through the gates, the Referee should move to "**The Gardens**" section, below, for further keyed entries and descriptions. The characters may also choose to roam the forest a little further, where they might find some clues about the curse.

Area 4: A Small Hut

The bugbears that set up the ambush at **Area 2** make their home here in a small rough hut. Characters within 40ft of the hut have a 1-in-6 chance to notice it (3-in-6 for rangers, druids and elves). Anyone within 30ft notices it immediately. Twisting branches cut from trees in different parts of the forest were used to construct the hut, making it appear very unstable.

Although small, squat, and rather ugly, the hut is surprisingly clean. The bugbears keep their hut clean to avoid attracting the attention of other creatures in the forest. Twisted branches are split and tied together to create two low cots that are propped up against the walls. Natural peg-like

protrusions on the wall hold up various tattered cloaks and an old halfling-sized suit of leather armor.

Treasure # 1: Of the cloaks hanging on the wall, two bear Lord Morrick's coat-of-arms (a cluster of grapes beneath a shade tree); they came from two of his guards. The suit of armor is leather armor sized for a halfling.

Treasure #2: A careful search beneath the blankets and cots turns up 3 daggers, a longsword, and 45gp.

Area 5: A Rotting Corpse

The characters immediately recognize something is wrong when they pass within 30ft of the corpse. An overpowering stench of rot and decay fills the area, this oily, sickening odor coming from a lone corpse in an advanced stage of decomposition. An adventurer exploring the mansion suffered horribly from the curse, which eventually killed him; the curse mutated him so badly, even the maggots refused to consume his body. The slow rotting decay, combined with the curse, creates an odor that could frighten even the boldest adventurers. Examining the corpse and its decaying items requires a saving throw to avoid being overcome by the smell. Failure means the character is nauseated for as long as she remains within 30ft of the rotting corpse. Searching the corpse turns up an interesting diary.

Treasure: The corpse contains a pouch with 62gp, 123sp, and 91cp. A bag tied to the rotting leather belt around its waist holds a small book.

Kraluk's Diary: The cover of the book is inscribed with the name "Kraluk." While the book is not dated, it contains information about places Kraluk traveled to, including Grollek's Grove. Names and locations mentioned on the few pages that can be read suggest the book is 3 to 4 years old. While most of the pages are rotting, a few of the moist pages are legible, including one page that the characters should find most interesting:

> "Benrun says it is a curse, not a disease, and whoever placed the curse must live nearby. He says the curse is on the land and everything on it, not just people. I am not sure, but I expect he should know. We were attacked this morning by creatures the likes of which I have never seen. Frenish says they seemed almost demon-like. Whether or not she is right, the beasts had claws as sharp as steel. They ripped right through ..."

Area 6: An Abandoned Well

Bushes, trees, and grasses are cleared away from the sides of an ancient stone well. Twisted trees stretch their winding branches in a canopy cloaking the well in darkness. Fresh footprints mark the soft earth beside the crumbling walls, a clear indication that someone or something was here quite recently. Close examination of the footprints determines that whatever made them was a humanoid wearing boots. The prints are actually those of a cursed adventurer named **Gwen**, whose mutations changed her in very subtle ways. She heard the party wandering around and has kept herself hidden (1-in-6 chance to notice her). When one of the

characters leans over the well to look inside it or stands close to it, Gwen charges from her cover screaming "Murderer!" and attempts to knock the character into the well.

Gwen was part of an adventuring party that tried to explore the mansion several years ago. Her party never proceeded farther than the gardens. The curse has made her insane but has also given her incredible strength. She is a thin human woman, almost frail in appearance, bearing no outward sign of the curse's effects.

Gwen (cursed) (Ftr2): **HD** 2; **HP** 13; **AC** 7[12]; **Atk** longsword (1d8+4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 2/30; **Special**: cursed (+4 strength bonus to damage), multiple attacks (2) vs. creatures with 1 or fewer HD, +4 to hit and damage strength bonus.

Equipment: chainmail, longsword, belt pouch, 3 small rubies (45gp each), ivory scroll case containing illegible piece of parchment.

Tactics: Gwen hides and waits until a character is looking at the well or at least standing next to it before attempting to knock the character into the well (save or fall in). Whether or not she is successful, Gwen draws her longsword and attacks the nearest character. If the characters notice her hiding, she comes forward and acts peaceful until she is close enough to draw her sword and attack. Her insane state is one of the curse's effects, and she believes the characters are murderers and that they must die. Fortunately, her insanity keeps her from fighting tactically or fleeing when the battle goes against her.

The Well: The well is very old; the stone walls that surround it are only 3ft high. The mortar holding the stones together is decayed to the point that anyone leaning or pushing against the rocks easily knocks them over. If Gwen succeeds in pushing a character against the wall, it crumbles and the character falls into the well. The water is 10ft down but only 5ft deep, so very little falling damage is suffered (only 1d4 points, with a successful save to avoid all damage). Unfortunately, the water is tainted by the curse. Characters immersed in it must succeed on a saving throw every minute they are immersed to avoid the curse's effects (see the description of the curse in the **Introduction**). A character in the well can climb out (85% chance of success) or party members can assist him.

Area 7: A Strange Clearing

Investigation of the forest brings the characters to a small clearing. Grass in the center of the clearing is pressed down as if a large animal slept here. Rangers and druids have a 90% chance of identifying that the tracks look very much like those of a bear; all others have a 45% chance. The **cursed bear** heard the characters wandering through the forest and is now hiding just outside the clearing. Possessing only animal intelligence, the bear has slowly accumulated several shiny items it finds attractive and has hidden them beneath a small log in the clearing's center. If the characters begin to rummage around and search through its home, the bear gets angry and charges into the clearing to attack.

Ugly patches of scales and tufts of gray fur dot this creature's rather odd-looking skin. The strange combination improves the bear's ability to hide in the forest, but also certainly makes it extremely ugly. The curse has given the bear extremely sharp claws and very acute hearing, but age has made it rather frail.

Bear, Grizzly (cursed): **HD** 6; **HP** 32; **AC** 6[13]; **Atk** 2 claws (1d6 plus curse), bite (1d10 plus curse); **Move** 9; **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: camouflage (10% chance of being spotted in forest), curse (save or infected), hug (if both claws hit, 2d6 additional damage). (***Monstrosities*** 37)

Tactics: The bear charges forward to attack if the characters come near the log hiding its treasure. The bear simply charges at and attempts to kill the character closest to the log. If the characters flee, the bear stays close to its home.

Treasure: Hidden beneath a small log are several interesting items: a gold chalice studded with rubies (350gp), a jeweled scabbard for a longsword (350gp), a jade vase (100gp), and a scroll case made of ivory decorated with gold leaf (95gp).

Area 8: The Stables

While wandering the vineyard or even the forest or gardens, the characters notice the large stables that once housed the horses and carts for Lord Morrick and his guests. The building looks abandoned and decrepit now, and the doors stand wide open, beckoning the characters to enter. When the characters enter, they come upon an appalling amount of destruction. Horse skeletons collect dust in the stalls lining the northern wall, suggesting that many of the beasts were simply abandoned here to starve to death. Some of the bones show scratches made by teeth or claws, indicating some of the horses made their way into the stomach of a larger creature. Deep gouges in fragments of broken carriages and wagons show where powerful claws tore and splintered the wood.

A **cursed griffon** is hiding in the loft when the characters enter. It came here shortly after the curse and fed on the horses that were left tethered in their stalls. Its wings are twisted and mutated by the curse so it cannot fly, but it can jump extremely well. Once all of the characters have entered the building, the griffon leaps down from the loft in an attempt to pounce on one of the characters. It has not found as much food as it would like lately and so is extremely hungry.

This griffon is a sorry, rather disgusting specimen. The curse has mutated its wings, leaving them worthless for anything more than stability while jumping, and it has caused most of its feathers to fall out.

Griffon (cursed): **HD** 7; **HP** 36; **AC** 3[16]; **Atk** 2 claws (1d4 plus curse), bite (2d8 plus curse); **Move** 15 (leap 20); **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: curse (save or infected).

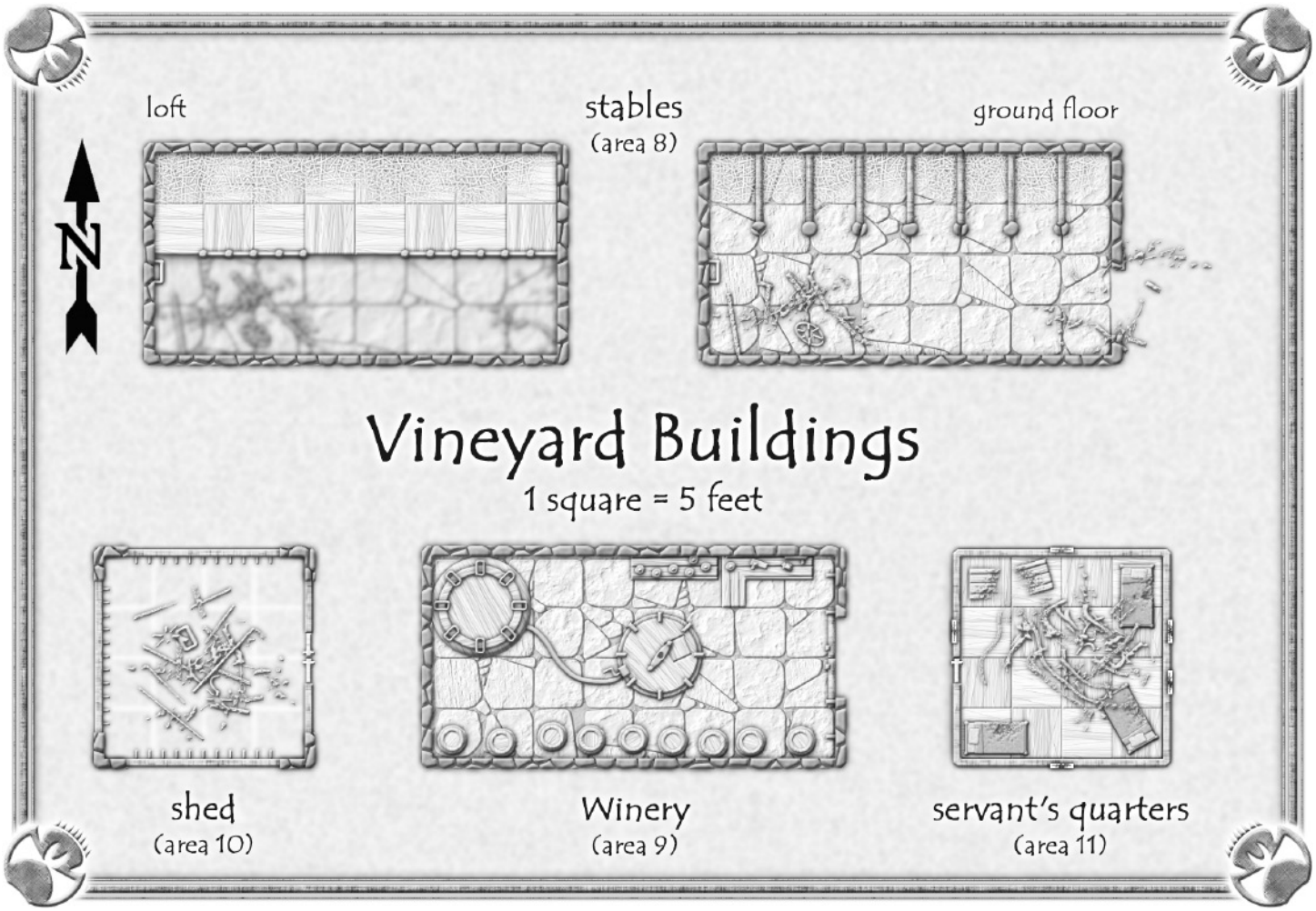
Tactics: The griffon hides in the loft at the end closest to the entrance to the stables. It waits until all of the characters have entered and pounces on the last character to enter the building. The griffon can run much faster than normal and jump higher and farther. It defends its home but has no desire to die and flees if the battle goes against it, although its lack of flying ability makes escape difficult.

Treasure: The griffon has hidden in the loft several items pulled from the carriages it tore apart. Careful searching of the loose straw turns up a small ivory statue (35gp), a twisted gold emblem (15gp), and a *bag of holding* (empty).

Area 9: The Winery

This large building, where the grapes were pressed and fermented into fine wine, is one of the sturdiest buildings on the grounds. The doors remain intact and closed. When the characters approach the building, they immediately notice its solid construction. While the doors are not locked, they have not been used in many years, so the hinges are quite rusty. If the characters combine their efforts, they open the doors easily to reveal a dark, dusty building abandoned for a very long time. Massive casks for the initial fermentation of wine line the southern wall, and bottling facilities are located in the northeast comer. A giant grape press stands in the center of the room attached to a rusted pump used to force the resulting juice into a massive tank in the northwest comer. Unlike other areas, time and neglect are the only causes of damage here.

A careful exploration of the entire building turns up some bottles of wine. The wine is of the highest quality and tastes wonderful, but it is a potent vehicle for the curse. A secret panel behind one of the wine racks opens easily to reveal a small niche holding several papers. One of the papers includes the directions used to create Lord Morrick's award-winning wine. This recipe is one of the items Lord Eldoran wanted to obtain, but his curse was so powerful even he was afraid to try to locate it. The recipe is written in a complex code that might be decipherable with



the proper key. Characters that examine Lord Morrick's library (**Area 28**) and discover his vault should be able to use the key found there to decipher the recipe.

Treasure: One of the pieces of parchment clearly has a wine recipe written on it in code. This recipe, if translated, is worth 1000gp to a qualified vintner.

Area 10: A Storage Shed

This sturdy, squat building is noticeable from a distance. It has no windows and a single door. The door is closed but unlocked and opens easily, revealing a shed full of odd farming implements and buckets. Pegs on the walls are clearly designed for hanging tools, but all of the items in the shed are on the ground. Someone threw all of the tools and buckets into the center of the room while searching for something along the walls.

When the characters enter the room the pile of tools moves slightly, possibly due to their opening of the door. Characters that pause to listen carefully hear some scrabbling and squeaking from amid the jumble of tools in the center of the shed. A group of **6 cursed dire rats** has made its home here. The rats are rather upset at the invasion of their home but wait several rounds before attacking to give the characters a chance to leave.

Rat, Giant (cursed) (6): HD 1d4hp; **HP** 4, 3x3, 2x2; **AC** 7[12]; **Atk** bite (1d3 plus curse); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** cursed (save or infected), 5% are diseased.

Tactics: The rats are not intelligent enough to have special tactics. They are cautious and wait several rounds before attacking in hopes the characters leave on their own. If the characters approach the center of the room, the rats attack immediately.

Area 11: Servants' Quarters

This building housed the servants who worked the vineyard as well as the extra workers hired when it was time to harvest and begin pressing the grapes. Characters approaching the building immediately notice that the windows are broken and that the door is ripped off its hinges. A close inspection of the outside of the building determines that the damage is old — rainwater soaked into the wood near the windows, and the wood now begins to rot. Characters who listen closely hear movement inside the building. As they enter the building, the party comes upon a scene of complete destruction, with piles of broken and splintered beds, tables, and other furniture spread across the large room. A stale, wet odor comes from the mildew that eats away the torn curtains and blankets. Some of the wood furniture withstood the initial damage, only to suffer from rainwater and lack of care. The building was clearly looted and destroyed a very long time ago.

A **cursed bugbear** hides in a corner behind some of the furniture. He is terrified of the characters and does not attack them unless they begin rummaging around in the servants' quarters or notice him. He found a fine wooden chest during some of his explorations and keeps it hidden with him. The chest has never been opened; he simply liked the wood it was made of and carried it back with him.

The curse has horribly mutated this bugbear's skull and face, and his entire body is covered with iridescent fish scales, so that identifying what he once was is almost impossible. Normally, he would be very good at hiding, but his shiny skin makes him much easier for the characters to spot (3-in-6 chance). While he is somewhat cowardly, he is very hardy and puts up a good fight if forced into combat. He speaks a small amount of common and speaks goblin fluently, but changes to his face and skull brought about by the curse make him difficult to understand. He tells the

characters anything he thinks they want to know in order to make them leave, making up details if he must. The truth is that he knows absolutely nothing about the curse, nor does he really know much about the mansion. He does know about the griffon in the stables because he has run away from it before, and he knows that several more bugbears were in his party when they attempted to loot the mansion.

Bugbear (cursed): **HD** 3+1; **HP** 24; **AC** 5[14]; **Atk** bite (2d4 plus curse) or javelin (1d6); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: curse (save or infected), surprise on 1–3 on a 1d6. (See **Area 2**)

Equipment: 2 javelins, wooden chest.

Tactics: This area is the bugbear's home; he fights to the death in its defense, but avoids combat if he can. If the characters advance on him or threaten him, he throws the 2 javelins he still has with him before closing for melee combat. He fights with his teeth because he lost his morningstar a long time ago.

The chest is made of a beautiful red-hued wood with light purple veins. While the chest is small, it is very well made and the lock is extremely complex (–30% Open Locks). Characters that choose to break open the chest rather than pick the lock destroy several of the potions inside (as determined by the Referee).

Treasure: The chest contains a *potion of heroism*, a *potion of extra healing*, 3 *potions of healing*, and a *potion of plant control*. All of the potion vials are unmarked.

Area 12: The Side Gates

Deep scratches and gouges mar the heavy stone gates, but the damage is only cosmetic. Dwarven construction is evident throughout the length of the tall stone walls that enclose the overgrown garden which lies beyond the heavy gates. Strangely, one of the heavy flagstones beneath the gates is shattered into small, sharp bits of gravel while stones near it show no damage at all.

The heavy stone gates are slightly wider than the main gates (**Area 3**) but are constructed in a similar manner. They are counter-weighted so that only minimal strength is required to open them, but they slowly close on their own if they are not wedged open. These gates are exactly like the main gates, but they lack Lord Morrick's coat-of-arms and bear scratches where someone tried to damage them. The sturdy dwarven construction has withstood the efforts to damage the gates, as well as the lack of care over the years. If the characters proceed through the gates, the Referee should move to "**The Gardens**" section, below, for further keyed entries and descriptions.

The Gardens

Numbered encounters and areas in this section are organized in a clockwise manner from the main entrance (**Area 3**). The gardens can be entered through the main entrance (**Area 3**) or the side entrance (**Area 12**), or the characters can climb over the wall and enter from a different angle. Walls surrounding the garden are made of stone and stand a full 12ft high. They are designed to set the gardens apart from the vineyard and help contain the wild and exotic animals that Lord Morrick added to his garden. Plants and animals occupying the garden are cursed in the same way as plants and animals in other parts of the mansion and grounds.

Though not as overgrown and dark as the light forest to the south, the plants here have a twisted aspect to them that matches the forest and perhaps even magnifies its strangeness. Time, the curse, and neglect have allowed the plants to become overgrown to the point that they fight each other for light and food. The curse seems to have festered and grown in strength here. The mansion itself has a twisted facade with broken windows and gargoyles that dangle over its entryway. Thin gravel paths circle through the overgrown gardens, passing hidden benches guests once rested on while viewing the plants.

Random Events: The Gardens

Roll 1d20 for every hour the characters explore the forest to determine if one of the following events occurs:

1d20	Event
1–3	A **cursed leopard** leaps out of hiding to attack a character at the rear of the party.
4–5	Loud roars echo off the garden walls. The echoes fade to an uneasy silence that even the breeze seems afraid to disturb.
6–7	**2 cursed servants** (see **Area 34**) looking for food see the characters and decide to attack.
8	The characters notice a **cursed guest** (see **Area 34**) at the same time as she notices them. She immediately flees deeper into the garden and hides.
9–10	A **cursed crocodile** emerges from the undergrowth, hisses at the characters, and begins to back away.
11–12	The characters hear sounds of a pitched battle somewhere deep in the garden. Loud guttural grunts and harsh laughter mark the end of the battle and a return to the uneasy silence that hangs over the garden.
13	A **demon mist** (see **Area 19**) attacks the characters in an effort to drive them mad.
14	Loud laughter echoes from somewhere inside the mansion.
15–20	No encounter.

The Referee might need to adjust the random events above based on where the characters have explored and what they have accomplished.

Crocodile (cursed): **HD** 7; **AC** 1[18]; **Atk** bite (1d8+2 plus curse); **Move** 9 (swim 12); **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: curse (save or infected). (see **Area 13**)

Demon Mists: **HD** 2; **HP** 14; **AC** 6[13]; **Atk** touch (1d4 plus touch of madness); **Move** 12 (fly); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** immune to fear, touch of madness. (see **New Monster Appendix**)

Guest (cursed) (2): **HD** 2; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: curse (save or infected). (see **Area 34**)

Equipment: shabby clothing, club.

Leopard (cursed): **HD** 3; **AC** 6[13]; **Atk** 2 claws (1d3 plus curse), bite (1d6 plus curse); **Move** 16; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: cursed (save or infected). (***Monstrosities*** 290)

Servants (cursed) (2): **HD** 1; **AC** 9[10]; **Atk** bite (1hp plus curse) or club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: curse (save or infected). (see **Area 34**)

Equipment: shabby clothing, club.

Area 13: Before a Grand Fountain

The carriage path splits into a large circle passing in front of the now decrepit-looking mansion. Twisted plants surround a grand fountain standing in the center of the circle. A thin coat of green algae covers the water in the fountain, yet the plants and algae cannot hide the grand splendor the fountain

once possessed. Sitting on a large rock playing different instruments are five mermaids. When water was pumped through the fountain, it spilled out of holes in the instruments to fall over the mermaids' bodies before splashing into a wide basin. Roots or tendrils from some of the thick flowering bushes surrounding the fountain reach into the stagnant water pooled in the basin.

Several small pet alligators lived in the basin of the fountain when it was cleaned and maintained. The curse mutated all of them, some horribly. One alligator eventually dominated by killing or chasing away all of the others. This **cursed giant crocodile** travels outside the fountain to hunt and sometimes hides in or around the bushes that surround the fountain. It has grown to a considerable size and is extremely strong. Mutations caused by the curse add extra layers of mud brown armored scales to its already thick hide and give it longer and sharper teeth than normal. Although its teeth are a venomous yellow brown color, it has no venom or poison other than the curse.

Crocodile (cursed): HD 7; **AC** 1[18]; **Atk** bite (1d8+2 plus curse); **Move** 9 (swim 12); **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: curse (save or infected).

Tactics: This creature hides beneath the bushes surrounding the fountain. It waits until the characters are within 10ft before darting out with a great burst of speed to attack. If it successfully grabs one character, it attempts to drag her back through the bushes toward the fountain.

Treasure: Some of the crocodile's past victims had jewelry or other items with them that are now hidden beneath the fountain's waters. Searching the fountain is hazardous because this water is tainted by the curse. Characters reaching into or entering the fountain must make saving throws against the curse for every 5 minutes of exposure (see details of the curse in the **Introduction**). After 20 minutes of searching, the characters discover an obsidian necklace (50gp), a small silver ring (5gp), a thin gold chain used as a bracelet (4gp), a copper bracer (1gp), a gold signet ring (10gp), and coins totaling 2pp, 12gp, 32sp, and 71cp.

Area 14: Before the Front Steps

Elegant white marble steps lead up to the doorway into the mansion (see **Area 26**, below). The sturdy marble shows the wear of many feet, but broken windows along the front of the mansion and the lack of any lanterns suggest the steps have not seen use for quite a long time. Gardens extending to the north, south, and west were once a place of wonder, bearing the elegance that the wealthy use to impress each other. That time is long past; now the gardens are so overgrown that not even the finest gardener could rescue them. The plants are intertwined and appear to be in some sort of quiet struggle, slowly strangling each other out of existence.

A **cursed leopard** hides beside the steps and ambushes any creature that comes near. The specifics of this creature's manifestations of the curse are left for the Referee to decide using the **Curse Effects Table**.

Leopard (cursed): HD 3; **AC** 6[13]; **Atk** 2 claws (1d3 plus curse), bite (1d6 plus curse); **Move** 16; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: cursed (save or infected). (***Monstrosities*** 290)

Tactics: The leopard simply attacks any creature within 20ft of the steps. It is extremely hungry and does not flee from combat.

Area 15: A Pale Blue Fountain

Water still trickles through this small, pale blue fountain hidden beneath the branches of several overgrown shrubs. The nearby plants swallow the gentle splashing sounds almost as effectively as they swallow the fountain. Flowers in varying shades of blue and purple surround the fountain. Where there was once beauty and tranquility, there is now a sense of twisted rage. Branches from the many bushes seem to tear at each other in a silent struggle for dominance. The gentle sound of splashing water cannot overcome the dark, sinister feeling brought upon this once peaceful place by the curse.

Magical pumps within the fountain still cause the water to flow. A *detect magic* spell reveals strong magic surrounding the entire fountain. The powerful magic of the fountain keeps the water within free of the curse. This water is the only water in the mansion or on its grounds that is safe to use for drinking or washing wounds.

Area 16: A Muddy Clearing

Deep gouges scratch the ground and broken flagstones, and trees and bushes are tossed aside like bits of shredded cloth. Fresh sap dripping from several of the mangled plants provides a tell-tale sign that whatever battle occurred here was very recent. In fact, **2 cursed ogres** had an argument earlier in the day. They are resting nearby and notice the characters entering the clearing. Cautious characters might notice the ogres before they rise to their feet and charge forward to attack, but in either case, neither group surprises the other.

Lizard-like scales cover both ogres in a bizarre pattern, though neither of the ogres has suffered much from the curse. Both were relatively insane and stupid to begin with. Aside from the lizard-like scales and slightly enhanced hearing, they fight as standard ogres.

Ogre (cursed) (2): HD 4+1; **HP** 28, 25; **AC** 5[14]; **Atk** club (1d10+1) or bite (1d6 plus curse); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** curse (save or infected).
Equipment: club.

Tactics: These ogres lost their spears in a battle with the patrol guards who chased them onto the grounds, so they fight only with their clubs. They are not intelligent enough to pick and choose the opponent who can hurt them the most; they simply attack the nearest character. Complete confidence in their strength and power makes these ogres ferocious in battle; they fight to the death.

Area 17: A Short Path Beside the Mansion

Plants near the base of the mansion are trimmed and cared for, and the gravel paths are raked. Such care does not extend far, however, nor does it reduce the twisted nature of the plants, but it is a clear sign that someone still works in the gardens. A thin gravel path passes along the base of the mansion, providing a protected passage for anyone approaching one of the two doors in the mansion wall. The lack of windows on the ground floor provides no clue as to its use. The northernmost door is barred shut from the outside.

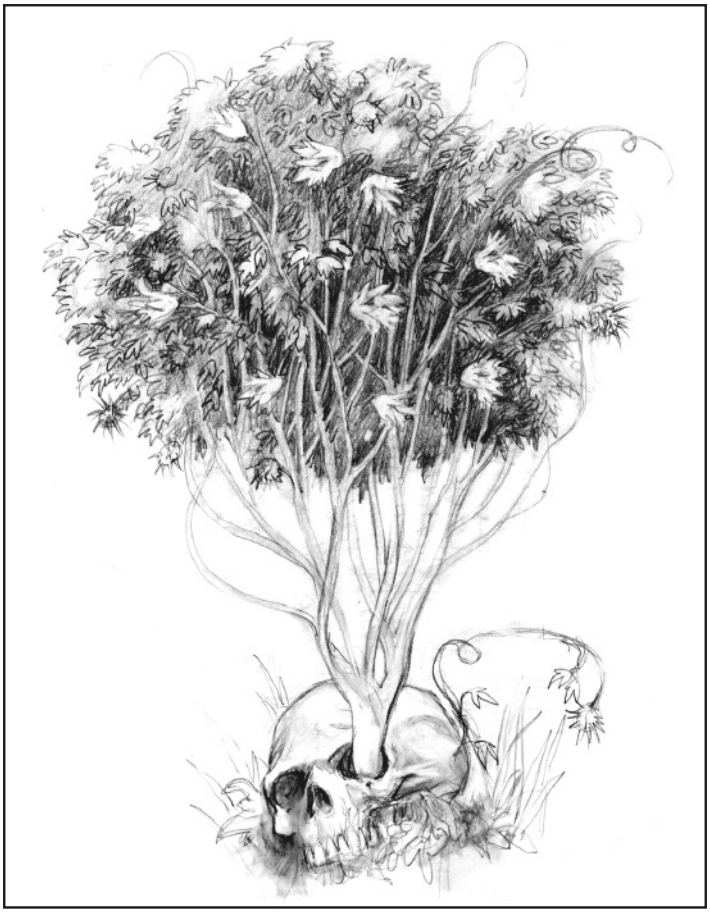
Argrim White (see **Area 49**, below) cares for the plants and the path here. The southern door leads into Argrim's room (**Area 49**), which connects to other servants' rooms and storage areas on the ground level, and the northernmost door leads into a storeroom.

17a — Wooden Door: This door is barred from the opposite side. It leads into Argrim White's room (**Area 49**). If the characters knock on the door or attempt to open it, Argrim shouts from the other side in common, "Best be leaving me alone if you don't want trouble!" Argrim lets the characters in if they announce themselves. Argrim is trusting and confident in his abilities and is not afraid to open the door to speak to the characters. See **Area 49** for more on Argrim.

17b — Wooden Door: The door is barred from the outside in an effort to keep something trapped in the room beyond. Scrabbling and some squeaking can be heard. The characters can easily unbar and open the door to get into the gardener's storage room (**Area 48**) that lies beyond.

Area 18: A Marble Fountain

Benches at the base of this fountain made of dark blue marble face outward toward the gardens like squat guards defending a great treasure. Thin cracks lining the marble basin of the now still fountain let water



flow through freely; not even rainwater remains. Plants nearby are almost uniformly gray in color, even the leaves and flowers. Other than the fountain, the only splash of color is a single bush with blood red flowers and deep, dark green leaves. Unfortunately, the colorful bush is a horrible mutation of a **cursed blood bush**. Blood bushes normally have bright, sweet-smelling flowers with sharp barbed tips. The flowers are actually seed pods, and animals that brush against the bush get seed pods attached to them that they carry away. This plant developed a different way to spread its seeds: it launches its flowers at creatures within 5ft to 10ft of the plant; the flowers then attach to the victim and inject their seeds.

The bush has deep green leaves and beautiful blood-red flowers. It looks harmless until a victim comes close to it. As soon as the characters come within 5ft to 10ft, the bush begins launching its seeds at them.

Blood Bush (cursed): **HD** 4; **HP** 22; **AC** 7[12]; **Atk** 4 tendrils (1d4), 6 flower darts (1d2 plus paralysis plus curse); **Move** 0; **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: curse (save or infected), paralysis for 1d6+1 rounds (save avoids). (***The Tome of Horrors Complete*** 60)

Tactics: The bush is simply attempting to spread its seeds. Its attacks are aimed only at that purpose. If the characters retreat beyond 15ft, the bush can no longer detect them and ceases its attacks. The plant has no intelligence to speak of and continues to fight until dead if the characters attempt to destroy it.

Area 19: A Marble Statue

Tendrils of pale mist pour from the glowing pond to curl around the base of the large marble statue of a naked woman. Once carefully cultivated, trees and bushes grow wild here, tearing at each other in a silent battle. Every breath of the humid air makes the place feel more malevolent and sinister. The tendrils of pale mist are actually **2 demon mists**, creatures made through the influence of demons specifically to spread chaos and madness throughout the world. The creatures float around here, moving slowly toward the characters to make a surprise attack.

Demon Mists (2): **HD** 2; **HP** 13x2; **AC** 6[13]; **Atk** touch (1d4 plus touch of madness); **Move** 12 (fly); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** immune to fear, touch of madness. (see **Chapter 3: New Monsters**)

Tactics: The mists fight without fear, though they intend only to drive the characters insane and do not continue their attacks on an insane character unless they must. Their goal is not to cause death but rather to spread madness and chaos.

Area 20: A Glowing Pond

Glowing water swirls and bubbles within the granite enclosure of this specially constructed pond. Tendrils of pale mist escape the glowing water to pour through the surrounding trees and bushes. The pond was clearly constructed for bathing and playing during the warm summer months, but a sinister, deadly aura now surrounds the pool, and the water within is positively ominous.

This pool bears the highest concentration of the curse. A rogue hired by Lord Eldoran dropped the source for the curse — a small pebble — into the pond. *Detect m*agic reveals an almost blinding aura surrounding the water. The pale mist coming off the pond also glows with magic. One of the ways to prevent the curse from having any further effects is to find the stone used as its source (such as a *detect evil* spell) and destroy it. This requires entering the pond itself and risking exposure to the curse.

As the source of the curse, this area is a weak point between the Material Plane and the Abyss, thus **2 demon mists** are always in the area. If the characters defeat one pair of demon mists and depart the area for more than 4 hours, 2 more demon mists form in their place. The creation of demon mists only stops when the curse is brought to an end.

Demon Mists (2): **HD** 2; **HP** 15, 12; **AC** 6[13]; **Atk** touch (1d4 plus touch of madness); **Move** 12 (fly); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** immune to fear, touch of madness. (see **Chapter 3: New Monsters**)

Area 21: Before a Marble Stairway

Smooth marble steps climb to a wide marble terrace along the rear of the mansion. Representations of different instruments are carved on the railings on each side of the stairway. Vines and plants from the garden are beginning to overgrow the steps and railings, but the marble has withstood the elements quite well. A **cursed tiger** roams the area below the stairway. If the characters climb up or down the stairs, the tiger spots them easily and comes to investigate. If the characters go up the stairs, the tiger makes a single leap up to the terrace and attacks them there (**Area 22**). If the characters are spotted moving down the stairs, the tiger moves in and attacks them when they reach the bottom of the steps.

The cursed tiger was once the prize pet of the gardens. It was chained up on the night of the wedding to prevent any "mistakes" from happening. Broken chain links still cling to its heavy leather collar, making a soft jingling noise as it moves. Unlike most creatures, the curse has weakened the tiger; its rear paws have been turned into club-like appendages rather than razor-sharp tearing devices and its skin is much thinner and softer than normal.

Tiger (cursed): HD 6; **HP** 26; **AC** 8[11]; **Atk** 2 claws (1d4+1 plus curse), bite (1d8 plus curse); **Move** 15 (swim 6); **Save** 11; **A**L N; **CL/XP** 7/600; **Special**: curse (save or infected), hind legs pummel (if both fore claws hit, two additional pummel attacks, 1d3 damage plus curse). (***Monstrosities*** 472)

Tactics: Strange colors on its skin and the jangling chain links hanging from its neck make sneaking up on someone almost impossible for this

creature. The tiger instead uses its speed simply to charge forward and attack. Its rear paws do very little good in combat, so it rarely pounces unless its victim is completely alone. Its rake attack does less damage because of the mutations of its hind feet. The tiger flees when badly injured.

Area 22: A Long Marble Terrace

The terrace provides a high vantage point from which to look over the garden. Intricate carvings mark the trellis of the balustrade, and the entire terrace is made of precious white marble. Tasteful, skilled stonework gives a sign of incredible wealth without being gaudy or overbearing. Rather than beauty and peace, the plants in the gardens below display an ugly darkness that one senses in a deep, primitive manner. Broken glass lines the ground, as all of the windows and glass doors leading into the mansion are shattered, opening the once beautiful home to the weather and anyone that wishes to enter.

If the characters are seen climbing the stairs in **Area 21**, the **cursed tiger** in **Area 21** attacks them on the terrace. Tables and chairs that once occupied the terrace are either broken or thrown into the thick vegetation of the garden. The characters can easily enter the mansion by passing through the broken windows and shattered glass doors that lead into the Great Room (**Area 34**).

Area 23: A Small Clearing

The bushes and flowers are torn up and moved aside to create a small, clear dirt surface that a pair of mutated leopards used as a den. They have since moved to another location because a larger **cursed mountain lion** moved into the area. The mountain lion does not make its home here, but it is usually nearby. It sneaks up on the characters as they are studying the clearing and attacks the first character leaving.

While the mountain lion is not visibly mutated, the curse gives it a much thicker skin, better hearing and eyesight, and an unfortunate willingness to kill simply for pleasure. Its low body and dark skin keep it almost invisible as it moves silently through the garden.

Lion, Mountain (cursed): **HD** 3+2: **HP** 22; **AC** 3[16]; **Atk** 2 claws (1d4 plus curse), bite (1d8 plus curse); **Move** 18 (climb 12); **AL** N; **CL/XP** 3/60; **Special**: curse (save or infected). (***The Tome of Horrors Complete*** 634)

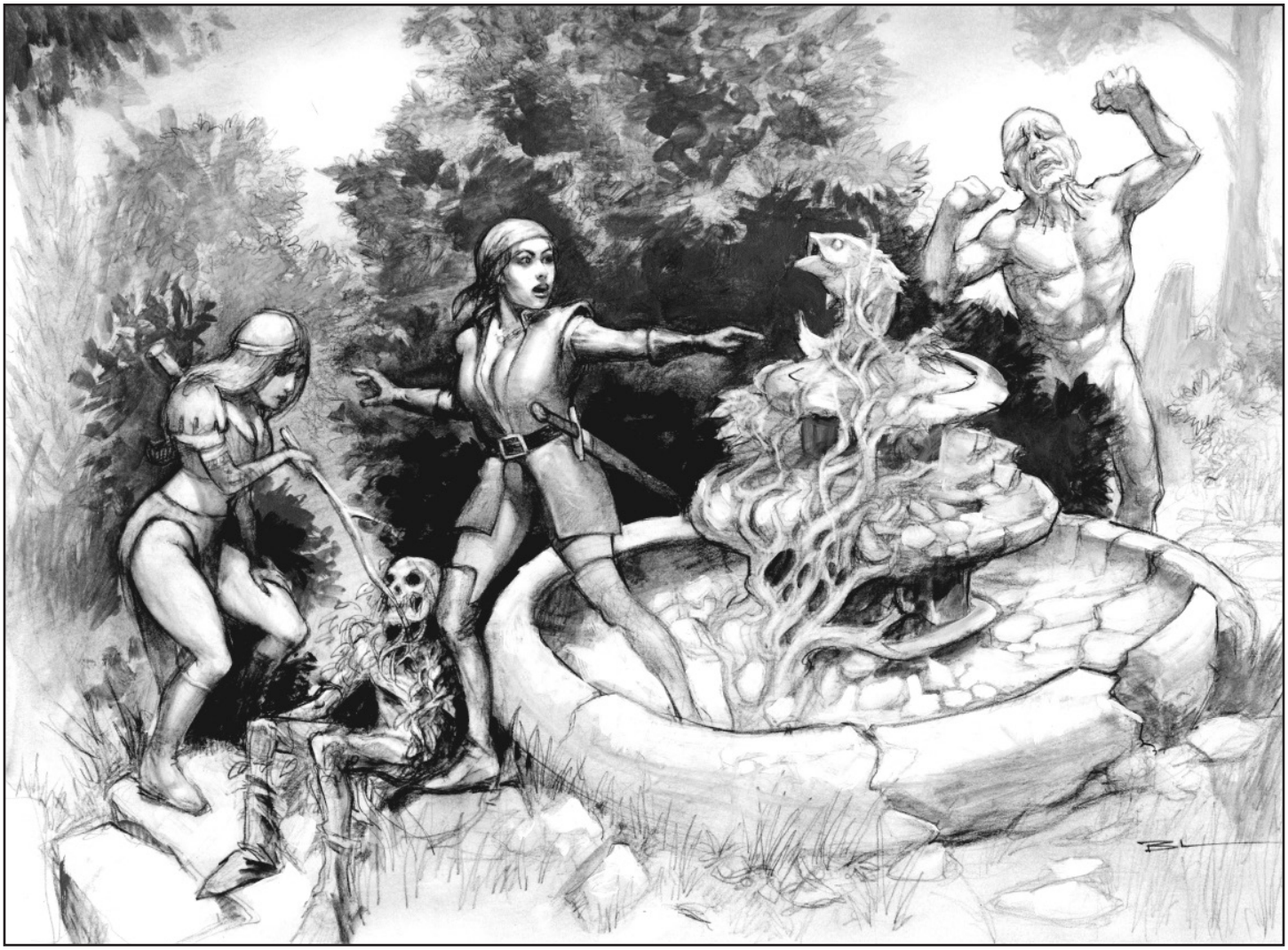
Equipment: gold collar with silver studs (25gp)

Tactics: The mountain lion approaches silently as the characters are exploring the clearing. It pounces on the first character that leaves the clearing. It focuses all of its attacks on one character at a time. The mountain lion flees if it is brought below 10 hp.

Treasure: The leopards buried several trinkets when they were living here. A thorough search of the area allows the characters to discover the spot where some digging has been done. Hidden just beneath the dirt are a heavy gold bracelet studded with emeralds (120gp), a gold chain (8gp), and a silver amulet shaped like an eagle (5gp).

Area 24: A Flagstone Path

The mansion hangs over its lower level here, leaving a narrow flagstone path along the ground level protected from the elements but also cloaked in shadows. Plants in the garden to the east are growing over the stone paths winding through the garden, completely hiding some in places. The ground floor of the mansion has no windows, but a single wood door stands in the center of the wall, allowing entrance to whatever storage rooms might lie beyond.



While the wooden door is not barred or locked in any way, lack of use makes it stick slightly. A solid shove opens the door but not without making a great deal of noise. A **cursed bugbear** hiding in the garden comes to investigate when he hears the door forced open. Paranoia leads it to believe the characters are hunting it, so it decides to kill them first.

Bugbear (cursed): **HD** 3+1; **HP** 23; **AC** 5[14]; **Atk** bite (2d4 plus curse) or morningstar (1d6+1) or javelin (1d6); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: curse (save or infected), surprise on 1–3 on a 1d6. (See **Area 2**)

Equipment: morningstar, 3 javelins, gold necklace (40gp).

Tactics: If the characters let him, the bugbear throws all 3 of his javelins before closing for melee combat. He is convinced the characters are hunting him and fights to the death.

Area 25: A White Marble Fountain

Thick vines and sturdy bushes surround the shattered remains of a white marble fountain. Normal plants do sometimes grow through the rock, breaking it during the slow pressure of time, but the plants here appear to direct an intangible rage at their surroundings. A twisted, desiccated corpse is trapped within some of the powerful vines; how it died or why is hard to tell, but the vines themselves appear to have drained the life from it.

While the vines and plants did indeed shatter the fountain, they do not actively hunt prey, nor are they carnivorous. The corpse was left wrapped in vines as a warning by a deadly monster created by the curse. This creature appears to be a man made of stone. Hearing the characters, the **cursed stone man** comes to investigate. It is, in all respects, a stone golem.

The stone man was once a wedding guest, and is one of the most profoundly mutated creatures on the grounds. Stripped of all humanity by the curse, it possesses incredible strength and a layer of gray stone in place of skin. Its face is frozen in a grotesque mask of pain and rage.

"Stone Man" (cursed, stone golem): **HD** 12; **HP** 60; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better magic weapon to hit, immune to most magic, slowed by fire.

Tactics: The curse drained any intelligence this man once possessed. It is used to being impervious to attack due to the magical nature of its stone-like skin, so it simply closes for melee combat with the nearest character. Due to its thick, stone-like skin, the creature cannot run and can only follow fleeing characters at its base land speed. If necessary, it pursues the characters anywhere in the gardens or even into the mansion. Once it is set on a target, it simply does not stop.

Chapter Three: Inside the Mansion

The mansion has suffered a great deal of damage from insane guests and creatures that destroyed things simply for no apparent reason. Despite the damage, the characters can easily see the high quality of the workmanship that went into the mansion's construction. The outer walls of the mansion are made of granite, while the interior walls are a combination of stone and wood paneling. All of the wood and stone used were imported from distant places. The mansion may not be as large as some homes, and the decorations were never gaudy or showy, but anyone with a skilled eye at appraisal can see that the mansion cost a fortune to build, furnish, and maintain.

Most of the windows are now broken. The characters may choose to enter through one of the windows by climbing or flying up to them. The ground level of the mansion housed the servants, gardeners, and the few guards that Lord

Morrick once employed, and it has several side entrances but no windows. The first floor is the main floor of the home. It can be entered through the front doors, from the patio at the back of the home, or by the stairway from the ground level. The second floor contains bedrooms and guest bedrooms, and it can be entered through broken windows or by stairways from the first floor.

All of the doors should be considered unlocked or broken in, unless otherwise noted. All of the doors are made of a pale, creamy wood with light brown veins; the wood is particularly hard and sturdy.

Ground Floor

Area 26: Before the Mansion Doors

An elegant though understated marble stairway leads up to a set of magnificent double doors made of black marble. Carved deep into the thick marble doors is an intricate coat-of-arms and the words, "Peace and Prosperity to All Visitors." Flanking the doors are **2 gargoyles**, and large windows, now broken, are evenly spaced along the walls as they stretch away from the doors. A layer of dirt and dust coats the landing before the doors, but the doors themselves look as though they were recently polished. The gargoyles attack anything attempting to enter or leave through the doors who are not either a member of the Morrick family or wearing the Morrick family coat-of-arms.

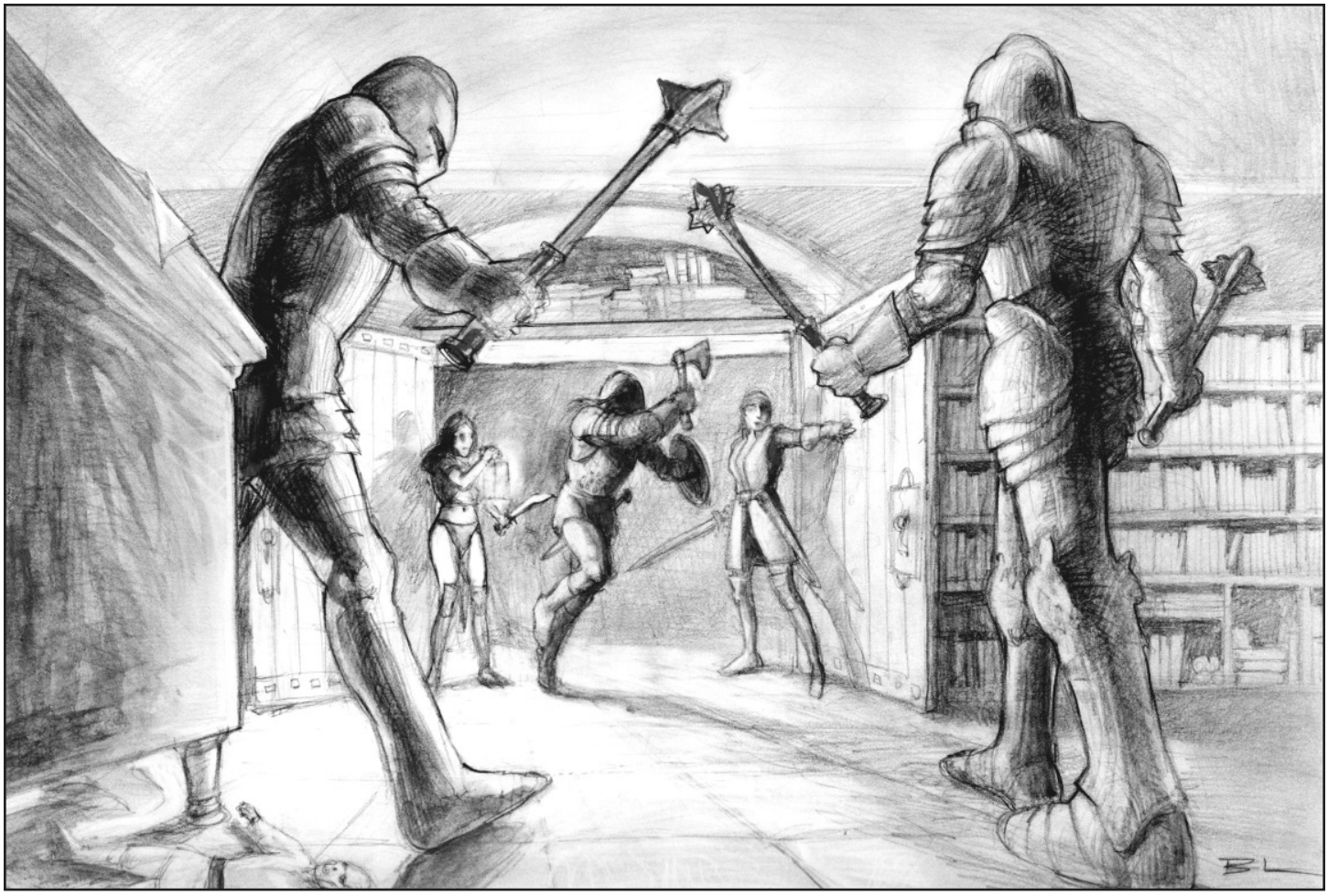
Gargoyles (cursed) (2): HD 4; **HP** 27, 23; **AC** 5[14]; **Atk** 2 claws (1d3 plus curse), bite (1d4 plus curse), horn (1d6 plus curse); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, cursed (save or infected), fly.

Tactics: The gargoyles fight with the single purpose of repelling unwelcome visitors. They do not leave the landing area to follow fleeing characters down the stairs, but they do follow anyone who goes through the doors. They fight until they are destroyed. The gargoyles need to receive specific commands from Lord Morrick or one of his guards every day or they simply attack any creature attempting to enter or exit through the doors. Only Lord Morrick or someone displaying his coat-of-arms is immune from attack. A character displaying Lord Morrick's coat-of-arms can order the gargoyles to "stay," "attack," or "guard." If ordered to "stay," the gargoyles do not attack anyone for the rest of the day. Orders to "guard" or "attack" cause the statues to attack anyone not displaying Lord Morrick's coat-of-arms.

Area 27: A Large Foyer

Couches that once lined the grand entryway into the mansion are shredded, their stuffing thrown about the foyer. Dead, dried husks of the plants that once decorated the small niches in the walls droop down from their heavy stone planters. The destruction is appalling, but rather old. When guests and servants began to mutate, they went mad, tearing up many of the things around them. Some were enraged by the curse itself; others blamed Lord Morrick for their problems and deliberately destroyed things in a strange attempt at revenge. The hallway to the east passes a small closet before it turns north toward the doors for several guestrooms. The main hallway heads north past the thick double doors that lead into Lord Merrick's library.

The doors are decorated with Lord Morrick's coat-of-arms. The doors are locked, and the lock contains a **poison dart trap** (save or die) that is triggered when the door is not opened with the proper key.



Area 28: The Library

Carefully organized sets of wood bookcases line the walls between the windows and bracket the large desk in the middle of the room. Books line the shelves in neat, even rows and are organized by subject. Wood plaques on the shelves identify subjects ranging from farming to warfare and even collections of poetry. Most are devoted to trade, mercantile exchange, and the making of fine wines. The sturdy doors, animated statues, and magically-treated windows protected this room from destruction.

The library is protected by **2 wood golems** that attack anyone who is not either a member of the Morrick family or wearing the Morrick family coat-of-arms. The golems are carved in the form of massive human warriors wearing plate mail and holding maces in each hand.

Golem, Wood (2): **HD** 9; **HP** 40; **AC** 2[17]; **Atk** 2 slams (2d6); **Move** 12; **Save** 6; **CL/XP** 10/1400; **Special**: alarm howl for 6 rounds, immunity to cold and electricity, vulnerable to fire (double damage). (***The Tome of Horrors Complete*** 300)

Tactics: Unlike the gargoyles in **Area 26**, these statues can be commanded only by Lord Morrick, his wife (**Area 46**), or his eldest daughter Larissa (**Area 43**). The statues ignore the boys (**Area 46**) but do not take orders from them. They attack anyone not wearing the Morrick family coat-of-arms and do not stop unless they are destroyed or their opponents leave the library.

Lord Morrick paid a handsome fee to have several wizards craft the glass and prevent it from breaking.

Lord Morrick retreated to the library when he realized that someone or something had either cursed or poisoned his family and guests. While his library is vast, his knowledge of magic is relatively lacking. His few scrolls and books were unable to help him find any sort of cure. He did, though, have several *scrolls of flesh to stone* and *stone to flesh*. Confident he could find a way to end the curse, he used the *flesh to stone scrolls* to turn his family into inanimate statues and hid them in the bedrooms upstairs. Then he returned to the library and locked himself in, hoping to find a cure so that he could reverse the spells and return his family to normal. Several days of failure left him starving and desperate, leading him to consume several unidentified potions at once. The unusual combination reduced him and then killed him. When the characters look behind the desk, they see a tiny, desiccated corpse the size of a small fairy spread-eagle on the floor. Despite the corpse's awkward position, the characters can easily see that it is clothed in an ornate, formal suit perfectly fit to its tiny form.

The dry air and enclosed space of the library have helped preserve the corpse, but the characters may take some time to realize it is Lord Morrick. Searching the corpse turns up a miniature signet ring bearing the Morrick family seal. The ring should give the characters some clue that Lord Morrick was reduced before dying and for some reason the spell did not fade after his death. The age and advanced decay of the corpse make determining exactly what killed Lord Morrick impossible.

Careful, thorough exploration turns up a number of different treasures in the room. Papers on top of the desk include notes left by Lord Morrick that solidify the identity of the corpse on the floor and several scrolls (**Treasure #1**). Secret compartments in several desk drawers contain some potions and gold coins (**Treasure #2**), and a secret safe is hidden behind one of the bookcases in the northern wall (**Treasure #3**).

Treasure #1: Scattered on the desk are 7 *scrolls of stone to flesh* spells, along with a *scroll of mirror image*. Several pieces of paper on the desk bear notes Lord Morrick wrote while trying to determine what was happening. These items (**Lord Morrick's Papers 1–2**) are reproduced in the sidebox.

Treasure #2: The desk in the room is very large and has a number of drawers. Most of the drawers contain papers dealing with the harvesting of grapes, the making of wine, and delivery schedules. Two of the drawers have secret bottoms: one of them hides 3 *potions of extra healing*; the other conceals a small bag containing 100gp.

Lord Morrick's Papers

Lord Morricks' Papers 1:

After the second toast, everyone began to go crazy. People started screaming about scales and scratching at their skin while others began to pull out their hair or scream that they were suddenly blind. I took Larissa, Alandra, and the boys upstairs, and not a moment too soon. I turned them into statues with some of my scrolls and came here to figure out what is going on.

Everyone is going insane out there. Thank the gods I have the doors and golems to protect me. I shudder to think of what might happen to the family if the crowd outside the doors finds their statues. They are breaking everything out there. I can't understand it. Is this some sort of poison?

Lord Morrick's Papers 2:

What is this? I thought it was poison, poison in the food or wine, but I have used every potion and antidote I have and scales are still appearing on my arms. They look like silvery fish scales, but they are a bit thicker and flake off when I scratch them. My arms itch like crazy. The scales are spreading.

It has to be the food, maybe the wine. Everybody went crazy after the second toast. If it isn't poison, what is it? A curse? Nothing in my books describes a curse anything like this. This is madness. I haven't eaten for two days; I have to eat soon or try to escape. I still hear screams and pounding beyond the doors. I am afraid to risk it.

See the **Players' Handout Appnedix** for a copy.

While the safe is not very difficult to find, it is difficult to open. A dial in the middle of the safe door has 6 symbols on it. The dial must be turned to 3 particular symbols in the correct order to unlock the safe. If a character turns the dial to the wrong symbol, he receives an electrical shock that does 3d4 points of damage. Characters that do a thorough search of the papers in Lord Morrick's desk find a piece of paper that lists the symbols in order. Opening the safe without knowing the proper sequence requires three Open Locks checks (1st at –25%, 2nd at –20%, 3rd at –15%) as the dial is turned to hear the tumblers fall into place. Failure of any check results in the electricity damage listed below.

Despite having a spell-like effect, this trap is entirely mechanical. It is generated by a piezoelectric effect and contains no magical components.

Treasure #3: The safe contains several ledgers listing some of Lord Morrick's holdings useful to his heirs. In addition, it contains a *wand of magic detection* (6 charges; no identifying marks, but the word "krasit" is engraved on the stem), 2 flasks of holy water, a *figurine of the onyx dog*, 3 daggers, a bag with 200pp, and a sheet of paper with a key to interpret Lord Morrick's personal code. This key allows the translation of the wine recipe found in **Area 9**.

Area 29: A Short Hallway

A narrow hallway runs away from the foyer to travel past a number of doors that must lead into closets and guest rooms. Small niches along the walls must once have held vases, statues, or other decorations, but they are now empty. Refuse is scattered throughout the hallway, and the sharp aroma of fresh urine wafts through the air.

The narrow hallway runs away from the foyer past several guest rooms before reaching the Great Room (**Area 34**). Small niches along the walls once held vases, statues, or other decorations, but they are now empty, and broken fragments of some of the decorative items are strewn across the floor. Garbage and waste from the group of cursed individuals living in the Great Room dot the floor in small piles. There is a 20% chance that the cursed people in the Great Room (**Area 34**) decide to attack the characters as they explore the hallway and the rooms connected to it. Door **29a** leads into a small coat closet (**Area 30**), while doors **29b**, **c**, and **d** lead into guest rooms. Doors **29a–c** are standard wooden doors; they are closed but not locked in any way.

Door **29d** is barred from the other side, however, and gouges and scratches cover the door, a clear sign that a number of attempts have been made to open it. The door is blocked and held closed by a dresser that Fourale (see **Area 33**) moved behind it. Breaking through the door requires pushing the dresser out of the way as well (combined strength of 21). If the characters listen at the door they might hear Fourale muttering to himself in the room beyond. If the characters knock on the door or have a loud battle in or near the hallway with the group in the Great Room (**Area 34**), Fourale knows they are there and screams at them.

Fourale thinks the characters are the cursed individuals living in the Great Room (**Area 34**). If the characters calm him down and explain that they are adventurers seeking to end the curse, he may let them in. Talking coherently is something cursed people rarely do so that alone is convincing enough to Fourale. Fourale has not spoken to another individual for around 5 years, so simply hearing a calm rational voice helps him believe he is finally being rescued. See **Area 33** for Fourale's description and statistics.

Fourale's shouts and any noise the characters make trying to get through the door increase by 30% the chance the group of cursed people in the Great Room (**Area 34**) charges down the hall and attacks.

Area 30: A Small Coat Closet

A blast of stale air flows outward as the door opens to reveal a small coat closet. Long lines of hooks and rods for hanging all varieties of coats and cloaks fill the small room along with shelves for boots and shoes. While the cedar lined closet may have protected the clothing from insects, something has pulled down all of the garments and left them on the floor in piles of shredded cloth.

When guests would enter the mansion, a servant would take their coats, cloaks, and hats and place them in this narrow closet. Although the door has been left closed, someone or something has torn to shreds all of the clothing that was in the closet. Characters who decide to go through all of the tattered garments need to spend a half-hour searching before they find anything worthwhile.

Treasure: A secret pocket in one of the torn coats contains 25gp. A flute wrapped in soft lambskin can be found at the bottom of a pile of shredded clothing. Characters have a cumulative 10% chance of finding either per 10 minutes that they search.

Area 31: An Abandoned Guest Room

The few things that remain intact give the impression that this room was once quite beautifully decorated. Nothing small enough to be carried remains in the room, and all of the large items are destroyed. The bed was destroyed with such force that wood splinters have impaled the wood paneling of the ceiling. The dresser lies in shambles, its marble top and a small mirror lying broken on top of the shattered wood. Windows looking out over the gardens are shattered, the broken glass spread across the room and windowsills.

Observant characters realize that water damage to the woodwork indicates rain has been coming through the broken windows for several years. The once beautiful view of the gardens through the windows in the south and west walls is now simply a depressing reminder of the powerful curse — a reminder highlighted by the **cursed giant centipede** coiled up amid the bed's shattered remains. The specifics of this creature's manifestations of the curse are left for the Referee to decide using the **Curse Effects Table**.

Centipede, Giant (7ft) (cursed): **HD** 2; **HP** 14; **AC** 5[14]; **Atk** bite (1d8 plus poison plus curse); **Move** 15; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: curse (save or infected), lethal poison (+6 save or die).

Tactics: The mindless creature charges forward to attack after someone enters the room.

Area 32: An Abandoned Guest Room

The odor of fresh feces and urine fills the room, indicating it has seen recent use. Trash and piles of feces are strewn about the room, making it seem like nothing more than a giant toilet. Nothing worthwhile is left in the room. The furniture is destroyed, but not with the same fury and power as seen in **Area 31**. This room is simply a waste repository for the group of cursed people in the Great Room (**Area 34**) as well as Fourale (**Area 33**). If the characters have not encountered the cursed people in the Great Room (**Area 34**), there is a 50% chance that they rush down the hall to attack after characters enter this room.

Area 33: Fourale's Room

If the characters talk **Fourale** into opening the door and allowing them to enter, they are greeted by a small, thin man with long black hair. He keeps a firm hold on his mace while nervously studying the characters. Fourale Krev was a guest at the wedding. When he realized a curse was touching everyone in the mansion, he barricaded himself in this room and used his *remove curse* spells to keep himself free of the curse. His cowardice and fear have kept him here for the 5 years since the wedding. Always expecting rescue, he uses his spells to keep away the other cursed guests, servants, and monsters. His daily *remove curse* on himself and the fact that all the food and water he consumes comes from *create food* and *create water* spells keep Fourale free of the curse. Constant solitude and fear of the curse brings about its own problems, however. Fourale now talks to himself constantly, sometimes shouting and screaming for no particular reason. His fears and internal monsters have so overcome his mind that he no longer even thinks seriously about attempting to escape. He keeps himself busy cleaning the room, which was not his initially, and praying.

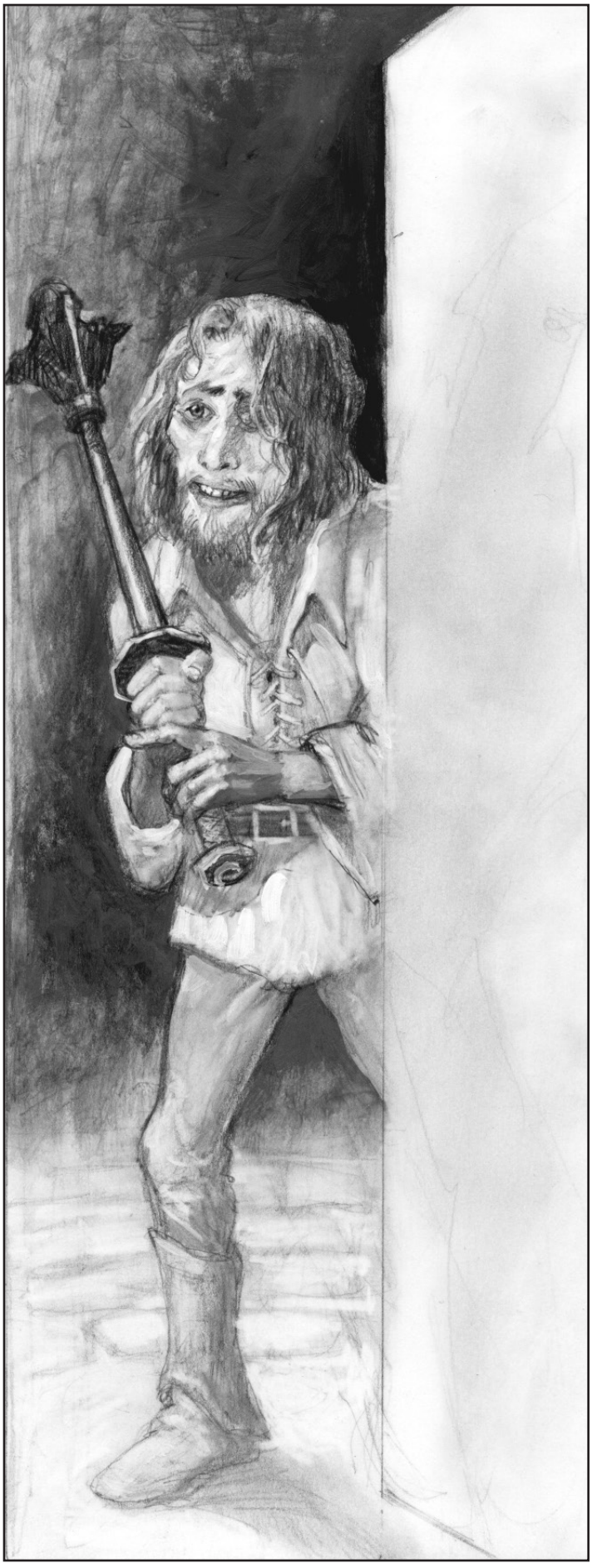
Fourale Krev, Cleric of Kudrak (Clr8): HP 26; **AC** 8[11]; **Atk** mace (1d6); **Move** 12; **Save** 7 (+1 ring); **AL** L; **CL/XP** 11/1700; **Special:** turn undead, +2 save versus paralyzation and poison, spells (2/2/2/2/2).

> **Spells:** 1st—*cure light wounds*, *purify food and drink*; 2nd—*bless*, *silence 15ft radius*; 3rd—*remove curse* (x2); 4th—*create water*, *neutralize poison*; 5th—*create food* (x2).
> **Equipment:** *ring of protection +1*, heavy mace, belt pouch with 18gp, 28sp, 43cp.

Description: Fourale is a thin man with dark brown hair and light brown eyes. The wide smile on his face seems frozen there by lurking madness. His eyes twitch around nervously and he constantly wrings his hands. Years of fear and paranoia make him nervous and jumpy, while loneliness makes him talkative and a bit mad. His clothing is worn and faded, but still serviceable.

Personality: Plainly put, Fourale is a coward and is no longer mentally stable. Fear kept him from attempting to escape initially and his growing madness and paranoia since then have kept him from trying in the 5 years he has lived here. Quick trips to empty his chamber pot across the hall fill him with fear. His overblown feelings of self-importance lead him to believe that a rescue party is coming for him. He is convinced that anyone he meets is sent specifically to rescue him and demands the party escort him away from the mansion immediately.

Knowledge: Fourale used some of the time spent here to contemplate what happened and how. He has determined that the affliction that touched the mansion and grounds is definitely a curse. In his mind, a curse is by definition evil, though he has no evidence that the curse itself is evil in nature. Fourale is also certain that the curse was placed on the food that people ate at the banquet. While this conclusion is not precisely true, it has kept him free of the curse.



Area 34: The Great Room

Beautiful parquet flooring extends throughout this vast room. Long dining tables from the wedding party still fill the room. Broken dishes and shattered glasses cover the room, and the once elegant table linens are torn beyond recognition. Crystal chandeliers still shed a dim magical light, and a vast wall of windows in the north wall looks out over a marble terrace into the gardens behind the mansion. Before the curse, before the destruction, this room was a truly magnificent piece of work. The destruction and overpowering stench of decaying flesh now give it an odd, ominous feel.

Most of the chairs are damaged, but the sturdy dining tables withstood the abuse they received. Plain wooden panel doors in the east wall lead into the kitchen. All of the windows and glass doors looking out over the marble terrace are shattered. The floor-length openings make it easy to leave for the terrace overlooking the gardens. Wind, rain, and sunshine are starting to damage some of the exposed woodwork, and a number of horrible scratches mar the beautifully paneled inner walls. A large, open spiral staircase in the northwest corner leads up to the second floor. The staircase was designed to allow Lord Morrick and his family to make grand entrances to their par ties. A collection of torn sofas and chairs close to the staircase marks the location of a small sitting area.

Living here are **4 cursed servants** and **2 cursed guests**, essentially surviving as a pack of wild animals. Although all of them have suffered from the curse in different ways, all of them have lost any vestige of civilized behavior as well as the ability to communicate. They store several rotting corpses and a number of skeletons and bones beneath one of the tables. Many of the corpses are fresh enough to be used as meals. They sleep in the group of sofas and chairs near the stairway and store "food" beneath the table for reasons even they do not understand. They attack anything entering the room, believing it is after their stored food and treasure. Although they make occasional forays into the garden and vineyard in search of food, these particular creatures are found here by the characters, or they attack the characters in **Areas 29** or **32**.

Servants (cursed) (4): **HD** 1; **HP** 7, 5x2, 4; **AC** 9[10]; **Atk** bite (1hp plus curse) or club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: curse (save or infected).
Equipment: shabby clothing, club.

Guests (cursed) (2): **HD** 2; **HP** 13, 11; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: curse (save or infected).
Equipment: shabby clothing, club.

Tactics: The cursed servants and guests attack like wild animals, swarming toward one or two targets at a time. If they attack the characters in a different room and are severely injured, they retreat back to this room. If the characters fight them in this room, they fight to the death. The curse has driven them to such a deep insanity that no attempt to negotiate with them can possibly meet with success.

Treasure: The odd, makeshift home that the cursed pack has created for itself contains a few items that did not get destroyed. The only fragile item surviving is a small porcelain statue of a naked woman (30gp). The more sturdy items include 3 uncut rubies (100gp each; a gem cutter charges 500gp to attempt cutting each gem, and has a 80% chance of producing a flawless ruby worth 1000gp, while failure produces a flawed

ruby worth 650gp); an ornate gold necklace (100gp); an obsidian bracer (20gp); 6 silver goblets (10gp each); a silver bracelet (10gp); a gold ring (5gp); a silver ring (3gp); an obsidian ring (3gp); a set of blue wool robes trimmed in gold; a damaged chain shirt (it has the broken condition but can be repaired); a suit of studded leather armor; and loose coins totaling 22pp, 168gp, 1243sp, and 842cp.

Area 35: The Kitchen

The kitchen is stark, cold, and dark because the spells that kept it lit and kept the stoves warm have faded. A massive stove, capable of cooking food for almost 100 people, rests against the east wall. Droppings from the **cursed bat swarm** living here line the long, thin vents in the wall above the stove as well as the stove's surface and the floor nearby. Pots and pans made of high quality steel are thrown in a jumble on the floor. A large basin for cleaning the pots and pans is in the southeast corner of the room, and broken carts and dishes bracket the panel doors in the west wall.

An opening in the northeast comer of the room leads to a stairway heading down to the ground level where the servants' quarters and storage areas are located. A door in the north wall is torn open to reveal a staircase heading up to the bedrooms. Both stairways appear to be in good repair.

The bats hide here during the day. Using a light source when the bats are present wakes them and causes them to swarm. Most of the bats have very little in the way of visible mutations, because profound mutations keep a bat from being able to fly, thus bats that undergo such changes usually die. The bats are able to make their way through the vents in the east wall, so the dark kitchen has provided them with a useful, dark cave in which to hide. If the characters enter at night, there is a 70% chance the colony is out searching for food and the characters can pass unmolested.

Swarm, Bat (cursed): **HD** 3; **HP** 18; **AC** 6[13]; **Atk** swarm (1d6 plus curse); **Move** 18 (fly); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** curse (save or infected), 10% chance of disease.

Tactics: The bats swarm over the characters, concentrating on anyone holding a light source. They screech and bite in an attempt to drive the characters away. While their bites do little more than scratch the skin, each bite can pass on the curse. The bats flee if the swarm is reduced to 4 hp or less.

The Second Floor

Area 36: The Second Floor Landing

Ornate wooden doors in the east wall face a wide spiral stairway heading down to a large room below. The double doors lead into Lord and Lady Morrick's private bedchambers. Scratches and dents mark the doors, but a core of iron makes them very sturdy. Moreover, a complex lock (–20% Open Locks) means they are difficult — but not impossible — to open without the proper key.

Fragments of glass from the shattered windows along the north and west walls cover the steps and the landing, making quiet movement almost impossible (–15% Move Silently). With the wind whispering through the shattered windows, the landing feels exposed to the outside. A narrow hallway along the west wall heads toward the front of the mansion.

The group of cursed people in the Great Room (**Area 34**) does not come up here anymore. They were unable to get through the many closed doors and are afraid of **Koriela**, a **cursed smoke mephit** who makes her home on the second floor. Koriela was summoned by a wizard exploring the mansion grounds on her own several years ago. Something went wrong during a battle, the wizard was slain, and Koriela ended up cursed and unable to return home.

Koriela suffers from the curse in several different ways. The curse changed her smoky appearance into that of a hag-like woman with large bat wings. Her lower body trails away into smoke. Her skin is pale with dark green blotches. Inside, Koriela suffers deeply, from the curse bending and changing her body, which causes her pain during every waking moment. This pain makes her subject to great fits of anger and depression that she barely manages to control. Strangely, the curse also opened up other latent magical abilities in the little outsider. Her spell-like abilities keep her safe from other creatures in and around the mansion, but she is unable to return to her home plane for reasons she does not understand. Koriela claims the second floor of the mansion as hers and rabidly defends her territory against interlopers. Any battle in **Area 34** alerts Koriela to possible intruders, so she comes to keep watch on the stairway. If the characters climb the stairs at a different time, the broken glass along the stairs and landing helps warn Koriela of unwelcome visitors. If the characters reach the second floor through the servant's stairs and begin exploring from that direction, they meet Koriela in **Area 37**.

Koriela, Smoke Mephit (cursed): HD 4; **HP** 24; **AC** 4[15]; **Atk** 2 claws (1d2 plus curse); **Move** 12 (fly 18); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** breath weapon (15ft cinder cone, 1d4 points of damage; save or blinded, –2 to hit for 3 rounds), curse (save or infected), fiery downpour (1/day, 20ft radius, 2d6 points of damage, save for half), immune to fire, spell-like abilities (2/day—*web*; 4/day—*magic missile*; at will—*light*, *detect magic*), summon mephit (1/day, 25% success). (***The Tome of Horrors Complete*** 379)

Tactics: Koriela hides from and observes the characters as long as she can. She waits until they are all close together and casts *web* on them. When the characters are caught in the *web*, she uses *magic missile* on the most heavily armored character and then sets the *web* on fire with her cinder breath, dealing 2d4 points of fire damage per round for 1d4+2 rounds to anyone caught in the web. As the web burns, she flies out one of the broken windows, where she hovers and demands that the characters leave. If the characters do not leave, or if they directly attack her, she uses *web* spells to again trap them and then uses *magic missile* and her fiery downpour to try to kill them. When she runs out of spells or gets hurt, she retreats to one of the locked guestrooms (**Area 41**) to rest and recover. Koriela has suffered from the curse, but has not completely lost her mind. She fights intelligently and methodically, only closing for melee combat with single, poorly armed characters. If the characters do chase her off and loot her treasure stored in **Area 37**, she hunts them until either she or they are dead.

Development: Koriela's madness and pain make communication with her very difficult. If characters can calm her down enough she speaks to them from a distance, but only if they stay away from the second floor. She considers anyone entering the second floor an enemy.

Area 37: Koriela's Room

Koriela (see **Area 36**) makes her home in this small sitting room. Damaged sofas and chairs surround a small fountain in the center of the room. Bright light shines from a glowing stone above the fountain, but the fountain itself no longer flows. Koriela organized some of the sofas into a small sleeping area and cleared broken glass away from the center of the room.

If the characters take the servants' stairs to the second floor, they meet Koriela (**Area 36**) in this room, which has served as her home for quite some time and which she defends using the tactics described in **Area 36**, above. Koriela has amassed a great deal of wealth due to her ability to explore areas the cursed guests and servants were not able to damage. Some of her treasures are hidden elsewhere, but much of her accumulated wealth is concealed in the sofas and chairs. Many of the items include vases and other small, delicate items.

Treasure: A number of items can be found on the chairs and sofas or hidden beneath their cushions. These items include a gold statue of a knight on horseback (200gp), a porcelain statue of a human woman holding a baby (125gp), 6 crystal vases (25gp each), a crystal figurine of a horse (15gp), a sapphire-studded silver bracelet (150gp), a gold ring studded with tiny diamonds (80gp), 2 matching gold rings (10gp each), an elegantly carved ivory scroll case (empty, 20gp), a suit of

chainmail emblazoned with a gold sun in the center of the chest, and a cracked shortbow with ornate carvings (it is broken; if mended, it is a *+1 shortbow*). The characters also find loose coins totaling 48pp and 176gp.

Area 38: A Long Hallway

While the hallway is now very plain, it clearly was once carefully decorated. A small amount of light comes through a single small window at the very end of the hallway, but all other decorations and lamps have been destroyed. Only the ornate doors evenly spaced along the south wall and the paneled niches for vases and statues along the north wall remain. Fragments of porcelain and crystal from broken figurines and vases coat the floor. Only one of the three doors along the south wall is opened (**38a**). The other two doors, **38b** and **38c**, were sealed with a *wizard lock* spell by one of the guests in an effort to protect himself and several of his friends from the cursed guests and servants rampaging through the mansion.

These doors were sealed by a *wizard lock* (cast by a 7th-level magic-user). A *knock* spell suppresses the *wizard lock* for 10 minutes.

38d — Secret Door: Servants used this door to get to the guestrooms for cleaning. It is unlocked but difficult to notice (1-in-6 chance). The wood panels are well-constructed and mesh almost seamlessly with the wall. Koriela found this door but was unable to get through the doors beyond it, so she left it closed.

Area 39: A Guest Room

Shredded cloth and bleached feathers cloak the decimated room. A small desk in one corner remains whole, but the dresser and bed have been destroyed. Feathers from the shredded pillows and mattress lie around the room like giant snowflakes. The windows are remarkably intact, while several windowpanes are cracked; only one pane of glass is broken. Only the fatigue of the cursed guests and servants rampaging through the mansion saved the windows in this room. They simply were exhausted from constantly breaking things by the time they reached this room. The desk in the room has a locked drawer.

The small drawer contains several fragile vials sealed with wax. Bashing open the drawer results in a 75% chance of breaking each vial.

Treasure: The four vials hidden in the drawer are marked with a skull. Each vial contains shirac berry extract, a rare contact poison used by assassins.

Shirac Berry Poison

Laws in most civilized areas carry substantial penalties for simply possessing this poison. There is no clue as to who left the poison here or what they intended to do with it. Guards in Grollek's Grove are willing to give a reward of 50gp for each vial turned over to them. An assassins' guild might be willing to purchase the vials for 200gp each, but only under conditions of absolute secrecy.

Anyone touching as much as a drop of the poison must make a saving throw or die. Even if the save is successful the victim is paralyzed for 1 hour.

Area 40: A Guest Room

Only one of the two large windows in the southern wall has been broken; all of the furniture is intact. Dust covers a large bed in the center of the room. Large and small roses have been embroidered on the linen bedcovers, and several tapestries depicting flowering gardens hang on the walls. A small dresser made of creamy brown wood stands in the northeast corner, and 2 desiccated corpses sit in chairs near the windows.

Koriela looted this room. Unable to pass the *wizard lock* on the door, she broke the window from the outside and flew in. She looted the rings from the corpses but was rather frightened of the dead bodies and never completely examined them. The corpses are Magistrate Horace Kriel and his wife Elena. They both poisoned themselves when they realized the curse was beginning to change them and they would not be rescued. The door into the room is sealed by a *wizard lock* spell (see **38b** and **38c**, above) cast by a wizard named Yorvash Green, who was staying in the room next door (**Area 41**). If the characters have defeated Koriela, this room is a safe place to rest.

Koriela was very diligent in her looting of this room. She knew that nobody else had looted or destroyed it and so took her time picking all of the locks and searching through all of the drawers. The cedar-lined drawers in the dresser preserved several fine pieces of clothing in which Koriela had no interest.

Treasure #1: The fine linen and silk clothing has a total value of 300gp, or 100gp if sold to a clothing merchant.

Treasure #2: Searching the magistrate's body turns up an ornate brass key and a gold chain with a shield-shaped amulet (25gp). If the characters have met Miriam Kriel, they may realize the key and amulet matches the one worn around her neck. Horace and Elena Kriel were Miriam's parents, and these items can be used to identify their bodies.

Area 41: A Guest Room

The desiccated corpse of Yorvash Green lies peacefully in the center of a massive canopied bed in the middle of the room. The room has suffered minor damage from birds and animals that made their way through the single broken window in the southern wall, but most of the room is in remarkable shape. The ornate mahogany desk, dresser, and bed need only be dusted to return them to their original beauty.

Yorvash Green, a wizard and merchant, was one of the many guests attending the wedding ceremony. He rapidly realized that something was going wrong. He and his friends, Magistrate Horace Kriel and his wife Elena Kriel, escaped to their rooms. Yorvash sealed their room with a *wizard lock* and then returned to his own. He intended to return to the Kriels' room to plot their escape. Fearing for his life, he cast *wizard lock* on his door as well. He realized some sort of poison or curse was beginning to affect him when he suddenly lost his hearing. After desperately using several healing potions and casting *dispel magic* on himself he began to despair. When scales erupted on his skin, he refused to suffer further effects and swallowed a vial of poison and lay down to die.

Koriela knows a great deal about this room, as she has investigated it thoroughly; if she flees the characters after fighting them in either **Areas 36** or **37**, she comes to this room to rest and recuperate. If the characters enter this room while she is here, she leaves through the window again to find a different place to recover. Once she recovers, she actively searches for the characters with plans of attacking them. This room is a safe place to rest only if Koriela is slain.

Treasure: Koriela is rather frightened of searching long-dead corpses. She removed Yorvash's rings but not his amulet, nor did she find the hidden gold coins in his money belt. The dragon-shaped amulet he wears is made of gold studded with sapphires and is worth 450gp, and his money belt contains 30gp.

Area 42: A Hidden Hallway

This hallway connects the private rooms of the Morrick family to a stairway leading to the kitchen and servants' quarters and was never meant to be viewed by guests. The few decorations here are not stolen or damaged, making this hallway seem far more elegant than the damaged and looted hallways and rooms. A few tapestries hang on the walls, and small crystal vases have been tucked into niches along the hallway's length. Dried-up flowers in the vases dropped their petals long ago. A thick layer of dust covers the floor as the hallway continues past several wood doors to end at a wide landing surrounding a staircase that leads down.

Servants used this hidden hallway and the back stairway to bring food or other items to the different family members and to enter rooms for cleaning. The skeleton of the family guard who protected the stairway as Lord Morrick turned his family to stone remains at the bottom of the stairway where it reaches the kitchen (**Area 35**). While the guard did not last long, he kept the marauding looters from entering the private rooms long enough that they forgot about the back stairway.

A **cursed pit viper** recently found its way here. Although not particularly hungry after its most recent meal, it considers the hallway its home and defends it fiercely.

Snake, Giant Viper (cursed): **HD** 4; **HP** 28; **AC** 5[14]; **Atk** bite (1d3 plus poison plus curse); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special**: curse (save or infected), lethal poison. (***Monstrosities*** 440)

Tactics: The snake strikes with lighting speed, biting the nearest character and injecting its venom. When seriously injured, the snake backs into a corner in tight coils and rises up, attempting to frighten away its adversaries.

42a through 42d — Doors: The 4 wooden doors in the hallway were locked to protect Lord Morrick's family. While none of the doors are trapped, they are thick and they have good, solid locks. Each of the wooden doors is decorated with the Morrick family coat-of-arms.

Treasure: Each crystal vase is slightly different in shape and design, but all are beautiful and worth a fair amount. There are six crystal vases, each worth 10gp each. Three tapestries hang on the walls: One depicts a lone knight riding a large horse (50gp), a second simply has a representation of the Morrick family coat of arms — the grape cluster and shade tree (30gp), and the third depicts a collection of mixed flowers (60gp).

Area 43: A Large Bedroom

Dust covers a large bed with an elegant purple silk canopy situated against the north wall, beside a small marble vanity. Small niches for combs, brushes, and makeup are lined up along the marble top of the canopy beneath a large mirror. Paintings of different flower arrangements decorate the plain wood panel walls, and a marble planter in the northeast corner contains a dead plant. Two massive windows in the east wall overlook the overgrown gardens down below; one of the windows is broken, but the other remains intact.

Deep purple blankets conceal the stone figure of **Larissa Morrick**, a beautiful teenage girl. Details of her jewelry and clothing are so perfect that one is forced to believe that this young woman was once alive and that the curse or a spell was used to turn her to stone. In fact, Lord Morrick turned her to stone to protect her from the curse, and the statue's intricate details allow the characters to realize easily that she has been turned to stone. If they have not investigated Lord Morrick's library, they might believe the curse is what turned her to stone rather than her father. Larissa's fiancé is nowhere to be seen; the curse took such a vicious hold of him that he committed suicide in a fit of insanity. Larissa's familiar, a cat, also succumbed to the curse and is now one of the many feral animals wandering the mansion grounds.

If the characters use a *stone to flesh* scroll or spell to return Larissa to life, she is thankful but concerned about the rest of her family. She is still afflicted with the curse and succumbs to it completely within 24 hours of being returned to flesh unless she receives a *remove curse* spell. Fortunately, time spent as a stone statue does not count as time spent cursed.

Larissa Morrick (MU1) (cursed): HP 2; **AC** 9[10]; **Atk** jeweled dagger (1d4); **Move** 12; **Save** 15; **AL** L; **CL/XP** 1/15; **Special:** cursed (save or infected), +2 saves versus spells, wands and staffs, spells (1).

Spells: 1st—*protection from evil*.

Equipment: silk gown, jeweled dagger, ornate gold ring (35gp), pearl necklace (450gp).

Description: Larissa is an incredibly beautiful, delicate young woman. Her pale skin is a sharp contrast to her black hair and deep blue eyes. Although short and very thin, she has been blessed with a curvaceous figure that easily distinguishes her from other children her size.

Personality: Larissa is determined to make certain her family is safe. If the characters give her news that her father has died, she is very sad but saves her sorrow for later. Her last memory before being brought upstairs and turned to stone by her father is the image of her new groom impaling himself on a large silver knife. The memory haunts her and makes her determined to find a way to end the curse — a curse with which she knows she is already afflicted. Determined to see the rest of her family brought to safety, she gladly abandons the mansion and its mysteries to the characters if her mother and brothers are turned back to flesh (see **Area 46**). Her devotion to her family and to ending the curse leads her to promise treasures and riches that she truly cannot deliver in return for the characters' help. She has no qualms about lying to get what she wants.

Koriela looted this room, but most of Larissa's clothing and personal items were left behind. If the characters revive Larissa, she puts on a set of sturdy robes she uses for traveling. She is so concerned about the rest of her family and the death of her fiancé that she does not notice the missing items. If Koriela has been defeated, this room is a safe place for the characters to rest.

Area 44: A Large Nursery

The nursery has not seen use since the Morricks' twin boys were old enough for their own room. This dark, elegant room is now a storage room holding stacks of books and several large wood crates beneath the two walnut cribs. Several rolled-up rugs rest along the north wall, and some paintings lean against the south wall. Decorations were often rotated and changed during the year to give the mansion added flavor and elegance, so unused decorations were simply stored here. A secret door in the west wall leads directly to Lord and Lady Morrick's private bedroom (**Area 46**). This room is a safe place to rest if Koriela has been defeated.

Treasure: The paintings and rugs are large and heavy and would require a wagon to remove from the mansion. Few traders would purchase anything from the mansion for fear of the curse, so these items would need to be transported quite a distance to find a willing merchant. Total value of the items in the room is 3000gp, but the characters would be lucky to obtain 1000gp for them anywhere close to Grollek's Grove.

Area 45: A Small Bedroom

Lord and Lady Morrick's two twin boys Eric and Edmund shared this room. A set of bunk beds stands in the southwest corner of the room, squatting beneath the burden of several large blankets tossed in a heap on the top bed. Toy swords lie around the room along with wood figures of horses and soldiers. A large tapestry hanging on the south wall depicts a massive battle between a large group of dwarves and an immense black dragon. Matching dressers flank the large broken window in the north wall, and several pieces of clothing lie rotting in the space between them. Koriela broke through this window as well. She did not find anything worthwhile here and neither will the characters. If Koriela has been defeated, this room is a safe place for the characters to rest.

Area 46: Lord and Lady Morrick's Private Bedchambers

This gigantic, elegantly appointed bedroom gives a true hint as to the beauty that the entire mansion must once have possessed. Delicate porcelain statues and graceful crystal vases occupy niches in the walls and stand on various tables and pieces of furniture. Every single decoration in the room was carefully considered; statues and vases, for instance, match the themes and colors of the tapestries and paintings that hang on the walls. Even the upholstered sofas and chairs that face the massive windows along the north wall match well with their surroundings. Of all the rooms in the mansion, this room is intact. None of the windows has even the slightest crack, and, although dusty, the room retains the beauty it had before the curse took over the mansion.

Windows for this room are magically enhanced to make breaking them almost impossible, so Koriela (**Area 36**) could not enter here despite all of her efforts.

The three stone statues on the bed are Lady Alandra Morrick and her twin sons Eric and Edmund. Lord Morrick turned them to stone using *flesh to stone scrolls* in an effort to protect them from the curse. Characters can use *stone to flesh scrolls* and/or spells to return them to their natural form. The boys were 8 years old when they were turned to stone and did not really understand what was happening. They were so busy playing that they did not eat anything at the party, so they are unaffected by the curse. Lady Morrick, however, is affected by the curse. Her vision is already far more acute than normal, but no other changes have taken place. Unless cured, she fully succumbs to the curse 24 hours after being turned back to flesh.

Lady Alandra Morrick (MU5): HP 14; **AC** 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** silver dagger (1d4); **Move** 12; **Save** 10 (+1 ring); **AL** L; **CL/XP** 7/600; **Special:** +2 saves versus spells, wands and staffs, spells (4/2/1).

Spells: 1st—*detect magic*, *light*, *shield, sleep*; 2nd—*detect evil*, *levitate*; 3rd—*hold person*.

Equipment: silk gown, silver dagger, *ring of protection +1*, diamond ring (600gp), pearl necklace (450gp), several small keys.

Description: Alandra is of average height but thin enough that she appears to be somewhat smaller than she really is. Light brown hair drops to her shoulders in broad curls and waves to frame her thin face. Her bright green eyes pierce anything she looks at. When first returned to flesh, she is wearing a very elegant gown made of pale blue silk. She rapidly changes into thicker traveling clothes made of linen, but all of her clothing is of the highest quality and cut in ways that accentuate her beauty.

Personality: Lady Morrick is a pleasant, good-humored woman, or was before the curse took hold of her family and property. At first angry with her husband for leaving them here so long, she is extremely upset when she finds out he is dead. Her single, overpowering goal is to get herself and her children safely away from the mansion and cured of all effects of the curse. While she does not know if it is a curse or some sort of poison, she knows her vision has changed and is afraid that other changes will occur if she is not cured soon. Not knowing the source of the curse or what all of its effects might be, she is unaware that her boys are not cursed. She offers the characters a variety of rewards for helping her get her family to safety. If the characters do help rescue her, Larissa, and the boys, they are rewarded with a great deal of money and even some property. While it is clear that Alandra loves beautiful things and wealth, she completely ignores the destruction around her to focus on her family.

Knowledge: Alandra does not know about the curse or who cast it. The only major rival she can think of is Lord Eldoran, but Lord Beval's family is rumored to have several powerful rivals. She can tell the characters that

the effects of the poison (she believes it is a poison) began to hit everyone in the mansion during the second toast to the bride and groom after dinner was over but before dessert was served.

Eric and Edmund are 8-year-old identical twins whom only family members seem able to tell apart. Their pale blue eyes and light brown hair contrast sharply with their deeply tanned skins. The boys clearly enjoy playing outside a great deal. Their clothing is made of thick, sturdy linen, but cut and dyed to look like formal clothing. Though young, the boys are far from passive or frightened. While saddened by their father's death, they seem excited by the adventure of leaving the mansion. They have a wild streak and an inquisitive nature that are easily associated with the adventuring lifestyle. If asked, both boys claim they want to be "explorers," much to their mother's chagrin.

Paintings, tapestries, and statues throughout the room are worth a great deal of money. Smaller vases and statues are relatively easy to move, while transporting the paintings and other items would require a large wagon. A small jewelry box is hidden in one of the dresser drawers.

The box is small but heavy, and it has a very sturdy lock. Alandra Morrick keeps the key hidden in one of the hairpins she was wearing when she was turned to stone. She opens the box herself and takes out the *bracers of defense AC 6[13]* and puts them on when she prepares to leave. If the characters have already opened the box and taken out its contents, she eyes them suspiciously but says nothing about it. The lock has an **acid gas trap** that is triggered when it is not opened with the proper key. The box contains **treasure #2** listed below.

Trap: Any attempt to open the box without the key releases an acidic gas. The gas dissipates within several rounds, but anyone within a 10ft radius breathing it suffers 3d4 points of damage, save for half).

Treasure #1: Small vases and statues scattered throughout the room have a total value of 3000gp.

Treasure #2: The jewelry box contains *bracers of defense AC 6[13]*, a diamond pendant (1000gp), a pair of emerald earrings (500gp), and a silver bracelet studded with tiny emeralds (400gp).

Area 47: A Large Closet

Long rods span the distance of this large room. Suits, cloaks, and fine men's clothing hang from several of the rods, while the rest are devoted to opulent dresses and beautiful gowns. Although the clothing is a bit out of style, it is all made of the finest fabrics and is remarkably well preserved. Clothing along the north side of the closet has been pushed to one side to reveal a heavy steel safe hidden in the northwest corner.

The magical vault uses the same combination and symbols found on the safe in the Library (**Area 28**). If the characters have not visited Lord Morrick's Library (**Area 28**), Lady Morrick knows the combination and opens the vault if asked to. A dial in the middle of the safe door has 6 symbols on it. The dial must be turned to 3 particular symbols in the correct order to unlock the safe. If a character turns the dial to the wrong symbol, he receives an electrical shock that does 3d4 points of damage. Characters that do a thorough search of the papers in Lord Morrick's desk find a piece of paper that lists the symbols in order. Opening the safe without knowing the proper sequence requires three Open Locks checks (1st at –25%, 2nd at –20%, 3rd at –15%) as the dial is turned to hear the tumblers fall into place. Failure of any check results in the electricity damage listed below.

Despite having a spell-like effect, this trap is entirely mechanical. It is generated by a piezoelectric effect and contains no magical components.

Treasure: While the vault does contain several valuable treasures, the items of greatest value include titles to several pieces of property, secret recipes for making fine wine and brandy, and documents showing ownership of a number of different business ventures. Most of the papers are not worth much to the characters, but they are invaluable to Lady Morrick if she is turned to flesh and cured of the curse. The vault also contains a beautifully made *+1 freezing longsword*, *Rokon's amulet* (see **Magic Items Appendix**), a *cloak of elvenkind*, 40 gold bars (20gp each),

a bag of gemstones (contains 10 gems worth 4d4gp each, 8 gems worth 4d4x10gp each, 5 gems worth 2d4x100gp each, and one perfect emerald worth 7000gp), and a bag containing 340gp and 1000sp.

If Lady Morrick is with the characters when the vault is opened, she insists on taking the gemstones for herself and tells the characters that the rest of the items are theirs if they get her and her children back to safety.

The Basement Floor

While investigating the basement floor of the mansion, the characters will not encounter any wandering monsters or events. Aside from **Areas 48** and **49**, most of the areas on the basement floor have become home to a large colony of fire beetles. If the characters explore this area thoroughly, they might find additional hints of who may have cast the curse.

Area 48: The Gardener's Storage Room

Various garden tools lie around the room; most are broken and rusting. Several rake handles have chunks bitten out of them. Shredded burlap from what must once have been sacks of some sort are strewn about the room. Lining the south wall are three carts: one clearly contains sand, while the other two seem to contain soil.

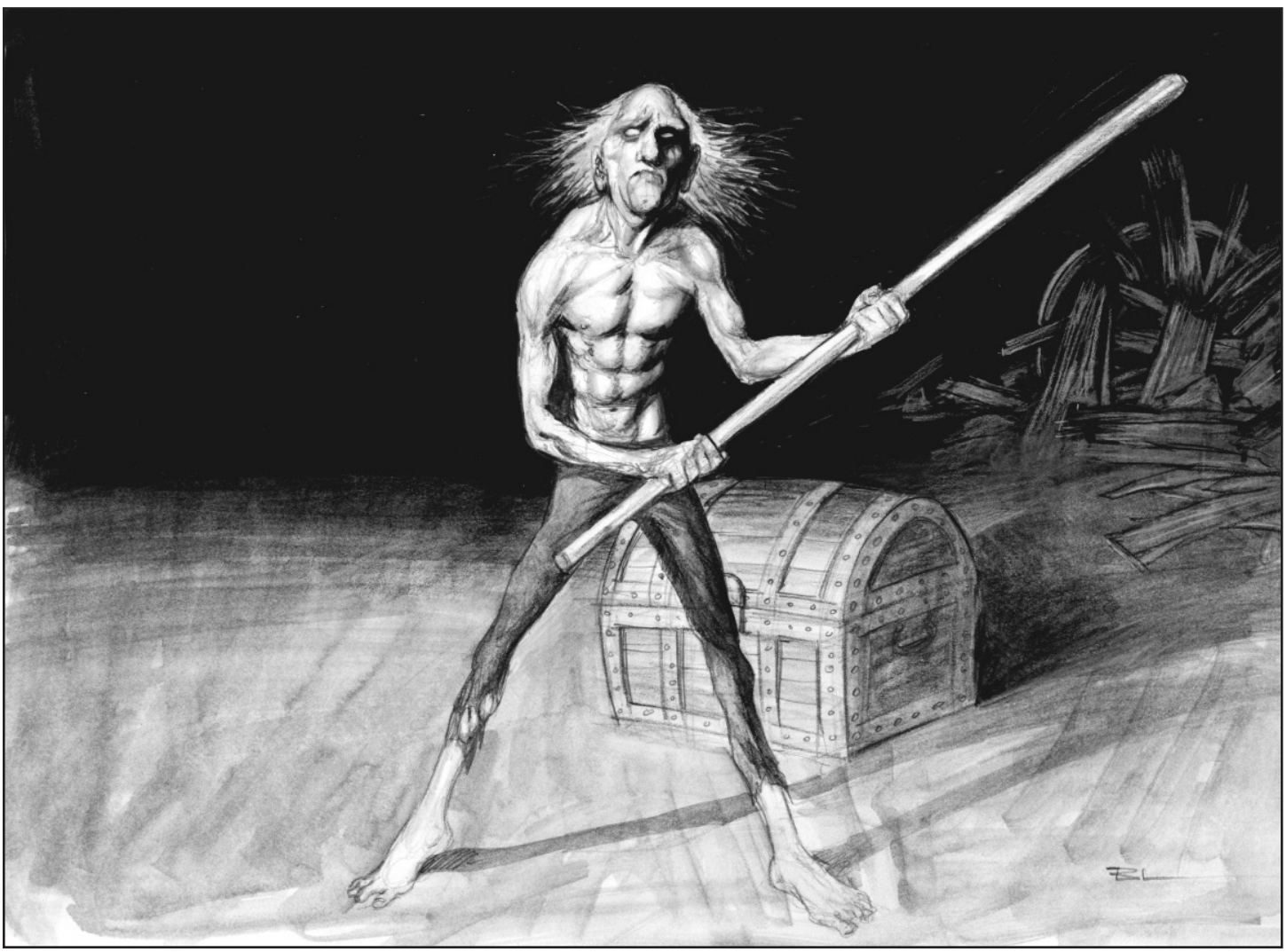
A colony of **9 cursed giant rats** live in the storage room now. The door was barred shut from the outside to keep them in, but they have since found a way to burrow beneath one of the walls so they can pass in and out of the room when they choose. The rats attack as soon as the door is opened, swarming to the doorway to attack in numbers. They fight to the death to defend their home.

Rats, Giant (cursed) (9): HD 1d4hp; **HP** 4x2, 3x3, 2x2, 1x2; **AC** 7[12]; **Atk** bite (1d3 plus curse); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** curse (save or infected), 5% are diseased.

Tactics: The rats simply swarm the characters. They follow the characters out of the room if they are in good numbers and relatively undamaged, but remain in the room if they have been hurt badly.

Area 49: Argrim White's Room

If the characters convince Argrim to open door **17a**, they meet a gray-haired man holding a quarterstaff in one hand. Scars around his white eyes suggest he might be blind, but his confident stance and calm bearing hint otherwise. The room around him is neat and organized. Boxes are stacked against the north wall, and a single set of bunk beds rests against the south wall. Massive boards and slabs of wood are nailed over the door in the east wall. Removing the boards that block the door is easy; once open, the door (it swings inward) reveals a mess of garbage stacked on the other side (**Area 52**). If the characters enter from **Area 52**, the west door leading out to the gardens is blocked. Argrim keeps both doors blocked when he is resting. A single large chest is in the room, but opening it in Argrim's presence would be risky at best.



While Argrim is indeed blind, anyone or anything attacking him on his own ground is in for a rude surprise. Before taking up gardening and tending animals for Lord Morrick, Argrim was a well-known adventurer and spent several years in charge of guard patrols in the hills nearby. Blinded during a battle with a troll, he was forced to seek other employment. Lord Morrick hired him out of friendship and let him do whatever he wanted in the gardens. He has adjusted to his blindness extremely well over the past several years and fights without penalties in his own room.

Argrim White (Ftr8): **HD** 8; **HP** 43; **AC** 7[12]; **Atk** *+1 staff* (1d6+1); **Move** 9; **Save** 6 (+1 *Argrim's ring*); **AL** L; **CL/XP** 8/800; **Special**: blind (–2 to hit), multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: leather armor, *+1 staff*, silver amulet shaped like a dragon hanging on a silver chain (20gp), *Argrim's ring* (**Magic Items Appendix**).

Description: Life has been hard on Argrim since the curse took hold of the mansion and the surrounding grounds. His hair is prematurely gray and wrinkles drag down his cheeks. His face, though marked by horrible scars near his eyes, is actually rather handsome. Long, thin arms hang from broad boulders lined with hard muscle, and his wide shoulders taper down his thin body to long, spindly legs. If he did not move with an unnatural grace and ease, he would be easy to picture as a spindly spider.

Personality: Argrim has endured enough hardships and witnessed enough evil that he is very difficult to startle or surprise. His blindness would have sent most warriors with his history into a deep depression, but Argrim never despaired. He retains his confidence and great sense of humor under even the most stressful of circumstances. Although he heard the destruction that occurred and has fought many of the strange creatures and plants around the gardens, he does not know what caused the changes. Promises he made to Lord Morrick have kept him here all this time, and he is willing to remain here if Lord Morrick or any member of Lord Morrick's family asks him to. His ring has kept him safe from the curse, and he is surprised to know that all of the changes around him were caused by a curse — and even more surprised to realize that he has not suffered at all. As long as he wears the ring, he can eat or drink anything on the grounds without fearing the curse, only he does not know that the ring keeps him safe. When informed of his strange immunity, he simply states that the gods favor him due to his faith.

Knowledge: While Argrim does not know about the curse, he does know that dangerous creatures are in the stables (**Area 8**) and in the old servants' quarters (**Areas 50–53**). He can also warn the characters about the cursed group of people in the Great Room (**Area 34**) and the group of rats he locked in the gardener's storage room (**Area 48**). He does not know about Koriela (**Area 36**) or anything about Lord Morrick's family. If the characters bring word of Lord Morrick's death or of Lady Morrick's rescue, he is willing to leave with them if they help him carry his chest.

Rescuing the surviving members of the Morrick family makes Argrim feel indebted to the characters. He offers them his ring, telling them it is a magical gift from a priest he once rescued and that they deserve it. If asked, he does not really know what it does, just that it is supposed to protect one from harm.

Tactics: If the characters foolishly decide to attack Argrim for any reason, he forces them to fight in his room, shutting the door behind them if they leave and try to use ranged weapons. His room is small, but he has kept the center of it very clean specifically for fighting anything that tries to attack him here. If the characters call off the battle or surrender, Argrim listens to what they have to say but refuses to trust them or to tell them what he knows. While the characters could potentially defeat Argrim on open ground, fighting him in his room means almost certain death for at least several characters.

This chest contains some of Argrim's old armor and weapons. He attacks anyone who attempts to rob him.

Treasure: The chest holds a suit of plate mail, a *+1 shield*, a *+2 short sword*, 10 *+1 arrows*, 2 longswords, 12 throwing daggers, 3 quivers holding 20 arrows each, a money belt with 30gp, and 3 *potions of healing*.

Area 50: A Sooty Hallway

Soot and ash from a long dead fire cover the floor as well as the broken, burned fragments of the doors that used to stand in the south wall of the hallway. Strange scurrying sounds and high-pitched clicks echo through the stone walls as they stretch toward a large room to the west. This hallway leads to rooms and quarters used by the servants who worked here. Several servants, driven mad by the curse, started fires in all of the rooms; soot and ash on the walls and floors are from the fires they started. Smoke suffocated the unfortunates who lit the fires in the first place, and their bodies provided food for the strange, warped creatures that now live in various rooms on the ground floor.

Area 51: Demolished Bedrooms

These two rooms were quarters for several families of servants who worked at the mansion. Family quarters were provided to married servants who had children. The fires started in these rooms destroyed all of the clothing, beds, and even valuables that were stored here. Searching the burnt remains in both rooms thoroughly only nets loose coins totaling 25gp, 395sp, and 534cp.

Area 52: The Servants' Kitchen

Burnt fragments of chairs and tables are piled in the center of this large room. While the kitchen area along the south wall is recognizable, it is demolished beyond reasonable hope of repair. Even the stone walls and floors are damaged by powerful blows. Flagstones are moved aside in several areas to create small burrows for some of the fire beetles that moved into the area.

A colony of **9 cursed fire beetles** has occupied the mansion's ground level. They have been eating a variety of things left behind in the storeroom as well as the very dirt beneath the stones. Detecting the vibrations from the characters' footsteps, they swarm out of their small burrows and attack.

Beetle, Giant Fire (cursed) (9): **HD** 1+3; **HP** 11, 10x2, 9x3, 8, 6x2; **AC** 4[15]; **Atk** bite (1d4+2 plus curse); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: curse (save or infected), red light gland (10ft radius).

Tactics: The beetles have no intelligence, so they simply swarm the characters and attack, fighting to the death.

Broken tables, cracked rocks, and bent pots and pans are stacked along the west wall, blocking access to several doors. Clearing enough garbage away to open the doors takes 20 minutes. Both doors are blocked or barred from the opposite side with varying degrees of success.

52a — Argrim White (**Area 49**) effectively bars this door from the opposite side. He shouts at the characters to go away if he hears them banging on his door, believing that the beetles are making an attempt to enter his room. If the characters speak to Argrim through the door, he unbars it and stands back to let them open it (see **Area 49**).

52b — One of the guards fled to the room beyond this door (**Area 54**) and blocked it to prevent the insane looters from killing him. He was affected by the curse a short while later.

Fragments of wood cling to the hinges in the open doorway in the east wall; the open doorway leads into more servants' quarters (**Area 53**). More beetles live beyond the open doorway, and characters hear their scurrying and clicking. Whether or not the characters enter that room, the beetles eventually come out in search of food.

Area 53: The Servants' Barracks

Fire beetles live in this room as well. Flagstones from the floor have been thrown to the edges of the room along with the burned remains of

broken furniture. A large mound of dirt with several openings occupies the middle of the room. High-pitched clicks and chattering sounds, though somewhat muffled by the dirt, clearly indicate that beetles are inside the mound.

This room was once a barracks hall for all of the unmarried male servants. Female servants slept in curtained-off areas of the married servants' quarters. A year or so after the initial destruction, the giant, mutated beetles moved in and created a home for themselves. The **5 fire beetles** detect vibrations of the characters' footsteps through the ground and rush out of the mound to attack. If the characters avoid this room, there is a 50% chance that they meet all or some of these beetles as the creatures come out in search of food.

Beetle, Giant Fire (cursed) (5): HD 1+3; **HP** 10, 9x2, 6, 5; **AC** 4[15] or 3[16] from loose dirt in room; **Atk** bite (1d4+2 plus curse); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** curse (save or infected), red light gland (10ft radius).

Tactics: The loose dirt on the floor and their massive hill give the fire beetles a +1 bonus to their AC if they fight in this room (AC 3[16]). These beetles rush the characters in an effort to overwhelm them. If the characters flee and leave behind any fallen comrades, unconscious characters are dragged into the burrow. The beetles view the characters as food and follow them if they flee.

Treasure: Several items are hidden deep within the beetles' mound: a mandolin carved of rare ebony wood, with ivory inlays (if repaired and restrung, the mandolin is worth 700gp to a collector), a silver sheath for a short sword (150gp) and an ivory scroll case containing a strange note (see **Sidebar**).

Strange Note

The note hidden in the scroll case reads:

Put this item in any fountain on the grounds. Whatever you do, do not touch it with your bare hand. Return with the Morrick family's secret wine and brandy recipes, and I will pay you four times the amount we already agreed on.

The seal at the bottom of the note is deliberately smudged just enough to cover the original writer's identity from strangers without preventing the original recipient from knowing who sent it.

The seal on the above note can be identified by Jasmine Welk in Grollek's Grove as that of Lord Eldoran. Other people in Grollek's Grove have a 20% chance of identifying it. This note is an important piece of evidence that helps prove who created the curse.

See the **Players' Handout Appnedix** for a copy.

Area 54: The Guards' Barracks

A skeleton clothed in rotting leather armor lies in the center of the room, surrounded by tall sets of bunk beds against each wall. Wholesale demolition and destruction has missed this room; other than broken fragments of the wood bar that once held the door shut strewn across the floor, the room is neatly organized, just dusty and unused. Hanging from pegs near the doorway are three cloaks bearing the Morrick family coat of arms, and six locked trunks rest beside the cots, each holding some of the guards' personal belongings.

All six locked trunks are identical. Each trunk contains various items of clothing and a few personal items, with valuable items of interest listed below.

Treasure #1: Two daggers, an ornate silver flask (10gp), 3 *potions of healing*, and a silver necklace (5gp).

Treasure #2: A suit of black leather armor decorated with blue embroidery, a light crossbow, a longsword, an ornate silver dagger, and a bag that contains 43gp and 123sp.

Treasure #3: A *+1 longbow*, a bastard sword, and a *potion of invisibility*.

Treasure #4: A magical quiver that holds 60 arrows (the quiver looks old and worn; only active study or *detect magic* reveals its true nature).

Treasure #5: A light crossbow and a *potion of slipperiness*.

Treasure #6: A silvered short sword, a quiver of 30 arrows, and 4 *potions of healing*.

The skeleton in the center of the room has several items on it as well:

Treasure #7: A key that fits the trunk containing **treasure #2**; a rusty short sword; rotting leather armor; a gold eagle-shaped amulet (45gp); and a pouch containing 3gp, 5sp, and 92cp.

Area 55: A Short Hallway

Loud crunching noises mixed with high-pitched clicks and chattering fill the hallway, easily covering up any other noises. Shattered wood is scattered across the floor of the narrow hall as it passes through a wide laundry room to the east on its way to a staircase heading up to the first floor of the mansion. Fragments of wood cling to heavy iron hinges set into the stone doorway in the west wall. The wall to the east simply ends a short way down the hall, leaving a wide-open entry to the laundry room (**Area 56**) and the staircase heading up to the kitchen (**Area 35**). More fire beetles are in the storeroom (**Area 57**), eating their fill of the broken crates and sacks that remain. There is a 50% chance that **5 cursed fire beetles** in the storeroom (**Area 57**) notice the characters and charge them. Otherwise, the beetles stay in the storeroom if the characters do not disturb them.

If these beetles attack the characters in the hallway, reduce the total number of beetles in **Area 57**.

Beetle, Giant Fire (cursed) (5): HD 1+3; **HP** 10, 9x2, 6, 5; **AC** 4[15]; **Atk** bite (1d4+2 plus curse); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** curse (save or infected), red light gland (10ft radius).

Tactics: The beetles charge the characters and attack. As far as the beetles are concerned, the characters are food; thus, if a character goes down, the beetle stops fighting and begins eating, unless attacked.

Area 56: A Large Laundry Room

The architect who designed the mansion was practical and artistic. An intricate pump next to the large well in the center of the room is used to bring water into the several large, self-draining wash basins along the eastern wall. Wooden rods spanning the room are designed for drying wet clothing, sheets, and blankets. The heavy stone of the well and the basins remains undamaged, as do the wooden rods along the ceiling. Cursed servants used the laundry that was left here to start some of the fires in the other rooms. The beetles have not noticed anything here that really interests them. Well water can be obtained only with the pump, and it is tainted by the curse the same way as all other sources of water in and around the mansion. The room opens up to the staircase to the kitchen (**Area 35**) as well as the hallway (**Area 55**) leading to other parts of the ground floor.

Area 57: A Large Storage Room

Fire beetles eat the remains of broken barrels and crates strewn about this massive storage room along with whatever might be inside. Size alone suggests this storeroom is capable of holding enough food to supply the mansion for several years. Now, though, it is home to **11 fire beetles** that are quite content to eat virtually anything that comes their way. If five of the beetles left to fight the characters in **Area 55**, only **6 beetles** are here. Between the servants who ransacked the room immediately after the curse

began and the fire beetles that moved in here recently, anything of value left in the room has been eaten or destroyed.

These beetles are large, healthy, and quite hungry. They attack anyone who enters the room, and once engaged, they follow fleeing victims. These beetles are as content to eat flesh as they are anything else; their mandibles can pierce even the strongest plate mail.

Beetle, Giant Fire (cursed) (6 or 11): HD 1+3; **HP** 11x4, 10x2, 9x4, 7; **AC** 4[15]; **Atk** bite (1d4+2 plus curse); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** curse (save or infected), red light gland (10ft radius).

Tactics: The beetles swarm the characters. If a character goes down, the attacking beetles ignore the battle going on around them and begin to eat their victim.

Concluding the Adventure

Simply surviving exploration of the mansion and grounds without suffering the permanent effects of the curse constitutes a deed in and of itself. If the characters find a way to eliminate the curse, Richard Arien rewards them with 3000gp. If they discover partial proof that Lord Eldoran was the culprit, they receive an additional 2000gp. Definitive proof in the form of notes stolen from Lady Sheila Eldoran's home (**Area P8**) nets them another 2000gp.

A 100 XP bonus for each character is suggested if they rescue Argrim White and Fourale Krev and escort them back to town. Rescuing Lady Morrick, both boys, and Larissa is worth another 100 XP each in addition to the treasures that Lady Morrick bestows upon the characters. Rescuing Larissa and ending the curse earns the gratitude of Lord Alistair Beval, an extremely powerful merchant. The Referee should feel free to adjust any and all treasure items given out in the adventure. If the characters played their cards properly, they have obtained two powerful magic items (*Argrim's ring* and *Rokon's amulet*) as well as a few new spellbooks and some other magic items.

Successfully overcoming the curse turns the characters into local heroes. They are treated with the greatest respect and receive the best prices in Grollek's Grove, as well as heavily discounted healing spells and potions from Sarah Lyrean and the clerics in the Temple of Kudrak.

Further Adventures

In addition to the adventures presented in this adventure path, a new relationship with the Morrick family and Lord Beval can be used as the beginning for many other adventures. Lady Morrick might ask the characters to help her lay claim to properties that others have taken over during the past 5 years, offering them half the value of whatever they can recover. Lord Beval, impressed by their courage and heroism, certainly invites them to Endhome and requests their help tackling a few "interesting" problems.

The characters may make an enemy of Thyran Whiteoak if they foil his efforts to contact the demon, or they could earn the enmity of the demon itself or even the Cult of Pazuzu. Thyran or the demon can easily become long-term enemies plotting against the characters in the background.

News of their success travels, and the characters are asked to help investigate other mysteries in and around distant villages and cities.

As heroes, the characters could be approached by various NPCs in Grollek's Grove with a variety of requests. The **Grollek's Grove NPCs** section includes various possible side quests and character hooks that the Referee might find valuable for enticing the valiant characters into further adventures.

Failure

The characters could fail or become disillusioned during the adventure; they might even fall victim to the curse and become part of the problem. In this instance, the Referee has several options. The slowly spreading curse could be halted by a different party of adventurers, or the curse could continue spreading, causing serious economic problems as well as panic as it encroaches on nearby trade routes. Alternately, Thyran Whiteoak could make contact with the demonic source of the curse and "end" it temporarily. In such a case, Thyran would swiftly grow in power and influence, providing a long-term enemy for the characters to overcome.

Shades of Yellow

By Greg A. Vaughan

Shades of Yellow is an adventure using the Swords & Wizardry core rules. It is the bridging adventure between *Morrick Mansion* and *Aberrations* in the *Cults of the Sundered Kingdoms Adventure Path* and is designed for a party of 4-6 characters of 6th to 7th level. By now the characters have gained some inkling of the sinister forces infesting the wild lands of the Sundered Kingdoms, but this adventure gives them an idea of how pervasive those forces truly are. This adventure involves some investigation and roleplaying interaction, but ultimately likely develops into the infiltration of an evil cult's headquarters and a combat with the fell cultists found there.

Shades of Yellow

Shades of Yellow is an interlude between the adventures ***Morrick Mansion*** and ***Aberrations*** and serves to tie them together to form a cohesive adventure path. Its plot does not directly involve either of those adventures but rather builds from them to create an internal continuity for the players' actions as they play through the ***Cults of the Sundered Kingdoms Adventure Path***.

Adventure Background

No one knows for sure how long the Chapel-on-the-Moor has stood upon the gray-and-green plains of central Sunderland, but it is believed to predate the nearby village of Billockburne by centuries, and the annals of the ancient Kingdom of Suilley make mention of it. Originally built as a shrine and later a church of Thyr, the Hyperborean god of justice, the chapel eventually became an isolated cloister where monastic brothers dedicated to the holy ways of Thyr could retreat to study his wisdom and copy sacred manuscripts of laws and legal doctrine amid the solitude of the surrounding moors. The monastery served this purpose for generations, and many famous bishops of the church of Thyr and legal scholars of Foere and even Hyperborea received their training at the chapel. But most of the cloistered monks of the order never left the chapel's hallowed halls and spent the remainder of their lives there before being interred in the graveyard that sprang up on the flatlands around the church. Over the years, however, as the Hyperborean empire's focus shifted to the far east and later the Foerdewaith paid it scant attentions, the chapel fell into disuse and was eventually abandoned after the last abbot of the monastery died at his desk in the scriptorium.

The chapel lay empty for centuries, the moorlands slowly reclaiming its grounds, its stone walls falling to the ravages of wind and rain. A few decades ago, monastic brothers once again appeared within the precincts of the chapel. They made repairs and soon the building was sound and habitable again, if not restored to its former grandeur. These monks called themselves the Brothers In Yellow and went forth among the surrounding villages to make themselves known as they lent aid, wisdom and healing magic where needed. Most of the brotherhood maintained a vow of silence and remained cloistered in the refurbished chapel so that the neighboring communities knew of them only through the few missionaries who came forth from time to time to purchase supplies and perform charitable acts whenever possible. Thus the Brothers In Yellow gained a quiet — but favorable — reputation among the folk of the central Sunderland moors and little if any reputation in areas farther afield.

Unbeknownst to any beyond the walls of the chapel is that the Brothers In Yellow are not an obscure and remote sect of Thyr worshippers. Rather, they are a cult dedicated to the Great Old One Hastur the Unspeakable. The lost, deranged, the criminally insane and the hopeless gather at the chapel in rites to their foul and mysterious master to try to bring about the end of the world. New initiates take a vow of silence and (willingly or unwillingly) have their mouths sewn shut and must rely on the benevolence of their cultist masters to keep them from starving to death. They remain sequestered at the Chapel-on-the-Moor until such time as they either die from the ministrations of their mentally unstable brethren or superiors, or display enough stability and aptitude to join the clergy of Hastur. At that point, their mouths are unbound and they are made ecclesiasts of the faith to go forth and do good deeds in order to allay the suspicions of their neighbors as well as to identify potential new sacrifices for their rituals.

Adventure Summary

Baron Alistair Beval retains the characters to locate a renowned knight and deliver a message and a payment. As the characters track down the knight, their travels bring them to the village of Billockburne where they learn of the Brothers In Yellow and the Chapel-on-the-Moor. Their quest brings them to the vicinity of the chapel where they discover evidence that the knight and his squire were waylaid or possibly died of some contagion. They then witness a funeral procession of the Brothers In Yellow where it is possible that they learn that the still-living squire is bound within the procession's coffin and being taken to some unknown fate. The discovery of this also entails that they discover the truth of the Brothers In Yellow as an evil cult rather than a benevolent brotherhood of Thyr.

The party's path leads then to the Chapel-on-the-Moor where they come in direct conflict with the cult of Hastur lodged there and discover its horrific secrets. Within the chapel they also discover a coffin containing the corpse of the knight they were seeking, recently sacrificed by the cult. Only in eradicating the entire cult can they ensure that its foul influence no longer infects the region around Billockburne. They can also discover clues that point them to a new job in the nearby Moon Fog Hills.

Adventure Hooks

The following hooks can be used to get the characters involved in this adventure.

- If this adventure is being played as a part of the ***Cults of the Sundered Kingdoms Adventure Path***, then the conclusion of ***Morrick Mansion*** leads the characters to a meeting with Baron Alistair Beval in the free city of Endhome where he retains their services to undertake the quest to find the knight Sir Bartol of Trebes. The adventure as written assumes this start. If you are not playing this as part of the adventure path, then feel free to use one of the hooks included below and modify the adventure accordingly.
- The characters are hired by an Oceander official out of Oestre as a survey crew to explore the western reaches of the Oceanus territories beyond the Matagost Peninsula. Their trek brings them to Billockburne where they hear tales of the Chapel-on-the-Moor and choose to reconnoiter it as a part of their survey of the region.
- The characters are traveling between adventures across the moors of central Sunderland to reach the enigmatic Stone-ring Knoll where, they have heard, lie buried the truths of ancient mysteries and possibly treasures as well. Their journey takes them to Billockburne where Sheriff Gorn asks them to look into the disappearance of Foerdewaith knight who had been traveling in the region but had inexplicably disappeared. He and his squire were last seen on the moors to the southeast, and the sheriff thinks that the Brothers In Yellow may have some idea where he is. The sheriff would go himself, but a pack of wolves recently raided a farm north of town, and he and a posse have to hunt them down before they make off with any more livestock.

Beginning the Adventure

The adventure begins in the free city of Endhome where the characters have been summoned by Baron Alistair Beval for their services rendered in bringing the murderer of his son to justice in Grollek's Grove. He invites the characters to his palatial manor in that port city and wishes to thank them and offer them another lucrative opportunity. If the characters assisted him by saving his caravan attacked in ***Beasts Among Us***, then he gives them an additional reward of 500gp at the outset of the meeting for services they rendered at that time.

The gratitude of Lord Alistair Beval, the Baron Leudisfort, is both generous and compelling. The invitation to his estate in the city of Endhome has brought you to a palatial manor house overlooking the Gaelon River from the Nobles' District. Apparently the only thing that prevents Beval from being one of the premier families in the city is that his ancestral barony lies in the Kingdom of Foere far to the west and much of his wealth is focused on his holdings there. Endhome is more of a business hub for his vast shipping consortium. The gold leaf on the invitation and promise of a lucrative opportunity were more than enough to convince you to make the journey from Grollek's Grove to the coast, even after collecting the reward for your services from Richard Arien.

Now, after a fine dinner atop a veranda catching the cool evening breeze coming off the river, you push back your plates and watch as Lord Beval lights a pipe and sips on a goblet of fine Châlaix wine. His face shows the lines of age, and his gray hair is grown sparse, but the baron's pale eyes are still bright with the light of a shrewd mind. He rings a small bell and a beautiful elven maid brings forth a silver platter upon which rests a cunningly crafted mahogany box. Lord Beval removes the box before dismissing the maid and sets it on the table before you. He opens the box to reveal a gold brooch in the shape of a stylized leopard with emerald eyes resting on a cushion of gray velvet.

He stares at the brooch wistfully for a moment before clearing his throat and looking up at you. "It was a wedding gift for my son," he finally says. "He always loved the creatures of Libynos. I took him on a voyage to Alcaldar across the Sinnar Ocean when he was just a boy, and he fell in love with the strange creatures and customs there. He would have made a fine chairman of my shipping company, and I always wanted him to remember the joy and wonder of when he first saw those far shores. Well...he has no need of it now, does he? The company will go to my brother when I die, and he wouldn't care about a golden leopard from Alcaldar."

He looks up at you, "You have done me a great service in bringing the killer of my son to justice and saving the family of his bride as much as you did. I know you have received the reward I promised, but know that you forever have mine and the Morricks' gratitude. You also have my trust. And for that I have a favor to ask of you if you will indulge an old man.

"On my last shipping venture some months ago, I stopped over in the city of Penmorgh on some business I had there. While there, however, I had a chance encounter with the knight, Sir Bartol of Trebes. Perhaps you have heard of him? He is a hero of some renown in the South, and his reputation for integrity and heroic derring-do were well known to me. For five years, I had sought adventurous souls who would go to Grollek's Grove and the accursed Morrick Mansion to discover what fate had befallen my son and bring its perpetrator to justice. For five years, some few had gone, and most never returned. Those who did always reported failure, and I was no closer to the truth. When I encountered Sir Bartol, it was the first opportunity for me to retain someone of his caliber to look into the matter, and I hired him to travel to Grollek's Grove and do that very thing. He had some matters of his own to finish, but told me that he would travel to Grollek's Grove on my behalf as soon as he finished up there.

"As you know, in the meantime you yourselves traveled to Grollek's Grove and completed the quest on your own before I had even returned to Endhome. So now, I am indebted to you for your service but seek it one more time. Sir Bartol is no doubt headed to Grollek's Grove as we speak to fulfill the oath of service he gave to me. When he arrives, he will undoubtedly learn that the quest has been completed and that his services are no longer needed. But I would spare him the trip of some thousand miles across the hostile wilds of central Sunderland. If I could, I would have him find out before he needlessly makes that trip. Sir Bartol is a man of honor, and I wish to treat him in that same manner. I feel I can do no less.

"That is why I need you. Will you travel for me and locate Sir Bartol? Let him know that the quest is completed and that I release him from his oath. I will give you payment for him to compensate him for his troubles. If you will do this for me, I will give this golden brooch to you. It is worth a great deal and of exceptional value to me personally. I can think of no more deserving recipients than individuals such as yourselves."

The gold leopard brooch is worth 2000gp. If the characters agree to the mission, Lord Beval tells them that if they set out immediately and head down the Soldier's Road and cut inland at Soldier Stone, they ought to catch up with Sir Bartol somewhere around Billockburne. He gives them a coffer of gold to give to Sir Bartol since he doesn't trust anyone else to not just abscond with the payment and let Sir Bartol needlessly make the trip to Grollek's Grove. He would never wish to dishonor the knight in that way and is relying on the characters to diligently search until they find the good knight. He gives the brooch to them in advance as well, to demonstrate his absolute trust in them. If the characters wish to take the brooch and steal the gold, they can do so, but the trust and friendship of a powerful shipping magnate ought to serve as incentive to hold them to their word along with whatever personal honor they possess. If the characters agree to the mission, Lord Beval gives them the brooch and provides them with a locked iron coffer holding 300gp and its key to give to Sir Bartol, along with a note explaining that the quest in Grollek's Grove has been completed and that he is released from his oath. They need to leave quickly if they wish to catch up to the knight before he travels too deeply into the hinterlands of the Sundered Kingdoms.

Chapter One: The Sundered Land

If the characters wish to gather information about the trip and the lay of the land in Endhome or the villages along the way, they can obtain the information below. Each character can gain one piece of information (roll 1d20 or choose an item):

1d20	Result
1–5	The heart of the District of Sunderland is a wild and lawless place. The scattered settlements provide safe haven only as far as their fields reach. Beyond that, the beasts of the wild run amok, hunting without conscience or mercy — some of them on two legs.
6–10	The Soldier's Road is often beset by gnoll raiders out of the Sand Hills. If you hear the sounds of their hyenas yipping in the night, an attack is imminent.
11–14	Much of Sunderland is a dry plain with few reliable wells or rivers between the Gundlock and Moon Fog Hills. The centermost portion north of Dimmelhill and west of Stone-ring Knoll, however, is a boggy moor with treacherous mires hidden beneath innocent-looking beds of moss. Stick to the paths as much as you can if you value your life. Just look for the stone crosses of the Monk's Way, and you should be fine.
15–17	A troop of soldiers from Bard's Gate rode south down the Soldier's Road a few months ago. They were tight-lipped about whatever mission they were on, and no one's heard anything of them since. If the wilds of Sunderland can swallow up an entire column of cavalry, there's no telling what might be out there.
18–19	Since the wars ravaged the lands and Foere withdrew into the west, the District of Sunderland has been a civilized region in name only. No central authority has overseen this vast area in more than 200 years. What settlements there are eke out an existence on their own, often isolated from all but the occasional traveler. Cults to foul gods and covens of witches have arisen in this time, with no one having the power to stamp them out. No one travels Sunderland lightly. Keep your boots on and your blade sharp if you head that way.
20	If you get lost on the Lonely Moor, look for the yellow monks. They help travelers in need and have saved more than one wanderer lost among the mires.

It is 300 miles down the Soldier's Road from Endhome to the town of Soldier Stone. The characters will turn southwest there and head along one of the tracks that cross Sunderland to reach the village of Billockburne 150 miles distant. The trip to Soldier Stone should take about 6 days on light horses, or 9 days on heavy horses. If the characters do not have mounts, Lord Beval provides them so they can make the journey in time to catch up with Sir Bartol. There is trade along this road, primarily between Endhome and Oestre, so travelers are met with some frequency (at least once a day), though they are usually in large and well-armed caravans. The characters cannot travel south with such a caravan because it will not move fast enough for the characters' purposes.

Check daily for a random encounter while characters travel along the Soldier's Road. These are in addition to encountering other mundane travelers heading north toward Endhome. Such travelers are in large, well-armed groups. They are not hostile but look at other travelers with suspicion and hurry on their way. Roll 1d8 every day. An encounter occurs on a roll of 1–2 and can occur during the day or at night depending on what works best for your adventure. If an encounter is called for, consult the table below or create an encounter of your own.

Random Encounters

d%	Encounter
01–10	1d2 ankhegs
11–20	1d6 ogrillons
21–30	1d3 worgs
31–40	1d2 cave lions
41–50	1 manticore
51–60	1d4+1 giant false spiders (solifugids)
61–70	1 gorgon
71–80	1 medium old blue dragon
81–90	Gnoll Raiders
91–00	Oceander Patrol

Ankhegs (1d2): **HD** 3; **AC** 2[17] underside 4[15]; **Atk** bite (3d6); **Move** 12 (burrow 6); **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: spits acid 5d6 (1/day, save for half). (***Monstrosities*** 14)

Dragon, Blue (Medium Old): **HD** 9; **HP** 45; **AC** 2[17]; **Atk** 2 claws (1d6), bite (3d8); **Move** 9 (fly 24); **Save** 8; **AL** C; **CL/XP** 10/1400; **Special**: spit lightning (5ft wide, 100ft long, 45 damage, save half).

Gnoll Raiders: A band of **1d4+3 gnolls** and **1d2 hyaenodons** has come down from the Sand Hills to hunt along the Soldier's Road. They avoid large groups but stalk any groups of less than a dozen that they spot. They prefer to attack after dark. If they spy the characters, they stalk them from a distance for the rest of the day. The party has three chances during the day to spot them skulking in the distance (1-in-6 chance). If the characters spot them, they are not surprised when the gnolls attack the party's camp later that night. If not spotted, any character on guard duty has a 40% chance of hearing the sound of the hyaenodons yipping just moments for the attack, giving them 2 rounds to wake their sleeping comrades and attempt to get ready for the onslaught. The gnolls retreat if half of their number is killed. The slaying of hyaenodons does not cause them to retreat. The band of raiders carries 188gp and 575sp in accumulated treasures divided among its members.

Gnoll (1d4+3): HD 2; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Hyaenodon (1d2): HD 5; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***The Tome of Horrors Complete*** 632)

Gorgon: HD 8; **AC** 2[17]; **Atk** gore (2d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special**: breath turns to stone (4/day, 60ft range, save avoids).

Lion, Cave (1d2): **HD** 7+2; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: none. (***The Tome of Horrors Complete*** 634)

Manticore: HD 6+4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes (3 volleys of 6, 180ft range).

Oceander Patrol: This company of Oceander cavalry is patrolling the Soldier's Road between the Gaelon River and Heldring's Cross due to increased gnoll raids. The patrol consists of **22 cavalrymen** mounted on light warhorses and is led by a **sergeant-at-arms** and a **tenente**. They make an orderly camp each day an hour before nightfall and break camp to continue their patrol with the dawn. They are not hostile but are wary of any group they see who displays arms. Regardless, they approach each group of travelers and demand to know their names and business on the road. They do not provoke a fight but are persistent in their demands — there is little law on the Soldier's Road and they represent what order there is by extending their writ of authority from Matagost to the east, so they do not back down in their duties. Provided the characters can give a reasonable explanation for their presence and do not themselves provoke a fight, the patrol lets them go after questioning with an admonition to be careful as there are many dangers on the roads of Sunderland. If asked about soldiers from Bard's Gate, they are intensely interested in the subject (they consider this territory to rightfully belong to the Empire of Oceanus and such visitors to be trespassing), but they have heard nothing about them.

Oceander Cavalrymen (22): **HD** 1; **AC** 7[12]; **Atk** longsword (1d8); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, longsword.

Sergeant-At-Arms: **HD** 3; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special**: none.
Equipment: chainmail, longsword.

Tenente Castro D'Valles (Ftr7): **HP** 35; **AC** 2[17]; **Atk** longsword (1d8+2); **Move** 9; **Save** 8; **AL** L; **CL/XP** 7/600; **Special**: +2 to hit and damage strength bonus.
Equipment: plate mail, longsword, shield.

Ogrillon (1d6): **HD** 2; **AC** 5[14]; **Atk** 2 strikes (1d4+1); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: reinforced fists. (***The Tome of Horrors Complete*** 405)

Spider, Giant False (Solifigid) (1d4+1): **HD** 5; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***The Tome of Horrors Complete*** 238)

Wolf, Worgs(1d3): **HD** 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

West from Soldier Stone

At the village of Soldier Stone, the characters can gain information on how to find Billockburne. A friendly local can point out the track to take that leads to Billockburne in the Lonely Moor. The character likewise is given the final warning to "watch for the crosses and stay on the path." This is in reference to the Monk's Way as described below.

The Lonely Moor

The path from Soldier Stone to Billockburne is an old dirt track that wends its way through the hills and dells of Lonely Moor. The path itself is marked every few miles by a stone cross (the symbol of Thyr). These ancient stone monuments stand 3ft to 5ft high, and are weathered and crusted with lichen. Originally raised by the brothers of the Chapel-on-the-Moor to guide travelers on the safe paths through the moor, many of them have fallen or been removed so that they are somewhat less reliable than they used to be. In addition, dozens of tracks cross through the moor, not all of which go to Billockburne. The characters have a 35% chance of leaving the correct path each day (only 15% if a ranger is in the party). Each failure results in a 1-day delay as they backtrack to resume the proper path.

The trip from Soldier Stone to Billockburne is approximately 200 miles along the winding Monks' Way. It should take 4 days by light horse or 5 days by heavy horse. While traveling the Monk's Way through the Lonely Moor, roll 1d8 to check for encounters twice a day, once during the day and once at night. Use the separate encounter tables below. During the day, an encounter occurs on a roll of 1–3; at night, an encounter occurs on a roll of 1–2.

Daytime Encounters

d%	Encounter
01–10	1 forlarren
11–20	1d4 poisonous frog swarms
21–30	1d2 shadows
31–40	1d4+1 copperheads
41–50	1d3 cockatrices
51–60	1d6+2 giant spiders
61–70	1 lantern goat
71–80	1d3 scythe horns
81–90	1d6+5 blood hawks
91–00	Lost

Nighttime Encounters

d%	Encounter
01–10	1d4+1 stirges
11–20	1d2 gargoyles
21–30	1d6+2 giant spiders
31–40	1 grave risen and 1d4 zombies
41–50	1 wolfwere (therianthrope) and 1d3+1wolves
51–60	1d4+2 bat swarms
61–70	1 bog mummy
71–80	1 lantern goat
81–90	1 will-o'-the-wisp
91–00	1 groaning spirit

Blood Hawk (1d6+5): **HD** 1; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d6); **Move** 6 (fly 36); **AL** N; **CL/XP** 2/30; **Special**: none. (***The Tome of Horrors Complete*** 61)

Bog Mummy: **HD** 8; **AC** 2[17]; **Atk** slam (1d6 plus rot); **Move** 9; **AL** C; **CL/XP** 10/1400; **Special**: +1 or better weapon to hit, bog rot (no natural heal, 50% magical healing until *cure disease*, save avoids), resistance to fire (50%). (***The Tome of Horrors Complete*** 66)

Cockatrice (1d3): **HD** 5; **AC** 6[13]; **Atk** bite (1d6 plus turn to stone); **Move** 6 (fly 18); **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: touch turns to stone (save avoids).

Forlarren: **HD** 3; **AC** 2[17]; **Atk** 2 strikes (1d4); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: 1/day—*heat metal*. (***The Tome of Horrors Complete*** 255)

Gargoyle (1d2): HD 4; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, fly.

Grave Risen: **HD** 4; **AC** 8[11]; **Atk** 2 claws (1d4+2 plus poison); **Move** 6; **Save** 13; **AL** C; **CL/XP** 5/240; **Special**: *animate dead* (1/day, 100ft range, 10HD of corpses), lethal blood poisoning (save avoids). (***The Tome of Horrors Complete*** 305)

Groaning Spirit: HD 7; **AC** 2[17]; **Atk** incorporeal touch (1d8 plus chill touch); **Move** 12; **Save** 9; **AL** C; **CL/XP** 12/2000; **Special:** chill touch (drain 1 point of strength, save avoids), fear aura (flee in terror for 1d6+4 rounds, save avoids), immunity to cold and electricity, keening (1/day, at night, 30ft range, 3d6 damage, save or die), magic resistance (50%), vulnerability to *holy word*. (***The Tome of Horrors Complete*** 312)

Lantern Goat: **HD** 7; **AC** 3[16]; **Atk** butt (1d8), 2 hooves (1d6); **Move** 6; **Save** 9; **AL** C; **CL/XP** 10/1400; **Special**: *fear* and soul capture light (60ft range, creature slain soul drawn in and digested, save avoids). (***The Tome of Horrors Complete*** 356)

Lost: The characters miss a stone cross or other landmark and inadvertently leave the trail. They do not discover this fact until 1d4 hours later. Characters have a 40% chance of backtracking and finding the trail (60% with a ranger). Each failed check adds an additional hour to the time it takes to find the trail. For each hour off of the trail, there is a cumulative 10% chance of running into a hidden mire (treat as quicksand).

Scythe Horn (1d3): HD 5; **AC** 7[12]; **Atk** butt (1d8) or horn-slash (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** stampede (herd, 1d12 damage per 5 animals).

Shadow (1d2): HD 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapon to hit, drain 1 point strength with hit.

Snake, Viper (copperheads) (1d4+1): **HD** 1d6hp; **AC** 5[14]; **Atk** bite (1 plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: lethal poison (+2 on save). (***Monstrosities*** 438)

Spider, Giant (4ft diameter) (1d6+2): HD 2+2; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison (+1 save), 5 in 6 chance to surprise prey.

Stirge (1d4+1): HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (1d4).

Swarm, Bat (1d4+2): **HD** 3; **HP** 18; **AC** 6[13]; **Atk** swarm (1d6 plus curse); **Move** 18 (fly); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** curse (save or infected), 10% chance of disease.

Swarm, Poisonous Frog (1d4): **HD** 4; **AC** 8[11]; **Atk** swarm (1d6 plus poison); **Move** 9; **Save** 13; **CL/XP** 4/120; **Special**: lethal poison (save avoids). (***The Tome of Horrors Complete*** 532)

Therianthrope, Wolfwere: **HD** 3; **AC** 3[16]; **Atk** bite (1d6) or longsword (1d8); **Move** 15; **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: silver or +1 or better weapon to hit, song of lethargy (60ft range, *slow* effect for 1d4+3 rounds, save avoids). (***The Tome of Horrors Complete*** 551)

Will-o'-the-Wisp: **HD** 9; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** dancing lights.

Wolf (1d3+1): **HD** 2+2; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Zombie (1d4): HD 2; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** always striking last, immune to *charm*, *hold*, and *sleep* spells.

Billockburne

The village of Billockburne lies in the heart of Lonely Moor. Its nearest neighboring villages are at least 30 miles away and are even smaller than this hamlet. The 165 human villagers of Billockburne eke out a living by cutting peat from the moor and raising sheep. Some small trade occurs over the Monk's Way with the local vendors, but it is infrequent at best, providing little more than ale for the public houses and the occasional ironware.

The town is named for the billhooks used by the local folk to clear the scrub brush for their fields. The town itself is little more than a central well at four cross streets with a dozen thatch-roofed cottages and an unnamed public house run by Brisban Scutt that is little larger. The village is not large enough to warrant a magistrate or other official, and no lord holds sway over this portion of the moor, so the villagers have elected one of their own, a hunter named Tom Gorn, to act as sheriff on their behalf.

The villagers are insular and speak little to the characters except to sell them food or basic wares that are available. The most garrulous man is actually Sheriff Tom Gorn (50% chance of speaking civilly with the characters). Everyone else in the village has a 75% chance of revealing any item of information below. Roll 1d6 to determine what information is obtained. After a character fails a check, he can no longer gain further information at that time, as the locals take a dislike to him for the rest of the day. He can try again normally tomorrow.

1d6	Result
1	A knight and his squire were seen on the Monk's Way east of town two days ago. They never came through town, and no one has seen them since, so no one is quite sure where they have gone. Perhaps they stepped in a bog.
2	Farmer Garrett lost a goat three years ago. He claims it was stolen, but it never turned up with anyone and most folk think he just got drunk and forgot to bring it home before dark. Since then, several folk claim to have seen the goat wandering in the night, a lit lantern still hanging from its neck as it looks for home.
3	A wolf pack in the area has grown bolder of late in raiding farms and sheepfolds. Several families have already been ruined because all of their stock was killed. Wolves don't normally behave like this without something spurring them on.
4	The Brothers In Yellow live down at the Chapel-on-the-Moor. They mainly keep to themselves, but sometimes one or two helps out with the farms around the village. Brother Udo was just in town the other day helping Farmer Chaney birth a calf.

1d6	Result
5	The Chapel-on-the-Moor is an old church of Thyr that has been there for a thousand years or more. It was the brothers of the chapel that originally set up the stone crosses on the Monk's Way to help travelers stay safe. The monks were gone for a long time but then a new group showed up when I was a boy. They call themselves the Brothers In Yellow on account of their yellow robes, and most of them aren't allowed to talk. But some are and come to town from time to time to buy supplies and help folks out.
6	The brothers down at the Chapel-on-the-Moor see most everything that goes on around the area since they're always out looking for folks to help. They stay quiet, but I bet they don't miss a thing that goes on.

If anyone asks for directions to the Chapel-on-the-Moor, the villagers can point them in the right direction. If the characters ask about Brother Udo, they have a 40% chance of getting accurate directions to find him.

Brother Udo

Brother Udo is a member of the Brothers In Yellow at the Chapel-on-the-Moor. He is currently at the Ruud Farm a mile outside Billockburne where he has hitched up his stained yellow robes to reveal his mud-spattered bare feet and is helping Farmer Ruud and his son Matty build a split-rail fence. Brother Udo is a weathered man in his fifties who seems hale and healthy despite his years. His gray hair is short cropped and thinning on the top, and his face is creased by years and laugh lines. His eyes are slate gray and twinkle as if he always has a joke to tell on the tip of his tongue. Brother Udo is clean shaven, which clearly shows the stitching scars on his upper and lower lips. If asked, he readily tells that adherents to the order take a vow of silence and have their mouths stitched shut until they achieve the rank of ecclesiast and go out into the world to carry the word and good deeds of the Father with them. He has been an ecclesiast for 7 years and has walked much of the Lonely Moor in that time helping out the locals where and how he can.

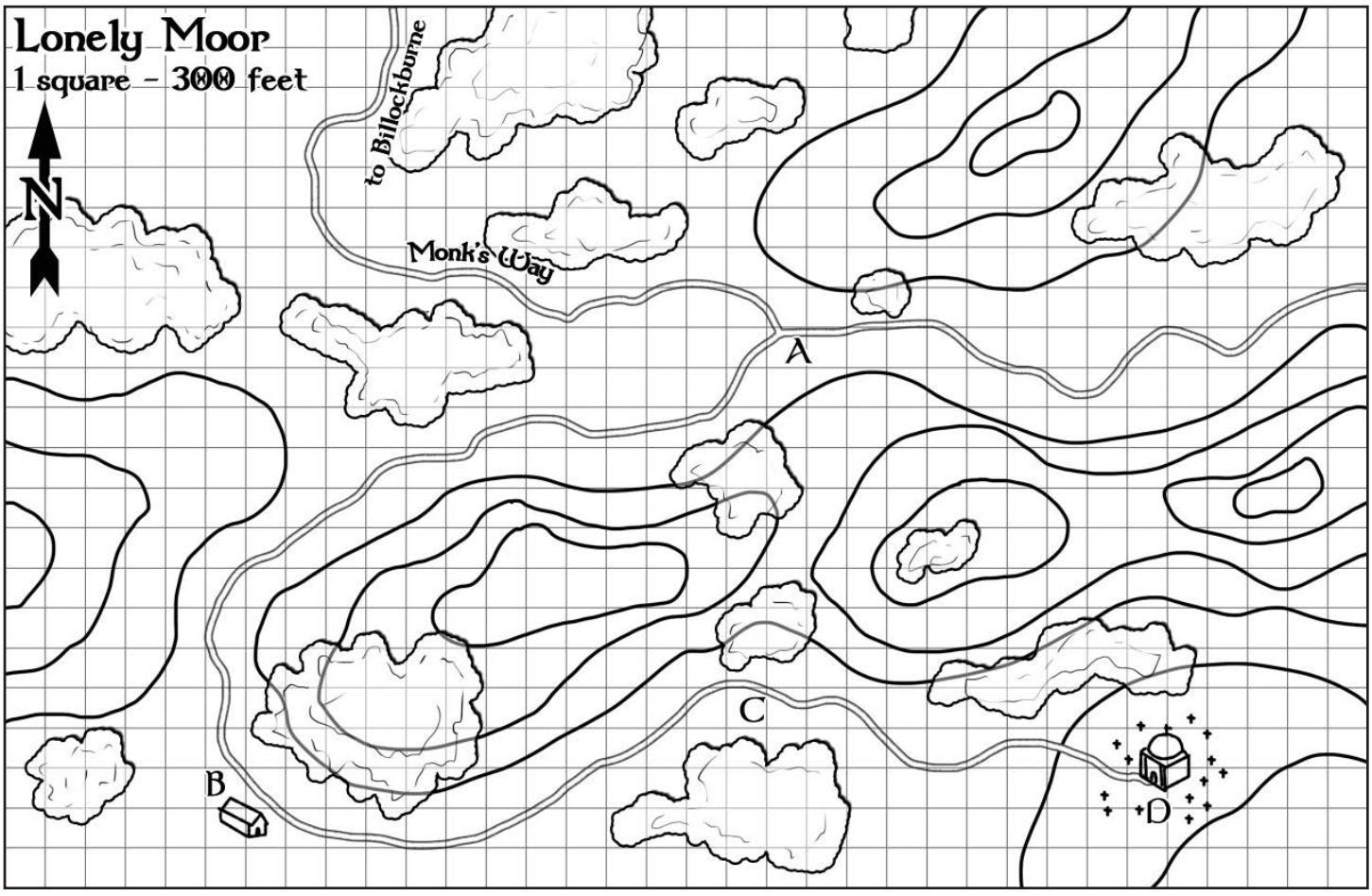
Brother Udo is indeed an **ecclesiast of the Brothers In Yellow**, but they are no order dedicated to Thyr. They are actually an insane cult dedicated to Hastur the Unspeakable. Brother Udo spends his time helping out the locals while scouting for lone travelers that can be captured and sacrificed to their dark god. A *detect evil* readily determines the brother's evil intentions.

If characters unmask Brother Udo, he attempts to kill them and the Ruuds in order to silence any suspicions about the order. If the characters ask him for directions to reach the Chapel-on-the-Moor, he readily tells them, but if they have already obtained directions as described above, it is obvious that the route he describes takes much longer. The truth is that as soon as the characters are out of sight, he hurries back to the chapel to warn them of the presence of the party. If this occurs, add Brother Udo to the ecclesiasts at **Area D**, and it is impossible to surprise any of the chapel's inhabitants.

Brother Udo, Brother In Yellow Ecclesiast, Cleric of Hastur (Clr5): HP 29; **AC** 6[13]; **Atk** +1 *sickle* (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** control undead, +2 save versus paralyzation and poison, spells (2/2).

Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*, *silence 15ft radius*.

Equipment: robes, ring mail, amber rope with rope belt, *+1 sickle*, scroll (*cure light wounds*), wooden medallion painted with Yellow Sign under robe, pouch with 2d4gp and 3d6sp.



The Crossroads Area

The Chapel-on-the-Moor lies 15 miles southeast of Billockburne and is reached by the winding path of the Monks' Way. It is not on the route between Billockburne and anywhere else, so it is rarely visited by any other than the Brothers In Yellow who maintain the ancient chapel.

A. Abandoned Camp

This camp lies along one of the trails of the Monk's Way not far from the Chapel-on-the-Moor. The characters come upon it as they head toward the Chapel-on-the-Moor or if they simply head southeast out of Billockburne in search of Sir Bartol and his squire. Sir Bartol came this way from the east on his way past Billockburne, heading toward the Gundlock Hills. He and his squire did not see the chapel, as it lay on the other side of a line of low hills and they merely stopped to camp near it coincidentally. Unfortunately for them, the Brothers In Yellow discovered them while they slept, as explained below. Read the following when the characters come upon the campsite.

Someone made a camp here at a crossroads near one of the old stone crosses that marks the trails of the moors here among a rise of low, granite-topped tors, and it appears that it was abandoned only recently. Two rumpled bedrolls still lie in the turf on either side of the cross. Not far away, the soil is churned and grasses clipped where two horses were hobbled and allowed to graze. A campfire built near the edge of the road is now nothing more than a bed of white ash. Whoever made this camp and where they have gone remains a mystery.

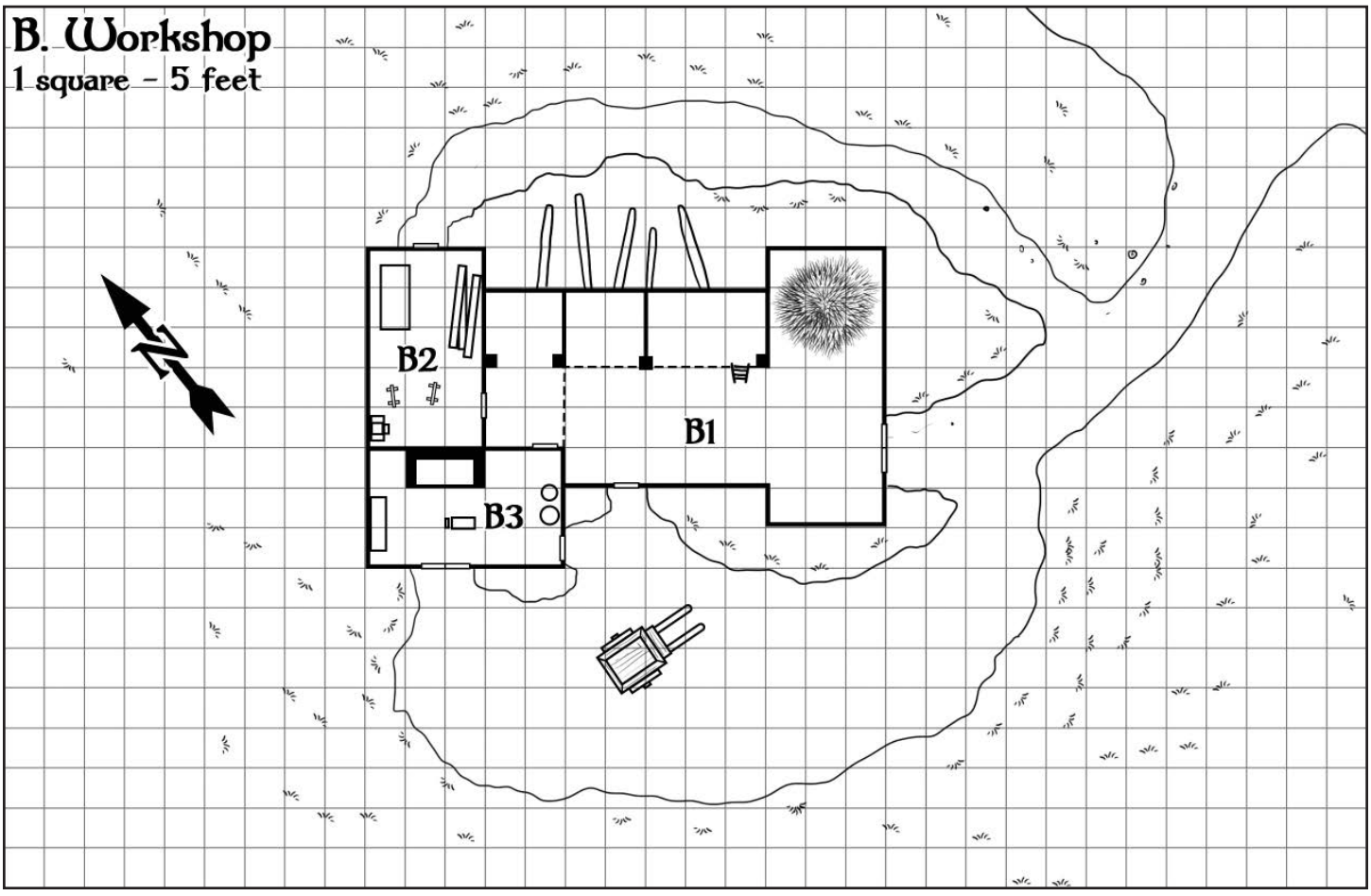
This camp was established by the knight Sir Bartol of Trebes and his squire Jamie Whitlock just the previous night. Unfortunately for the pair, the Brothers In Yellow discovered their camp during the depths of the night. Squire Whitlock was on watch and was easily felled by a *hold person* cast by one of the brothers. The Brothers then captured Sir Bartol before he could awake and defend himself. They took the travelers' packs and armor, as well as their horses, but did not think to grab their bedrolls or erase traces of their camp. They took their captives west up the trail to **Area B**.

Examining the cross shows that one arm points northwest and the word "Billockburne" is chiseled into the stone. An arrow carved on the side of the cross' shaft points southwest with the word "Chapel" just barely visible. Whatever was incised above the arrow pointing east is worn away to the point of illegibility. That road travels more than 20 miles before reaching a small unnamed thorp.

Searching the camp reveals the remains of a meal from the night before and the fact that the fire's ashes are still warm, indicating that the camp was inhabited within the last 24 hours.

There are no signs of a struggle, though a ranger, druid or elf has a 75% chance of determining that the footprints of at least a half-dozen individuals as well as the shod hooves of the horses headed down the southwest trail. All other characters have a 50% chance of following the trail all the way to **Area B**.

Development: While the characters search the camp, they suddenly hear the faint tolling a church bell coming from over the hills to the south. They also have a 3-in-6 chance to hear the sounds of faint chanting from several male voices that sounds like a monk's liturgy. While the road to



the southwest does lead to the Chapel, it takes a long and circuitous route almost 2 miles long to reach the same spot that can be reached by crossing the hills for one-half mile. The Brothers are walking the road beyond this hill, chanting. Their chant, along with the tolling of the chapel bell, is carried here by the echoing effect of the two granite hilltops. If the characters choose to pass over the hill in the saddle between the two tors, they can see the procession at **Area C** from a position of concealment among the scrub brush of the area. Traveling off the path here poses no danger of hidden bogs because they'll be heading up the hillside. If they follow the road, they miss the procession.

B. Workshop

A long, low stone building standing here has seen better days. The chalky white stones of its walls are stained and lichen crusted and are buckling in places. Timbers have been put in place to support one wall to keep it from toppling. The central portion has a 20ft-high peaked roof with the northern portions only 10ft high. Both of these sections are covered in thatch that is black with age and mold. A rickety two-wheeled cart sits abandoned in the yard. A few stone foundations are visible in the grasses around this building, but what they once were cannot be discerned.

The trail from **Area A** leads here if the characters follow it. This workshop was built in support of the monastery centuries ago, and a small community sprang up around it. It was abandoned when the chapel was, and fell to ruin over the years. When the Brothers In Yellow moved into the chapel, they refurbished the workshop as best they could, scavenging stones from the cottages that once surrounded it. These are the empty foundations and no longer have anything of interest. Despite the rickety appearance of the building, it is still fairly sound and is not in danger of collapse anytime soon.

A search of the grounds reveals a lot of foot traffic goes between this building and the road to the chapel (to the east). A search of the cart locates a purple silk veil imprinted with a lion devouring the moon (recognizable as the heraldry of the city of Trebes) worth 25gp. This was accidentally missed by the cultists when they moved Sir Bartol.

B1. Stable

Motes of dust drift lazily in the air in shafts of light admitted by the ill-patched thatch roof high above. The stones of the eastern wall bow outward as if on the verge of collapse. A pile of straw is stacked near double doors at the southern end of the room with a pitchfork sticking out of it. Three wooden stalls line the eastern wall, all of which are occupied by horses. A ladder leads to a loft above these stalls.

The occupied stalls hold an aged cart horse that belongs to the brotherhood and two warhorses, one a light warhorse and the other a heavy warhorse. These are very much out of place in this dilapidated barn far out on the moor. These horses belong to Sir Bartol and Squire Whitlock, though neither bears any markings of its owner. The tack from these horses as well as the harness for the cart horse, is stored in the loft above. The tack for the warhorses includes a military saddle and a riding saddle, two saddle blankets, two sets of saddlebags, two bits and bridles, and a purple caparison with the Lion of Trebes in gold stitching (150gp) for the heavy warhorse. The saddlebags are empty.

Horse, Riding: **HD** 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Horse, War: **HD** 3; **AC** 7[12]; **Atk** bite (1d2), 2 hooves (1d3); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

B2. Carpenter's Workroom

The thatch of this room's low roof is in better repair than elsewhere, and a window set in one wall lets a glimmer of light in between its shutters. The chamber has been set up as a workroom for carpentry with sawhorses, tables covered in woodworking tools, and stacks of lumber. Piles of sawdust are swept into the corners and the smell of fresh-cut wood is strong throughout. Against the far wall stands a newly made, plain wooden coffin, its lid not yet nailed into place. Marks in the sawdust next to it show where two other coffins were recently removed.

The adherent brothers of the cult are put to work in manual labor for the upkeep of their shrine. One of the jobs is to craft coffins to hold the living sacrifices to be made to their foul master. Two such coffins were recently completed and used for Sir Bartol and his squire. A third has also been completed, though it has no victim currently slated for it. The coffin is extraordinarily sturdy, unusual for a coffin so simply made with a complete lack of adornment. This is to ensure that the sacrifices do not escape before their deaths. A search of the room locates two complete sets of artisan's tools.

B3. Smithy

The low-ceilinged thatch is scorched in places above this smithy. A forge stands against one wall with a bin of coal and peat next to it. A scarred and rusty anvil stands before it. Two half-full quenching barrels stand to the side.

The chapel does not currently have any initiates that are particularly skilled in ironwork, so it has seen little use and upkeep over the years. The quenching barrels hold dirty water in one and olive oil in the other. Next to the forge are two burlap sacks of crudely made iron nails that are bursting at the seams.

C. Funeral Procession

The characters witness this scene if they climb over the hills after hearing the tolling of the bells. The description assumes the characters are viewing the situation from the nearby hillside. They can be under cover from the surrounding scrub brush if they so choose.

The bell still tolls, slowly and solemnly, and you can see its source as a stone building approximately a half mile to the east. A graveyard spreads out around this structure. You can just make out the tail end of a procession making its way up the steps and into the building. Nearer at hand, another procession makes its way slowly along the trail below you. Eight men in hooded amber robes file along in two columns. At the front another robed figure swings a censer that gives off a trail of gray smoke. The six front-most men carry a plain wooden coffin on their shoulders. A few members of the group chant in a sonorous voice.

It should be obvious to the characters that they are witnessing a funeral, and that the chanting is funeral rites typical of dozens of religions. If the characters are hidden, allow them a chance to surprise the brothers. If the characters are spotted, the chanting procession comes to a stop and grows silent as the brothers all turn to look at the characters' position. They stand there unmoving until the characters come down to speak with them. If the characters remain hidden and allow the funeral procession to go by, they have a 1-in-6 chance of detecting a faint thumping sound coming from inside the coffin. If they do not investigate and allow the procession to pass, Squire Whitlock is dead in the chapel by the time they find him.

The funeral procession is composed of **2 Brother In Yellow ecclesiasts**, **6 Brother In Yellow adherents,** and a **bhuta**. All wear the same amber robes with plain rope belts and walk the trail barefoot. One of the ecclesiasts leads the procession and carries the thurible that gives off the bitter smell of incense. Immediately behind him the six adherents carry the coffin followed by the bhuta and other ecclesiast. Like Brother Udo in Billockburne, the ecclesiasts keep their hair short and bear the scars of stitches that once sealed their mouths shut. The adherents' mouths are stitched shut and they are gaunt and hollow-eyed from malnutrition. Their heads are shaved. The bhuta, if his hood is removed, looks like a typical stocky Sunderland villager with a short beard and shaved upper lip, but his face is pale and waxy. His eyes are bloodshot, his lips and tongue are purple, and his hair is wet and plastered to his scalp. He is a victim sacrificed by drowning at **Area D5c**, and now serves the cult in undeath.

Brother In Yellow Ecclesiast, Clerics of Hastur (Clr5) (2): **HP** 26, 22; **AC** 6[13]; **Atk** *+1 sickle* (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** control undead, +2 save versus paralyzation and poison, spells (2/2).

Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*, *silence 15ft radius*.

Equipment: robes, ring mail, amber rope with rope belt, *+1 sickle*, scroll (*cure light wounds*), wooden medallion painted with Yellow Sign under robe, pouch with 2d4gp and 3d6sp. (see **Chapel Roster**)

Brother in Yellow Adherents (6): **HD** 1; **HP** 4x3, 3x2, 2; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: mute (cannot speak or vocalize beyond guttural grunts because their mouths are stitched shut).

Equipment: amber robe with rope belt, club, wooden medallion painted with Yellow Sign under robe, pouch with 1d2sp, 1d6cp. (see **Chapel Roster**)

Bhuta: **HD** 7; **HP** 38; **AC** 4[15]; **Atk** 2 claws (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special**: death grip with two successful claw attacks (automatic 1d6+1 damage per round until successful attack by victim). (***The Tome of Horrors Complete*** 57)

Development: If the characters approach the procession peacefully, the ecclesiast at the front of the column removes his hood and identifies himself as Brother Laman. He states that the other members are all initiates and are required to remain silent and hooded. If asked what is going on, he states that this morning he and his brothers found two travelers camped by the road. They were dead from some contagion based on their sores and swelling that covered their bodies. The brothers took the bodies and sealed them in coffins to contain the contagion and are giving the men funeral rites. Characters may be suspicious, and realize that he is lying. Furthermore, the characters now have a 4-in-6 chance of hearing a faint scratching coming from inside the coffin. If the characters act suspiciously or hear the scratching, Brother Laman drops all pretense and attacks. The adherents drop their burden and rush to attack. The bhuta defends Brother Laman, while another ecclesiast named Brother Yarbrough hangs back to cast spells.

The coffin is nailed shut. If opened, it contains a bound and gagged young man wearing travel-stained clothes. If freed, he identifies himself as Jamie Whitlock, squire to Sir Bartol of Trebes. He explains that he and his master had been traveling for months from Penmorgh to the village of Grollek's Grove to look into the matter of a nobleman's missing son. Last night they camped at a crossroads nearby. While Jamie was on watch, a man in yellow robes stepped out of the shadows and cast a spell that caused Jamie to freeze, unable to move. More men in robes then subdued and bound the sleeping knight. They were carried away and locked in a stable until earlier today. Then Sir Bartol, still tied and gagged, was loaded into a coffin and carried away in a procession. The same was done to Jamie only a few minutes later. Squire Whitlock is desperate to find his master and save him from these vile men. He has no equipment but assists the characters to the best of his ability if given a club to fight with. He is overzealous and may get in over his head if the characters do not take care to protect him.

Squire Whitlock (Ftr1): **HP** 6; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15; **Special**: none.

The ecclesiasts attempt to retreat to the chapel if all the adherents are slain. The adherents fight to the death, and the bhuta fights until destroyed.

Treasure: The censer is dented and scratched but made of silver and worth 250gp. It is imprinted with the cross of Thyr on its side. The rancid incense it holds is of no value.

Chapter Two: The Chapel-on-the-Moor

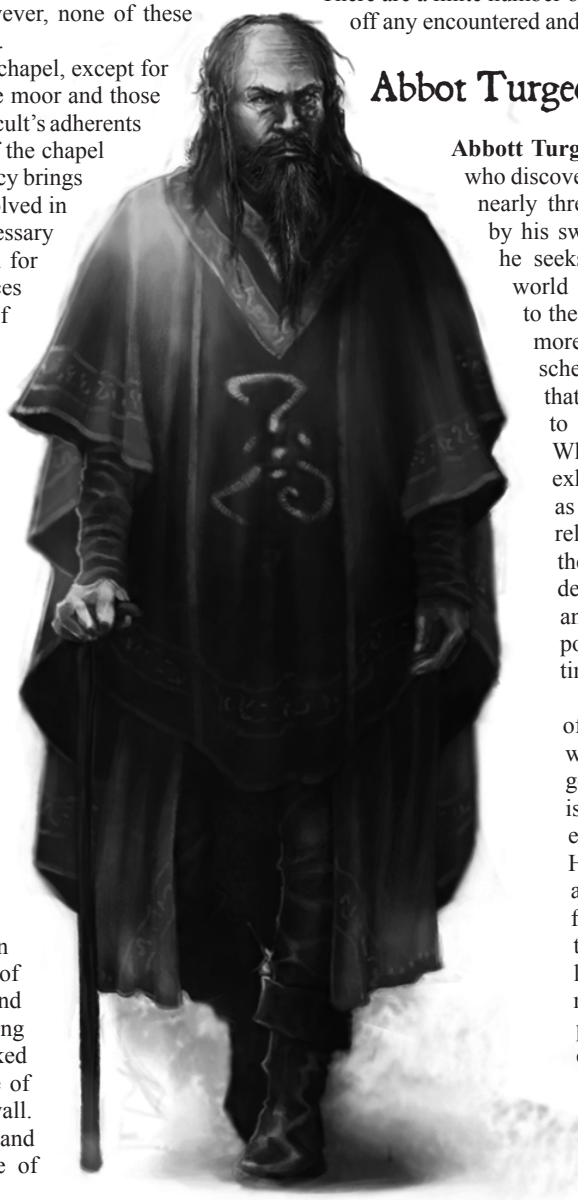
The Chapel-on-the-Moor is an ancient stone building more than a thousand years old and constructed in stages over many centuries. It has likewise lain abandoned for many years before the Brothers In Yellow reoccupied it in recent decades and refurbished it. Their refurbishment work has been far from thorough and has barely made the structure habitable, with some portions more complete than others. The whole has a feeling of ancient grandeur fallen to ruin and pieced back together haphazardly. Rats and other small vermin are omnipresent throughout the chapel (though less so in **Areas 23–27**) and are largely ignored by the brotherhood. The characters undoubtedly notice the droppings and signs of their presence, including a myriad of spider webs in the corners and the dried carapaces of long-dead insects. However, none of these poses any sort of hazard unless otherwise noted.

The Brothers In Yellow live and work in the chapel, except for those ecclesiasts doing mission work out on the moor and those assigned to the workshop at **Area B**. Most of the cult's adherents spend the majority of their time with upkeep of the chapel and whatever flights of fancy their personal lunacy brings them to, while the ecclesiasts are primarily involved in overseeing and punishing the adherents as necessary and creating magical scrolls in the scriptorium for the use of the cult. Whenever suitable sacrifices are found, rituals are held in the main nave of the chapel for the purpose of creating new undead guardians (the bhutas, see below). The head of the cult, a dark wizard who styles himself as Abbot Turgeon, seeks to draw the cult's dark god to manifest in the moors of Sunderland and bring about a new age of madness and dissolution. In the meantime, he seeks to gather as much temporal power as he can from his isolated waypost in anticipation of that great day.

The chapel is constructed from ancient limestone blocks and repaired in places with heavy wooden planks and marble headstones. The central portion has a limestone dome while the rest of the building is roofed in clay tiles. Crudely constructed patches made of wooden planks patch the numerous holes. Standard room height is 10ft unless otherwise noted. The few windows are narrow and 7ft above the floor. They are good for little more than providing some fresh air and a little illumination. Occupied rooms and the surrounding corridors are lit by oil lamps set in wall sconces. Unoccupied rooms are unlit. All of the doors have been replaced over the years and are now strong wooden doors with simple sliding bolts on their inside facings. They are not locked unless otherwise noted. Secret doors are made of stone and slide into nestings in the adjacent wall. They do not have locks unless otherwise noted and all characters generally have a 2-in-6 chance of locating them.

Chapel Roster

The primary inhabitants of the Chapel-on-the-Moor are listed below, as well as the locations where they can normally be found. Certain rooms are always occupied by adherents or ecclesiasts, but the rest of the chapel's inhabitants move around depending on the time of day. Each time a room is entered for which no specific encounter is given, consult the table below to determine if any of the chapel's inhabitants are present. It is possible that more than one type of inhabitant may be present in the same room. There are a finite number of occupants present in the chapel, so mark off any encountered and slain from the total amounts listed below.



Abbot Turgeon

Abbott Turgeon is the head of the chapel. It was he who discovered it and the properties of its central well nearly three decades ago, guided to it in a vision by his sworn master, Hastur the Unspeakable. As he seeks to bring about the destruction of the world in his master's glorious name, he came to the realization that it would be easier — and more comfortable — to execute his maniacal schemes with the help of underlings. To that end he created the Brothers In Yellow to serve him as chattel and menial labor. When the more senior brothers began to exhibit spellcasting abilities, Turgeon was as surprised as anyone. With a legitimate religion on his hands, he styled himself the abbot of the Chapel-on-the-Moor and devised a program to bring more converts and sacrifices to increase his personal power and comfort while he spends his own time working at the unmaking of the world.

Abbot Turgeon wears the amber robes of the order but with a ruby red chasuble worked with the Yellow Sign in thread-of-gold. Turgeon has graying black hair that is growing sparse atop his head and that extends in a thin beard down his chest. His right eye is piercing blue, but a rash of angry red skin and crusted pustules extends from his left ear, around his eye, and down to the tip of his nose, though only on the left side. The eye on that side is a sightless milky orb. The rash is recurrent and quite painful and has proven resistant to the curative magic of the cult so far. Turgeon has learned to deal with the omnipresent pain and the blindness that his condition has brought on, but it has done nothing to improve his temperament which has always been acerbic at best.

Daytime Encounter Table

Room	Abbot Turgeon	Simper	1d3 Ecclesiasts	1d6 Adherents	Bhuta
Exterior	—	—	30%	15%	—
D6	—	—	25%	50%	10%
D7	—	—	15%	35%	—
D10	—	—	40%	10%	20%
D11	—	—	30%	10%	30%
D14	—	—	5%	35%	20%
D20	—	—	—	—	40%
D24	30%	—	—	—	60%
D25	40%	10%	—	—	—
D26	30%	10%	—	—	20%
D27	—	80%	—	—	—

Nighttime Encounter Table

Room	Abbot Turgeon	Simper	1d3 Ecclesiasts	1d6 Adherents	Bhuta
Exterior	15%	20%	10%	10%	—
D4	—	—	—	20%	40%
D6	—	—	15%	10%	20%
D7	—	—	—	25%	50%
D9	5%	5%	—	—	30%
D12	—	—	—	—	75%
D14	—	—	5%	40%	60%
D15	—	—	—	—	45%
D17	5%	—	25%	—	20%
D20	10%	—	—	—	50%
D24	10%	—	—	—	30%
D25	10%	—	—	—	—
D26	45%	5%	—	—	—
D27	—	70%	—	—	—

Abbot Turgeon (MU8): HP 27; **AC** 3[16] or 2[17] (missile) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 7 (+1 ring); **AL** C; **CL/XP** 11/1700; **Special:** spells (4/3/3/2).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*darkness 15ft radius*, *invisibility*, *web*; 3rd—*fly*, *haste*, *hold person*; 4th—*confusion*, *ice storm*.

Equipment: Red silk chasuble with Yellow Sign in thread-of-gold (550gp), silver dagger, *bracers of defense 4[15]*, *ring of protection +1*, *wand of lightning bolt* (8 charges), scroll (*mirror image*), 2 *potions of healing*, vial of giant wasp poison, key to chest in **D26**.

Tactics: Before battle, Abbot Turgeon casts *haste* and *fly* on himself. He generally waits in **Area D26** for enemies to come to him if they appear to be having success in raiding the chapel. In battle he uses his wand and *magic missiles*. If he catches his enemies grouped together, he uses *ice storm* to deal as much damage as possible. He uses *fly* to maneuver between **Areas D22** and **D26** to force enemies to chase him. He is not above abandoning Simper if the battle seems to be going poorly, and he may try to reach the one-way secret door in **Area D24**. From there, he tries to disappear into the moor to put as much distance between himself and the chapel.

Simper

Simper, as the abbot calls him, is Turgeon's simple-minded assistant. He is short with badly twisted legs that force him to walk with a shuffling, hopping gate that the cruel Turgeon never fails to mock him for. He has a shock of hair atop his head as coarse as straw, and his face bears a perpetual slack-jawed vacant look. Despite years of constant physical and verbal abuse, Simper remains exceedingly loyal to the foul wizard, serving him faithfully in all manner of sordid matters. Despite his odd physique and slow-mindedness, Simper is exceptionally nimble and unburdened by any moral qualms. He has developed great skill in the roguish arts and serves as spy and assassin for Turgeon as the abbot has need. He favors underhanded tactics in battle, preferring to hit and run and hit again and is not above using the poisons that the abbot concocts. He

keeps his crossbow bolts poisoned with giant wasp venom. He defends Abbot Turgeon with his life.

Simper (Thf6): HP 20; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 9 (+1 cloak); **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, *cloak of protection +1*, *+1 short sword*, light bolts (x20), light crossbow, 3 vials of giant wasp poison (save or paralysis, 1d4+1 days), 4 bags of caltrops (save or half movement), thieves' tools.

Ecclesiasts

The ecclesiasts are the voice of the Brothers In Yellow. Having graduated — i.e. survived — from the ranks of the adherents, they have the stitching on their mouths removed and are able to regrow their hair (though they are required to keep it short and neat for appearances). They possess true clerical abilities and give the appearance that they are granted from Thyr, God of Justice, though they usually refer to their deity cryptically as the Unnamed Father with outsiders. Their initial reaction to outsiders is friendly helpfulness, as this is a part of their mandate to spread the work of the cult. In reality this is just to allay any suspicions, build up local goodwill, locate suitable candidates to be inducted as adherents, and find the occasional sacrifice to their true deity Hastur. Within the chapel, they are charged with overseeing and feeding the adherents and scribing scrolls in the scriptorium. A total of **11 ecclesiasts** are in the chapel at any given time, with another half dozen out doing mission work in the villages of the surrounding moors. They are all fanatics and fight to the death for their cause.

Brother In Yellow Ecclesiast, Cleric of Hastur (Clr5) (11): HP 16; **AC** 6[13]; **Atk** *+1 sickle* (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** control undead, +2 save versus paralyzation and poison, spells (2/2).

Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*, *silence 15ft radius*.

Equipment: robes, ring mail, amber rope with rope belt, *+1 sickle*, scroll (*cure light wounds*), wooden medallion painted with Yellow Sign under robe, pouch with 2d4gp and 3d6sp.

Adherents

The adherents are the initiates in the Brothers In Yellow. They are almost universally madmen that the cult draws in and uses for manual labor and as cannon fodder against any enemies. Upon initiation, these folk have their heads shaved and their mouths sewn shut. They rely entirely on the magic of the ecclesiasts and the special feeding techniques of the Grumpuns to keep them from starvation. Some of them gain the personal discipline and insight through this ordeal to master their madness and develop true faith in Hastur. Those that do this and develop clerical abilities graduate to become ecclesiasts. Most, however, die from malnutrition, hard labor or the natural dangers of the moor long before ever achieving that status. A total of **31 adherents** are in the cult. Mark off any previously slain at **Area C**. Some are fanatics, but there is a 10% chance of any adherent fleeing the chapel if reduced to half hit points. Such failed adherents become madmen roaming the moors until falling to starvation or the dangers of the moors themselves.

Brother in Yellow Adherents (31): HD 1; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: mute (cannot speak or vocalize beyond guttural grunts because their mouths are stitched shut).

Equipment: amber robe with rope belt, club, wooden medallion painted with Yellow Sign under robe, pouch with 1d2sp, 1d6cp.

The Grumpuns

The Grumpuns are an odd couple employed as cooks for the Brothers In Yellow. They reside in the Chapel-on-the-Moor and oversee the feeding of the brotherhood, providing a thin gruel to the adherents that they feed to them through a funnel inserted at the very corner of their mouth, behind the stitches. This feeding in addition to the sporadic feedings provided by the ecclesiasts is barely enough to sustain a human.

The Grumpuns themselves are actually huggermuggers, small, strange subterranean creatures related to dark folk. They clothe themselves completely in black, including broad black hats and scarves that conceal almost all of their wizened, pale-skinned faces. Their bodies beneath this black clothing are equally pale-skinned with wrinkled, clammy flesh that is cold to the touch. How the huggermuggers came to be at the chapel or how Turgeon found them is anyone's guess, but he acquired their services nonetheless. Their names are not actually Grumpun; Abbot Turgeon took to calling them Mother Grumpun and Master Grumpun to the initiates of his fledgling cult, and the name stuck. Not even he knows their true names as he does not understand their nonsensical chattering language. He also does not realize that **6 huggermuggers** lair in his kitchens, as the creatures make sure that no one ever sees more than two at one time. What nefarious plan they have been involved in over the last decade while they have dwelt in the chapel is unknown to anyone save themselves, but they have been pilfering potions, poisons and chemicals from Abbot Turgeon's laboratory for years. They are not particularly loyal to the cult and fight only as long as it looks as if they have a chance of winning. Otherwise, they flee to the flooded catacombs through the secret hatch they have constructed in **Area D18**, never to be seen again.

Master/Mother Grumpuns, Huggermuggers (6): HD 2; **HP** 10x2, 12, 14x2, 11; **AC** 6[13]; **Atk** dagger (1d4); **Move** 6; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** 3 or more around opponent can cause *confusion*. (***The Tome of Horrors Complete*** 330)

Equipment: leather armor, hook-blade*, *potion of invisibility*, vial of giant wasp poison, thieves' tools, pouch with 3d6gp and 6d4sp.

* See **Sidebox**.

Weapon

Hook-Blade

The hook-blade is 13 inches long with a wooden handle and a finely sharpened, curved blade on one end. A smaller blade protrudes from the other side of the weapon. It resembles a kama with a smaller curved blade opposite the main blade.

Weapon	Damage	Weight (pounds)	Cost
Hook-Blade	1d6	2	7gp

Bhutas

The undead known as bhutas are not formally a part of the cult, but are a byproduct of its worship and sacrifices. Whenever a living sacrifice is drowned in the well at **Area D5c**, there is a 20% chance that the sacrifice is brought back as a bhuta. They look as they did at the moment of their deaths — which is always by drowning here — so they have pale, clammy skin, wet hair, and lips and tongue that are dark blue or purple from hypoxia. These bhutas are somewhat unique for their kind in that they do not seek their killers (the cultists) but rather focus their death grip attacks on the enemies of the cult. Likewise, they do not decompose as long as they remain within 2 miles of the chapel (or more precisely, the obelisk under the chapel) so that they never decay into the appearance of zombies. As a result, the brothers never take the bhutas farther than the crossroads at **Area A**. A total of **6 bhutas** are

at the chapel (minus any killed at **Area C**), and they are completely loyal to the cult, obeying orders from the ecclesiasts, Simper, or Abbot Turgeon. They ignore anyone who appears to be a huggermugger or is wearing amber robes, though they have a 10% chance to see through any disguises. If the *Obelisk of Chaos* beneath the chapel is ever destroyed, the bhutas immediately turn on the cultists and attempt to destroy their murderers.

Bhutas (6): **HD** 7; **HP** 35; **AC** 4[15]; **Atk** 2 claws (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special**: death grip with two successful claw attacks (automatic 1d6+1 damage per round until successful attack by victim). (***The Tome of Horrors Complete*** 57)

Chapel Description

The following section details the areas of the Chapel-on-the-Moor.

Chapel Surroundings

A chapel stands at the edge of a series of gently rolling hills that descend once again into the lowland moors beyond. The grounds surrounding this chapel for as much as a half mile in all directions is a sprawling cemetery with hundreds of ancient gravestones protruding from the turf, most tilted askew at odd angles and all stained with the passage of long years. Many of the stones appear to be missing altogether or to have fallen over in the tall grass, leaving gaps in the rows of grave markers.

In their midst is the chapel itself. It is clearly of ancient construction, its walls of white limestone now dingy gray from countless years of weathering and mold. It appears to have fallen into ruin at some time in the past only to be repaired more recently. Unfortunately, the repairs have been of questionable quality and many sections of crumbling wall are shored up with what look like grave markers, as if the builders scrounged materials from the surrounding cemetery for their repair. The chapel is a central domed building that seems to have been added onto many times over the years so that a series of haphazard additions sprawl outward from the dome. In many places, there are cracks and even holes through the limestone dome and surrounding roofs, but most of these have been covered by crude patches of sawn timber. To the south, one small wing remains in a state of near collapse, however, its crumbling walls supporting only a small section of roofing. From the chapel's southwest corner rises a 50ft tower, its walls bearing many holes that expose the structure within. The top of the tower narrows to a domed belfry from which a rusty bell still hangs. Atop the 40ft dome of the central chapel are the broken remains of a stone cross that once stood fully 10ft tall. One of the cross's arms has broken off and part of its pinnacle has crumbled. At the central point where the arms and top piece meet, someone has crudely painted an unfamiliar symbol in yellow.

The cross atop the chapel is the symbol of Thyr, the ancient god of justice. The strange yellow sign painted on it is in no way associated with his worship. It is instead the Yellow Sign, the symbol for the Great Old One Hastur the Unspeakable.

The cemetery surrounding the chapel was used by the original Thyrian clergy before they constructed the catacombs beneath their shrine. When the catacombs were constructed, the exterior graveyard was used only for lay followers of the church or for villagers from the surrounding countryside who were members of the chapel's parish. When the chapel was abandoned, the cemetery fell into disuse as well. Examining the graves reveals that most of the markers are centuries old and worn smooth from the long years of wind and rain. A few still faintly bear the cross symbol of Thyr on their faces. Anyone walking among the headstones notes that some of the graves appear to have been dug up at some time in the past. There are no more than a few dozen of these graves that are now little more than grassy or muddy divots in the ground, but none of them appears to be particularly fresh — months or years old at least. A few dozen fresh graves have been dug in recent years, recognizable by the plain wooden markers that they bear. There are no names on these wooden markers. These graves were dug fairly shallow and several of them have been dug up by wild animals over the years leaving only shallow holes with the occasional scrap of bone or burial shroud within.

Despite what the characters may think, no undead haunt this ancient cemetery. The dug-up graves are all the work of Abbot Turgeon over the years whenever he got the idea to procure some materials for his necromantic experiments. The new graves are all those of adherents or ecclesiasts of the cult who have died at the chapel in the last decade or two and that Turgeon did not bother to animate. Digging one up reveals only a shallowly buried corpse wound in a plain burial cloth. Adherents still have the stitches in their mouths. Despite there being no undead in the graveyard, a nest of giant wasps has built their home in a ravine at the easternmost edge of the cemetery. These creatures tend to hunt in the surrounding moor, so that during that day there is only a 15% chance that **1d2 giant wasps** are present. At night, however, **1d6+6 giant wasps** can be found in the nest. Abbot Turgeon occasionally comes to the nest to kill a giant wasp and procure its poison, but other than that there is little interaction between these creatures and the occupants of the chapel. Consult the Nighttime Encounter Table to determine if Turgeon or Simper are skulking about after dark.

Wasps, Giant (1d2 or 1d6+6): **HD** 4; **AC** 4[15]; **Atk** sting (1d4 plus poison), bite (1d8); **Move** 1 (fly 20); **Save** 13; **AL** N; **CL/XP** 6/400; **Special**: paralyzing poison for 1d4+1 days (save avoids), larvae implanted in paralyzed victim. (***Monstrosities*** 505)

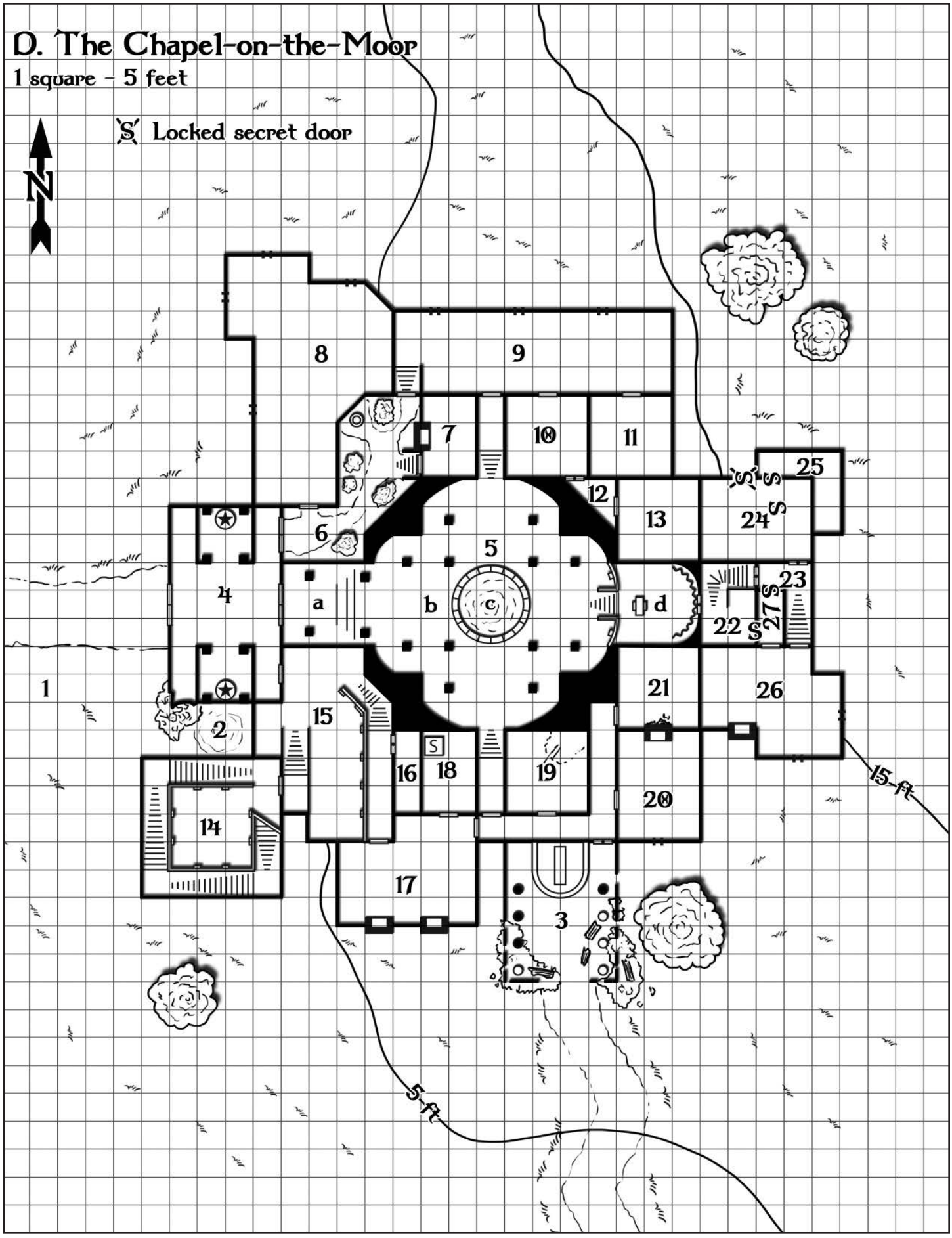
Anyone wishing to search this nest requires 8 man-hours to dig out the ravine enough to reach its interior where the wasps don't go. Inside is the queen wasp, a small, shriveled specimen no larger than a dog without wings or legs that continually constructs small cells in the nest's wall and lays eggs in them. The queen is noncombatant, as are the 7 larval wasps that incubate in their individual cells. Another six cells are sealed and still contain fertilized eggs. All of these are easily destroyed. The nest interior is filled with the partially digested remains of mundane animals such as deer or wolves killed by the wasps hunting on the moors and brought back to feed the queen and her young. At least one corpse is that of a human and still wears the shredded remains of a yellow robe. The corpse's mouth is stitched shut.

Treasure: Searching among the cells occupied by the larval wasps discovers a bronze comb (5sp), a tin snuffbox (1gp), and a jeweled necklace (450gp) collected by wasps over the years and deposited with the queen.

Ad Hoc XP Award: Though the queen and larvae do not provide any XP for defeating them, if they along with all of the eggs are destroyed award 2000 XP for clearing out this nest of giant wasps. When the other giant wasps return and find them dead, they become confused and scatter across the moor to die. The characters have eliminated a significant threat to travelers in this area.

Area D1: Front Doors

The front doors of the chapel have been repaired. They are a pair of 9ft-tall, arching double doors of a red-stained wood and look sturdy. A small window cut at eye level in the leftmost door is covered with an iron grill. The southern corner of the building has partially collapsed, creating a pile of rubble between it and the nearby bell tower. The smell of wild animals is strong in the area.


D. The Chapel-on-the-Moor
1 square = 5 feet
S Locked secret door
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The front doors are solidly constructed and can be barred from within, though they are currently unlocked as they are expecting the arrival of the next funeral procession. No one is currently in **Area D4**, so knocking brings no response. If anyone lingers outside the doors for more than 2 rounds, the leucrota at **Area D2** may come to investigate.

Area D2: Leucrotta Lair

The rubble from the partial collapse of part of the chapel's entry and the adjacent bell tower has created a shallow blind alley of sorts. The interior is shadowy and strewn with brush and sticks as if something has made a nest here. The strong animal smell emanates from within.

This dead end serves as the lair of a **leucrotta**. This creature generally does not bother anyone wearing a yellow robe unless they seem to not know what they are doing (like lingering outside the front doors, for instance). It tries to leap forth over the rubble to attack with surprise. If reduced to 30 hp, it backs up into the entrance to its lair using the rubble pile for cover so that only one character can get to it at a time.

Leucrotta: **HD** 6; **HP** 41; **AC** 4[15]; **Atk** bite (3d6); **Move** 18; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: double retreat kick (2d6). (***Monstrosities*** 293)

Treasure: The interior of the leucrota's lair is strewn with bones and the remains of old victims, and the earth is churned up from its digging. A search locates a light steel shield in which rainwater has collected and that the leucrota uses as a water dish. Lying in the bottom of this shallow dish is a single amethyst (75gp). It can be retrieved safely by dumping the water and collecting the gem from the ground. Anyone actually reaching into the water, however, is exposed to the filth of the leucrota's mouth and must make a saving throw or contract a wasting disease (–2 penalty to hit and damage until cured). In addition to the jewel, anyone digging around in the soil of the lair turns up old bones and rotten flesh, as well as a *scarab of protection +1* (as *ring of protection* +1).

Area D3: Funeral Chapel

This small wing has seen better days. Large portions of the walls have collapsed and brought the roof down with them. Rows of columns that march down the sides of the chamber within have collapsed near the southern end as well. At the northern end the still-intact portion of the roof overhangs a stone dais upon which sits a stone bier. An ornate wooden door, now cracked and stained with age stands next to it. Rows of silent figures stand in the shadows of the partially intact chamber.

Once a funeral chapel for services for those to be interred within the surrounding cemetery, this wing fell to the elements long ago. The door leading to the chapel's interior has been locked from within. Abbot Turgeon now uses this area to store the results of his experiments in necromancy. Standing in here awaiting his orders are **7 skeletons** and **2 zombies**. The skeletons are badly decomposed and some still wear the remains of their burial shrouds, having been disinterred from the surrounding cemetery. The zombies wear ragged amber robes and have their mouths stitched shut. They are the remains of adherents who died and were never buried before Turgeon animated them.

Skeletons (7): HD 1; **HP** 8, 7x3, 6, 5x2; **AC** 8[11]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to *charm*, *hold*, and *sleep* spells, resistance to slashing and piercing weapons (50%).

Zombies (2): HD 2; **HP** 12, 11; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** always striking last, immune to *charm*, *hold*, and *sleep* spells.

Area D4: Chapel Entrance

The arched roof vaults to 20ft high in this ornate foyer, though there are numerous poorly patched holes in the ceiling that let shafts of light in to illuminate the gloom. A grand double door once inlaid with gold leaf stands to the east, though the gold foil has long since been peeled away and stolen. Two smaller doors flank this central door, though these are of simpler make, obviously much newer. To either side of the chamber stands a small votive shrine. A shadowy wooden image of a god stands at the back of each, the dusty remnant of candles and small offerings lying on the floor before them.

Once the entrance and main defense of the chapel against the dangers of the Lonely Moor, the wooden statues that depict the bearded figure of the god Thyr are actually **2 wood golems**. The brothers have learned that they only animate if someone disturbs the shrines or their contents. As a result, these have remained unmolested these many years. Both golems only activate if both shrines are disturbed. Disturbing them includes taking or even examining the offerings on the floor of each shrine. Leaving an offering does not activate the golems and brings the effect of a *bless* spell on a Lawful supplicant for 24 hours.

Golem, Wood (2): **HD** 9; **HP** 40x2; **AC** 2[17]; **Atk** 2 slams (2d6); **Move** 12; **Save** 6; **CL/XP** 10/1400; **Special**: alarm howl for 6 rounds, immunity to cold and electricity, vulnerable to fire (double damage). (***The Tome of Horrors Complete*** 300)

Treasure: The offerings include burnt candles, the desiccated remains of flowers, and assorted metal and stone icons. In the north shrine, one of the icons is a small gold amulet imprinted with the image of Thyr's cross (50gp).

Area D5a: Narthex

There are no light sources in this chamber.

A wide hallway extends into darkness up a short flight of broad marble steps. The darkness beyond gives off the sense of being a large open space, though no lights penetrate its interior. The corridor leading to the stairs is flanked by square columns graven with images of armored saints, their shields bearing the symbol of a cross, though theses carvings are much chipped and worn so that little detail remains. The barrel roof is 20ft above and lined by tightly joined masonry that has stood well against the test of time.

This narthex provides access to the nave of the chapel after a short flight of stairs. It is unlit, and its shadowy recesses serve as the abode of **2 shadows**. They do not attack members of the cult, or those accompanied by members of the cult. They can be fooled by wearing the robes of the brothers. If they do not attack, they remain concealed in the shadows.

Shadows (2): HD 2+2; **HP** 17, 13; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapon to hit, drain 1 point strength with hit.

Area D5b: Nave

There are no light sources in this chamber.

> This chamber lies at the heart of the chapel. The ceiling arches high above where it is lost in gloom and shadows. Squared columns carved with saints and crosses, now chipped and cracked by time, disappear into these shadowy heights. Stairs rise to corridors to the north and south, and another set rises between two ornate wooden rails — now worm eaten and pockmarked with dry rot — to the chancel beyond. The center of the chamber is dominated by a wide pool, large cut ashlars lining its lip. The water within is still and black, like liquid onyx. The entire chamber has a musty, earthy odor with an underlying hint of befouled and rotten vegetation.

The columns of this chamber rise 40ft to a stone dome, still intact after all these years. The entire top of the dome and down to the height of 20ft is cloaked in a permanent *darkness* effect (20th-level caster). If successfully dispelled, this effect is merely suppressed for 1d4x10 minutes before it returns. The only way to permanently end the darkness is to destroy the obelisk in **D5c**. As a result of the darkness, everything in the room higher than 20ft is cloaked in darkness even when a light source is brought into the room. Only if the light source is elevated so that it directly illuminates this area does the lighting increase to dim (provides concealment, 20% miss chance). If the light level in the dome vault is brought to at least dim illumination, then the characters are able to see **The Unnamed Thing** that dwells among the groinings of the dome. Read the description below.

> As light finally manages to penetrate the unnatural shadows of the vaulted dome above, you are horrified to see what the shadows have been concealing. Some amorphous substance has grown among the many columns and stone ribs of the vaulted ceiling, stretching across a good portion of the dome. It is a thick, fleshy mass with many rugated ridges and dripping tendrils and has an unpleasant mustard-yellow coloration. You are sure that the tainted odor that pervades the chamber descends from whatever type of growth this is. Worse, as you watch, the mass twitches and writhes and many of the wrinkles and creases it bears open to reveal hundreds of mouths and eyes, all focused on you.

The Unnamed Thing (no one has ever come up with a better description for it) has grown in the dome of the chapel for more than a decade. Abbot Turgeon first noticed it nearly 20 years ago when he entered the chamber alone after the first of the sacrifices made to the well, when the cult was still in its infancy. He noticed a yellow smudge had appeared on the stone in the crease between two of the vault groins. He thought nothing of it until months later he noticed that it was in a different location and seemed to have grown larger. He cast *fly* to get closer to examine it, and when he saw it twitch eradicated it with fire. A year later after another sacrifice, he noticed it was back and larger than before. As he flew up to destroy it, a single eye opened and looked at him. Then a mouth opened and it began whispering to him. In the madness of its babbling, Turgeon found meaning and took it as a sign that it was sent from Hastur, so he left it alive. Soon thereafter, a magical *darkness* engulfed the interior of the dome, and he noticed it no more. Not even Turgeon has any idea the thing has grown, since it has always remained within the concealing dark. He has heard it shifting its bulk from time to time and been exposed to its gibbering on a few other occasions, but to his twisted idea of nihilism whether it is some living sign of Hastur or will someday devour him matters not. He has not been disturbed by its presence since, and the occasional disappearance of an adherent or two has been a small price to pay for the living presence of the Great Old One.

The Unnamed Thing (Gibbering Mouther): **HD** 8+4; **AC** 1[18]; **Atk** 6 mouths (1d6 plus hold); **Move** 3; **Save** 8; **AL** N; **CL/XP** 10/1400; **Special**: gibbering (60ft radius, *confusion*, save each round to avoid), hold for automatic damage, hold portal (3/day, cause all doors in Area D5 to slam shut simultaneously and be locked as per spell as per 9th-level caster [replaces soft ground ability]) pull prey underneath (5% for 3 mouths, +5% for each mouth, attack by additional 12 mouths), spit (bright flash, blind for 1 round, save avoids). (***Monstrosities*** 203)

Tactics: The Unnamed Thing generally leaves the brothers alone, unless it is feeling particularly hungry and a lone brother happens to be in the room below. Its occasional cacophony of gibberish during a sacrifice is even welcome among the members of the cult. When characters enter the chamber, it simply observes them curiously at first. If they remain in the chamber for more than 5 rounds or engage in combat in **D5a** or **D5c**, it realizes that they do not belong and begins to gibber after sealing the portals to the chamber. Likewise, if its presence is revealed by a light source or a dispelling its cover of darkness, it attacks as well. If the characters manage to escape the room, it does not pursue, but it remembers them and attacks if they ever return — waiting years if it must as it slowly grows in the darkness.

Treasure: If The Unnamed Thing is destroyed and the ceiling thoroughly searched, it is noticed that its presence has been slowly eroding the stones of the ceiling's vault ribs. If anyone flies up to that level, they notice a hollow formed between one of the ribs and the stones of the dome itself. Within this vault is the decomposed remains of a human forearm. Still clasped on the wrist of this arm is a silver bracelet (2300gp).

Area D5c: Well

The water of this pool is icy cold to the touch. It is not actually black in coloration, but reflects the darkness of the vault above. A light source likewise reflects off its surface, obscuring the view of anything below. If a magical light source is placed below the surface of the water, read the following.

> Once light is introduced to the depths of the pool, you realize that its waters are not black — they are, in fact, crystal clear. Furthermore, it is less of a pool and more of a deep well. A narrow stone staircase spirals around the inside surface of the well shaft until it is lost in the dark depths below. Driven into the exterior of this stair are a number of iron rings. Chains extend from a pair of these rings and are wrapped around an oblong box suspended only a few feet below the surface of the water. A closer look at this box reveals it to be a plain wooden coffin with its lid nailed shut.

Fishing the coffin out is difficult as it is full of water and is chained 3ft below the water. The chain can be broken or the padlock holding it picked (–20% Open Locks). The coffin could also be broken open. Within the coffin is the recently drowned body of a middle-aged human male who wears garments decorated with the lion symbol of Trebes. If Squire Whitlock is with the characters, he identifies the body as that of Sir Bartol. *Speak with dead* reveals the same information. Sir Bartol was drowned in sacrifice shortly after his funeral procession arrived at the chapel. The cultists intend to leave him overnight in hopes he arises as a bhuta — he will not. None of Sir Bartol's arms, armor, or personal items are present.

The well is actually the entrance to catacombs dug beneath the chapel centuries ago. The monks of the chapel were interred here for generations, with the existing monks occasionally expanding the

burial vaults to allow for more interments. In their last expansion shortly before they abandoned the chapel, they discovered the tip of a strange stone obelisk buried in the rock. The obelisk was of hard stone with an odd yellowish color in a whorled pattern that appeared to shift out of the corner of the eye. Unfortunately, exposing the obelisk likewise broke into an ancient aquifer that flooded the catacombs. Within a few days, the catacombs flooded with ice cold water, and the foul emanations exuded from the drowned obelisk drove many of the monks to madness until finally the chapel was abandoned entirely in only a few years.

Anyone wishing to explore the well and catacombs further has their work cut out for them. Hundreds of feet of delved tunnels are at the bottom of the 50ft well shaft, each filled with water with no air pockets. The water is 40 degrees. Anyone swimming in this water must make a saving throw each round with a cumulative –1 penalty or take 1d6 points of damage.

At the bottom of the well shaft are a number of broken, waterlogged planks from coffins that bhutas broke their way out of (coffins that do not spawn bhutas are removed and buried elsewhere). Four passages lead from the shaft (not mapped), each lined with hundreds of burial niches and collections of old bones. If these passages are navigated for 1d10+10 minutes, the swimmer eventually comes upon the chamber where the tip of the *Obelisk of Chaos* breaks through the floor of a chamber where it was discovered during excavation.

Obelisk of Chaos

The Obelisk of Chaos beneath the Chapel-on-the-Moor is still mostly buried in the bedrock below the catacombs. Only the top 3ft of the obelisk, its pyramidal pinnacle, is exposed. The stone is a strange yellowish color with whorls of darker coloration. The obelisk below the pinnacle is 3ft thick and 20ft tall. It is dedicated to Hastur and summons a **gibbering mouther** when someone of non-Chaotic alignment touches it. Likewise, anyone of non-Chaotic alignment who touches it must make a saving throw or be affected by a *confusion* spell.

Gibbering Mouther: **HD** 4+4; **HP** 24; **AC** 1[18]; **Atk** 6 mouths (1 plus hold); **Move** 3; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** gibbering (60ft radius, *confusion*, save each round to avoid), hold for automatic damage, pull prey underneath (5% for 3 mouths, +5% for each mouth, attack by additional 12 mouths), spit (bright flash, blind for 1 round, save avoids), soft ground in 5ft radius. (***Monstrosities*** 203)

In addition to summoning the gibbering mouther, the obelisk gives forth a 30ft-radius aura directed inward that activates only when a Lawful creature comes within 10ft. Lawful creatures cannot cross the circle to leave except with a successful *dispel magic* against a 15th-level caster. This only dampens the effect for 1d4 hours after which it functions again unless the obelisk is destroyed.

The obelisk is AC –2[21], magic resistance (50%), and has 250 hit points.

Finally, if any non-Chaotic creature is sacrificed by drowning in the well, there is a 20% chance that the victim rises as a bhuta in 24 hours under the influence of the obelisk and serving the Brothers In Yellow.

Bhuta: **HD** 7; **HP** 40; **AC** 4[15]; **Atk** 2 claws (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special**: death grip with two successful claw attacks (automatic 1d6+1 damage per round until successful attack by victim). (***The Tome of Horrors Complete*** 57)

Area D5d: Chancel

There are no light sources in this chamber.

Beyond the sanctuary rail, the chapel's chancel is a study in ornamentation gone to decay. The marble walls of the apse were once covered in elaborate frescoes rendered in gold leaf and exotic dyes, now flaked away or faded to only ghostly images of saints and acts of worship. The chavet dome 20ft above is cracked and broken. Large chunks of the cemented stones fell long ago, and their rubble litters the floor. An ancient rostrum of twisted iron stands at the center of the chancel, the stubs of two yellow candles set in built-in sconces at the corners of the rostrum. Gold paint that once covered this podium has flaked away to reveal the rusted iron beneath. Hanging from the dome above the rostrum on a long chain is a bell cast in silver and inscribed with runes around its circumference. The entire back wall of the apse is covered by a great black curtain upon which has been painted the same yellow symbol that is on the cross atop the chapel's dome.

It is from the chancel that Abbot Turgeon leads occasional worship services to Hastur and where he oversees sacrifices in the well in hopes of gaining a new undead servitor. Currently, nothing of value is in the chancel, though a door is behind the curtain that can be discovered only if the characters specifically search behind it. The chancel is under the care of the rector, a **bhuta** formed from an ecclesiast sacrificed years ago. The bhuta does little for the physical upkeep of the chancel but does make sure that the curtain remains hanging and that the Yellow Sign painted upon it remains freshly limned whenever it starts to fade away. Otherwise, it defends the chancel from anyone other than Abbot Turgeon or Simper who attempts to pass through. Its first act as it emerges from behind the curtain is to strike the bell, which gives off a clear tone audible throughout the east wing of the chapel. This alerts Abbot Turgeon to the presence of intruders. The bhuta fights until destroyed.

Bhuta: **HD** 7; **HP** 45; **AC** 4[15]; **Atk** 2 claws (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special**: death grip with two successful claw attacks (automatic 1d6+1 damage per round until successful attack by victim). (***The Tome of Horrors Complete*** 57)

Treasure: The silver bell is somewhat battered and tarnished but still clearly bears the symbol of Thyr and has a prayer to the God of Justice from the chapel's original abbot inscribed around its rim in Celestial. It is worth 400gp as a religious art piece, but if returned to a temple of Thyr in a major city (such as Oestre, Port Clar, or Penmorgh) or even Lezcano's Inn west of Lowport, the clergy rewards the characters with 1000gp for an artifact from the long-lost Chapel-on-the-Moor.

Area D6: Courtyard

Some effort has been made to make this courtyard into a pleasant garden. There are plantings of wildflowers and small shrubs native to the moor, though they are overgrown and not well tended. A crushed-gravel path has been tended recently, and to one side is a small picturesque pond with a lip of colorful chunks of quartzite cemented together. A few lank weeds grow from this pool, but it is not covered with algae as might be expected.

One of the duties of the adherents is to maintain a small contemplation garden. They do a haphazard job as their own dementias allow, but

nevertheless do maintain it with a modicum of care. Unfortunately, the garden is also haunted by a **scarecrow** created by a particularly talented ecclesiast many years ago who subsequently disappeared upon the moorlands. The scarecrow lurks among the high grasses and watches the comings and goings of anyone in the courtyard from its position of concealment. It only attacks, however, if someone approaches the well and fails to throw a coin into it for luck. Most of the adherents know this and avoid the well, but occasionally one forgets himself and finds himself in danger of attack. Fortunately for them (and those who are responsible for keeping the well clean), the scarecrow is indiscriminate in what constitutes a coin for an offering. As a result, anyone looking into the shallow waters of the pool sees its bottom littered with copper pennies and assorted small pebbles, discarded buttons and even a small gear from some clockwork mechanism. If the characters do not likewise throw some disk-shaped object into the water within 2 rounds, the scarecrow attacks.

Consult the Daytime and Nighttime Encounter Tables to determine if anyone is out here other than the scarecrow.

Scarecrow: **HD** 5; **HP** 33; **AC** 5[14]; **Atk** strike (1d6 plus fascination); **Move** 9; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: fascination gaze/touch (do nothing unless attacked, save avoids, new save if attacked), immunity to cold, vulnerability to fire (double damage). (***The Tome of Horrors Complete*** 473)

Treasure: Anyone dredging the 1ft-deep pond for 1 man-hour can recovers 312cp, 22sp (tarnished), 10gp, and a small circular peridot worth 65gp.

Area D7: Warming House

This rough plank building is elevated on staddle-stone foundations with a short stair rising to its door. Within is a simple fireplace of dry-stacked fieldstones, its hearth filled with cold ashes, surrounded by several simple wooden stools. Next to it is wooden bin holding dried peat turves gathered from the moor for fires.

This small cabin was built for the adherents to warm themselves when dong their duties during the cold watches of the night. Other than the kitchen, the infirmary, and the abbot's quarters, this is the only fireplace in the chapel. Flint and steel rests in a small box on the mantle.

Area D8: Dorter

This long chamber has seen shoddy repairs, with broken headstones scavenged from the surrounding moor visible in the poorly chinked sections of walls. The crude planking used to repair the roof allows in shafts of light from outside. A few high windows with no covers allow a chill breeze into the room, for which you are thankful due to the near-overpowering stench of unwashed bodies, excrement and filthy garments. The floor of the chamber is covered in crude wooden bed frames with rope mattresses and soiled bedclothes. However, a rack along the wall holds dozens of hooded amber robes carefully brushed clean and hung for wear.

This dormitory serves as the abode the adherents of the chapel. They sleep in filth and squalor as their personal forms of madness dictate and, especially at night, this chamber is a cacophony of cries, shrieks, and gibbering as the lunatics cry out in their sleep or call to the moons visible through the high windows. However, they are required to keep their robes presentable and manage to clean and carefully hang them each night for wear the next day. During the day, **2d4 adherents** are in this chamber. At night, **4d6 adherents** are present, though half of them are asleep.

Brother in Yellow Adherents (2d4 during day, 4d6 at night): **HD** 1; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: mute (cannot speak or vocalize beyond guttural grunts because their mouths are stitched shut).

Equipment: amber robe with rope belt, club, wooden medallion painted with Yellow Sign under robe, pouch with 1d2sp, 1d6cp. (see **Chapel Roster**)

Treasure: The adherents have little treasure to themselves beyond the few coins they carry and the occasional odds-and-ends they have scrounged. A thorough search of the room locates a loose flagstone in the floor. Removing this flagstone reveals a hollow dug out of the ground beneath. Stuffed into the hollow is the desiccated corpse of a strangled adherent that has obviously been here for years, placed here by one of his murderous colleagues and contributing strongly to the stench of the surrounding room. Anyone searching the corpse notices that the stitching of its mouth has been removed. Forcing open the clenched jaw reveals a cracked leather pouch within. Inside the pouch is 25gp, a silver engagement ring (200gp), and a miniature gold frame (150gp) with a tiny portrait of a brown-haired, doe-eyed beauty (the reason for the fellow's murder). The back of the painting bears the name "Lorilei."

Area D9: Scriptorium

The repairs to this room seem more sturdy than most. A few cracks are in the stone walls, but none is wide enough to see the landscape beyond, and the roof 20ft above has been completely replaced by a wooden one of solid construction. Its quality is attested to by the utter lack of water stains on the flagstones below. Three windows open high in the north wall and allow light and fresh air to stream in with the shutters open, and the floor is lined with a dozen tall writing desks and stools complete with sheaves of parchment and inkwells. The walls are lined with shelves holding rolls of parchment, materials for making ink, and bundles of quills awaiting the application of a penknife.

The ecclesiasts use this chamber for hours each day copying scrolls of religious texts and divine magic. During the day, **1d6+3 ecclesiasts** are at their work. They initially feign surprise and friendliness when the characters enter if an alarm has not already been raised, but only use the subterfuge to get into position to attack from all sides with spells and sickles. At night, consult the Nighttime Encounter Table.

The materials the ecclesiasts are copying are primarily old prayer books and liturgical rituals dedicated to Thyr. The copies are incomplete and riddled with errors. Abbot Turgeon wants them to practice copying whatever they can get their hands on as there are few formal worship books for Hastur. The ecclesiasts are ordered to produce divine spell scrolls, but their copying skills are so poor that they have many more failures than successes. Turgeon hopes that the copying practice improves their results and wastes less of the expensive inks and materials used in spell scroll creation.

Brother In Yellow Ecclesiast, Clerics of Hastur (Clr5) (1d6+3): **HP** 20; **AC** 6[13]; **Atk** *+1 sickle* (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** control undead, +2 save versus paralyzation and poison, spells (2/2).

Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*, *silence 15ft radius*.

Equipment: robes, ring mail, amber rope with rope belt, *+1 sickle*, scroll (*cure light wounds*), wooden medallion painted with Yellow Sign under robe, pouch with 2d4gp and 3d6sp. (see **Chapel Roster**)

Treasure: Anyone spending 8 man-hours searching through the reams of parchment herein has a 25% chance of finding several rare religious tracts of the church of Thyr that are well over 1000 years old. If these are recovered and taken to a church of Thry, they gladly pay 15,000gp for the collection. To a non-religious collector of antiquities, they are worth 4000gp. In addition to the religious materials, a wooden coffer holds a jar of crushed onyx for use in making scroll ink (130gp), three quills with tiny diamonds at the tips of their nibs for scribing scrolls (100gp each), and 100 sheets of fine vellum (1gp each). One of the shelves has a false back. Hidden within it are a number of scrolls containing the following spells: *animate dead*, *create food, create water* (x2), *cure light wounds* (x5), *cure serious wounds* (x3), *dispel magic*, *speak with dead*, and *remove curse*. Turgeon collects these from time to time and distributes them to the ecclesiasts or takes them to sell in Endhome or elsewhere to raise money for his cult activities.

Area D10: Ecclesiasts' Quarters

This chamber is crowded with bunks stacked three high. A total of nine beds are in here around the edges of the room with a small table and two stools in its center. The room smells strongly of mildew, and a section of the ceiling is poorly patched with rough planks. A barrel has been placed on the floor beneath this section. Several flies buzz around the top of this barrel.

This room serves as the quarters for four ecclesiasts, though they are rarely all present. During the day, roll on the Daytime Encounter Table to determine the occupants of the room. At night, **1d3+1 ecclesiasts** sleep here. The barrel holds 4 inches of stagnant rainwater collected over the last few months. The water is brown and murky, and gives off a rank odor that only heightens the smell of mildewed wood that pervades the chamber. Anyone prodding around in the bottom of the barrel finds a scroll case hidden in its depths (see "Treasure" below). Unfortunately, they also find the **water moccasin** that the brothers trapped in the barrel as a pet. It immediately attacks any inquisitive hands reaching into its habitat.

Brother In Yellow Ecclesiast, Clerics of Hastur (Clr5) (1d3+1): **HP** 20; **AC** 6[13]; **Atk** *+1 sickle* (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** control undead, +2 save versus paralyzation and poison, spells (2/2).

Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*, *silence 15ft radius*.

Equipment: robes, ring mail, amber rope with rope belt, *+1 sickle*, scroll (*cure light wounds*), wooden medallion painted with Yellow Sign under robe, pouch with 2d4gp and 3d6sp. (see **Chapel Roster**)

Cottonmouth Water Moccasin (Snake, Viper): **HD** 1d6hp; **HP** 4; **AC** 5[14]; **Atk** bite (1 plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: lethal poison (+2 on save). (***Monstrosities*** 438)

The door to **D12** is locked from this side, though the sliding bolt is easily opened. Under the bunks are small, cheaply made wooden lockers that hold smallclothes, spare amber robes and a few personal effects. They contain nothing of value.

Treasure: The scroll case in the barrel is made of tin and is watertight. It is heavy and rattles when shaken. If opened, it contains 17pp and a small jade statuette carved in the shape of a fly. The statuette detects as magic, though it is actually non-magical. It is worth 100gp.

Area D11: Ecclesiasts' Quarters

This room is crowded with beds. A total of five bunk beds, each stacked three high, have been shoved into every nook and cranny of the place. A single chair sitting at the head of one of the beds is the only accommodation to any function other than sleeping that this room provides. Strung between the north and south walls is a rope upon which a half-dozen amber robes have been draped. These appear to have been recently brushed clean and are ready for wear.

This chamber currently serves as the quarters for seven ecclesiasts. At night, **1d4+2 ecclesiasts** are here sleeping. Roll on the Daytime Encounter Table to determine if any occupants are here during the day.

Brother In Yellow Ecclesiast, Clerics of Hastur (Clr5) (1d4+2): **HP** 20; **AC** 6[13]; **Atk** *+1 sickle* (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** control undead, +2 save versus paralyzation and poison, spells (2/2).

Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*, *silence 15ft radius*.

Equipment: robes, ring mail, amber rope with rope belt, *+1 sickle*, scroll (*cure light wounds*), wooden medallion painted with Yellow Sign under robe, pouch with 2d4gp and 3d6sp. (see **Chapel Roster**)

Treasure: The ecclesiasts keep most of their personal wealth on them for fear of their thieving brethren, but one of the straw-stuffed mattresses has a small sack sewn into it. Within the sack are 112sp, a small mermaid statuette whittled from wood, a pair of loaded dice, a silver hand mirror (20gp), and a bronze brush (2gp).

Area D12: Ecclesiasts' Hallway

This hallway is empty of furnishings. During the day, an **adherent** holding a candle in trembling hands stands guard outside the door to **D13**. He is obviously terrified, having recently escorted the adherent inside to his meeting with the Seamstress. Despite his fear, he fights fanatically, attempting to alert the occupants of the room beyond by banging on the door. At night, roll on the Nighttime Encounter Table to determine if there is anyone here.

Brother in Yellow Adherent: **HD** 1; **HP** 3; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: mute (cannot speak or vocalize beyond guttural grunts because their mouths are stitched shut).

Equipment: amber robe with rope belt, club, wooden medallion painted with Yellow Sign under robe, pouch with 1d2sp, 1d6cp. (see **Chapel Roster**)

Area D13: Seamstress's Chamber

The room is dark. Only a single candle set on a small table provides light. And the place is rank with the stench of decomposing flesh. The far wall is completely covered by a tapestry that at first appears to be some sort of large map until you realize it is actually a series of human skins stitched together, the stitching holding the various sections together initially resembling terrain features. A pile of blankets makes a rough bed before this horrific curtain, and two heavy wooden chairs sit on either side of the

central table, one with manacles bolted to it. Against the north wall is a series of shelves holding skeins of coarse thread, pin cushions with sewing needles, cutting shears, and several bolts of amber cloth.

Somewhere in his wanderings, Turgeon stumbled upon a creature called a skin stitcher that was likewise dedicated to the Unspeakable One and managed to befriend her. He brought this horrid creature back to his chapel and set it to work making the yellow robes for his cult as well as applying the stitching to the mouths of the brotherhood's new adherents He and the brothers simply call her the Seamstress — when they dare to speak of her at all. All but Turgeon are deathly afraid of her due to their initial introduction to the cult, and they fear her wrath in the depths of the night after one adherent who had annoyed her was found dead one morning, the robe he wore stitched to his body so thoroughly that they could not remove it and had to bury him in it rather than the customary shroud.

During the day, the **Seamstress** is here with a new **adherent** chained to the chair and receiving his initial mouth stitches. He is too terrified to fight or scream as he was told in no uncertain terms that the Seamstress is allowed to skin and eat adherents who give her trouble. Seeing the flesh tapestry has made him a believer. The Seamstress at first glance appears to be a somewhat disfigured noblewoman with striking blue eyes wearing a once-fine black dress. However, a second glance reveals that her eyes stare out of a mask made of human flesh, and her exposed arms likewise bear a layer of stolen skin stitched into elbow-length gloves. Beneath this outer layer, her body is skinless muscle wrapped tightly around bone and exuding a purplish slime. Under her wig of black human hair is a bonnet of human skin with the Yellow Sign cross-stitched into it.

If the adherent is freed, he cowers, whimpering in the corner. He refuses to follow the party, consumed by his own paranoid delusions. At night, only the skin stitcher is present. She cannot be surprised due to her skin scent ability.

The Seamstress, Skin Stitcher: **HD** 7; **HP** 40; **AC** 4[15]; **Atk** 2 claws (1d4) or 2 barbed chains (2d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: chain rake (x3 damage on natural 20) (***The Tome of Horrors Complete*** 496)

Brother in Yellow Adherents: **HD** 1; **HP** 2; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: mute (cannot speak or vocalize beyond guttural grunts because their mouths are stitched shut).

Equipment: amber robe with rope belt, club, wooden medallion painted with Yellow Sign under robe, pouch with 1d2sp, 1d6cp. (see **Chapel Roster**)

If examined, the pile of blankets is also stitched from human skin. They were not properly tanned and are foul with the smell of rot. A search of the shelves reveals 7 bolts of coarse amber cloth (5sp each) and a set of sharp needles and thread.

Treasure: Though the Seamstress is primarily paid in unruly adherents upon which she feeds, she also has collected some small amount of treasure. Behind the tapestry is a loose stone in the wall. Behind it is a narrow coffer holding 17gp, 63sp, and an ivory *wand of magic missiles* (7 charges).

Area D14: Bell Tower

A rickety stair climbs the interior of this hollow tower to where you can see a bell hanging 50ft above. Rubble and small puddles cover the floor of the central shaft where it is apparent that the poor attempts at repairs to the tower have been inadequate.

The stairs rise 40ft to the belfry where a pull rope leads to a bell 10ft above. The tower narrows to only 10ft wide at the belfry so the bell ringer is not required to lean precariously out over the stair rail to reach the rope. This is fortunate, because the stair and rail are of extremely shoddy construction. For each creature more than 1 that steps foot on the stairs at the same time, there is a cumulative 10% chance of the stair collapsing and dropping those climbing it to the floor below (1d6 points of damage per 10ft fall). Depending on what time of day it is, roll on the Daytime or Nighttime Encounter Table to determine if any occupants are here.

Area D15: Refectory

This room is oddly shaped and feels as if it was only converted into a dining hall as an afterthought. A stone stair rises to a 5ft-high platform on the west wall, providing access to a door. The east wall is lined by a railed wooden walkway 5ft high and accessed by a wooden stair. Two doors exit from this walkway. A long narrow plank table is situated between these two raised areas, and rough wooden benches line either side. The table is crusted with old food and speckled with flies. Additional benches, stools and crude furnishings in assorted states of repair are stacked beneath the wooden walkway.

The Brothers In Yellow take their meals in this chamber. During the day **Master Grumpun** and an **ecclesiast** feed a group of **1d6+3 adherents**. Because their mouths are sewn shut, the adherents have no way to feed themselves, being at the complete mercy of their superiors. The Grumpuns daily prepare a large kettle of thin gruel that is neither savory nor nourishing. They then feed the adherents in shifts. Grumpun stands on a bench with a ladle of gruel and a wooden funnel. The adherents come to him one by one and lie on the table before him with their head turned sharply to one side. He inserts the funnel into the corner of their mouth behind the last suture and slowly pours the gruel into the adherent's mouth. The process is extremely messy and tends to choke the adherents. More than one has actually asphyxiated by this process over the years. However, it is their only means to eat, so they come to it willingly.

Whenever an adherent becomes too malnourished from the effects of the Grumpuns' feedings, it is the job of the ecclesiasts to see to it that he is able to eat better. When that is necessary, they sit at the table with an ecclesiast who has a *scroll of create food.* The ecclesiast attempts to make the food appear at least partially in the mouths of up to three adherents seated around them. If the gruel-funneling process is messy, this method is a disaster as food appears in midair around the faces of the targeted adherents. A very practiced ecclesiast can make enough food appear within the adherent's mouths to fill them entirely with their cheeks puffed out. Once again, the choking hazard for this method is extremely high, but as it is as close as the adherents get to eating real food, they willingly undergo the process every chance they get. Never mind that they are responsible for immediately cleaning any food stains from their robes or that more of them have choked to death from this method than the other. It is a small price to pay for the chance at a full belly once in a while. Of course, once an adherent is raised to the level of ecclesiast, his mouth stitches are clipped, and he is free to enjoy the normal repasts prepared by the Grumpuns.

At night, roll on the Nighttime Encounter Table to see if anyone is here for a late-night snack.

Master Grumpun, Huggermugger: **HD** 2; **HP** 12; **AC** 6[13]; **Atk** dagger (1d4); **Move** 6; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: 3 or more around opponent can cause *confusion*. (***The Tome of Horrors Complete*** 330)

Equipment: leather armor, hook-blade, *potion of invisibility*, vial of giant wasp poison, thieves' tools, pouch with 3d6gp and 6d4sp. (see **Chapel Roster**)

Brother In Yellow Ecclesiast, Clerics of Hastur (Clr5) (2): HD 5; **AC** 6[13]; **Atk** *+1 sickle* (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** control undead, +2 save versus paralyzation and poison, spells (2/2).

Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*, *silence 15ft radius*.

Equipment: robes, ring mail, amber rope with rope belt, *+1 sickle*, scroll (*cure light wounds*), wooden medallion painted with Yellow Sign under robe, pouch with 2d4gp and 3d6sp. (see **Chapel Roster**)

Brother in Yellow Adherents (6): **HD** 1; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: mute (cannot speak or vocalize beyond guttural grunts because their mouths are stitched shut).

Equipment: amber robe with rope belt, club, wooden medallion painted with Yellow Sign under robe, pouch with 1d2sp, 1d6cp. (see **Chapel Roster**)

Treasure: Searching through the furniture stored under the walkway locates a small wooden cabinet among the clutter. Opening the cabinet reveals a bundle of 7 *scrolls of create food* used to feed the adherents. These are replenished from the scriptorium every week or so.

Area D16: Buttery

The door to this room is a reinforced wooden door that bears an actual lock to which one of the Grumpuns carries the only key. This is to keep the adherents and ecclesiasts from getting into the room's contents. A careful examination of the door shows many scratches around the lock as well as nicks and gouges in the door where attempts have been made to force it open in the past.

This small hallway-like room is occupied by three large wine butts set up on a raised wooden deck to keep them off the damp floor. One of the butts is tapped with a spigot, but the others are sealed.

The brothers store their wine here. All three barrels are 126-gallon butts marked with the brand of Crestor Vineyards of the Gaelon River Valley (a decent if common vintage). Turgeon purchases these on his occasional trips to the cities around Sunderland. Two of the butts are full (worth 40gp each), and the other is only a third full and has started to turn to vinegar — Turgeon rarely allows the ecclesiasts to partake of the wine stores and keeps better vintages in his own quarters. Lately, the wine has been accessed even less since **4 gremlins** have taken up residence in this room. They live under the wooden decking behind the barrels, out of sight of the door, but they use sparks and flashes to startle and run off any who dare to open the door. The Grumpuns are aware that some chaotic influence has taken up residence in the buttery, but they have not yet come up with a strategy to remove them.

Gremlins (4): **HD** 1d6; **HP** 6, 5, 4x2; **AC** 9[10]; **Atk** 2 claws (1d2), bite (1d2) or weapon (1d4); **Move** 10; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: +1 or better weapon to hit, magic resistance (15%), invisible. (***The Tome of Horrors Complete*** 308)

Treasure: In the far corner the gremlins have collected what treasures they have managed to steal from the brothers. Anyone small enough to reach back there or that moves all three butts easily finds the stash. It consists of 37sp, 5gp, and a set of ivory false teeth (200gp).

Area D17: Kitchen

The clatter of dishes, the heat of fires, and the smells of food equal parts savory and nauseating fill this busy kitchen. There are two large fireplaces, one of which has a large kettle of some gray substance boiling over it, and multiple tables and shelves for food preparation — all of them with shortened legs sized for use by a halfling or gnome. The ceiling is low, only 7ft here, but securely fashioned. Hanging from hooks in its rafters are strings of sausages, nets of onions and tubers, and bundles of drying herbs.

During the day, **2 Grumpuns** are always at work here preparing meals for the ecclesiasts, Abbot Turgeon and Simper, and keeping a pot of tasteless gruel boiling for the adherents. If a fight occurs, they flee to **D18** to regroup with their kin. The boiling kettle of gruel is the source of the nauseating smell, but the rest of the foods being prepared — including roasted conies, seared potatoes, and thick crusty black bread — are actually quite good considering they were prepared by murderous, subterranean relatives of the dark folk. At night the kitchen is quiet with no food being prepared other than the perpetually simmering kettle of gruel. Consult the Nighttime Encounter Table for anyone here preparing a late-night snack.

Master/Mother Grumpuns, Huggermuggers (2): **HD** 2; **HP** 12,14; **AC** 6[13]; **Atk** dagger (1d4); **Move** 6; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: 3 or more around opponent can cause *confusion*. (***The Tome of Horrors Complete*** 330)

Equipment: leather armor, hook-blade, *potion of invisibility*, vial of giant wasp poison, thieves' tools, pouch with 3d6gp and 6d4sp. (See **Chapel Roster**)

Area D18: Pantry

This chamber is cluttered with shelving and bins holding sacks of meal, bags of coarse vegetables, wheels of cheese, jars of spices, and hooks holding hanging haunches of meat. The floor is made of wood and elevated a foot above the flagstones to minimize the ability of the chapel's omnipresent rats from getting into the stores.

This larder is kept well stocked by weekly trips to the nearby villages made by ecclesiasts in the brotherhood's cart (kept at **Area B**). The brothers know that Master and Mother Grumpun reside here, sleeping on pallets laid atop sacks of barley, but they do not realize that a half-dozen of the creatures actually dwell herein. During the day, **1d3 Grumpuns** are present, with all 6 present at night. One is always awake and on watch, so that they cannot be surprised. These strange creatures dwell among the shelves and under the wooden flooring. The floor in this cluttered room is considered difficult terrain for anyone other than the Grumpuns, who are quite adept at maneuvering among its clutter. In any fight in here, the Grumpuns always manage to find something to stand on to give them the advantage of higher ground (+1 to attack rolls) against their opponents. If 2 Grumpuns are killed, the rest retreat beneath the flooring where at the room's back corner they have constructed a secret wooden panel that they can slide aside to gain access to the flooded catacombs below. A small raft they have constructed is always anchored just below this hatch, so if they are forced to retreat they can disappear into the watery byways of that subterranean vault, never to be seen again (see Area **D5c** for details of the catacombs).

Master/Mother Grumpun, Huggermugger (1d3): **HD** 2; **AC** 6[13]; **Atk** dagger (1d4); **Move** 6; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: 3 or more around opponent can cause *confusion*.

(***The Tome of Horrors Complete*** 330)

Equipment: leather armor, hook-blade, *potion of invisibility*, vial of giant wasp poison, thieves' tools, pouch with 3d6gp and 6d4sp. (See **Chapel Roster**)

Treasure: The Grumpuns store their treasure in a hollowed-out wheel of stinky Gruyère cheese. Anyone examining the rind of this wheel notices that a slice is cut out and replaced. Anyone moving the wheel immediately notices that it is hollow and rattles. Inside the fragrant rind are 225gp, 1086sp, 365cp, a pair of matching moonstones (75gp each), a garnet (90gp), and a silvered dagger (322gp).

Area D19: Storage

This room is cluttered with years of accumulated junk: from straw brooms and wooden barrows to cracked porcelain vases and pieces of broken furniture. Furthermore, most of it is rife with mold and spattered with bird droppings as a hole gapes in the ceiling 20ft above where the roof has collapsed at some time in the past.

This chamber has been used for general storage for many years, though it has seen less use after the roof caved in following a particularly heavy snowfall a few years ago. Not only were most of the items in the room ruined by exposure to the elements and abandoned, but a flock of **5 blood hawks** began nesting in the eaves just below the broken roof. Whenever anyone opens the door, two of the avians swoop aggressively toward the door but do not actually attack unless someone enters the room. If the room is entered, all of the blood hawks swoop to attack. They resemble normal hawks with dull red beak and talons. The entire chamber is difficult terrain due to the immense quantity of clutter present.

Blood Hawk (5): **HD** 1; **HP** 8, 6x3, 4; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d6); **Move** 6 (fly 36); **AL** N; **CL/XP** 2/30; **Special**: none. (***The Tome of Horrors Complete*** 61)

Treasure: If the blood hawks are killed or driven off and a ladder (one is present among the junk in the room) is used to reach the eaves where the blood hawks were perching, a nest that they have used over the last several years can be found. It holds a few pinfeathers and a pair of large, yellowish blood hawk eggs. In addition, the nest itself contains a gold and silver bracelet entwined with the twigs and fibers that was carried here by a blood hawk long ago. The bracelet is worth 1250gp.

Area D20: Infirmary

The rank smell of sickness and decomposition can be smelled in the hallway outside this door.

The foul odor of this room hits you as the door opens. A stone fireplace, long cold, stands against the north wall. The south half of the room is occupied by four wooden beds with rough, stained mattresses and thin blankets. A thin window set high in the south wall allows a wan stream of light into the room. A number of rats scurry across the stained flagstones of the floor, disappearing under the beds at your intrusion. Lying upon the beds amid twisted and frayed blankets are two men, their heads shaved and their mouths sewn shut. The early stages of decay have set in, blackening their flesh.

This was the original chapel's infirmary and continues its duties with the Brothers In Yellow. Unfortunately, the brothers are not particularly adept at healing magic and have had less than stellar success in treating those who fall ill with a serious condition. Two of the adherents contracted the plague a week ago, and the abbot ordered them moved here to prevent the spread of the contagion. Their care was less than dedicated, and both men expired two days ago. They have remained isolated here ever since, while the chapel's vermin have begun to discover the buffet that awaits them. As a result, the rats hiding in the nooks and crannies of this room become aggressive if the characters enter and disturb the bodies. In that case, they converge together as **2 rat swarms** and attack to defend their food. Unfortunately, the fleas that infested the two adherents and infected them with the plague, likewise infest the rats so the swarms' transmit bubonic plague. Additionally, any character that touches the bodies or the bed clothing is exposed to the fleas again and must make a save to avoid contracting the plague.

Swarm, Rat (2): **HD** 3; **HP** 18; **AC** 6[13]; **Atk** swarm (1d6 plus disease); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** plague (–2 to hit and damage, save avoids).

Area D21: Balneary

The room beyond this door is rank with the smell of death. A few rats skitter across the stone floor, and the crumbling remains of a hearth and fireplace stand against the south wall. An iron bolt is set into the center of the floor. A single human figure lies unmoving on the floor, a chain extending from his ankle to the iron bolt. He is naked and emaciated to the point of being almost skeletal, his flesh riddled with sores and old scabs. His head is a stubble of formerly shaved scalp, and crude sutures seal his mouth shut. Eyes of pale, watery blue, almost clear they are so light, stare into nothingness — suddenly they blink. This wretched creature still lives!

This chamber was once the balneary, a bathing room, though the chapel's current occupants' general disregard for personal hygiene and the removal of the wooden tubs that once occupied the room leave its original purpose unclear. Now, Abbot Turgeon has designated it as a room to punish those adherents who anger him or otherwise fall out of his favor. They are chained here and left to starve. This adherent has been here for six days and is on the verge of death from dehydration and lack of nourishment. He is considered helpless until he receives food, water, and several days of rest to recover. If left, he dies within the next 24 hours. He is also completely mad, and can provide no help to the characters.

Ad Hoc XP Award: Characters should receive an award of 100 XP for providing the man with food and water (and the means to partake of it by removing the sutures), but in doing so they must also free him or he simply succumbs to hunger and thirst again after they leave. How they choose to deal with the violently insane invalid is beyond the scope of the adventure.

Area D22: Vestry

The door to this room is locked. It is also trapped with a magical alarm that is clearly audible in **Areas D22**, **D23**, **D24**, **D26**, and **D27**, but not in **Area D25**. Use the Daytime or Nighttime Encounter Tables to determine where Abbot Turgeon and Simper are located (and if they have any bhutas currently assisting them). If they are alerted by this alarm or by any other alarms raised by the occupants of the chapel, their tactics are described in their descriptions and the following rooms.

The walls of this dark chamber rise 30ft where they are lost in the shadows of the vaulted ceiling above. A stone stair without a rail climbs steeply 10ft to a door in the opposite wall. Lining the walls of the chamber are a number of low shelves that once held the holy relics sacred to this chapel, though they are now empty of all but dust.

Once the chapel's vestry, this room has long since been emptied of any valuables. There is one thing of note herein, however: A secret door exists in the east wall 20ft above the floor. It can be detected only by magic or if a character physically climbs or flies up to its vicinity in order to search.

Tactics: If Simper is alerted to the presence of the characters by an alarm, he takes up position behind the secret door and waits in **Area D27**. Abbot Turgeon has likely already cast *haste* on him. He has drilled a small peephole in the mortar between two of the stones in the secret door so he can observe **Area D22** below and ready his attack. As soon as a character climbs the stairs to examine the door there, he opens the secret door and shoots a poisoned arrow downward at a character on the stair. On his next turn, he shoots again and then ducks back around the corner, reaching around to stab at anyone attempting to climb up to engage him or open the locked door. If it looks as if someone will reach his hiding place, Simper closes and locks the secret door.

Simper (Thf6): **HP** 20; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 9 (+1 cloak); **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, *cloak of protection +1*, *+1 short sword*, 20 light bolts, light crossbow, 3 vials of giant wasp poison (save or paralysis, 1d4+1 days), 4 bags of caltrops (save or half movement), thieves' tools.

Area D23: Inner Stair

This darkened corridor has a heavy wooden door to the left and continues on as a steep stair to the right, climbing another 10ft. A secret door is on the south wall 10ft above the floor with the same requirements for detection as in **Area D22**.

Tactics: If Simper engaged the characters in **Area D22**, then he uses the secret door in this hallway in the same way to attack those passing below with his poisoned arrows.

Area D24: Library

The smell of old parchment and the musky scent of sandalwood oil create a strange mixture in the closed atmosphere of this dark room. The ceiling is low, only 7ft high, with heavy oaken beams that seem to bow under the weight of ages, but the room is surprisingly dry in this otherwise damp structure. A shelf of some dark wood stands against the south wall, a number of books stacked in it haphazardly, with others lying open, their pages held open by assorted odds and ends. A large table of the same dark wood sits in the center of the room, a heavy, leather-padded chair and iron free-standing candelabra next to it, the candles burned down to stubs and unlit. A wide folio stands in the center of the table. Next to it sits a pair of leather backpacks, their contents spilled out onto the table top, and a pair of scabbarded blades. On the floor next to the table are piled more bits of gear including two suits of armor.

The room is not ordinarily occupied and is not if an alarm has been raised. Otherwise, consult the Daytime or Nighttime Encounter Tables to determine if Turgeon is currently here reading one of his books, possibly with a bhuta standing guard.

This chamber serves as Abbot Turgeon's personal library, such as it is. The shelves hold a total of 17 books, which is actually fairly substantial in a land without printing presses or the capacity for the mass production of paper. The books' topics range from ecologies of the moorlands of central Sunderland and worship practices of the faiths of Thyr and Muir to recipes for preparing blood hawk and the works of the ancient philosopher Daoude. The books range in value from 6gp to 180gp each (roll 1d10+5x1d12) except the last one, *Daoude's Discourses*, which is worth 2500gp to a collector of such antiquities. All of the books are well-thumbed and thoroughly annotated in Turgeon's spidery hand. The folio on the table is actually an incomplete copy of a stage play called "The King in Yellow." The full text of the play is missing, and anyone reading it notes its strange, otherworldly context and a subtext hinting at maddening secrets. The characters might recognize it and the Yellow Sign it mentions as being connected to the cult of the Great Old One, Hastur the Unspeakable. Turgeon has spent years searching for the complete text of the elusive play, theorizing that somewhere within its passages lies the secret to bringing about the end of the world.

The packs and equipment in the room belonged to Sir Bartol and Squire Whitlock. Abbot Turgeon had them brought here so they could be examined at his leisure. Squire Whitlock's equipment consists of the following: chainmail armor, a wooden shield, a lance, a pick, a shortbow with 20 arrows, and a pouch holding a *potion of healing*, 7gp and 28sp. If he is with the characters, he requests the return of these items.

Sir Bartol's equipment consists of *+1 plate mail*, a *+1 shield* painted purple and emblazoned with the lion of Trebes, a *+1 bastard sword*, a lance, a dagger, and a pouch holding a tourmaline (100gp), an opal (150gp), a letter of credit signed by the Guild of Penmorgh that can be exchanged at a bank or guild in any major city for 500gp, 33gp, 18sp, and 7cp. In his backpack are 2 *potions of extra healing*, a *potion of levitation*, and a *potion of gaseous form*. A silver scrollcase (45gp) holds several scrolls and letters as detailed below. If Squire Whitlock is present, he states that Sir Bartol's arms and armor are heirlooms of his family and that they will wish them returned. If the characters turn them over to the squire to do so, in a year's time they receive a reward of 1000gp for the return of the sword, shield and half-plate. Whitlock does not care if the characters keep the other items, considering it their just due for bringing the knight's killers to justice.

The papers of Sir Bartol hold a number of items of interest. Several are simply personal notes or missives that he has agreed to deliver to various persons when he is in a certain city and of no consequence to the characters, but three items hold a particular interest for the party. These items (**Sir Bartol's Papers 1–3**) are reproduced in the sidebox.

Area D25: Laboratory

This narrow chamber is built low under the eaves of the chapel's rear roof. It barely has room for a tall man to straighten up beneath the low-hung rafters. No light glimmers in this narrow hall, and it turns a corner ahead where it disappears once more into utter darkness. Someone has chipped a ledge into the masonry of the left-hand wall and wedged a solid wooden plank into it, creating a narrow shelflike table that runs the length of the room. Wooden shims hammered into this support this table, but it still sags alarmingly nonetheless. A number of glass vials and beakers sit on the table along with mortar and pestle, a small crucible, and other equipment for the mixing of reagents.

This is Abbot Turgeon's personal lab where he works on mixing the poisons that he provides Simper for his weapons. He primarily distills giant wasp poison since its base is readily available to him from the nest near the chapel. However, anyone searching the tables discovers a vial of nightmare vapor that he created some time ago and has not yet found a use for. Turgeon has also set a guard here, Ryblyth, a **quasit** that he managed to call and bind with a scroll. Ryblyth was prone to exploring the chapel in bat form when not assisting Turgeon with his poison crafting, and in

Sir Bartol's Papers

Sir Bartol's Papers 1

To Sir Bartol of the House of Streymur of the Line of Trebes:

Your reputation precedes you, good sir, and has reached my ear even in far Endhome. I know from your reputation for you to be a man of honor as well as valor, and I have need of both. Five years ago, my only son was to wed a girl of a small country village on the border between Sunderland and the Duchy of the Rampart. She was a fine lass of a good merchant family, and my son was a stalwart young man, ahead of his years in maturity and the pride of family — well set to succeed me at the helm of my shipping interests in only a few short years. Alas, but some foul curse befell the wedding party in the midst of the celebration. I myself was able to escape the effects of the curse that befell Morrick Mansion, but neither my son, nor his bride, nor his bride's family ever emerged from the cursed house. To the village, they were thought lost; to a father, a son is never lost without knowing for sure.

For these last five years I have hired group after group to brave the cursed grounds of Morrick Mansion, find my son, his bride, and her family to bring them out to safety if they could, and to bring the perpetrators of this foul crime to justice if they could not. To date, none of those I have hired for this task have returned. I have even stationed a man, Richard Arien, in the village with my full authority to pay the reward of up to 7,000 gold galleons for the successful completion of this task. I know that as a man of family honor, the gold likely has little attraction for you, but for the sake of my son and his innocent bride I beg you to undertake this quest. Travel to the village of Grollek's Grove when you finish with your matters in Penmorgh, and see my man Richard Arien there. Grollek's Grove lies in the Gundlock Hills at the crossroads of King's Way and Trader's Way. Please bring some peace of heart to an old man.

Truly in your debt if you would help me,
Alistair, Lord Beval and Baron Leudisfort

Sir Bartol's Papers 2:

My Lord Bartol,

I have heard that you travel in the vicinity of the Moon Fog Hills this season. I know your current errand takes you farther west, but I wonder if you might be willing to return east at the conclusion of your current business and return to the vicinity of the Mistwoods. The Grand Duchy has certain business interests in and around the small town of Malthlyn, and these have recently been interrupted. Such is our concern that with our blessing, our business partners in Bard's Gate dispatched a company of rangers and our own Waymark cavalry to look into the matter and reestablish contact. We have lost contact with these as well. I do not know but that the nearby Oceanders occupying the Matagost Peninsula may have seen such a deployment as a military incursion, and I fear that our soldiers may have been waylaid or taken captive.

I ask you, Sir Bartol, as a knight of renown and without connection to a foreign body politic with whom the Oceanders could take umbrage, would you be willing to divert your return journey to Trebes through the Moon Fog Hills and the village of Malthlyn and, while there, ask about to find out what you can about our mining operations there and also the fate of our patrol? We do not ask for you to intervene on our behalf against the Kingdom of Oceanus, merely to find out what you can about the state of affairs in distant Malthlyn and return a good description of the situation by letter to my representatives in Bard's Gate. For this task, you will surely be well rewarded.

By my hand,
Lucius Qellinroque
Harmost of Panetoth, Duke of the Waymarch, Voice of the Grand Duke in the East

Sir Bartol's Papers 3:

Bartol, It seems there is more to the matter you were looking into than we first believed. Return to Penmorgh before midsummer next or I fear the tragedy will begin anew. Pearsey

See the **Players' Handout Appnedix** for copies.

one such exploration ran afoul of the thing growing in **Area D5b**. It narrowly escaped but somehow became infected with some of the ooze-stuff that comprises the thing's biomass. Ryblyth retreated here and now lurks as a bat while it feels the strange contagion spreading through its body. If anyone rounds the corner of the room, Ryblyth becomes visible as he uses acidic spittle gained from his oozy condition to drive the party away. In his slightly stuporous, infected state, he does not leave this chamber. In addition to Ryblyth's presence, if no alarm has been raised, roll on the Daytime or Nighttime Encounter Table to see if Turgeon or Simper are here as well.

Ryblyth, Ooze-infected Quasit: **HD** 3; **HP** 18; **AC** 2[17]; **Atk** 2 claws (1d2 plus poison), bite (1d3); **Move** 14; **AL** C; **CL/XP** 7/600; **Special**: acidic spittle (once every 1d3 rounds, 10ft cone, 1d6 points of damage, save for half), magic resistance (25%), non-lethal poison (reduce dexterity by 1 each hit, save applies, lasts 2d6 rounds), regenerate (1hp/round). (***Monstrosities*** 103)

Magical Abilities: at will—*invisibility*, *polymorph* into bat or giant centipede; 1/day—*fear*.

Area D26: Abbot's Chamber

This large chamber is fairly well appointed. A thick, if somewhat worn, rug covers most of the floor, and two lanterns hang from

chains bolted to the 20ft ceiling. At the outer edges of the room, the roof drops sharply leaving only 7ft of clearance. A smoky peat fire staves off the damp and chill of the chamber, and a large four-poster bed stands in the southwest portion of the room between two tightly shuttered windows, a brassbound chest at its foot. A round table with three chairs is arrayed in the western portion of the room, and in the corner near them hangs a large iron birdcage, it's occupant a feral-looking hawk with blood-red beak and claws.

This chamber serves as the quarters of Abbot Turgeon, and much of his efforts over the last couple of decades has gone into ensuring that it is comfortable. The creature in the cage is a **blood hawk** the abbot has tamed and feeds small vermin captured around the chapel. If an alarm has not been raised, then consult the Daytime or Nighttime Encounter Tables to determine if Turgeon and/or Simper are here and if a bhuta is here as well. If an alarm is raised, then Turgeon is here, and if it is the day, still roll on the Daytime Encounter Table to determine if a bhuta is present as well. If Turgeon is alerted, he has opened the door to the birdcage, and the blood hawk swoops out to attack as soon as anyone enters.

Abbot Turgeon (MU8): HP 27; **AC** 3[16] or 2[17] (missile) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 7 (with ring); **AL** C; **CL/XP** 11/1700; **Special:** spells (4/3/3/2).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*darkness 15ft radius*, *invisibility*, *web*; 3rd—*fly*, *haste*, *hold person*; 4th—*confusion*, *ice storm*.

Equipment: red silk chasuble with Yellow Sign in thread-of-gold (550gp), silver dagger, *bracers of defense 4[15]*, *ring of protection +1*, *wand of lightning bolt* (8 charges), scroll (*mirror image*), 2 *potions of healing*, vial of giant wasp poison, key to chest in **D26**.

Blood Hawk: **HD** 1; **HP** 6; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d6); **Move** 6 (fly 36); **AL** N; **CL/XP** 2/30; **Special**: none. (***The Tome of Horrors Complete*** 61)

Treasure: Though the furnishings in the chamber are of fairly good quality, all have succumbed somewhat to mold and dry rot, so they are not of any particular worth. A feces-covered emerald earring (170gp) can be found among the scraps of fur and blood-smeared droppings in the bottom of the birdcage. The brassbound chest is locked, and the lock is **trapped with a poison needle** (save at +2 or die). Inside the chest are several changes of clothing for Turgeon, another red chasuble with thread-of-gold embroidery (550gp), an ivory comb and brush set (100gp each), a crusty silver earspoon (25gp if cleaned), and a set of 6 assorted silk handkerchiefs (15gp each). At the bottom of the chest is a small iron coffer. It, too, is locked but has no keyhole. The method to opening it involves pressing a series of iron rivets on its bottom in a certain order. Inside the coffer are 600gp, 3000sp, 250pp, and 5 small diamonds (150gp each).

Area D27: Ambry

The door opens into a small, crowded chamber of brick with a vaulted ceiling only 6ft high. You can tell fine wood paneling once covered the walls, but it has long since been stripped leaving only traces and the ends of rusted nails embedded in the mortar. Now a short bunk has been scooted against one wall with a small lampstand next to it, though the lamp is not lit. A bundle of rags lies on the floor beneath the bunk.

Once used to store sacred oils in the original chapel, Abbot Turgeon has now given this closetlike chamber over to the use of Simper as his personal chamber. It is cramped, cold and stuffy, and Turgeon cares about none of these things. Loyal Simper resides here without complaint, serving at the whim of his cruel master. If the alarm sounds, Simper is here, ready to ambush intruders as described in **Areas D22** and **D23**. However, even with no alarm, consult the Daytime or Nighttime Encounter Tables, as he is usually here anyway, either sleeping or torturing some rodent he has captured.

The secret doors are easier to locate from this side. The bundle of rags is primarily unwashed clothes but does contain a few of Simper's prized possessions.

Simper (Thf6): HP 20; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or light crossbow (1d4+1 plus poison); **Move** 12; **Save** 9 (+1 cloak); **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, *cloak of protection +1*, *+1 short sword*, light bolts (x20), light crossbow, 3 vials of giant wasp poison (save or paralysis, 1d4+1 days), 4 bags of caltrops (save or half movement), thieves' tools.

Treasure: Wrapped in the bundle of dirty rags are a few valuables Simper has collected and managed to keep from Abbot Turgeon over the years. They include a crystal vial of fine perfume stolen from a noble lady that he murdered as she traveled the Soldier's Road. It is worth 400gp (the crystal vial alone is worth 200gp). In addition, there is a wooden cross covered in gold leaf that was once a holy symbol of Thyr that he found in the cemetery. The gold leaf has long-since been stripped, but the great age of the relic makes the cross itself worth 100gp to the church of Thyr. Finally, a small leather pouch holds 2sp, 19gp, and a chunk of polished hematite (12gp).

Concluding the Adventure

At the successful conclusion of the adventure, the characters have discovered the sad fate of Sir Bartol of Trebes and likely rescued his young squire and destroyed a foul cult that had taken root in the heart of the Lonely Moor as well. It is possible that they also had their first taste of the *Obelisks of Chaos* that plague the Sundered Kingdoms in preparation for more involvement with them to come. They also have the leopard brooch that Lord Alistiar gave them, as well as the 300gp they were to pay Sir Bartol. What the characters do with the payment is up to them. They can give it to Squire Whitlock to take to the knight's family, keep it for themselves and just never mention it to Lord Alistair Beval, or return it to the baron whenever they have the chance. He is not looking for it from them, and their current business with him is concluded, so he does not mind if it takes the characters some time to return the gold. He does not miss it in the meantime. Squire Whitlock, if he survives, wants to claim the cart from **Area B** and use it to begin the long journey of transporting Sir Bartol in his coffin back to his home in Trebes.

Finally, the characters gained some additional hints of possible work in the Sundered Kingdoms. Among Sir Bartol's papers was a request for aid by the Duchy of Waymarch in the not-too-distant Moon Fog Hills that looks like it could be a potentially interesting and lucrative assignment if they undertake it in Sir Bartol's stead. There is also a cryptic hint of goings-on in distant Penmorgh, but it doesn't require a response until nearly midsummer of next year. This adventure assumes a time frame of late summer or early fall for the characters' exploits at the Chapel-on-the-Moor, so they would have some months to conclude their business in Malthlyn and continue on to Penmorgh to still make it in time for the mysterious Pearsey's summons. The continuation of these adventures occurs in the next adventure in the adventure path, ***Aberrations*.**

Aberrations

By Casey W. Christofferson

Aberrations is an adventure into horror and madness for characters of 7th through 8th level. The adventure begins with the characters' arrival in the mysterious Moon Fog Hills, where the land and people are beset by twisted hordes of aberrations. As clues are uncovered and mysteries revealed, the adventurers find themselves inexorably drawn toward the source of terror, the Mathen Estate. Here they face the final showdown against the abominable spawn of Madrana Mathen and the true, mysterious patriarch of the Mathen family.

Aberrations

Aberrations was originally published as ***G8: Aberrations***, a Third-Edition adventure by **Necromancer Games**. It has been converted here to the ***Swords & Wizardry*** core rules and integrated into the ***Cults of the Sundered Kingdoms Adventure Path*** set in the ***Lost Lands*** campaign setting by **Frog God Games**. It follows the adventure ***Shades of Yellow*** and finally brings the characters into direct conflict with one the Sundered Kingdom's cults that is both aware of and actively uses several of the *Obelisks of Chaos* in their plans of conquest. Unlike the previous adventure where the cultists in question had stumbled upon the location of an obelisk and the unwitting use of its emanations, the cult in Aberrations has been in existence in some form of fashion for more than 500 years. Destroying it and its obelisks likely completely removes the influence of the Cult of Tsathogga from the Sundered Kingdoms — especially after cleaning up any leftover elements of their influence as described in the next adventure ***Vengeance in the Hollow Hills***.

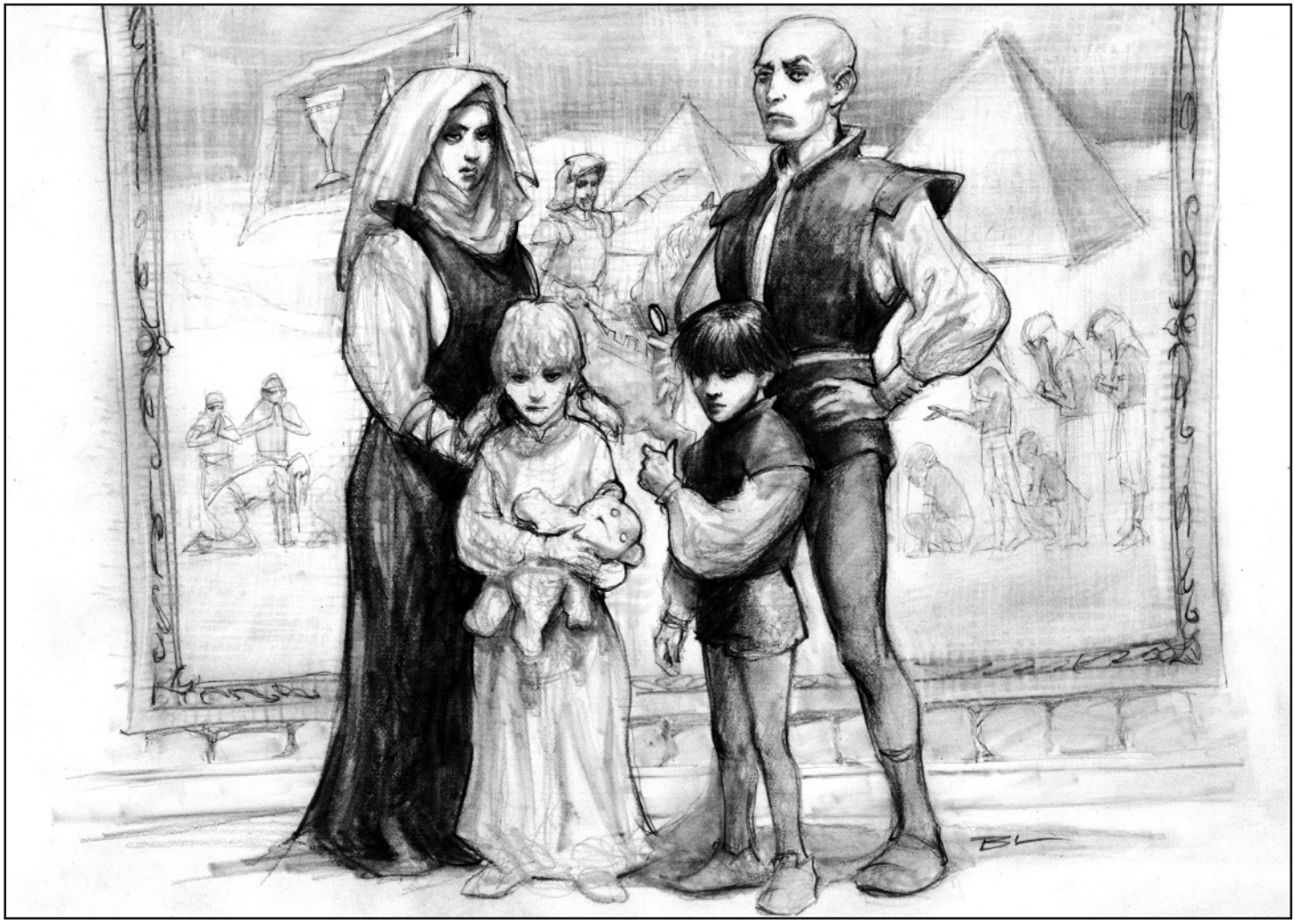
Adventure Background

The Moon Fog Hills and the surrounding environs have long been known as places of strange occurrences and wild tales of horror, murder and death. Here Wynston Mathen carved a holding from the very wilderness granted to him as a wedding gift from Overking Yurid. A silver mine was established, and the great campaigner and his retainers contested frequently with tribes of orcs and trolls within the holding, driving these dangerous foes from the land with sword and torch. Eventually a manor keep and the beginnings of a castle were built for Lord Wynston's growing family. Hearty frontiersmen and trained miners came from all parts to settle in the mining village of Malthlyn, to live and ply their trade for good wages and hard honest work.

Then tragedy struck. A cave-in befell the mine, killing many of the miners. That same day Wynston Mathen, in a fit of homicidal rage, slew most of his own family — only his wife and two of his children survived the butchery. It was even whispered by few that the words "not of my flesh" were smeared in blood upon the walls of the family chapel where most of the victims were found.

The Mathen survivors were raised by their mother's family in distant Courghais, and later Bard's Gate, and throughout the years came back and attempted to finance rebuilding the estate and opening the mines again. Villagers in Malthlyn came and went, some lived by prospecting, others by trapping and hunting, and some just went away. Later, farmers came to the area, which was still dangerous but relatively free of hostile humanoids, and did their best to make profitable lives for themselves.

Recently a new generation of Mathens came from Bard's Gate with a contract to supply silver to metal dealers in the glittering city of trade and craft. The mines were reopened shortly, and a new treasure was discovered: mithral. Hearing of this, miners flocked to the area and sent a request for guards to keep peace in the region. However, it is said that none of the



guards ever reached their destination. Miners began disappearing, and it was whispered that some new evil stalked the Moon Fog Hills.

The characters arrive shortly after a second rash of disappearances in the area. A strange discoloration of light has stretched itself from the area of the Mistwood Mines across the sky. Many remaining locals are frightened, and word has spread that several farmsteads along the frontier have been destroyed. The locals fear that the kindly new masters of the Mathen Estate have become victims of the obvious curse over the land, and prepare themselves to flee, or hold out in the village of Malthlyn. Malthlyn is now an armed camp, but how long it can hold out to these strange assaults that appear to come from the air, the land, and beneath the earth is anyone's guess. Servants of Tsathogga, it seems, are behind it all, but for what purpose? The characters must explore the Moon Fog Hills, uncover the source of these strange, otherworldly aberrations and put an end to the machinations of the twisted Mathen family once and for all.

Module Overview

Aberrations features extensive wilderness areas, caverns, and abandoned mines, as well as a large fully detailed manor house and grounds. ***Aberrations*** uses numerous plot and story devices to keep your characters on their toes, hopefully frightening them out of their minds for many gaming sessions.

Aberrations is a free-form adventure, rather than a linear room-to-room crawl, with hints and clues as to the nature of the horrible secrets behind the large numbers of aberrant beasts. These hidden clues connect like thin strands leading to a final confrontation with the Mathen family.

Aberrations is arranged in five parts, although these parts are playable in any order they are encountered by the characters. Similar to an absurdist play, the first part is the beginning and the fifth part may be considered an end. The middle parts, however, can be run in any order.

The different parts of this module are arranged by their level of difficulty and their importance to the development of the overall story. For example, the first chapter is the "easiest" of the areas and derails various wilderness locations in and around the Moon Fog Hills and the Mistwood. Also found within is the hamlet of Malthlyn which, depending on the characters' actions, may serve as their home base. Alternately, if the characters should forgo visiting Malthlyn until sometime later in the adventure, the characters may return only to find that it is in ruins.

The next three chapters feature detailed descriptions of the Mistwood Mines, the Carrion Moth Caverns containing the *Obelisks of Chaos*, and the Mathen Estate, respectively. The last chapter in the Mathen dungeon may be used as a final battle between the characters and the masters of the aberrations, or as a secret entrance into the Mathen Estate.

Notes for the Referee

It is strongly suggested that you take extra time in reading this module and familiarizing yourself with the many non-player character (NPCs) included in this module. The more that you, the Referee, understand the motivations of the NPCs, especially the Mathen family and their cohorts, the richer the playing experience is for everyone.

Frog God Games adventures are extremely challenging, and this module is no exception. A pervasive sense of danger heightens the overall seriousness and excitement level for the players and the Referee. Several of the encounters and traps within these pages could prove fatal for the characters should they rush head long into encounters, or fail to take the time to ask questions and look for clues.

For this reason, the adventuring characters, as always, should have at least one cleric. Due to different wilderness locations and terrain, it may be helpful for the characters to include at least one ranger or druid in the group. Second, the character group needs at least one thief to help them past some of the more difficult areas of the dungeon, cavern, and mansion. Having the capacity among the characters to cast at least 3rd-level divine and arcane spells is suggested. The characters would be well-advised to round out their ranks with one or two decent combat classes. As the adventure progresses through its different parts, the characters should grow in experience and power to match the increasing difficulty of the encounters they face.

Adventure Summary

The adventure begins when the characters first arrive in the Mistwood area of the Moon Fog Hills. Here they find many beleaguered farmers and former mine workers who have encountered giants, trolls, and worse. As the characters explore the area, they discover clues that eventually lead them to the Mistwood Mines, a silver and mithral mine that has become the base of operations of the beautiful and twisted Mildridge Mathen. After the characters defeat Mildridge and her tsathar allies, they are faced with a choice of exploring the Carrion Moth Caverns or heading on to the Mathen Estate.

Should the characters choose to explore the Carrion Moth Caverns, they encounter Fluoplilth, an encephalon gorger in the service of the Mathen family and follower of Tsathogga. If the heroes defeat this deadly foe, they find themselves in possession of the *Ethereal Diadem*, a powerful magic item that allows them to disable the *Obelisks of Chaos* and the *Heteroclite Portal*.

Eventually all roads lead to the Mathen Estate, where the descendants of Madrana Mathen serve their true father, a shapeless spawn of the dread god Tsathogga himself. The Mathen Estate is fraught with perils large and small, from deadly traps to the eerie games of the Mathen "children." As the ambitions of the Mathen family are revealed to the characters, a striking realization comes to them: the Mathens seek to trap every creature in their path and transform them into aberrant slaves. With this chaotic army at their command, the Mathens intend to send a tide of tentacle-waving horrors across the lands. That is, of course, unless the characters can dig deep and find it within themselves to stop the Mathens from acting out their fell designs.

Adventure Hooks

If you are running this adventure as part of the ***Cults of the Sundered Kingdoms Adventure Path***, then the characters likely discovered a note in the personal effects of the deceased knight Sir Bartol of Trebes in ***Shades of Yellow***. This note requested the knight's help in investigating the disappearance of a company of Waymarch cavalrymen and the state of affairs in regard to the duchy's mining interests in Malthlyn. The duchy fears interference of Oceander forces from Matagost, but the characters soon learn that something far fouler is afoot.

Various others hooks can be used to get the characters involved in this adventure if you are not using it as part of the adventure path. What follows below are several different proposed scenarios for involving the party in the adventure:

- A merchants' magistrate, recently reviewing mining contracts in Bard's Gate, visits the characters. She is concerned that the investors in a mine have complained that they have not received their contracted amount of ore in almost two months. A previous dispatch of Waymark cavalrymen and Farseeker Rangers has not yet returned from its expedition, and concerns of financial failure are mounting. The merchants' representative offers to pay expeditionary expenses out of her own pocket to send the characters to find out what has happened with the Mistwoods Mine. If fears of foul play are realized, the characters are authorized to exterminate any threats. The mine must be opened and the ore must ship!
- Recently a group of refugees has arrived from the area surrounding the village of Malthlyn. The refugees speak of misshapen beasts attacking their homes and making off with their livestock. City officials in Bard's Gate have sent a detachment of Farseeker's Rangers and Waymark cavalry to investigate, but have not heard back from them. The worst is suspected. Officials from the city/temple/rangers come to visit key party members, asking them to investigate as a favor. The visitor had a relative in the detachment and would have news for good or ill about the fare of their kinsman. This visitor plays on the characters' personal friendships and compassion to get them on the trail.
- The simplest of all ways to get the adventurers involved is the "Road Trip" scenario. In this, the party is simply traveling from one completed adventure en route to some other location. Perhaps they are traveling from Oestre to Penmorgh, and happen across the Moon Fog Hills, where they come across the Barnaby farm.

Chapter One: Dangers Bizzare and Foul, The Wilderness

The Hollow Road

The Hollow Road is a wide cart trail that leads from the hamlet of Malthlyn to civilization in the east and south. Centuries ago the Hollow Road was used to haul ore from the Mistwood Mines to the more civilized areas Matagost and Burgundia.

The Moon Fog Hills

The wilderness area known as the Moon Fog Hills is a place of great natural resources and great dangers. The Moon Fog Hills garner their name from the strange environmental phenomenon known as the moon fog, a strange iridescence that rises from the misty treetops at night, reflecting the light of the moon. Various dwarves, half-elves, and humans have populated these odd hills for hundreds of years. Despite the threat of humanoid attacks by roving bands of orcs and goblins, the greatest danger has always come from trolls and other strange creatures that populate the Mistwoods.

Random Encounters

Roll 1d20 for every mile that the party travels and consult the following list.

d20	Encounter
1	**2d4 worgs**
2	**Refugees:** 1d6 farmers fleeing for safety, mumbling about giants, "tentacles," and the "night murmurs"; they offer no more information other than to warn the players away from the Moon Fog Hills area.
3	**2d6 orcs** and **orog leader**
4	**1d4 ogres**
5	**1d4 larval slime crawlers**
6	**2d4 stirges**
7	**Froglum**
8	**1d4 trolls**
9	**1d6 carrion moths** (nighttime only, if daytime roll again)
10	**1d3 aberrant giants**
11–20	**No encounter**

Aberrant (1d3): **HD** 8; **AC** 4[15]; **Atk** great club (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** physical deformity. (***The Tome of Horrors Complete*** 10)

Aberrant Deformities

To determine aberrant giant deformities, roll 1d6 and consult the following table.

Roll	Deformity	Effect
1	Toughened hide	+2 bonus to AC
2	Extra arm	May make one additional attack per round
3	Additional eyes	See people sneaking up on them
4	Oversizetd ears	Improved hearing (85% chance to hear sounds)
5	Oversized nose	Smell creatures (85% chance to smell enemies)
6	Foul odor	Stench (save or be nauseated for 1d4+1 rounds, –1 to hit and damage)

Carrion Moth (1d6): **HD** 5; **AC** 3[16]; **Atk** 4 tentacles (paralysis), bite (1d6); **Move** 12 (fly 24); **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: *confusion* drone (save avoids), death stench (5ft radius gas, nausea causing –2 on hit rolls and saves, save avoids), paralysis for 2d6 rounds (save avoids). (***The Tome of Horrors Complete*** 82)

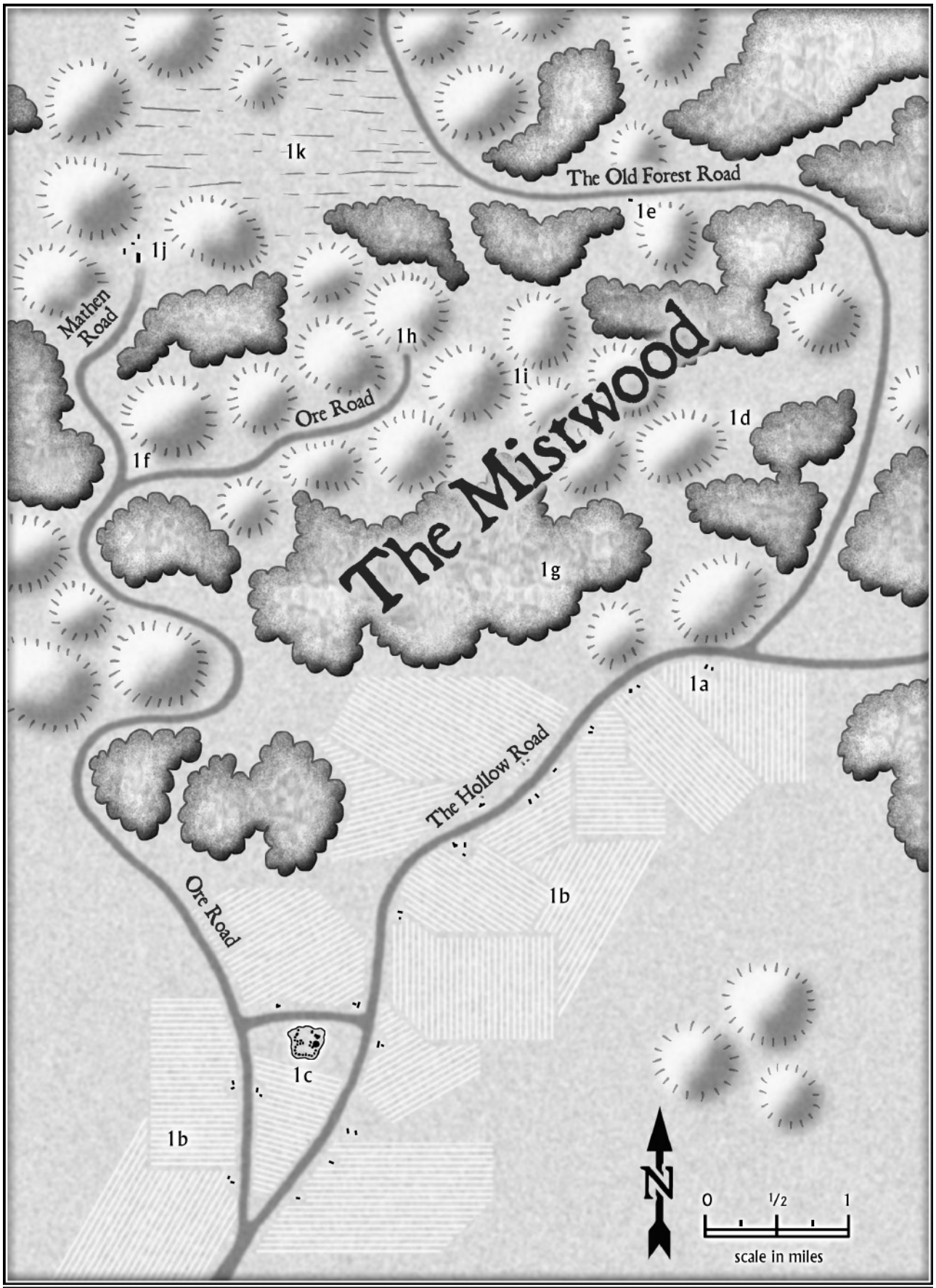
Froglum: HD 8; **HP** 57; **AC** 5[14]; **Atk** 2 fists (2d6); **Move** 12; **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** resist fire (50%). (***Monstrosities*** 181)

Human Refugee Farmer (1d6): **HD** 1; **AC** 9[10]; **Atk** fist (1hp); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.

Ogre (1d4): HD 4+1; **AC** 5[14]; **Atk** weapon (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Orc (2d6): HD 1; **AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight, darkvision 60ft.
Equipment: spear.

Orog Leader: **HD** 3; **AC** 2[17]; **Atk** battle axe (1d8+1) or javelin (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: darkvision 60ft. (***The Tome of Horrors Complete*** 421)
Equipment: battle axe, javelin (x2).



Map 1 - The Moon Fog Hills

Slime Crawler (1d4): **HD** 1; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Stirge (2d4): HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (1d4).

Troll (1d4): **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate 3hp/round.

Wolf, Worg (2d4): **HD** 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

The Mistwoods

The Mistwoods are a gnarled and twisted hardwood forest that blankets the slopes of the Moon Fog Hills. Although not yet clear-cut by farmers and settlers that live in the foothills, it is said that the trees of the Mistwoods seem to speak to one another through the rustling of their leaves. Three overgrown trails slice through the Mistwoods offering the safest means of passage. The Old Forest Road circles around the forest in a meandering path. Most often used by woodsmen and hunters, the Old Forest Road is not generally considered safe by the locals of the foothills and the hamlet of Malthlyn. The Ore Road winds up to the Mistwood Mine from Malthlyn, forking northwards after a few miles to join the Mathen Road. The Mathen Road is another narrow trail with the ruts of wagons that does not look as if it has seen much recent use.

The Mistwoods are unusually silent and spooky. The Referee should play up their innate creepiness and talk about the strange atmospheric quality. During the daylight, things close-up seem hyper-focused, while thing sat a distance of greater than 200ft appear to be shimmering out of focus, somewhat like a mirage. The sky has a strange lurid coloration throughout the area of the Mistwoods and the Moon Fog Hills. An obscuring mist clouds the hills from the view of folk living in the lowlands at night, giving a luminescent glow on moonlit evenings.

The Foothills

Refer to **Map 1: The Moon Fog Hills**. The locals refer to the grading slopes of the Moon Fog Hills as the foothills. Dwelling in hunters' shacks and private farms, the inhabitants of the foothills are a hearty brand of folk willing to brave the dangers of trolls and the strange phenomenon of the mists. The rich flow of silver and rumors of mithral brought many of the inhabitants here, but it was the furs of the forest and rich heavy soils of the foothills that kept them here.

Regional Encounters

Area A: The Barnaby Farm

As the characters come down the Hollow Road that leads to Malthlyn, they have a 2-in-6 chance of noticing smoke coming from a nearby farm and hearing the bemoaning wails of someone in danger. Upon closer observation, the characters notice a foul-looking **three-armed aberrant giant** with a human form grasped in one of his three huge fists.

BooGak, Aberrant: **HD** 8; **AC** 4[15]; **Atk** great club (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: physical deformity (extra arm, grab and hold for automatic club damage). (***The Tome of Horrors Complete*** 10)

Equipment: hide armor, great club, belt pouch with 953gp.

Tactics: BooGak kills Barnaby by hurling him through the barn wall in 3 rounds. By consulting the maps, the Referee may decide that characters going at a full run to the farm get within sight of the strange giant threatening the farm family. BooGak has a 3-in-6 chance of noticing the characters approaching him with haste. They must make some quick decisions or the giant throws the poor man at the approaching characters on the following round, rather than hurling him at the barn.

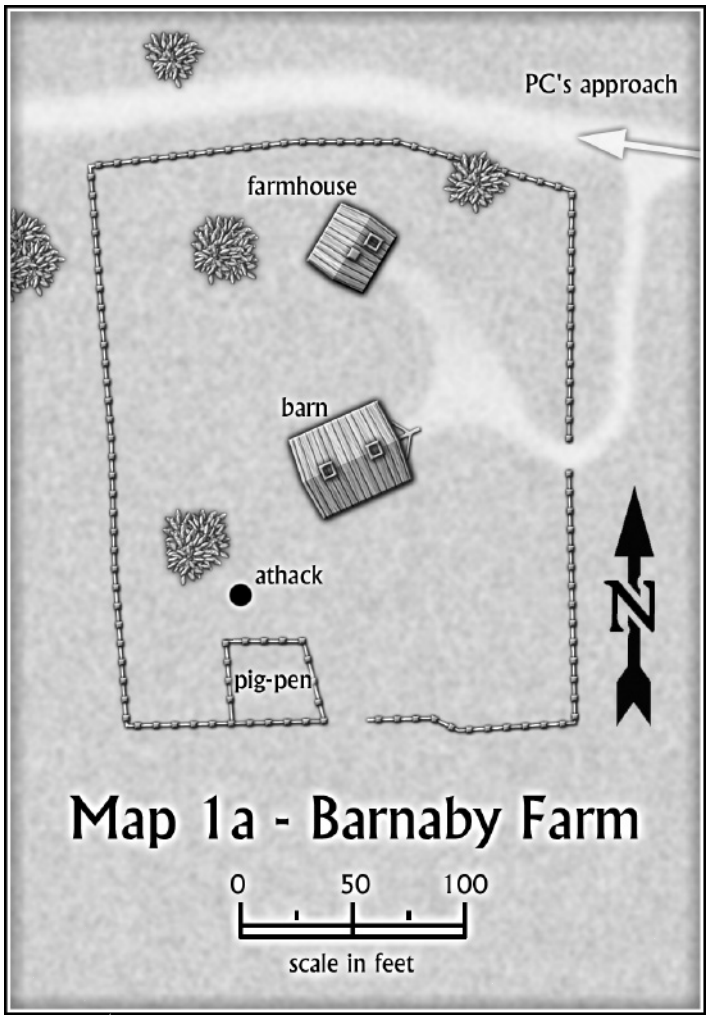
Parties that approach with stealth may arrive just in time to see BooGak throw Farmer Barnaby through the wall of his barn. Consult the map and determine the characters' movement to see how long it takes them to reach BooGak and Barnaby. As BooGak enters combat, he leans his head back to laugh at the farmer's terrified family.

As soon as BooGak sees the approaching, armed hero types, he begins to grab Farmer Barnaby's hogs and throw them at the characters (1d6+2 points of damage, up to 30ft). When the characters approach to melee range he flails his great club and attempts to grab characters with his third hand. Anyone caught in BooGak's free hand becomes his next missile weapon to be used against spellcasters and archers, using similar damage and range stats as with the hogs.

Refer to map 1A: Barnaby Farm, for help in running this encounter.

Concluding the Fight

If Barnaby is Saved: If the characters manage to defeat BooGak before he slays Farmer Barnaby, the farmer is grateful and gives the characters a quiver of 20 *+1 arrows*. He warns the characters that the giant beast that they just killed is one of many strange creatures responsible for marauding through the area since the cursed Mistwood Mines were reopened. He next tells them that the locals have heard a strange murmuring at night,



and some farmers have even fought off strange tentacled beasts with their pitchforks. He thanks the characters again and loads his family on a wagon, turning his back on his farmstead and heading off to join other refugees, having had quite enough of the area's strangeness.

If Barnaby Dies: If Barnaby dies, the characters find themselves saddled with the Widow Barnaby and the Barnaby children. Tim and Winni are two precocious children that seem to have no concept of danger or personal safety. The widow is a plain-faced woman with a bonnet over her mouse-brown hair. She bawls and pleads for the characters to take her to the village of Malthlyn for protection since her husband is now gone and there is no one to protect her. She fusses and bustles about, filling a wagon full of belongings from the house, such as a rocking chair, holy books, chests of clothes and food in glass jars. The children harass the characters as the widow insists that they round up as many of the farm's surviving animals as they can.

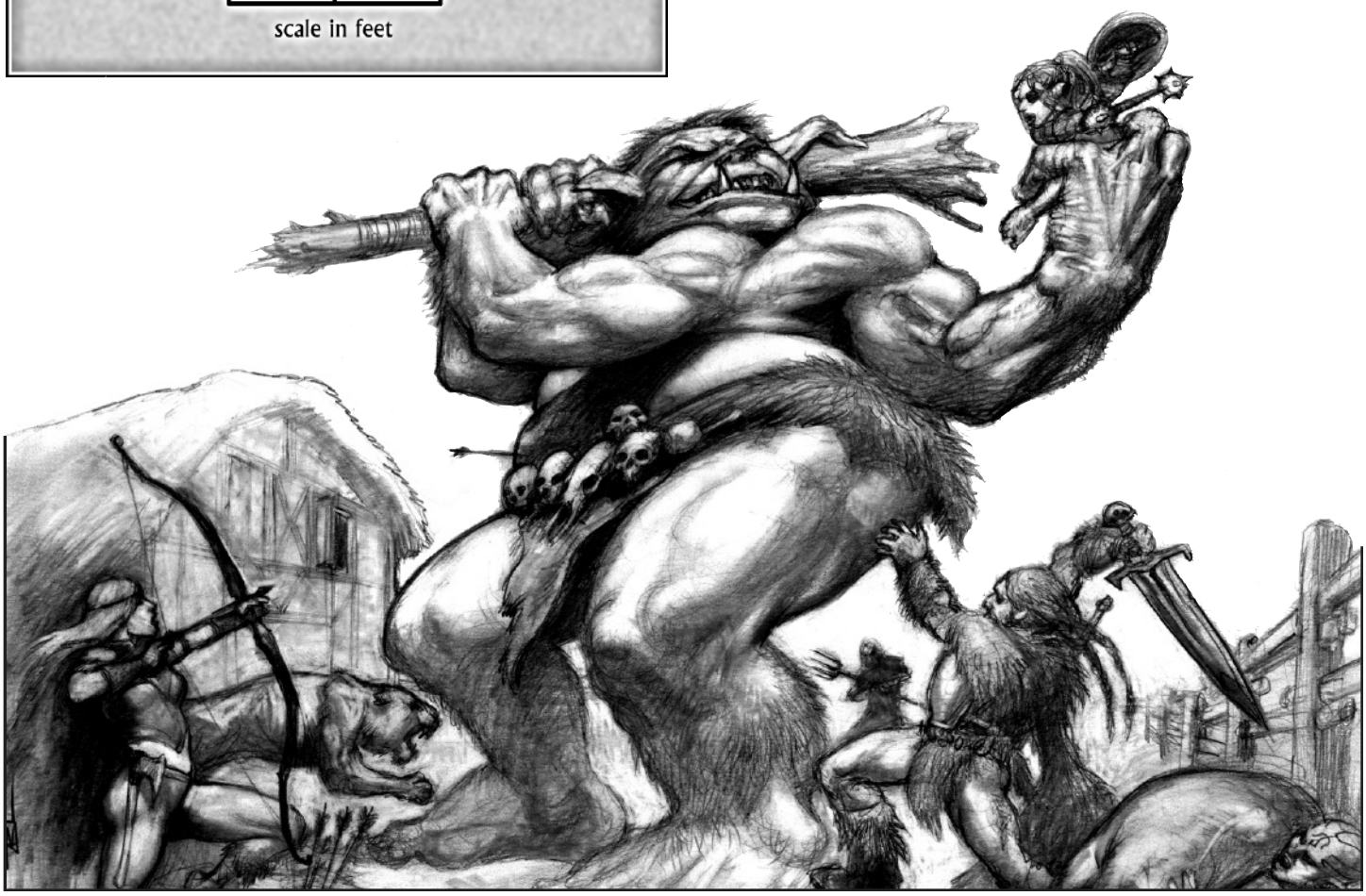
After all the chickens, hogs, an old bony cow, and an ox are gathered up, the family is ready to go. If the characters play along with the Widow Barnaby and escort her and her belongings to Malthlyn, award the players 120 XP.

Area B: Abandoned Farmsteads

Many of the surrounding farmsteads lie vacant and in ruins, their fields left untended, with great holes smashed in the farm buildings. Searching the area around these farms uncovers tracks of some sort of beast with huge, misshapen feet that even rangers do not recognize as a creature with which they are familiar.

Area C-1: The Hamlet of Malthlyn

The Hamlet of Malthlyn lies in the southwestern corner of the Moon Fog Hills region. Malthlyn was once a trading post and mining camp. Malthlyn eventually grew to include several shrines to various gods, as



well as a roadhouse, saloon, sheriff's post, and a farmers' market. The hamlet is home to 278 residents (194 humans, 45 dwarves, 15 elves, 13 half-elves, 11 halflings). Malthlyn has recently become transformed into an armed camp. A hastily-erected, 10ft-tall palisade wall of sharpened timbers surrounded by pointed stakes welcomes weary travelers to this once quiet and peaceful little hamlet.

The village militia is working rotating shifts, as Sheriff Cignor and the cleric Thungor take turns with patrols, checking the perimeter of the palisade. Commoners who have fled their farmsteads and come to the village are working in double shifts to reinforce the walls. Being miners at heart, they have begun to tunnel beneath the existing buildings for protection at night when the carrion moths come to call.

The recent incursions of aberrants, trolls, orcs, and the carrion moths have driven the once hard-working folk of the lowlands into something of a panic. As the characters approach, they are met by a band of warriors bearing spears and shortbows. Cignor, the acting sheriff of Malthlyn, leads them.

For details regarding the lay of the land, consult **Map 1C: Malthlyn**.

Cignor, Sheriff of Malthlyn (Ftr3): HP 20; **AC** 4[15]; **Atk** battle axe (1d8+2) or short spear (1d6+2); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD, +2 to hit and damage strength bonus.

Equipment: chainmail, battle axe, short spear, shield.

Malthlyn Soldier (10): HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, longsword, spear.

Cignor, the acting chief constable of Malthlyn, greets the adventurers from the wall with more than a little trepidation, having become chief constable when Chief Constable Roarch never came back from an inspection of the mines. He questions the adventurers at length as to their purposes.

If the characters bring the Widow Barnaby with them, Cignor is free with what information he has about the strange goings-on in the Moon Fog Hills. He tells the characters that Chief Constable Roarch left the hamlet shortly after the palisade was built to go in search of Visthis, the local ranger. Akomi, the priestess of Freya, left with him, and neither has been seen since. Cignor has no knowledge of any armed forces being sent to the aid of the folk of the Moon Fog, however he has seen the destruction that giants and other strange creatures have wreaked upon farmsteads of that region. He tells the adventurers that the Mathen family lived upon a great estate to the north of the mines in years past. Mr. Mathen and his wife have come to the village on a few occasions with their servants and family guards. On such visits, the Mathens were kind and gregarious as they gathered supplies for remodeling their estate to the north. Inhabitants of Malthlyn recall that Mr. Mathen was quite friendly, rather refined in a genteel country way. His wife was very much a city woman and found little to impress her in the quiet hamlet. It is suspected that since neither they nor their servants have been seen since shortly before the disappearance of the miners, and that they too have fallen to the horrors that have been visited upon the folk of the Moon Fog Hills.

Carrion moths fly over the village almost every night. Because of this, livestock is now being kept indoors and the conditions are crowded, and could be considered poor at best for all involved. If the characters spend the evening in Malthlyn, stage an attack with the carrion moths as a way to introduce the characters to this horrid new enemy.

Area C-2: The Palisade

The crude palisade is a 10ft-high wall of wooden beams, with an earthen rampart built up behind it that offers a view of the outlying area and cover to those that stand the watch. The wall is guarded by **2d4 commoners** and **1d4 warriors**, armed with spears, crossbows and hand axes. It is from the palisade that **Cignor** hails the characters as they approach the first time.

Commoners (2d4): HD 1d4hp; **AC** 9[10]; **Atk** fist (1hp) or hand axe (1d6); **Move** 12; **Save** 18; **AL** L; **CL/XP** A/5; **Special:** none.

Equipment: leather clothing, hand axe.

Malthlyn Warriors (Ftr1) (1d4): HD 1; **AC** 7[12]; **Atk** hand axe (1d6) or spear (1d6) or crossbow (1d4+1); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, spear, hand axe, light crossbow, 20 light bolts.

Area C-3: Shrine of Freya

The currently abandoned shrine of Freya was home to Akomi, priestess of Freya, until she departed with Constable Roarch about a week ago, never to be seen again.

Treasure: Characters can find the following: 2 scrolls of *confusion*, 3 vials of holy water, and 2 *potions of healing*. There is also a golden holy symbol of Freya worth 100gp, but removing it from the shrine brings the wrath of Freya upon any but her followers or priestesses. Any character doing so suffers a –4 penalty to all saving throws and encounters double the number of random encounters while in the wilds. Only by returning the holy symbol to the shrine and begging the forgiveness of Freya can the character be free of the curse — although he may also have to perform a quest in Freya's name as decided by the Referee.

Area C-4: Ore Road Inn

Zedanar, known to many simply as "Zed," manages this quiet inn. He charges average prices for food and drink. He has seen strange signs and portents of late, and believes the Mistwood Mine to be under a terrible curse. If asked about the odd occurrences, he mentions that he has heard tales told of slippery trails along the old Ore Road, as if some oil or clear slime had been placed as a pitfall or trap. He knows that the first group of new miners went to the Mistwood Mine about three months ago with high hopes; he has not seen any of them again. The construction of the

palisade was done with haste shortly after the disappearance of the miners. Roarch left the hamlet just as it was finished, with the priestess of Freya in tow. Zed, like many of the other folk of Malthlyn, thinks that the Mathen family must have been killed, as their proximity to the mines would make it impossible to escape from the twisted giants and strange creatures of the hills and forests.

Zedanar, Dwarf Male Fighter (Ftr3): HP 22; **AC** 6[13]; **Atk** war hammer (1d4+3); **Move** 9; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** identify stonework, multiple attacks (3) vs. creatures with 1 or fewer HD, +2 to hit and damage strength bonus, +4 save versus magic.

Equipment: ring mail, leather apron, war hammer, pouch containing 1d8gp, 2d6sp and 3d4cp.

Area C-5: Shrine of Stryme

Stryme, a god of strength, is much revered by the hearty inhabitants of these parts. **Thungor** is the keeper of this small combination shrine and smithy, making horseshoes, as well as repairing farm and mining equipment. All that Thungor really knows about what is going on is that he was asked by Roarch to help Cignor protect the hamlet while he and Akomi were out looking for their old friend Visthis and investigating the disappearances at the mines.

Thungor, Cleric of Stryme (Clr4): HP 19; **AC** 5[14]; **Atk** heavy mace (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 5/240; **Special:** turn undead, +2 save versus paralyzation and poison, spells (2/1).

Spells: 1st—*cause light wounds*, *detect evil*; 2nd—*bless*.
Equipment: chain shirt, heavy mace, holy symbol of Stryme.

Stryme, God of Strength

Alignment: Lawful
Domains: Good, Liberation, Protection, Strength, War
Symbol: stylized ox
Garb: brown sleeveless tunic
Favored Weapons: warhammer
Form of Worship and Holidays: Clerics are expected to make themselves available for hard labor and toil if need be, blessings are given before great physical undertakings.
Typical Worshipers: dwarves, soldiers, barbarians, fighters, laborers

Stryme is a dwarven god, but he is often worshipped by non-dwarves who have a great respect for physical might, protecting the weak, and engaging in warfare. He is a stern but fair god, and requires of his priests that they maintain their bodies in peak physical condition and use their gifts of strength to help in the labors of the earth and the defense of those weaker than themselves. His worshippers are vehemently opposed to slavery; hard labors should be undertaken willingly, not forced upon others. Healing is offered for free to those injured while performing strenuous physical tasks.

Area C-6: Village Stores

The largest building in Malthlyn is a communal warehouse used by the locals of the area for food storage. Here they keep grains, potatoes, turnips and carrots throughout the winter months. Each of the local farmers leaves a portion of his crops at the village stores when he comes to market, to protect them in the event of a famine. Hidden within the food stores are **3 slime crawlers** that attack anyone who searches through the contents of the warehouse.

Slime Crawler (3): HD 1; **HP** 7, 5x2; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Referee Notes

If the characters turn north along any of the roads to investigate further before proceeding to the village of Malthlyn and attempt to return later, they find the village a smoking pile of rubble. By that time, Malthlyn has fallen to a combined assault of aberrant giants and a swarm of carrion moths.

The defenders felled several of the moths before succumbing to capture or death at the hands of the giants. Spaces where the carrion moths died have left several areas that grow strange black toadstools in a 30ft spread. The toadstools are poisonous, the cruel side effect of the rapidly decomposing carrion moth. The mushrooms are filled with the memories of the dead victims, which the moths and their carrion brood have feasted on throughout the permutations of the creatures' existence. Anyone eating the mushrooms must make a saving throw or be affected by horrible nightmares for 1d6+3 hours, even if awake.

Footprints of giants and trolls trample over one another in an orgy of destruction and dread violence. The only survivor is a horribly wounded old man named Jamal, who keeps repeating the word "tentacles" over and over again before he dies. In the event that the characters save the old man with magical ministrations or commune with him after death via *speak with dead*, he points off to the northeast, in the direction of **Area 1: The Carrion Moth Caverns**. Alive or dead, Jamal has little other information to offer the party and seeks only to get as far away from the Moon Fog hills as he can.

Area D: Gruesome Discovery

As the characters cross this area of the Mistwood forest along the Old Forest Road, they may discover a clue as to the fate of the Waymark soldiers. Characters have a 1-in-6 chance of noticing something glinting to the west of the road. A search of the area of the glinting uncovers the remains of a campsite, as well as various badges and insignia indicating soldiers of the Duke of Waymarch. A character searching the old camp uncovers pieces of limbs and various weapons among the leaves and foliage of the wood. The camp is too old to retain any tracks on the ground. They have a 25% chance of discovering a pair of rabbit-fur slippers and some strips of pink cloth lying in a patch of toadstools. As the characters search the area, **2 trolls** creep upon them, having noticed their smell. The trolls, at Mildridge's behest, have been ordered to kill any adventurer or soldiering types they encounter.

Troll (2): HD 6+3; **HP** 47, 43; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Treasure: fuzzy *boots of elvenkind*, 80gp (on the trolls), 3 longswords, 1 heavy steel shield.

Area E: The Woodcutter's Shack

This shack nestled in the wooded hills northeast of the hidden carrion moth lair, is the cabin of Visthis the Woodsman. A large wood pile is out behind the cabin. The cabin appears to be abandoned. The characters notice that the sky surrounding the area's taller hills has a strange shimmering luminescence about it, especially in the location of the Mistwood Mine. Colors seem brighter than normal and, at the same time, things close to them appear to be intensely focused, while objects more than 300 yards away flicker like a mirage. Two large patches of toadstools are near the front of the cabin. Characters have a 2-in-6 chance of noticing movement

off behind the hanging front door. When the characters enter the cabin, they see that it is a small one-room affair with a stone fireplace and a single bed.

A **slime crawler** attacks the first person to enter the room. Attacked characters must make a saving throw or fall down from the greater than usual slime trail the creature has left on everything in the cabin.

Slime Crawler: **HD** 3; **HP** 18; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Tactics: The slime crawler is currently hanging on the ceiling and lashes out with its tentacles, seeking to grab and constrict whomever it can get before moving to the other side of the bed and scurrying down its hole. The hole is 3ft wide and can only be easily accessed by small characters such as halflings. Larger characters slide within the hole and become trapped about 10ft under the floor of the cabin. Characters trapped in the hole must make a saving throw or become helplessly trapped, requiring the help of others digging them out to be freed. The slime crawler seeks to slip down its hole and strangle its victim before taking them to feed the smaller ones that live among the woodpile out back of the cabin.

Contents of the Cabin

The body of Visthis the ranger lies strangled and blackened in a pool of slime. He was killed by the large larval slime crawler that burst through the floor of his cabin. The body, like everything else within the cabin, is coated extensively in the slime creature's trail. Searching the room requires a saving throw each round to remain standing, just as fighting the slime crawler. Anyone who fails a save and falls takes 1 point of damage. The slime can be washed away with vinegar, wine, or any other alcohol. One gallon of wine cleans a 10ft square area, or half of the cabin. A **locked iron box** sits in one corner of the room.

Treasure: Healers kit, chain shirt, longbow, *+1 battleaxe*, and 20 *+1 arrows*. Hanging from the back of the door is a *+1 hand axe*. The iron box contains 200gp, 3 *potions of neutralize poison* (as spell), and the Journal of Visthis the Woodsman (see **Sidebox**).

The Journal of Visthis

Three Months Ago: *Miners have finally re-opened the old Mistwood Mines, and Mathens once again occupy the Mathen Estate. I fear what they may find in those mines.*

Ten Weeks Ago: *I have met Squire Mathen and his wife in Malthlyn. They seem to be amicable folks, although they know nothing about mining.*

Two Months Ago: *Slew a horrid crime against nature in the woods, and have seen sign of trolls and giants of late. Word from town is that the miners have not been seen in weeks and there is a horrid buzzing that was heard over the Mathen Estate. Screams were heard and folks fear the worst. It seems that the curse upon the Mathen family still looms even over their grandchildren.*

Three Weeks Ago: *I have become a virtual prisoner in this shack. The horrid buzzing comes every night now. Had I not come to my senses, the foul moth creatures would have slain me for sure. Luckily my bow was handy and I was able to take one of them down before fleeing for cover within my cabin. As it died, it burst with the most foul of stenches imaginable, turning out my stomach's contents. The next morning I found a patch of toadstools where the body of the beast had been.*

Two Weeks Ago: *Again they came for me, buzzing and twittering in the night, but I was ready for them this time, and another fell to my bow. I don't know how long I will last out here alone. Perhaps I should try to make a break for Malthlyn. Perhaps Akomi and Roarch will have some answers or at very least they will lend some strength.*

See the **Players' Handouts Appendix** for a copy.

The Wood Pile

Hidden in the woodpile are **4 slime crawlers**. Characters have a 20% chance of noticing a slight oily residue upon the wood, alerting them to the crawlers. They latch onto anyone who reaches into the wood pile.

Slime Crawler (4): **HD** 1; **HP** 8, 6, 5x2; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Spending the Night

Should the characters decide to spend the night within Visthis' shack, they are attacked around midnight by **3 carrion moths**.

Carrion Moth (3): **HD** 5; **HP** 37, 33, 30; **AC** 3[16]; **Atk** 4 tentacles (paralysis), bite (1d6); **Move** 12 (fly 24); **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: *confusion* drone (save avoids), death stench (5ft radius gas, nausea causing –2 on hit rolls and saves, save avoids), paralysis for 2d6 rounds (save avoids). (***The Tome of Horrors Complete*** 82)

Tactics: The carrion moths fly in low over the trees, their eerie wail heard long before they are actually sighted. They use their tentacles on unconfused individuals and attempt to grab lightweight individuals to fly into the air with and drop, before dragging any bodies away to **Area 1:**

The Carrion Moth Caverns. The moths flee to their caverns if they take too much damage, or should one of their numbers fall.

Area F: The Fork

This fork in the road, where a steep dirt trail leads on to the Mathen Estate in the north, turns upwards to the twisting Mine Road. Anyone approaching on the trail is attacked by **2 aberrant giants**, who begin combat by springing a **rolling log trap**. Anyone on the path must make a saving throw to get out of the way of the rolling log as it bounces down the path. Anyone who fails takes 5d6 points of damage.

Aberrant (2): **HD** 8; **HP** 59, 48; **AC** 4[15]; **Atk** great club (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: physical deformity. (***The Tome of Horrors Complete*** 10)

Aberrant Deformities

To determine aberrant giant deformities, roll 1d6 and consult the following table.

Roll	Deformity	Effect
1	Toughened hide	+2 bonus to AC
2	Extra arm	May make one additional attack per round
3	Additional eyes	See people sneaking up on them
4	Oversized ears	Improved hearing (85% chance to hear sounds)
5	Oversized nose	Smell creatures (85% chance to smell enemies)
6	Foul odor	Stench (save or be nauseated for 1d4+1 rounds, –1 to hit and damage)

Tactics: After springing the log trap, the giants rush down the hill, hammering at the disoriented characters. If they become too injured, they attempt to flee to their campsite near the Mistwood Mines.

Treasure: The giants carry greasy leather sacks that are tucked into their belts that hold 253gp each.

Area G: Orc Scout Camp and Stirge Nest

Orc Camp

Hidden in this broad stretch of wood is an orc scouting camp. The orcs are being paid off by Mildridge to stir up any trouble they can. Little do the orcs know, but when Mildridge is finished with them, she is going to feed them to her newest aberrant creations. The campsite is small, with no more than **10 orcs**, their leader **Rot-Tusk**, and his lieutenant **Lice Feathers** present at any one time, with the rest out scouting and looting the abandoned farmhouses. The orcs steer clear of the aberrant giants and trolls that guard the outside of the mine area, and have great fear of traveling farther north into the mysterious hollow hills of the Mistwood or angering the other members of the Mathen family. The orcs are aware of the stirge nest to the east of them. An ointment made for them by Mildridge keeps the stirges completely at bay.

Rot-Tusk (Orc Leader): HD 4; **HP** 29; **AC** 6[13]; **Atk** spear (1d6) or longbow x2 (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** –1 to hit in sunlight, darkvision 60ft.
Equipment: battle axe, longbow, 20 arrows, 3 doses of stirge repellent*, 20gp.

* See **Magic Item Appendix**.

Lice Feathers (Female Orc Lieutenant): HD 3; **HP** 18; **AC** 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** –1 to hit in sunlight, darkvision 60ft, thieving skills.
Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.
Equipment: short sword, shortbow, 20 arrows, 3 doses of *stirge repellent* (**Magic Item Appendix**), 50gp.

Orc (10): HD 1; **HP** 8x2, 7x3, 6x2, 5x2, 4; **AC** 6[13]; **Atk** spear (1d6) or longbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight, darkvision 60ft.
Equipment: spear, longbow, 20 arrows.

Tactics: The orcs, led by Rot-Tusk, and his lieutenant Lice Feathers, attempt to order their band to disperse and harass the characters with their bows. If they seem to be more than a match for this band of orcs, they move and fire continuously, leading the characters toward the stirge nest. Here the orcs allow the nasty bloodsuckers to finish off the characters while they continue to fire arrows.

Stirge Nest

Located in a hollow among the southern wooded area of the forest is a large nest of **20 stirges**. The stirges feed on anything that they can sink their needle-like beaks into.

Stirge (20): HD 1+1; **HP** 9x2, 8x3, 7x4, 6x2, 5x3, 4, 3x2, 2x3; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (1d4).

Area H: Mistwood Mine

The Mistwood Mine is covered in detail in **Deepening Madness**.

Area I: Carrion Moth Caverns

Hidden deep within this cavern complex are the region's *Obelisks of Chaos*. This cavern complex is the source of the carrion moths and their foul larvae, the slime crawlers. The *Obelisks of Chaos* are covered in further detail in **Obelisks of Chaos**.

Area J: Mathen Family Estate

The Mathen Estate is detailed fully in **The Mathen Estate**.

Chapter Two: Deepening Madness

Eventually the characters are likely to search the mines and the surrounding area, to find clues that explain the strange creatures and goings-on of the Moon Fog Hills and the Mistwoods. All signs point to the mines and their recent opening as a source of great evil. This chapter describes the wilderness surrounding the mines, as well as the mines themselves. The mines are the hidden location of the laboratory of Mildridge Mathen, although the fact that she is a Mathen does not become apparent to the characters completely until **The Mathen Estate**.

Wandering Monsters

Roll for wandering monsters once for every 15 minutes the characters spend searching outside the mine. A roll of 1 on a 1d6 indicates a random encounter. Roll 1d12 on the wandering monster table below.

d12	Encounter
1	**1d4 worgs**
2	**1d2 trolls**
3	**2d6 orcs**
4	**1d4 ogres**
S	**1d2 larval slime crawlers**
6	**2d4 stirges**
7	**1d4 carrion moths** (night only, if daytime, roll again)
8	**Aberrant villager**
9–12	**No encounter**

Aberrant Villager: These are the unfortunate side effects of the Mathen family's dabbling with the *Heteroclite Portal* and the *Obelisks of Chaos*. They are mad from the torturous ordeal they have undergone and attack with abandon unless somehow restrained, alternately weeping and screaming in rage the whole time.

Aberrant Villager: **HD** 1d6hp; **AC** 9[10]; **Atk** claw (1hp) or club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** B/10; **Special:** multifaceted insect eye (see in all directions, cannot be surprised).
Equipment: club.

Carrion Moth (1d4): **HD** 5; **AC** 3[16]; **Atk** 4 tentacles (paralysis), bite (1d6); **Move** 12 (fly 24); **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: *confusion* drone (save avoids), death stench (5ft radius gas, nausea causing –2 on hit rolls and saves, save avoids), paralysis for 2d6 rounds (save avoids). (***The Tome of Horrors Complete*** 82)

Ogre (1d4): HD 4+1; **AC** 5[14]; **Atk** longsword (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.
Equipment: longsword

Orc (2d6): HD 1; **AC** 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight, darkvision 60ft.
Equipment: short sword, shortbow, 20 arrows.

Slime Crawler (1d2): **HD** 1; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Stirge (2d4): HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (1d4).

Troll (1d2): **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate 3hp/round.

Wolf, Worg (1d4): **HD** 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Area 1-1: Outside the Mine

As the characters approach the mine, they see a pair of steel rails forking off to the north and northwest. These tracks once rounded the side of the hill to the northwest. Directly ahead, the tracks pass straight through a thorn bush. Brush and shrubbery partially conceal the main mine entrance.

Area 1-1A: Main Mine Entrance

The main entrance to the mines is cavern-like. The cavern is timbered, and the unused cart track down its center descends into darkness.

Area 1-1B: Northwestern Rails

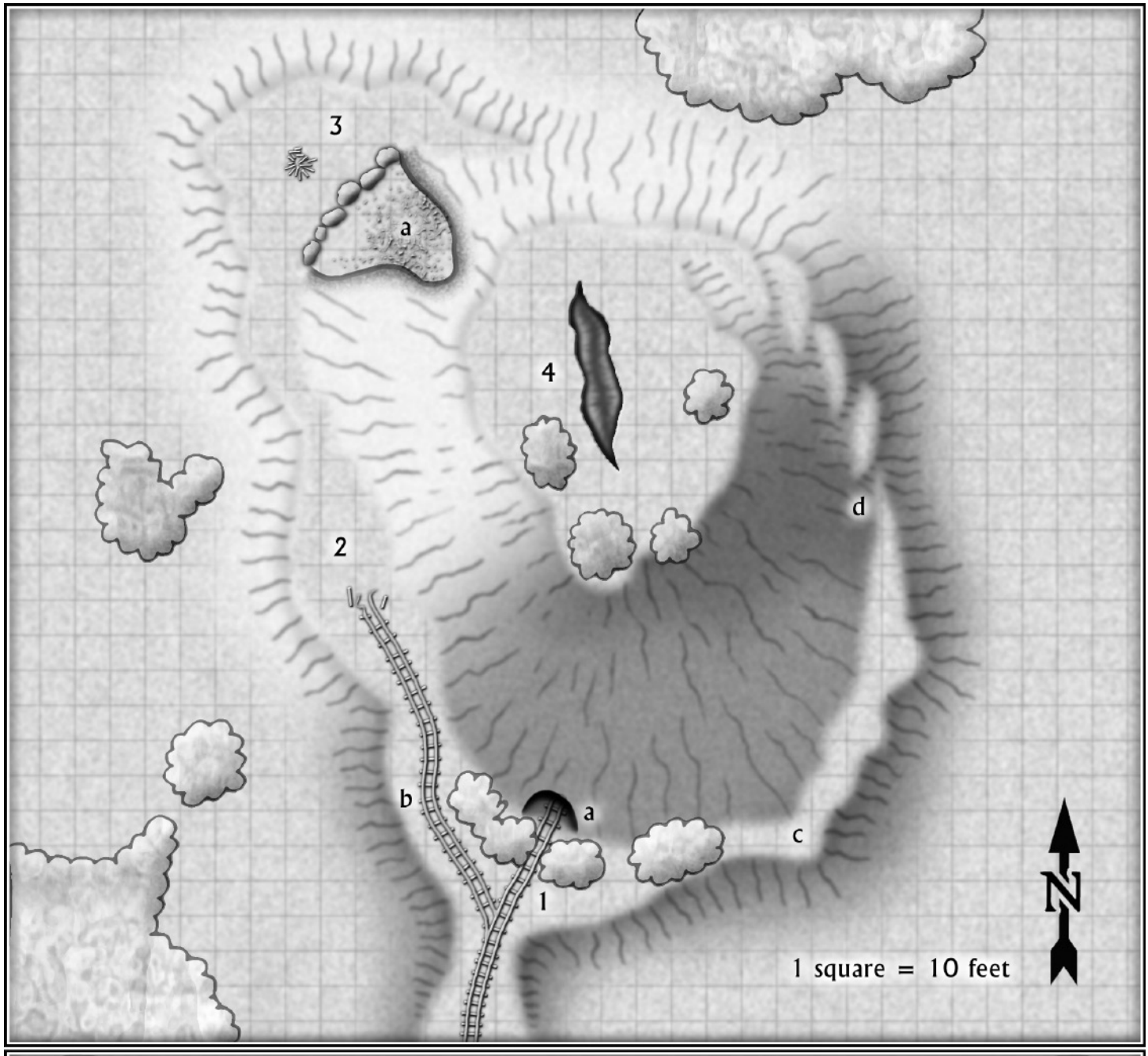
These narrow rails end in a confusion of overgrown weeds and broken metal tracks. Several large footprints can be discovered around the area. A ranger or elf has a 40% chance of telling that the footprints are those of giants and trolls. Characters can easily follow these footprints along a narrow trail that curves around the hill to the northwest leading to **Area 1-3**.

Area 1-1C: Hidden Trail

This trail sneaks partway around the mine hill, ending in a 15ft-high cliff at **Area 1-1D**. The trail is heavily shrouded in brush and thorns.

Area 1-1D: The Ledges

This connecting series of rock ledges leads to **Area 1-4**. The four cliffs leading to each ledge are very steep (non-thief characters have a 10% chance of successfully climbing the sheer wall). Falling characters take 7d6 points of damage and find themselves at the bottom of the hill. The narrow ledges between the four cliffs are steep (40% chance to negotiate for non-thief characters). Eventually the ledges and cliffs lead to a natural staircase that takes the characters to **Area 1-4**.



Map 2 - Outside the Mines

Area 1-2: Landslide Trap

The aberrant giants and trolls have set a landslide trap to cause havoc and close off the back approach to their camp. A cascade of loose earth and stones slides down on all characters in a 30ft area. Anyone caught in the landslide must make a saving throw or be buried under 10ft of loose dirt. Trapped characters must make a save each round (with a cumulative –1 penalty) or begin to suffocate. After 5 rounds of being trapped, they die as their air runs out.

Area 1-3: Giant and Troll Lair

The wide ledge halts at a flat platform-like area. To the right of the characters, a boulder blocks a collapsed mine entrance. Several aberrant giants and trolls mill about the area, as something boils on a cook fire. There are always **3 aberrant giants** and **2 trolls** present here. If the characters have set off the landslide trap, the creatures are prepared for the characters and attack immediately. If the characters successfully disabled the trap, or avoided it, the trolls and giants are sitting around a large kettle cooking over a log fire, boiling the body of a tanner that was given to them by Mildridge. They are arguing over what is best to serve with "humie."

Aberrant (3): **HD** 8; **HP** 59, 55, 54; **AC** 4[15]; **Atk** great club (2d8) or spear (2d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: physical deformity. (***The Tome of Horrors Complete*** 10)

Equipment: great club, 2 spears.

Troll (2): **HD** 6+3; **HP** 47, 43; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate 3hp/round.

Tactics: If the giants and trolls are caught by surprise, the trolls move to engage the most heavily-armored opponents while the giants hurl spears at the less-armored individuals. The tactics are similar if the characters have set off the trap, except that the trolls seek to hide, attacking with surprise, springing on the first two characters that pass into their area.

Note: If the giants and trolls are defeated at their lair, there are no more random encounters with either group in this area.

Area 1-3A: Collapsed Mine Entrance

The collapsed mine entrance is now used by the trolls and giants as sleeping quarters. Large rounded stones block this old mine entrance and require a combined 24 strength to move out of the way. Within the dank chamber beyond are several piles of rank animal skins and the creatures' individual treasures in small piles. At the rear of the cavern is what was once a mineshaft, now completely filled with rubble from a mining accident that resulted in a major cave-in. Spells such as *move earth* and *disintegrate* open a steep shaft that leads to **Mistwood Mine, Area 4**. Climbing down the shaft without ropes is difficult (–40% Climb Walls). Searching the creatures' belongings reveals the following treasures and bits of wealth.

Treasure: Four rotting sacks contain 100gp each, as well as some rotten pieces of humanoid flesh, a pouch full of teeth, and a 5-gallon jug of whiskey. A *+2 heavy mace* lies in a corner. Not knowing what it was, the brutes camped here used it to prop up a cook pot.

Area 1-4: Hilltop and Natural Chimney

Although the hill that the mine is located beneath is relatively steep and requires strenuous scaling to surmount, the top of the hill is gentle and almost flat. A few scrawny trees dot the top of the hill, and there is a 20ft-wide fissure near the center of the hill top. Anyone looking into the fissure has a 1-in-6 chance of noticing a murmuring noise, followed by piercing screams that appear to be about 80ft below, and flashes of light at an undetermined distance.

Firing a weapon at the light, or dropping an item down the hole, immediately alerts Mildridge to the presence of intruders. For Mildridge's statistics, refer to **Area 2-12A: Mildridge's Laboratory**.

Tactics: If Mildridge is alerted to the characters' presence, she charges herself with *protection from normal missiles*, *mirror image*, *shield*, and *fly*. She then flies out of the fissure and casts *charm person* on one of the characters. She tends to pick a thief or fighter as the target of this spell, using that character to chase off the other party members while she concentrates on wizards and clerics from the air. Fighting outside the confines of her laboratory, Mildridge thinks nothing of using *fireball* spells on the characters. She also might use her special *wand of monster summoning III* to summon an **ochre jelly** to the combat. When her spells are depleted, she attacks with her bow, aiming for lightly armored opponents.

Ochre Jelly: HD 6; **AC** 8[11]; **Atk** acid-laden strike (3d4); **Move** 3; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** lightning divides creature.

The Mistwood Mine

Notes on Corridors and Chambers

The corridors within the Mistwood Mine turn and curve upon themselves in a loose spiral. The mine gradually deepens by a depth of 2ft for every 10ft traveled. The air within the mine is damp and averages a cool 50 degrees, with water temperatures being significantly warmer due to natural hot springs, averaging about 88 degrees. The heat from the water and the chill of the air creates an obscuring mist effect, similar to the spell in chambers with watery areas. The mist extends over the water and 15ft beyond any area with open water.

Area 2-1: Main Mineshaft

The mine entrance is dark, with a damp smell exuding from its depths. The walls of the mine are rough-cut, following along where the ore veins once lined the walls. The mineshaft descends gradually at a level of about 2ft for every 10ft of distance traveled; a dwarf notices this descent immediately. The handcart tracks run for about 30ft into the mine before finally ending.

Area 2-1A: Choker Alcoves

There are alcoves about 10ft off the ground to either side of the mineshaft, about 20ft inside the entrance of the mine, where **2 chokers** have taken up residence. Characters have a 1-in-6 chance of noticing the alcoves, although the chokers remain hidden deeply within the alcoves and remain so until someone climbs up into their lair.

Choker (2): HD 3; **HP** 21, 19; **AC** 5[14]; **Atk** 2 tentacles (1d4 plus grab); **Move** 12 (climb 12); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** grab (anyone struck by tentacle, save or held and strangled), strangle (3 rounds, save or take 1d6 points, death on round 4). (see **Chapter 3: New Monsters**)

Tactics: If the characters look too tough for the chokers, the chokers remain hidden and crawl along the ceiling of the mine, hiding behind the characters. Before they attack, the chokers wait for the characters to stop for a rest, or for when the characters are in the midst of a fight with some of the other aberrations and beasts of the inner mine. The characters have a 1-in-6 chance of noticing that they are being followed. Cowardly and craven, the chokers seek the smallest, weakest party member to grapple in their choking tentacles and drag off toward their alcoves to feast.

Treasure: Hidden within the alcoves are several trinkets that the chokers have gathered from the miners and others that have had the misfortune of entering the caverns. To find the treasure, characters must get into the alcoves and sift through the debris. The chokers have gathered 126gp and a suit of studded leather armor.

Wandering Monsters

Roll for random encounters on a 1d10 for every 10 minutes the characters spend within the Mistwood Mine.

1d10	Encounter
1–2	1d4 slime crawlers
3	1d4 gricks
4	Gelatinous cube
5	1d4 giant spiders
6	1d2 ettercaps
7	1d6 human skeletons
8	Rust monster
9–10	No encounter

Ettercap (1d2): HD 5; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d8 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** lethal poison (save avoids), traps. (***Monstrosities*** 161)

Gelatinous Cube: **HD** 4; **AC** 8[11]; **Atk** slam (2d4 plus paralysis); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: immune to lightning and cold, paralysis for 6 turns (save avoids).

Grick (1d4): **HD** 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: immune to blunt weapons. (***Monstrosities*** 230)

Rust Monster: HD 5; **AC** 2[17]; **Atk** 2 antennae (rust); **Move** 12; Save **AL** N; **CL/XP** 5/240; **Special**: cause rust (10% cumulative chance per +1 bonus of armor or weapon to save). (***Monstrosities*** 406)

Skeleton (1d6): HD 1; **AC** 8[11]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to *charm*, *hold*, and *sleep* spells, resistance to slashing and piercing weapons (50%).

Slime Crawler (1d4): **HD** 1; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Spider, Giant (4ft diameter) (1d4): HD 2+2; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison (+1 save), 5 in 6 chance to surprise prey.

2-1B: The Brown Mold Patch

A large patch of **brown mold** spans across the floor here for about 15ft. Characters who come within 5ft of the mold must make a saving throw or take 3d6 points of damage from the cold emanating from the patch. Fire brought within 5ft of the brown mold causes it to instantly double in size. Cold such as an *ice storm* destroys the mold.

Area 2-2: Miners' Remains

The long corridor of the mineshaft ends in an elbow curve, with a bricked-up wall that faces to the northeast. Several pickaxes and other miners' tools, as well as an arm bone and pieces of backbone, can be found among the debris from a shattered mine cart.

Searching the bricked-up wall reveals that the job was done rather hastily; the stones have not been mortared. Breaking the wall down reveals a north-to-south shaft with a cavern beyond. Waiting behind the bricked up wall are **10 slime crawlers**.

Slime Crawler (10): **HD** 1; **HP** 7x2, 6x3, 5x4, 4; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Area 2-3: Cavern of the Gricks

This cavern is filled with stalagmites and stalactites that reach to each other from floor to ceiling. A strange chirping fills the air. The characters' light sources illuminate dozens of waving tentacles and multifaceted eyes. A rasping of scales upon damp stone fills the air as several sinuous bodies turn upon the heroes.

The cavern is crawling with **8 gricks** that immediately attack anyone that enters the chamber. They are hanging from ceilings and slithering among the many stalagmites.

Grick (8): **HD** 2; **HP** 16, 14x2, 13, 12x3, 10; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: immune to blunt weapons. (***Monstrosities*** 230)

Tactics: The gricks attack mindlessly and pursue any who flee the chamber, at least as far as **Area 2-4** if the characters turn northward, and at least as far as **Area 2-7** if the characters turn southeast.

Area 2-4: Refuse Pile and Steaming Pool

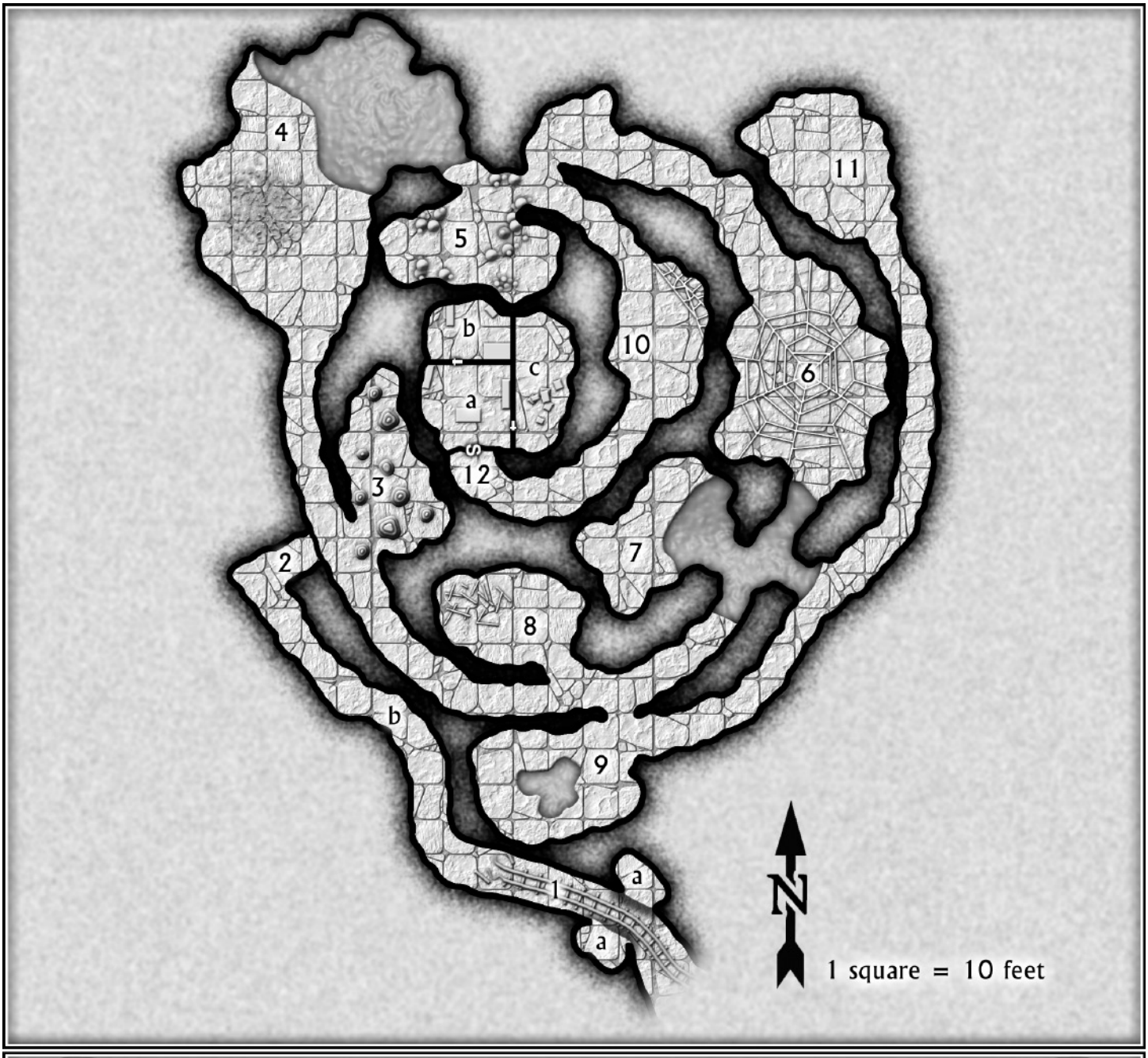
The corridor opens into a large cavernous chamber, one roughly 50ft wide, with a depth concealed by a steaming mist cloud that hides the far end of the cave.

A large pile of bones and filth lies just inside the opening of this chamber. Hiding within this pile is an **otyugh** that acts as a guardian for this area of the mines. A shaft in the ceiling above the refuse pile leads to the collapsed mine entrance described in **Area 1-3A**.

At the northern end of the chamber is a pool shrouded in steaming mist. The pool is almost equal in size to the dry half of the chamber. It has a depth of 10ft at the edge and 30ft toward the center. The water within the pool is warm but not hot. The pool is shallow toward the eastern side of the cavern and opens into more runnels leading toward **Area 2-5**.

Currently residing within the pool are **3 tsathar scourges** and a **tsathar filth-priest of Tsathogga**, a special envoy to the Mathen family from the Temple of the Frog (detailed in ***The Lost Lands: Stoneheart Valley*** by **Frog God Games**). The tsathar are currently helping Mildridge and her foul sister Mimi with their diabolical experimentation.

The froglike tsathar are interested in the Mathens' experiments with the *Obelisks of Chaos* and the *Heteroclite Portal*. Tsathogga is the father of filth and nameless, misshapen horrors. It is in the interest of the temple of Tsathogga for the Mathens to be successful in their attempts to transform all beings into mindless aberrations. The Mathens have always been devout followers of Tsathogga, their twisted lineage having made them perfect spies for the priesthood of Tsathogga for generations.



Map 2.1 - The Mistwood Mines

Otyugh: **HD** 7; **HP** 47; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1 plus disease); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: bite (90% chance of disease causing death within 3d6 days). (***Monstrosities*** 367)

Floth, Tsathar Filth-Priest of Tsathogga: **HD** 6; **HP** 45; **AC** 3[16]; **Atk** 2 claws (1d6) or *+1 longsword* (1d8+1), bite (1d4) or *+1 spear* (1d6+1); **Move** 12 (swim 12); **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: amphibious, blinded by bright light for 1 round, leap 30ft (10ft vertical), slimy (difficult to hold), spells (2/2/1/1). (***The Tome of Horrors Complete*** 574)

Spells: 1st—*cause light wounds* (x2); 2nd—*hold person*, *silence 15ft radius*; 3rd—*cause disease*; 4th—*cause serious wounds*.

Equipment: *+1 leather armor* (made from giant frog hide), shield, *+1 longsword*, scroll of *monster summoning II*, 3 *potions of healing*, soap stone symbol of Tsathogga*

* See ***The Lost Lands: Stoneheart Valley***

Tsathar Scourges (3): **HD** 4; **HP** 30, 25, 22; **AC** 3[16]; **Atk** 2 claws (1d6) or longsword (1d8), bite (1d4) or javelin (1d6); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 3/60; **Special**: amphibious, blinded by bright light for 1 round, leap 30ft (10ft vertical), slimy (difficult to hold). (***The Tome of Horrors Complete*** 574)

Equipment: leather armor (made from giant frog hide), 3 javelins, longsword, badge of station,

Tactics: If the characters approach the refuse pile, the otyugh snakes its tentacles out and attempts to grab them. The tsathar scourges hurl javelins

at the characters while partially submerged in the pool and hidden by the obscuring mist. The pool and mists conceal the tsathar (+1 bonus to AC). If the characters are sneaky and attempt to stay close to the edges of the cave and thus avoid the pile of refuse, a pair of tsathar attempts to grab the first person that looks into the pool, pulling him underwater and dragging him off to Mildridge's secret laboratory. This means that Mildridge is now alerted to the characters' presence. The surviving tsathar help her prepare a counterassault upon the characters somewhere in the corridor outside **Area 2-10**.

Treasure: Among the pile of filth is a set of *+2 plate mail*. Hidden at the bottom of the pool are 2300gp in coins, a *potion of heroism*, a *potion of levitation*, a waterproof scroll case containing a *scroll of lightning bolt* and another with a *scroll of shield*, and a *staff of healing* (24 charges).

Area 2-5: Howling Fungi

This cavern is filled with large subterranean fungi. The **6 shriekers** glow and quiver, emitting howling shrieks. The fungi nearest the party attack with their long tentacles, revealing themselves as **2 violet fungi**.

Shrieker (6): **HD** 2+2; **HP** 18, 15x2, 14, 13, 10; **AC** 7 [12]; **Atk** none; **Move** 1; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: shriek (save, 1 point of damage/round in 30ft radius, attracts wandering monsters).

Fungus, Violet (2): **HD** 3; **HP** 21, 16; **AC** 7 [12]; **Atk** 4 tendrils (rot); **Move** 1; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: tendrils cause rot. (***Monstrosities*** 183)

Tactics: The violet fungi lash out repeatedly at the nearest party members as the shriekers begin their wail. The shriekers' wail alerts the ettercaps in **Area 2-10** and automatically creates an encounter on the **Random Encounter Table** that arrives within 1d3 rounds.

Area 2-6: Webbed Chamber

The floor is littered with the bones and husks of many creatures. Glints of metal and other substances flash and twinkle at the characters as their light touches it. A huge web hangs from the ceiling about 20ft above the floor of the chamber.

Hanging from the 20ft-high ceiling of this chamber is thick webbing of the **4 giant spiders** that live here. Every 15ft within the chamber are single strands of web that the spiders use to hunt with. Touching one of these highly resilient strands requires a saving throw to avoid becoming attached to the web. Anyone who becomes entangled within the webs must roll below their strength to escape.

Spider, Giant (6ft diameter) (4): **HD** 4+2; **HP** 31, 26, 24, 17; **AC** 4[15]; **Atk** bite (1d6+2 plus poison); **Move** 4 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special**: lethal poison (save avoids), web (save to avoid becoming stuck).

Tactics: The spiders hold their attack until someone touches one of their strands, or until someone attempts to burn the webbing. After trapping the smallest party members, the spiders concentrate on the larger food.

Area 2-7: Submerged Corridors and Cavern

The corridors in this area are narrow and partially submerged in warm spring water. The narrow opening that enters into the chamber is also partially submerged in water. Five feet above the floor of the cave there is a shelf of stone. Hidden beneath the surface of the water wedged into the entrance is a **gelatinous cube**.

Gelatinous Cube: **HD** 4; **HP** 26; **AC** 8[11]; **Atk** slam (2d4 plus paralysis); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: immune to lightning and cold, paralysis for 6 turns (save avoids).

Tactics: The cube is completely submerged, completely hidden from anyone that is not actually under the water and observing the distortions its membrane creates. The cube waits for individuals to swim or wade into it, engulfing them completely. This tactic should work fairly well for it, as it is possible that at least three such individuals may be trapped before anyone realizes what is going on. Anyone at the rear of the party has a 3-in-6 chance of noticing that the forward members of the group seem to have gotten stuck.

Treasure: Beneath the water is a rich deposit of mithral ore lining the bottom of the cavern. The ore nets approximately 200 pounds of the very precious metal, valued at close to 20,000gp if mined, smelted and processed. This undertaking is not within the scope of this module, but if the characters insist on doing so, retrieving the mithral is a major project that requires an entire mining company several months to complete.

Area 2-8: Slime Crawler Nest

This chamber is somewhat rounded and shows signs of having been mined at some point in the past, judging from piles of stones and other debris that lie in heaps within the room. Several broken pushcarts rest alongside the bones of dead miners.

Mildridge has brought a nest of **5 slime crawlers** (the young form of the carrion moth) here from the carrion moth lair located in **The Obelisks of Chaos**.

Slime Crawler (5): **HD** 1; **HP** 7x2, 6x2, 5; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Tactics: The slime crawlers within this room hang on the walls and ceilings, racing across the floor as soon as light comes within 20ft of the entrance to the cave.

Treasure: 10 lbs. of mithral ore in 100 lbs. of unrefined stone.

Area 2-9: The Ooze Cavern

The cavern is damp and cold, with water dripping from the ceiling into a large silvery pool in the center of the chamber. The silvery pool is actually a **grey ooze**.

Grey Ooze: HD 3; **HP** 20; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** acid (metal must item saving throw or disintegrate), immune to spells, heat, cold, and blunt weapons. (***Monstrosities*** 229)

Tactics: The ooze waits for individuals to investigate the silvery luminescence of the pool before flowing out along the floor, dissolving everything in its path. The ooze has been feeding on ore deposits within the mine, leaving little in its wake.

Area 2-10: Cavern of the Ettercaps

Curving corridors from the north and south open into this deep cavern. The cave is cool and narrow, having a dank odor of slowly rotting flesh. Two bodies are wrapped tightly in webs along the eastern wall.

Area 2-10A: Ettercap Web

This room has thick, sticky webs along the floor here — **3 ettercap noose traps**. A character has a 1-in-6 chance to notice the snares (thieves have a 3-in-6 chance). Anyone passing through the snares must make a save or become stuck and unable to move. The ettercaps hide within the shadows of this cavern.

Ettercap (3): HD 5; **HP** 35, 32, 29; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d8 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** lethal poison (save avoids), traps. (***Monstrosities*** 161)

Tactics: If the shriekers or the tsathar alert the ettercaps, they are waiting to assault the characters as soon as the heroes discover the trap placed at the northern entrance. If the shriekers have not been alerted, the ettercaps take their actions as soon as the trap is set off. They attempt to bind as many characters as they can in the first round, using their web spinnerets. As soon as the characters are trapped, the ettercaps and tsathar warrior(s) move in to attack. If Mildridge is present, she disrupts the characters with her spells, supporting the ettercaps and tsathar with spells.

Mildridge attacks using *charm person* on any fighters, and *magic missiles* on thieves. If the fight goes against her side, she flees to **Area 2-12B**, collects her books, and flies off to the **Obelisks of Chaos**.

Treasure: The bodies of three miners are bound in thick webs along the eastern wall, their skins blackened from poison and completely drained of fluids. The corpse of Akomi, the priestess of Freya from Malthlyn, is also here. Her body still wears *+2 chainmail*, a *+1 shield*, a now-bent silver holy symbol of Freya, a *+1 longsword*, and a bone scroll case that contains a *scroll of cure disease*. The miners each have 10 lbs. of unrefined mithral ore (1 lb. of mithral per miner if refined).

Area 2-11: Lair of the Decapus

At the end of this long, curving corridor is a 25ft-wide, 40ft-deep cavern. The cavern roof is 30ft high with a myriad of thick stalactites, and the far end of the cave appears to be filled by a crystal-clear pool of water. The cave is the lair of a **cave decapus**, a large spheroid creature with a hide bearing bands of charcoal and limestone grays to better blend in with its surroundings. It has used its *phantasmal force* to create the illusion of the pool of water.

Decapus: **HD** 4; **HP** 25; **AC** 4[15]; **Atk** 9 tentacles (1d4 plus strangle); **Move** 6 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special**: *phantasmal force*, strangle if 6+ on to hit roll, automatic damage until killed and 1d4 rounds after (successful open door check to escape). (***The Tome of Horrors Complete*** 128)

Tactics: The cave decapus lurks among the stalactites, using their cover and the darkness of the chamber to hide, maneuvering behind the characters as soon as they enter. It attacks when the characters are distracted by the pool and attempts to grab characters in the rear ranks of the party. There is no treasure within this cavern, as the decapus has not had the opportunity to kill any intruders carrying treasure.

Area 2-12: Mildridge's Chambers

The cavern beyond the lair of the ettercaps narrows to an unworked stone wall. Characters searching the wall discover a push-plate that is obviously a **secret door**. The secret door is **trapped** with a *polymorph other* spell

placed here by Mildridge's sister, Mimi. Touching the secret door without uttering the password "In the slimes of Tsathogga transformed!" sets off the trap. Anyone touching the secret door must make a saving throw or be transformed into a toad. Furthermore, the door is sealed with a *wizard lock* spell.

Area 2-12A: Mildridge's Laboratory

Beyond the secret door is a chamber with doors in the center of the northern and eastern walls. In the center of the chamber, what once must have been a human male is strapped to a stone slab, his arms viciously sawed off and replaced with thick roping tentacles that thrash to and fro of their own accord. One of the victim's eyes has been removed and replaced with a multifaceted eye like that of a giant fly. A pair of horrid pincers juts through his cheeks. The creature's human eye turns to the characters pleadingly.

The horrid abomination is all that remains of **Captain Roarch**, chief constable of Malthlyn. Mildridge is also here, unless she was encountered previously.

Mildridge Mathen (MU6): HP 19; **AC** 2[17]; **Atk** *+1 staff* (1d6+1); **Move** 12; **Save** 8 (+2 ring); **AL** C; **CL/XP** 7/600; **Special:** +2 saves versus spells, wands and staffs, spells (4/2/2).

Spells: 1st—*charm person*, *magic missile* (x2), *sleep*; 2nd—*invisibility*, *mirror image*, *phantasmal force*, *web*; 3rd—*dispel magic*, *fireball*.

Equipment: *bracers of defense 4[15]*, *+1 staff*, *ring of protection +2*, *wand of charm monster* (7 charges), *wand of monster summoning III* (6 charges), *2 potions of slipperiness*.

Mildridge is a cruel yet beautiful woman with a dominant look and the style to match. Her long black hair draping down her back, she fights with a cruelty equaled only by the evil of her experiments. She does not use her *fireball* within her laboratory, as the notes and experiments she has been working on in conjunction with her sister Mimi are reaching a breakthrough, and she doesn't want to destroy them.

Through her studies, Mildridge has learned the secret incantations that activate the *Obelisks of Chaos* in the caverns east of the mine. With Fluoplilth as guardian of the *Ethereal Diadem*, Mildridge and her aberrant allies have succeeded in keeping the carrion moth in its adult form indefinitely. The *Obelisks of Chaos* have a secondary effect of generating a field of chaos that powers the *Heteroclite Portal*.

As Mimi and Mildridge unlock the secrets of the obelisks and the *Heteroclite Portal*, they hope to create a virtually unlimited army of beings with aberrant powers. As the sisters' knowledge grows, they hope to further enslave their creations, dedicating these unfortunate thralls to the mighty Tsathogga.

Much of this information is held within her notes and secret diaries that are hidden in **Area 2-12B**. Mildridge has made it a point to leave her sister's name out of the notes, on the off chance that they are discovered.

Constable Roarch (Aberrant): HD 6; **HP** 38; **AC** 4[15]; **Atk** 2 tentacles (1d6+2 plus grab), 2 pincers (1d8+2), bite (1d6); **Move** 12 (swim 9); **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** +2 to hit and damage strength bonus, constrict (tentacle strike, save or be held and take automatic pincer damage), multifaceted eye (never surprised).

Roarch is near madness from the experimentation that Mildridge has put him through. The tsathar priest, Floth, heals Roarch regularly, so that the experiments may continue. If the characters descend the natural chimney from the outside of the mine and take Mildridge by surprise, or fire an arrow into the shaft (possibly hitting Roarch by accident), she casts *charm monster* on Roarch using her wand, then releases him to hold the characters off while she prepares her defenses.

If any villagers from Malthlyn are present with the characters, they instantly recognize Roarch, despite the horrors that have befallen him.

Restoring Roarch

There are two possible ways of healing Roarch of this wretched transformation. Cutting the tentacles, eyes and pincers from Roarch, followed by *cure serious wounds* cures him of all injuries and madness. The surgeon must make a saving throw while performing the "surgeries" needed to remove the pincers, tentacles and eyes (requiring 3 different saves). Failure means that Roarch has a 45% chance of dying from the trauma. Success still leaves a 10% chance of the man slipping into shock and dying from the attempt to reverse his transformation.

The other, perhaps more difficult means of healing Roarch requires gaining control of the *Heteroclite Portal* in Mimi Mathen's laboratory. With that, the characters can reverse the process and remove the aberrant taint upon his flesh. A *cure serious wounds* spell then cures him of his madness and physical deformities.

Should Roarch be restored, he recalls little of what happened to Akomi and himself. He remembers coming into the mines, and somehow being separated from Akomi. He occasionally has flashbacks when he remembers being placed within a platinum hoop, and feeling as if he were not in his body as waves of chaotic energy rushed over him. He also recalls a child sawing his arms off without anesthetic before he blacked out from the pain.

If the characters succeed in healing Roarch, award them XP as if they had defeated him in combat, with an extra 50% bonus.

Area 2-12B: Mildridge's Bedchamber

Behind the northern door is a simply adorned bedchamber with a desk and a bookcase filled with ancient tomes and texts. The room has an irregular shape, being partially carved from natural rock with stone walls to the south and east. The bed stands in the southeastern comer of the room, and looks as if it is seldom made, let alone slept in. Searching one of the bookcases reveals a **secret latch**. The latch is **trapped** and goes off if anyone but Mildridge flips it, detonating a fireball (6d6 points of damage) on all targets within a 20ft radius.

The latch opens a small safe containing Mildridge's spellbook, as well as her most private documents. Included is a map to the *Obelisks of Chaos* and mention of a magical item held for her by someone named **Fluoplilth**. The notes also speak of a magical item procured by Mildridge with the help of an unknown wizard and a being known as **Tril Oolzi**. The magic item is called the *Heteroclite Portal*. This device allegedly traps the weird energies of the obelisks to transform living beings into aberrations.

Area 2-12 C: Treasure Hoard?

The western door from **Area 2-12A** opens into a chamber containing a large chest, several small boxes, and several items near the small boxes. Searching the items on the floor reveals several of the smaller locked boxes are filled with coins. The large box is actually Mildridge's pet **mimic**. The mimic attempts to devour anyone who touches it.

Mimic: **HD** 7; **HP** 45; **AC** 6[13]; **Atk** smash (2d6); **Move** 2; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: mimicry, glue. (***Monstrosities*** 329)

Treasure: Among the small boxes are a *+1 shield*, *+1 plate mail*, a *+2 chainmail shirt*, and 2000gp. The money and magic items are used by Mildridge as payoffs for the various mercenary humanoids and giants she employs to keep folk away from the mines.

Secret Doors: A secret door leads through miles of subterranean tunnels until finally coming out at an illusion of a wall at **Area 3-7B: Upper Chamber and Obelisk**.

Chapter Three: Obelisks of Chaos

The hidden caverns deep within the Moon Fog Hills hide the center of the Mathen family's power and interests in the area. The **Carrion Moth Caverns** contain black alien obelisks that grant those with the strength dominion over aberrations. These aberrations, when properly bred and mastered, could lead to the ultimate spread of chaos and destruction in the name of the dread Tsathogga.

The *Obelisks of Chaos* have remained hidden in these natural caverns within the Moon Fog Hills since time immemorial. The obelisks were placed here by powers and intelligences beyond the comprehension of mere mortal beings (see ***Cults of the Sundered Kingdoms*** **Introduction** for more information on the placement of the *Obelisks of Chaos*). Their strange pulsing generates a trans-dimensional rift in space and time that is noted in the odd atmospheric qualities surrounding the Moon Fog Hills. The characters may discover the *Ethereal Diadem* within these caverns, hidden in the lair of **Fluoplilth** the encephalon gorger. The party may also encounter each obelisk's guardian as well as other aberrant intelligences that the Mathens have gathered to their banner.

The party may discover the hidden caverns by careful searching of the wilderness area, or through the hidden entrances from the Mathen Dungeon and Mildridge's Laboratory.

Carrion Moth Caverns

The **Carrion Moth Caverns** are the hiding place of several ancient *Obelisks of Chaos*. Mildridge has learned how to use these strange black stones to harness wild eldritch powers involving the breeding and control of aberrant creatures.

The entrance from outside the cave looks like a black maw in the earth. A stench like death fills the air. Approaching the cavern, each character must make a saving throw or be sickened for 2d12 minutes (–2 to hit and damage). As the party approaches, **3 carrion moths** flutter out from the cavern mouth. The locust-like whine of their wings fills the air as their tentacles write forth and their pincers click and snap. Maddened by the smell of the heroes, they attack.

Carrion Moth (3): **HD** 5; **HP** 36, 32, 29; **AC** 3[16]; **Atk** 4 tentacles (paralysis), bite (1d6); **Move** 12 (fly 24); **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** *confusion* drone (save avoids), death stench (5ft radius gas, nausea causing –2 on hit rolls and saves, save avoids), paralysis for 2d6 rounds (save avoids). (***The Tome of Horrors Complete*** 82)

Cavern Mouth

The cavern mouth is strewn with bones and fungal growth. The fungus gives off a strange iridescence that clouds one's vision … and conceals the opening to a shaft winding into the earth. A 30ft-deep shaft at the back of the cave drops off into an S-shaped tunnel below. A character searching the back of the cavern has a 1-in-6 chance of falling 30ft to the first bend of the S-shaped tunnel below, taking 3d6 points of damage. The second bend of the S curve is exactly like the first. After the characters climb down the second shaft, they find themselves in **Area 3-9**. Consult **Map 3: Carrion Moth Caverns** for a visual guide to the S curve.

Treasure: Several items are strewn among the skeletons within the cavern: 413sp, 120gp, *gauntlets of dexterity*, and a cursed *battle axe*. Anyone using the weapon has a cumulative 10% chance per successful strike during melee of flying into a rage for 2d4+2 rounds and attacking friend or foe. The weapon "resets" after combat ends for more than 5 rounds.

Wandering Monsters

Roll 1d12 for every mile that the party travels (if coming from **Area 2-12C**) or every hour spent in the caverns proper and consult the following list.

d12	Encounter
1	1d4 gricks
2	1d4 slime crawlers
3	Rust monster
4	Gibbering mouther
5	1d4 carrion moths
6	Cloaker
8–12	No encounter

Carrion Moth (1d4): **HD** 5; **AC** 3[16]; **Atk** 4 tentacles (paralysis), bite (1d6); **Move** 12 (fly 24); **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** *confusion* drone (save avoids), death stench (5ft radius gas, nausea causing –2 on hit rolls and saves, save avoids), paralysis for 2d6 rounds (save avoids). (***The Tome of Horrors Complete*** 82)

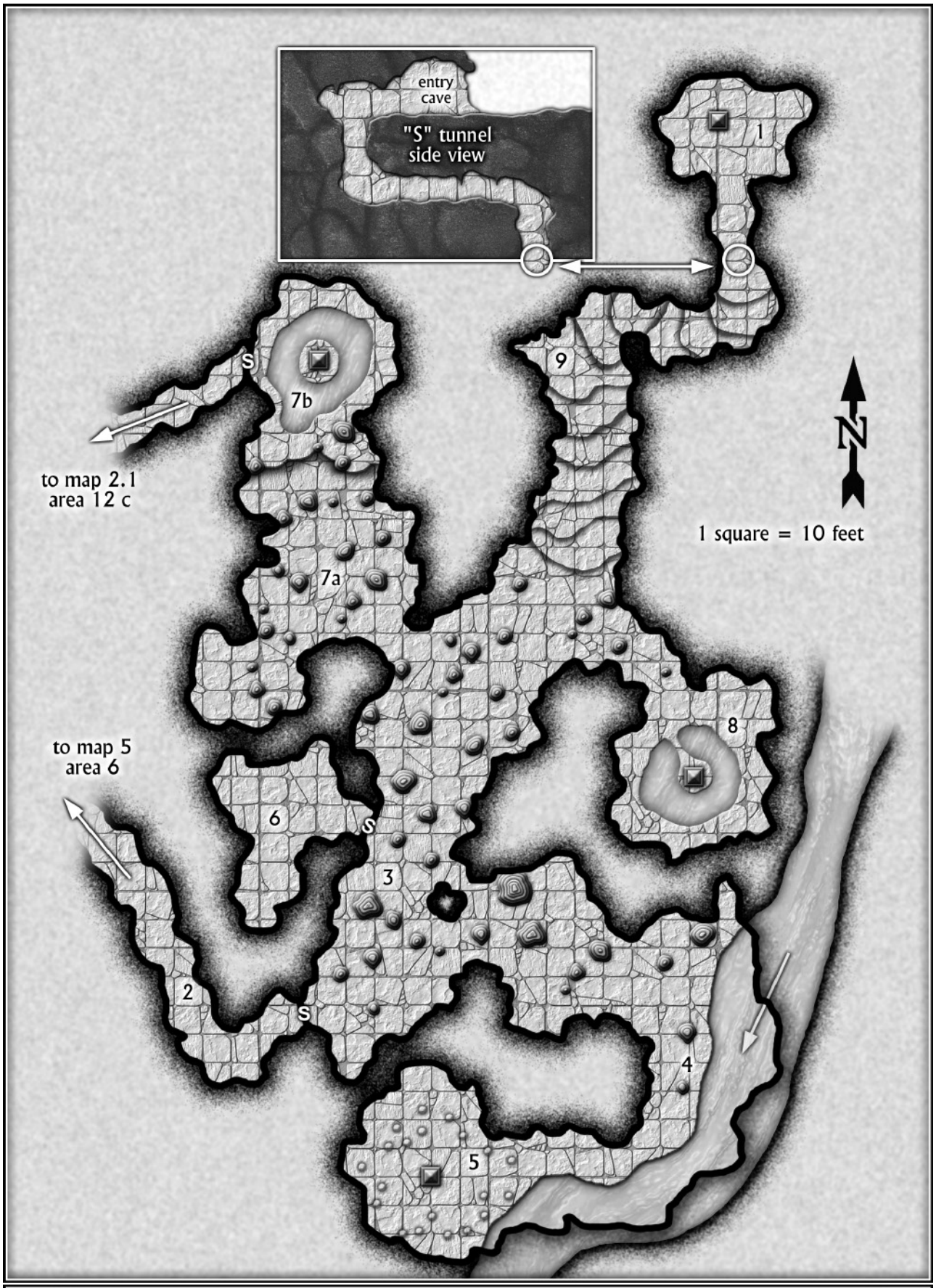
Cloaker: **HD** 6; **AC** 4[15]; **Atk** tail (1d8), bite (1d6), enfurl; **Save** 11; **Move** 9 (fly 12); **AL** N; **CL/XP** 8/800; **Special**: enfurl (fold and hold, +4 bite bonus, save to avoid). (***Monstrosities*** 69)

Magical Abilities: at will—*darkness 15ft radius*, moan (flee in fear for 1d6 turns or immobilized for 1 turn, 50%, save avoids), *mirror image* (1d4 images, shadows and darkness must be present).

Gibbering Mouther: **HD** 4+4; **AC** 1[18]; **Atk** 6 mouths (1 plus hold); **Move** 3; **Save** 13; **AL** N; **CL/XP** 6/400; **Special**: gibbering (60ft radius, *confusion*, save each round to avoid), hold for automatic damage, pull prey underneath (5% for 3 mouths, +5% for each mouth, attack by additional 12 mouths), spit (bright flash, blind for 1 round, save avoids), soft ground in 5ft radius. (***Monstrosities*** 203)

Grick (1d4): **HD** 2; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (***Monstrosities*** 230)

Rust Monster: HD 5; **AC** 2[17]; **Atk** 2 antennae (rust); **Move** 12; Save **AL** N; **CL/XP** 5/240; **Special**: cause rust (10% cumulative



Map 3 - Carrion Moth Caverns

chance per +1 bonus of armor or weapon to save). (***Monstrosities*** 406)

Slime Crawler (1d4): **HD** 1; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Area 3-1: First Obelisk

A narrow winding shaft leads to this small cavern. Dominating the interior of this cavern is a large black pulsing obelisk. As the characters watch, they notice that the obelisk seems to reflect starlight, though the true sky is blocked by the 35ft-high cavern ceiling. The obelisk itself stands about 15ft high and is 3ft thick at the base.

A character who casts *detect magic* on the obelisk is able to see a finely drawn magical script written in an unknown arcane tongue. This is an *Obelisk of Chaos* dedicated to Tsathogga. The obelisks in general share the following features:

- Each obelisk is a four-sided column, 3ft thick, with a pyramidal capital. They can be of any height, color, type of stone, or texture.
- Each obelisk is dedicated to a single entity, and has a cult that attempts to carry out the interests of that entity.
- Each obelisk summons a guardian creature if someone of a non-Chaotic alignment touches it or in some cases even approaches within 30ft. The summoned creature remains for 1 hour once summoned, but can be summoned again if the summoning is triggered again. If this guardian creature is killed, a new one cannot be summoned for 24 hours. Examples of summoned creatures include will-o'-the-wisps, dimensional slugs, gugs, etc.
- Each obelisk has a magical trap or spell effect of some sort that activates when someone of non-Chaotic alignment touches it or approaches within 30ft. Effects could include an *ice storm*, *wall of fire*, *dispel magic* or *confusion*.
- In addition to the magical trap, each obelisk gives forth a 30ft-radius aura directed inward that activates only when a Lawful creature comes within 10ft. Lawful creatures cannot cross the circle to leave except with a successful *dispel magic* against a 15th-level caster. This only dampens the effect for 1d4 hours after which it functions again unless the obelisk is destroyed.
- An obelisk has AC –2[21], magic resistance (50%), and 250 hit points.

Touching this obelisk summons its guardian creature, a **will-o'-the-wisp**, to protect it. The obelisk's magic trap is a *fireball* (6d6 points of damage, save for half) that detonates if a Lawful creature comes within 10ft. It automatically resets itself every 24 hours. The only way to destroy the obelisk is through inflicting massive damage, or by use of the *Ethereal Diadem* in the possession of **Fluoplilth** in **Area 3-6**.

Will-o'-the-Wisp: **HD** 9; **HP** 67; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special**: dancing lights.

Area 3-2: Narrow Corridor to Concealed Entrance

This narrow corridor is approximately 160ft long. Air wafting from the southeast carries the foul, rotten stench of decaying flesh. The ceiling above is roughly 12ft high and slick with moisture, with an almost slime-like feel to it. Climbing the walls and ceiling of the narrow corridor are hidden **5 slime crawlers**.

Slime Crawler (5): **HD** 1; **HP** 8, 7, 5x2, 4; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Tactics: The slime crawlers remain hidden until the party passes beneath them, reaching out to grab them with tentacles. The slime crawlers drag held characters to **Area 3-7**, climbing across the ceiling to avoid the ankheg in **Area 3-3**.

The concealed door is made of a membranous resin excreted by the slime crawlers. The resin is gray in color, and from a distance appears to be part of the cavern wall itself. The membrane is easily cut with any edged item. Individuals walking into the membrane must make a saving throw or become stuck as if by a *web* spell.

Area 3-3: Main Cavern

The cavern is almost completely pitch black and is eerily silent but for a low roaring that comes from the southeast. The main chamber of the cavern is huge, scattered with stalactites and stalagmites along its uneven floor. The eerie silence is occasionally broken by strange flapping noises and the sounds of dripping water. Also in the cavern is **Fluoplilth the encephalon gorger**. Fluoplilth has been affected by his proximity to the Heteroclite Portal and the Obelisks of Chaos. He now has four long, rubbery tentacles around his mouth that writhe and twitch, and can be used to hold victims steady for his mindfeed bite (freeing him to use his claws to attack). Hiding among the cracks and crags is Fluoplilth's pet **ankheg**. The creature hides here among the rocks occasionally feasting upon slime crawlers or Mildridge's failed experiments.

Entrances and Exits: As the central shaft in the cavern complex, there are other cavern entrances to the northeast, northwest, and southeast, leading to the strange planar obelisks.

Secret Doors: A secret door is coated with some sort of excreted slime. The passage beyond leads several miles underground to **Area 5-6b**. A secret door in the center of the western wall leads to **Area 3-6**.

Fluoplilth (Aberrant Encephalon Gorger): **HD** 8; **HP** 42; **AC** 4[15]; **Atk** 2 claws (1d6+1) or *+1 dagger* (1d4+1); **Move** 6; **Save** 6 (+2 ring); **AL** C; **CL/XP** 9/1100; **Special**: face tentacles (aberrant mutation, anyone struck by 2 claws must save or be transferred to tentacles and held for mindfeed), haste (2/day, per spell), mindfeed (if hit by tentacles, automatic damage next round, 1d6 damage/round), regenerate (3hp/round), resist cold (50%), spell-like abilities (constant—*detect magic*; at will—*confusion*, *charm monster*, *cause serious wounds*, *invisibility*; 3/day—*cure light wounds*, *anti-magic shell*), telepathy, tentacles. (***The Tome of Horrors Complete*** 234).

Equipment *+1 dagger*, *ring of protection +2*.

Ankheg: **HD** 7; **HP** 44; **AC** 2[17], underside 4[15]; **Atk** bite (3d6); **Move** 12 (burrow 6); **Save** 9; **AL** N; **CL/XP** 8/800; **Special** spits acid 5d6 (1/day, save for half). (***Monstrosities*** 14)

Tactics: The ankheg hides carefully among the cracks and crags and stalagmites, waiting for an opportunity to attack anyone carrying light sources that comes down the cavern. Guided by Fluoplilth, the ankheg fights intelligently. The ankheg seeks lightly-armored individuals to spit acid at first. It then turns on heavily-armored ones whom it attacks and devours. If the ankheg is reduced to fewer than 50% of its hit points, Fluoplilth comes to its rescue using *invisibility* to move into the cavern behind the party and hit them with *confusion*, and *cause serious wounds*. If reduced to 50% or fewer hit points, Fluoplilth uses *invisibility* to flee to his lair at **Area 3-6**. If the characters are defeated, the encephalon gorger grabs the most powerful member of the party and begins to mindfeed. He hands the others over as prisoners to the Mathen family at their estate to be interrogated and eventually transformed into abominations.

Treasure: In addition to his magic items, Fluoplilth wears a fine robe woven of giant spider silk (350gp) and a gold belt molded in the shape of a skull-like octopoid creature (400gp).

Area 3-4: The Underground River

The roaring noise becomes louder as the party turns to the southeast. An underground river sluices off from north to south. Its current is dark and looks quite strong. The path along the water's edge curves to the southwest where a strange luminescence reflects off the water.

Entering the water for a casual swim is dangerous. Anyone doing so must make a saving throw to make it back to the stone shore. Characters who fail are pulled down the river by the current and lost forever in the cavern's deep subterranean bowels (although kindly Referees might give them one last chance to make a save with a –4 penalty to grab a rock outcropping before they are lost). A character using spells such as *water breathing* or items such as a *gauntlets of swimming and climbing*, may survive the current. Such daring exploration deals 5d6 points of damage, however, as stones carried by the current pummel any character brave enough to explore the depths of the subterranean river. Such explorations discover that the river merely pours into a subterranean lake several miles beneath the surface. The lake is home to **Tril Oolzi the Aboleth**, detailed in **Area 3-8**.

Treasure: On the bottom of the lake, hidden under a stone, are 6000sp, a *wand of cold* (8 charges), and a pair of *bag of holding* containing 2 javelins, a gem-encrusted gold scepter (a worthless replica), 532gp and 213sp.

Area 3-5: Cavern of the Second Obelisk

The eerie light grows as the characters approach the cavern. The floor of the cavern is covered with large, luminescent, blue-capped mushrooms. The most dominant feature of the cavern is a 30ft-tall black obelisk. The obelisk seems to come to life as the party approaches, pulsing with an alien heartbeat. A blurring aura surrounds the obelisk as an otherworldly intelligence seems to touch the minds of all present. This is another *Obelisk of Chaos* dedicated to Tsathogga (see below).

The blue-capped mushrooms are **20 azure fungi**, hypnotic in nature, sensing any tremors from movement of animal life forms. The azure fungi spray spores at everything within a 10ft radius, quickly filling the room and up to 30ft of the corridor beyond. Any living being caught in the cloud must make a saving throw or fall unconscious for 1d4 rounds. When the victim awakens, he must make a second saving throw or begin hallucinating, seeing friends as allies as enemies. The spore effects last for 2d6 minutes or until dismissed with *neutralize poison*, or some other form of antidote. (See **Chapter 3: New Monsters** for more details.)

The Black Obelisk

The obelisk has the same general features as described in **Area 3-1**. However, approaching within 30ft of this obelisk summons its guardian creature, a **dimensional slug**, a slug-like monstrosity from the Ethereal Plane. The blurring aura forms a vortex before the *obelisk*, and there is a loud roaring sound as a dimensional rift appears, vomiting forth the creature. A *confusion* spell also activates if a good or Lawful creature comes within 10ft of the obelisk. It automatically resets itself every 24 hours. The only way to destroy the obelisk is through inflicting massive damage, or by use of the *Ethereal Diadem* in the possession of **Fluoplilth** in **Area 3-6**.

Slug, Dimensional: HD 12; **HP** 83; **AC** 8[11]; **Atk** bite (1d12 plus 1d8 acid) or spit acid; **Move** 6; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special**: crush for 2d8 damage/round until slug moves (save avoids), plane shift to Ethereal Plane in a round, resists slashing and piercing weapons, spit acid (60ft range, 8d6 damage, save half), vulnerable to salt. (***The Tome of Horrors 4*** 197)

Tactics: As the party deals with the spores from the azure fungi, the dimensional slug appears among the mushrooms. The slug is immune to the effects of the mushrooms and begins to spit acid on heavily armored opponents, softening them up for a tasty treat.

Area 3-6: Fluoplilth's Lair

Hidden behind the secret door in **Area 3-3** is the lair of **Fluoplilth the encephalon gorger**. Several skeletons lie at the door of the room, with huge holes in their skulls. A salty odor fills the air. Beyond the skeletons is a cocoon-like bed of a strange membranous material. A pool is filled with a dark murky liquid and a carved stone chair sits before a large desk, heavily carved and inlaid with gold. An odd box sits upon the desk. The box is intricately carved with a bas-relief device of Tsathogga on the top, yet has no apparent opening.

If Fluoplilth captures an opponent in **Area 3-3**, he comes here to feast upon them before returning to stalk the rest of the party. If he is hurt badly, he comes here to drink his *potions of extra healing*. Fluoplilth then gathers several of his items and flees. The characters might encounter him later in

the Mathen Dungeon. If Mildridge was forced from her laboratory, she is here with Fluoplilth, fully healed and plotting her revenge upon the party.

Treasure: The equipment upon the skeletons by the door has been left untouched by the encephalon gorger. Fluoplilth has little use for weapons and armor. Among the items are a *+1 chainmail shirt*, an adamantine breastplate, a *+2 heavy flail*, a *wand of strength* (20 charges), a rapier, 20 *+1 bolts*, a heavy crossbow, 5 *potions of healing*, and 500gp. Prying the gold inlay from the chair and desk nets an additional 300gp.

The **strange silver box** is sealed with a *wizard lock* spell, and **trapped** with a *feeblemind* spell that affects any spellcasters within 10ft and a *polymorph other* spell (save or be turn into a toad).

Within the box is the *Ethereal Diadem* (see **Magic Items Appendix**), the strange headdress that is used to control the extraplanar frequencies generated by the *Obelisks of Chaos*.

Area 3-7: Cavern of the Carrion Moths

A greenish glow pours forth from the mouth of this cavern, as a strange groaning echo fills the entire area with an eerie droning hum. As the characters' eyes adjust, the light from their lanterns and torches reveal dozens of cocoons. Wriggling things wave their tentacles and angle their faceted eyes to the light as the creatures turn to defend their nest.

Area 3-7A: Lower Chamber and Nests

This irregular cavern has a high ceiling. The entire cavern seems to glisten, reflecting a strange green glow from an elevated chamber to the north. Here in the southern half of the cavern, carrion moth eggs hatch into slime crawlers before metamorphosing into the foul carrion moth. The carrion moths breed and lay their cocoon-like egg sacs, as the slime crawlers bask in the strange glow of the obelisk in **Area 3-7B**. The floor and walls here swarm with slime crawlers and carrion moths. The swarm instantly attacks anything that threatens their nest. Writhing in this room are **15 slime crawlers** and **2 carrion moths**.

The wall is 15ft-high and coated with the slime crawler slime (–35% Climb Walls).

Carrion Moth (2): **HD** 5; **HP** 39, 31; **AC** 3[16]; **Atk** 4 tentacles (paralysis), bite (1d6); **Move** 12 (fly 24); **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: *confusion* drone (save avoids), death stench (5ft radius gas, nausea causing –2 on hit rolls and saves, save avoids), paralysis for 2d6 rounds (save avoids). (***The Tome of Horrors Complete*** 82)

Slime Crawler (15): **HD** 1; **HP** 8x3, 7x2, 6x4, 5x4, 4, 3; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Tactics: The entire floor of this area is slippery from the wriggling slime crawlers. The slime crawlers wriggle toward the party across the floor, walls and ceiling at the entrance, seeking to grab and constrict as many front-line fighters as they can. Carrion moths are concealed upon the edges of the cave ceiling, and attack only if the egg sacs are damaged with *fireballs* or other area-effect spells. They prefer to wait until the characters are held by their young before dropping down to feast. Without first cleaning the floor with alcohol or magic, characters entering the cavern must make a saving throw or slide across the floor.

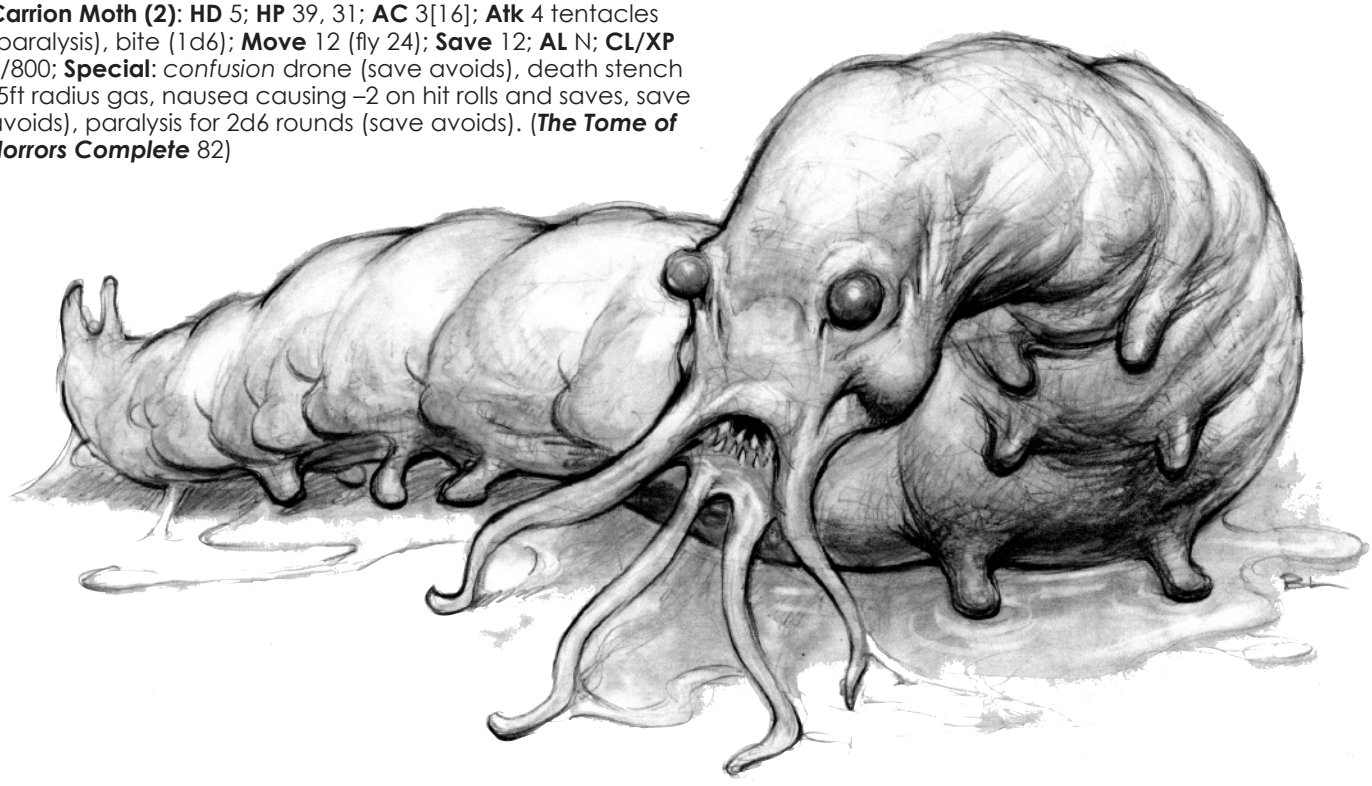
Referee Note: Unless the carrion moth cocoons are utterly destroyed, another slime crawler or carrion moth hatches from its cocoon and hungrily joins the fight against the party every 1d4 rounds. There are 12 slime crawler egg sacs and 2 carrion moth cocoons hanging from the ceiling.

Area 3-7B: Upper Chamber and Obelisk

A 20ft-tall malachite obelisk dominates the upper chamber glowing and pulsing with an unholy green light. The obelisk sits on a small island in the center of a large oval pool of green goop. The pool is 10ft deep and completely filled with **green slime**. It is a third Obelisk of Chaos dedicated to Tsathogga, with the same general features as the others.

The malachite obelisk generates an extraplanar field that keeps the carrion moths from dying within hours of breeding. The secondary effect of the field increases their growth and breeding rate of the slime crawlers threefold.

When the characters come within 20ft of the obelisk, its three protective functions are triggered. It gives off a *protection from good 20ft radius* effect. It also triggers a telekinetic trap effect that draws whoever is trapped by its power like a giant magnet (grapple check each round to pull away or be drawn 10ft toward the pillar; see below for grappling with the pillar). The final effect is to summon a **cerebral stalker** to defend the obelisk from assault. Once a creature is pulled against the obelisk itself, it is considered pinned until it can break the grapple long enough to get beyond its 20ft area of fact. To break the grapple, the pinned character rolls 1d6 per hit die



versus the pillar (as an 8HD creature, so 8d6); the higher total wins. The trap remains active for 1 hour after it is triggered and resets itself every 24 hours. The cerebral stalker is immune to the telekinetic trap. Mildridge hugs the outside wall of the chamber to avoid the effects of the obelisk's trap in the event she must come this way to escape.

Cerebral Stalker: **HD** 9; **HP** 64; **AC** 7[12]; **Atk** 2 claws (1d6+2) or bite (1d8+2); **Move** 6 (burrow 3); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: consume brain (slain creature's brain consumed by bite attack), create zombie (slain creature rises in 1d4 rounds), fear gaze (as spell), web (3/day, as spell). (***The Tome of Horrors Complete*** 91)

Tactics: The cerebral stalker, immune to the telekinetic power of the obelisk, appears in the midst of the characters along the shore. It then attacks individuals that have avoided the obelisk's telekinetic pull while remaining careful to avoid the pool of green slime itself.

Secret Door: An illusion of a wall in the center of the eastern wall leads to **Area 2-12C: Treasure Hoard**, in Mildridge's laboratory in the Mistwood Mines. The wall must be interacted with to detect the illusion.

Area 3-8. False Obelisk and Tril Oolzi the Aboleth

A black obelisk seems to pulse with some inner power as it towers 25ft above the waters of a murky black pool. A narrow walkway leads to the island in the center of the pool.

Hidden at the bottom of this pool is **Tril Oolzi the aboleth** who has cast *phantasmal force* to make it appear as if there is an obelisk upon a small island in the center of the pool. At the bottom of the pool is an entrance to a deep water cavern that feeds into the subterranean lake where Tril Oolzi dwells. The aboleth is here at the behest of the Mathens and their dark god Tsathogga.

Tril Oolzi, Aboleth: **HD** 9; **HP** 67; **AC** 3[16]; **Atk** 4 tentacles (1d6 plus slime); **Move** 9 (swim 12); **Save** 6; **AL** C; **CL/XP** 12/2000; **Special**: magical abilities, mucus cloud in water (save or cannot breathe air for 3 hours), slime disease causes 1d6 damage every hour unless immersed in water (save avoids). (***Monstrosities*** 8)

> **Magical Abilities**: 3/day—*charm monster*, *phantasmal force*.

Tactics: The aboleth waits for scouts and other party members to approach the "obelisk." As soon as the characters begin to cross the water, the creature attempts to *charm* the first creature it sees, commanding them to defend Tril Oolzi as he thrashes spellcasters with his tentacles. Anyone falling into the water with the aboleth is subjected to its mucus cloud effect. If Tril Oolzi takes massive damage from the characters, he squeezes his bloated body down a hole in the bottom of the pool and swims to the underground cavern several miles below the surface.

Treasure: A search of the pool reveals a *+1 flaming scimitar*, a *+1 dagger*, a *wand of dispel magic* (30 charges), and 400gp.

Area 3-9: Cavern Descent

This seemingly natural stairway descends steeply for 150ft. It curves west and then turns southwards from the hole in the cavern above. General searching reveals that the area is frequently traveled by creatures with many legs. Hanging from the ceiling here are **3 cloakers**, waiting for non-moth food (they have grown tired of the taste).

Cloaker (3): **HD** 6; **HP** 44, 39, 33; **AC** 4[15]; **Atk** tail (1d8), bite (1d6), enfurl; **Save** 11; **Move** 9 (fly 12); **AL** N; **CL/XP** 8/800; **Special**: enfurl (fold and hold, +4 bite bonus, save to avoid). (***Monstrosities*** 69)

> **Magical Abilities**: at will—*darkness 15ft radius*, moan (flee in fear for 1d6 turns or immobilized for 1 turn, 50%, save avoids), *mirror image* (1d4 images, shadows and darkness must be present).

Tactics: The cloakers hide, concealing themselves along the ceiling. The cloakers then begin to moan. On the second round of combat, the cloakers swoop upon the party, one engulfing any victim of the moans as the other two attack the characters with tail slaps.

Completing This Chapter

If the party is thorough in destroying or disrupting each of the *Obelisks of Chaos*, the strange magic ceases to generate the field of energy and its odd moon-fog. No more slime crawlers or carrion moths are encountered in the wilderness. Creatures such as the aberrant giants head back to their homes in the mountains to the east, no longer drawn by the power of the energy field. It should be noted that destroying the obelisks also causes the *Heteroclite Portal* to cease functioning. This is a dire indication to the Mathens that dangerous foes are in the area. At this point the Mathens are deadlier than normal as they prepare their defenses, masked as they are in the guise of a noble family trapped by some unknown force within their manor house.

Chapter Four: The Mathen Estate

Standing on a clear-cut bluff within the Mistwood Hills, one finds the three-and-a-half-story stone keep which comprises the ancestral home of the Mathen family, founders of the Mistwood Mine and the village of Malthlyn. Unbeknownst to many others, it is also the source of much great evil, as the Mathen family has long been associated with the blackest of witchcraft, demonic union, and the bondage and cavorting of aberrations. Hidden behind their veneer of amicable country gentleness is a history of murder and mayhem.

The Mathens and their retainers are intelligent and organized with a single-minded goal of flooding the world with aberrations in the name of Tsathogga. If the characters charge headstrong into the estate with the intent of a commando style assault, they find the Mathens have established many fail safes to protect against just such an event. When confronted with violence and outnumbered, the Mathens use the twisting corridors and many hidden passages throughout their estate to regroup, separate characters, and destroy or capture them individually. The Mathens never fight to the death if there is still a chance of escape.

The Mathen Family and Staff

This section details the Mathen family and their retainers. It includes a brief description of the family members, their retainers, their stat blocks, and suggestions for roleplaying them.

Mr. Tronkley (Ftr7): HP 45; **AC** 1[18]; **Atk** *+1 bastard sword* (1d8+2) or shortbow x2 (1d6+1, *+1 arrow*); **Move** 12; **Save** 8; **AL** C; **CL/XP** 7/600; **Special:** –1[+1] dexterity AC bonus, +1 to hit and damage strength bonus, +1 to hit missile bonus.

Equipment: *+1 chainmail*, *+1 shield*, *+1 bastard sword*, shortbow, 20 *+1 arrows*, *3 potions of healing*.

Mr. Tronkley is a muscular, well-tanned man who appears to be in his mid-thirties. His thin hair and grizzly brown moustache, weak chin and large Adam's apple gives him every appearance of being the dim but amicable country yokel.

Mr. Tronkley acts as stablehand, beast handler, and bodyguard to the Mathen family. A devout worshipper of all that is chaotic and evil, Mr. Tronkley combines honed combat skills with keen intellect to make him a truly devastating opponent.

Roleplay: Mr. Tronkley is likely the first member of the Mathen family that the characters encounter. He attempts to charm and disorient the characters into thinking that he, too, is merely a victim of the strange aberrant menace in the Moon Fog Hills and not actually a major part of it.

Mr. Deagle, Cleric of Tsathogga (Clr9): HP 40; **AC** 6[13]; **Atk** *+2 flail* (1d8+2); **Move** 9; **Save** 7; **AL** C; **CL/XP** 12/2000; **Special:** control undead, +2 save versus paralyzation and poison, spells (3/3/3/2/2).

Spells: 1st—*cause light wounds* (x2), *detect good*; 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*cure disease*, *locate object*, *prayer*; 4th—*cause serious wounds*, *neutralize poison*; 5th—*finger of death*, *raise dead*.

Equipment: *+1 ring mail* (illusion makes it appear like normal clothing), *+2 flail*, *staff of healing* (28 charges).

Mr. Deagle is a middle-aged man of stone-gray hair and stuffy demeanor. He acts as butler, confidant, and spiritual guide of the Mathen family. Mr. Deagle is an anomaly, being one of a very select few human priests of Tsathogga, trained at the Temple of the Frog in the Stoneheart Mountain Dungeon (see ***The Lost Lands: Stoneheart Valley*** by **Frog God Games**) who has learned the secrets of the Frog. Mr. Deagle has strong ties to the Violet Brotherhood, a sect of spellcasters who worship Tsathogga highest among all beings of chaos, evil, and entropy.

Roleplay: Mr. Deagle prefers to listen and observe and offers little or no information if questioned. Once revealed as a servant of Tsathogga, he shows himself a shrewd tactician, using undead, and the spells granted him by his gibbering god to bring death and destruction to his opponents.

Milo Mathen (MU9): HP 32; **AC** 4[15] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** 6 tentacles (1d3 plus paralysis), dagger (1d4); **Move** 12 (24, boots); **Save** 7; **AL** C; **CL/XP** 12/2000; **Special:** paralysis (1d4 minutes), spells (4/3/3/2/1), tentacles, thick skin (+2 armor bonus).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*invisibility*, *phantasmal force*, *web*; 3rd—*dispel magic*, *lightning bolt*, *slow*; 4th—*confusion*, *fear*; 5th—*teleport*.

Equipment: *bracers of defense 6[13]*, *boots of speed*, violet doublet, hose, ermine-lined cloak, *wand of strength* (12 charges), scroll of *monster summoning III*, pouch with 100pp.

Milo Mathen, the handsome mouthpiece and figurehead of the Mathen family, is a skilled sorcerer who manipulates problems and situations to the Mathens' favor. He is tall and thin, with a shaved head and face. He dresses in the garb of nobility, wearing dazzling violet doublets and hose and often an ermine-lined cloak of deep emerald green.

Milo is actually the brother of his "wife" Mimi, and a direct descendent of Madrana Mathen from her original coupling with Co'Nurgral, the formless spawn of Tsathogga. Due to this curious bloodline, the Mathens are revered as children of Tsathogga by his tsathar worshippers who protect the Mathens without question.

Because of the aberrant taint upon the Mathen bloodline, Milo Mathen has developed some inhuman physical features. Milo has six tentacles growing from his torso that he can use in combat and that cause paralysis for 1d4 minutes (save to avoid). On a successful save, the target is immune to further paralysis from Milo's attacks for 24 hours. Milo normally keeps these tentacles hidden beneath his doublet so that they are not visible unless he uses them in combat. The aberrant taint has also thickened his skin.

Roleplay: Milo is slick and charming, using whatever means necessary to glean information from the characters when they first meet, as long as the characters do not come to his home with the original intent of a full-out assault. He tries to win the characters over with his charm and wit, possibly sending them on missions for coin, which he assumes will kill the characters off quickly so he and the rest of the family can get down to business.

Miss Floris, Halfling Thief (Asn7): HP 36; **AC** 3[16]; **Atk** +2 *dagger* (1d4+2 plus poison) or *+1 light shortbow* (1d4+1); **Move** 12; **Save** 7 (+2 ring); **AL** C; **CL/XP** 8/800; **Special:** backstab (x3), disguise, +4 save vs. magic, +1 to hit missile bonus, poison, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: *+2 leather armor*, *+2 dagger*, *+1 light crossbow*, 20 crossbow bolts, *ring of protection +2*, 4 doses of poison (save or die), 2 *potions of extra healing*, 4 *potions of invisibility*, pouch with 50pp.

Miss Floris — an assassin in league with the Violet Brotherhood — acts as cook, maid, and bodyguard to the Mathen family. Her halfling heritage grants Miss Floris the ability to pose as a human child, which gives her an advantage as an assassin. Miss Floris is about the same size and apparent age as Miya Mathen, and often the two work in concert with one another in hunting and dispatching the Mathens' foes. In her guise as the Mathens' cook and maid, Miss Floris is tight-lipped, speaking only when spoken to by either Milo or Mimi Mathen.

Roleplay: Miss Floris is not the sharpest tool in the Mathen arsenal, but she is one of the deadliest.

Mimi Mathen (MU9): HP 34; **AC** 4[15] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** 6 tentacles (1d3 plus paralysis), dagger (1d4); **Move** 12 (24, boots, 10ft leap, 30ft horizontal leap); **Save** 7; **AL** C; **CL/XP** 12/2000; **Special:** paralysis (1d4 minutes), spells (4/3/3/2/1), tentacles, thick skin (+2 armor bonus).

Spells: 1st—*charm person*, *detect magic*, *magic missile*, *shield*; 2nd—*detect good*, *invisibility*, *web*; 3rd—*fly*, *hold person*, *suggestion*; 4th—*ice storm*, *wizard eye*; 5th—*feeblemind*.

Equipment: *cloak of protection +1*, *boots of leaping*, dagger, *ring of protection +2*, *wand of magic missiles* (24 charges), *4 potions of extra healing*, *scroll of teleport*.

Mimi Mathen is the new matriarch of the Mathen family. Although she keeps silent most of the time, leaving the daily affairs of the estate to her husband and brother Milo, Mimi is very much in charge of the research into the *Obelisks of Chaos* and the use of the *Heteroclite Portal*. A vivisectionist and torturer, Mimi is as bloodthirsty and cruel as she is beautiful to look upon. A keen eye notes the similarities in her glossy black hair and her shimmering green eyes to her younger sister Mildridge. Taking a page from her maternal great grandmother Madrana, Mimi has coupled with Co'Nurgral, spawn of Tsathogga, and borne two children of its seed.

Because of the aberrant taint upon the Mathen bloodline, Mimi Mathen has developed some inhuman physical features. She has six tentacles growing from her torso that she can use in combat and that cause paralysis for 1d4 minutes (save to avoid). On a successful save, the target is immune to further paralysis from Mimi's attacks for 24 hours. She normally keeps these tentacles hidden beneath her skirts so that they are not visible unless she uses them in combat. The aberrant taint has also thickened her skin.

Roleplay: Mimi Mathen portrays herself as an affluent and pampered lady who enjoys her garden and her hobbies. Her hobbies just happen to include raising an army of aberrations to devour the world, and practicing vivisection.

Miya Mathen, Child of Co'Nurgral: HD 7; **HP** 47; **AC** 3[16]; **Atk** +2 *cleaver* (1d4+2); **Move** 12; **Save** 8 (+1 ring); **AL** C; **CL/XP** 12/2000; **Special:** magic resistance (15%), magical abilities, regenerate (2hp/round), resist cold and fire (50%), siren song

Magical Abilities: 3/day—*darkness 15ft radius*, *invisibility*; 1/day—*fear*.

Equipment: *bracers of defense 4[15]*, *+2 cleaver*, *ring of protection +1*, 3 *scrolls of polymorph other*, gold ring with the Mathen crest (45gp).

Because of the horrid taint upon her genes from her aberrant father, Miya Mathen is only partially human. Foremost among her tainted heritage is her siren song ability. When Miya sings, all enemies within a 60ft radius must make a saving throw or fall under her charm. The effect depends on the type of song Miya chooses, and continues as long as she sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of Miya's songs for 1 hour.

• *Captivation*: This functions exactly like a harpy's captivating song (as a *charm person* spell).

• *Obsession*: An obsessed victim becomes defensive of Miya and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by Miya but views her as a cherished ally.

• *Slumber*: The victim immediately falls asleep, rendering the creature helpless. While Miya is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after Miya stops singing but can be awakened by loud noises or any other normal method.

Miya is a beautiful golden-haired child who seems to exude light and playfulness. When this facade is pierced, the true horror of her parentage is revealed. As a spawn of Co'Nurgral — the formless vomit of Tsathogga — and Mimi Mathen, Miya is possessed of unearthly cruelty, using her siren-like song to trap visitors to the Mathen Estate into the deathtraps of her adopted "father" and uncle Milo, or changing the form of her victims with her *scrolls of polymorph other* (which she is able to cast thanks to her demonic parentage).

Roleplay: Miya giggles and whispers to her brother Marko when they are together. She often makes blunt and embarrassing comments to the characters, which start with the words "My brother says that …" She speaks in rhymes and singsong much of the time.

Marko Mathen, Child of Co'Nurgral: HD 7; **HP** 52; **AC** 2[17]; **Atk** +2 *cleaver* (1d4+2); **Move** 12; **Save** 7 (+2 ring); **AL** C; **CL/XP** 12/2000; **Special:** backstab (x3), magic resistance (15%), regenerate (2hp/round), resist cold and fire (50%), spell-like abilities (3/day—*darkness 15ft radius*, *invisibility*; 1/day—*fear*), spells (4/2/1).

Spells: 1st—*charm person* (x2), *magic missile*, *sleep*; 2nd—*invisibility*, *phantasmal force*; 3rd—*lightning bolt*.

Equipment: *bracers of defense 4[15]*, *+2 dagger*, *ring of protection +2*, *perilous coin* (**Magic Items Appendix**), gold ring with the Mathen crest (45gp).

Marko Mathen appears to be a human boy of 9 to 11 years of age, but because of the horrid taint upon his genes from his aberrant father, he is only partially human. Marko is actually the spawn of Co'Nurgral and his mother, Mimi Mathen. Marko dresses and matches his behavior and patterns exactly after Milo in his mannerisms, mimicking Milo all the while. This irritates Milo to no end, but there is little that he can do about it other than grit his teeth and ignore it. Marko possesses the natural abilities of a sorcerer with the cunning of a murderous rogue. Possessor of the *perilous coin*, Marko is a lover of games and toys, and his favorite game is luring visitors to the Mathen Estate between the walls where they can be caught in the estate's many pitfalls and deathtraps.

Roleplay: Marko behaves just like a charming little gentleman. A charming little gentleman who likes to lead guests to the manor over spiked pit traps and have "Uncle Deagle" animate them as undead pets for him to torture. He's gotten quite good at rolling the *perilous coin* on its edge so that it shoots out of a mouse hole, across a room in front of manor guests and through many of the small cracks in the walls. He loves the chaos that usually ensues such a demonstration of his skill.

The Characters' Arrival

The characters may be tempted to head for the Mathen Estate upon initially beginning the adventure. The Referee should creatively dissuade the characters from doing so as they likely need to gain some experience before challenging the Mathens in their home. In the event that the Referee cannot successfully redirect characters through clever use of wandering monsters or NPC rumors, the following suggestions are offered to help first focus the characters on some of the easier challenges in this module.

Characters Travel to the Mathen Estate First

Mr. Tronkley intercepts the characters approaching the Mathen Estate and takes them to Mr. Deagle, who invites the characters into the trophy room where they soon meet Milo Mathen. They tell the characters that they have been trapped within their house due to attacks by strange creatures and giants. Milo explains that he has a mining contract with powerful businessmen in the city of Bard's Gate. He asks that the characters investigate the Mistwood Mines, offering them 500gp each if they can clear whatever threat has disrupted the mines as well as getting rid of the giants and trolls. Milo admits to knowledge of the strange flying creatures and has no idea what they are or where they come from, stating that many of his retainers have run off or been killed by the beasts in recent weeks. He claims the miners must have unearthed a nest of the beasts by digging too deeply into new shafts.

In this circumstance, the Mathens are extremely friendly to the characters and play the part of a trapped aristocratic family that is willing to stick it out against the odds. They are thankful, claiming to have prayed for deliverance from the horrors that seem to be closing in on them.

Milo secretly figures that the trolls and giants are expendable in the greater plan, and uses magical means to communicate to Mildridge that a group of would-be heroes are on their way. In this circumstance, the trolls and aberrant giants encountered in **Chapter 2** are expecting them. Have Mildridge and Floth use hit-and-run attacks on the characters to wear them down and attack them every time they try to rest.

Characters Arrive at the Manor with No Clue that the Mathens are the Enemy

In this scenario, the characters have explored the mines and possibly the carrion moth caverns. They arrive at the Mathen Estate and likely are surprised to find anyone alive. Like the previous scenario, they are first met by Mr. Tronkley and taken to the house before they have a chance to explore the grounds. Mr. Deagle greets the characters and takes them to the Trophy Room where Milo Mathen soon meets them. Unless Mildridge has survived to warn the Mathens, they may not yet know of the characters' presence. Milo questions the characters as they certainly question him. Of course, as described above he speaks about attacks upon the estate, missing retainers, and his family being "trapped" within the estate. In this circumstance the characters may be their own worst enemy as they gladly tell Milo all about their adventures so far. Milo amicably offers the party 500gp each to escort his family and remaining retainers to Penmorgh to take ship for Bard's Gate, telling the characters that the family will be ready to leave in the morning. He invites them for dinner as described in the text of **Dinner with the Mathens**, described in **Area 4-4**, offering the characters rooms for the night. The Mathens' intent in this scenario

is to ambush and either capture or murder the characters in their sleep. If Mildridge has survived thus far, she remains hidden within the Temple of Tsathogga during the feast, and the Mathens' have been fully apprised of the powers and tactics the characters have used in combat thus far.

Characters Come to the Manor for Assault

If the characters assume that the Mathens are behind the incidents in the surrounding Moon Fog Hills and decide to head there to attack the family the following scenario takes place. The characters still meet Mr. Tronkley first. If attacked, he defends himself, making a fighting withdrawal to the stables where he frees all of the beasts therein, setting them loose on the estate property. He uses the secret door to the Temple of Tsathogga and rejoins the rest of the family in the house. The children, Milo and Miya, inform their parents of the attack upon Mr. Tronkley and continue their lookout from the roof, moving between the floors or to Co'Nurgral's lair using their passages between the walls as necessary. Other members of the family go into defender mode, setting the wights under the command of Mr. Deagle loose within the house. Mr. Deagle joins up with Miss Floris, after which they head outside with the wights through either the back door or the secret passageway to the stables, attempting to sneak up on the characters from the rear.

Mimi Mathen gathers up her creations from the laboratory, sending them to the first floor along with the gargoyles. Mimi and Milo ambush characters from the mezzanine on the second floor overlooking the Great Hall using their spells to support the monsters below.

In other words, a low-level party is likely going to be slaughtered if they enter the house by force. If the characters attempt to set the house on fire, the Mathens swarm them with every monster, spell, and weapon in their arsenal.

Characters Arrive After Destroying or Disabling the Obelisks of Chaos

If the characters have destroyed or disabled the *Obelisks of Chaos*, the Mathens may be ignorant of this fact unless they are told either by the characters or told by Mildridge in the event of her escape. In this situation, the Mathens receive the characters warmly, although their intent is now murder. There is no purpose in capturing the characters to use the *Heteroclite Portal* upon, as it no longer functions. Instead the Mathens attempt to kill the characters in their sleep, or feed them to Co'Nurgral.

Note: Mr. Tronkley patrols the grounds of the Mathen Estate, keeping an eye out for strangers. If the characters approach the estate using stealth tactics, allow Mr. Tronkley a 2-in-6 chance to spot them. Mr. Tronkley is always the first of the Mathens that characters come into contact with and he always encourages them to speak with Mr. Deagle at the "big house" as he feigns ignorance regarding most of the characters' questions about the area.

The Mathen Estate

The property surrounding the Mathen Estate includes a few outbuildings placed behind the rectangular keep-like structure, making up a barn, outdoor kitchen, servants quarters, and a large overgrown vegetable garden. A 5ft-high stone wall, closed with a wrought-iron fence, surrounds

the Mathen Estate. Over all of this, the large square keep juts out from the landscape like a broken gray tooth.

As the characters approach, they notice that the windows on the bottom floor of the manor are shuttered, and that these shutters are nailed over with boards.

There are several outbuildings on the flat hilltop behind the old keep that make up the property of the Mathen Estate. These features include the stables, servants' quarters, a garden, and the family mausoleum.

Area 4a: Stables

This structure serves as the Mathens' stable. If approaching in the daylight hours, the adventurers are hailed by **Mr. Tronkley**, who looks them over and asks them their business about the Masters' property. He may decide to look at them threateningly with his pitchfork if he finds it necessary or amusing to do so. Mr. Tronkley acts honestly enough to the characters on the surface, but attempts to mislead the characters with half-truths.

Tactics: Upon the initial encounter with the characters, Mr. Tronkley attacks only if the characters are caught within the stables, coming out of the Mathen Family Mausoleum, or if they attack him first.

What Mr. Tronkley Shares

Mr. Tronkley answers some of the characters' questions about the Mathen Estate and the Mathen family. Tronkley indicates that Milo Mathen and his wife Mimi have two children, and that strange beasts have besieged the home of late. These bizarre creatures have chased off most of the servants and killed much of the livestock. He suggests that the characters go up to the Master's home and introduce themselves, hinting that they might help the family escape the horrors of the Mistwoods and return them to Bard's Gate. After the small talk, Mr. Tronkley leads the characters to the front of the manor house and rings the bell, waiting with them for Mr. Deagle to arrive before disappearing back to the area of the stables.

Stables

The stable doors are good wooden doors, locked with a large padlock.

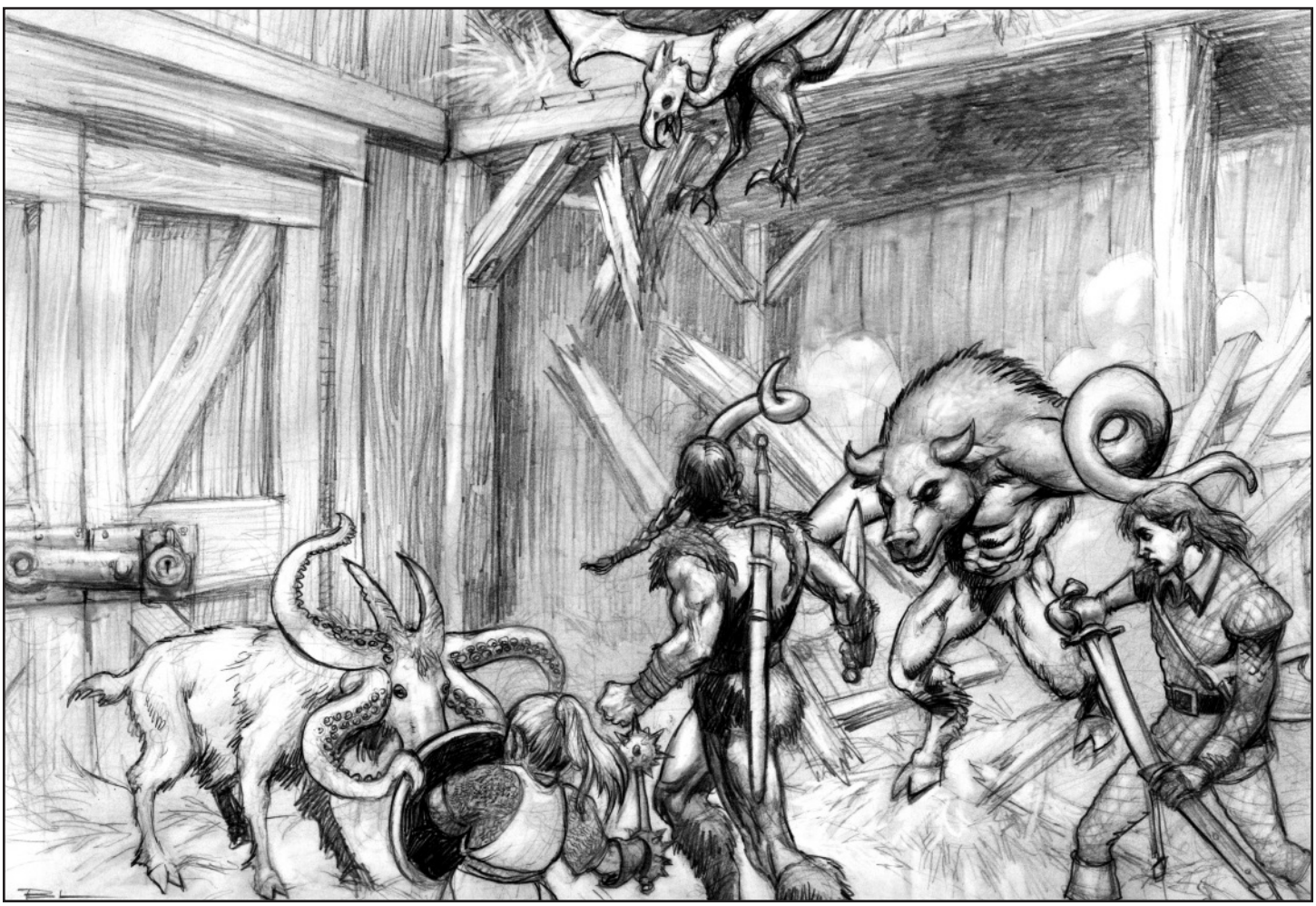
The inside of this stable has 6 pens to a side. Straw and hay are piled in the pens. Each pen has a lock on it. A ladder near the center of the stable leads up to the hayloft above, and several sacks and barrels are piled in the center of the barn. Anyone investigating the pens notices that they are all padlocked.

Eight of the 12 animal pens have different animal experiments that Mimi and Mildridge have committed in the name of their depraved god Tsathogga. Each of the animal pens has a *permanent phantasmal force* cast upon it, making the creature within appear as if it were a cow, horse or some other domestic animal, depending on the size of the creature in the pen. The moment a given creature attacks, however, the illusion fades and reveals the horrible truth. This is an "evil" petting zoo.

The pens are constructed with iron reinforced locked wooden gates unless otherwise noted.

Pen A: Long-Horn, the Aberrant Minotaur

This pen is the prison of **Long-Horn**, the aberrant minotaur. Long-Horn has had an illusion placed upon his pen by the Mathens that causes him to appear to be a prize bull with a blue ribbon about his neck. In reality, Long-Horn's arms have been removed and replaced with jagged tentacles. If the pen is opened to free the beast, Long-Horn quickly becomes maddened and attacks. He is angry at his fate and hates the Mathens passionately. Unfortunately the transformation and loss of his arms has made him completely psychotic.



Long-Horn the Aberrant Minotaur: **HD** 6+4; **HP** 41; AC 6[13]; **Atk** head butt (2d4), bite (1d3), 2 tentacles (1d6 plus grab); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: constrict (held victim takes 1d6 automatic damage), never get lost in labyrinths, tentacles (anyone hit must save or be constricted).

Pen B: Three Billy Goats Grick

Huddled together in this pen are **3 aberrant goats**. These goats have been crossed with gricks. If their pen is approached and Mr. Tronkley is not present, the goats sprout four tentacles from their shoulders and lash out between the bars to attack, ramming their horned heads against the gate to break it down. They have a 75% chance of knocking the gate off its hinges each round because it is already damaged from previous attempts.

Billy Goats Grick: **HD** 2; **HP** 13, 11, 10; **AC** 4[15]; **Atk** 4 tentacles (1d3), beak (1d2), horns (1d6); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: immune to blunt weapons, ram (+4 damage with charge). (***Monstrosities*** 230)

Tactics: The three billy goats grick begin to break down the gate to their pen, after which they begin running about butting with their horns and lashing with their tentacles.

Pen C: Empty Pen.

This pen is empty and contains nothing of value.

Pen D: This Little Piggy Eats Your Face

This pen houses **5 slime sows**. These sows have been grafted with slime crawlers, giving them eyes that glow red in the dark. They have forked tongues and minute horns, with paralyzing tentacles sprouting from their backs.

Slime Sows (Aberrant Slime Crawlers) (5): **HD** 1; HP 7x2, 6, 5x2; **AC** 4[15]; **Atk** 4 tentacles (1d3 plus paralysis), bite (1d4), gore (1d8); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: paralysis (save or paralyzed for 1d4 minutes), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Treasure: Hidden in the filth at the bottom of this pen (15% chance to discover) is a *ring of protection +2*, a *luckstone*, and 6 gold nuggets worth 15gp each that are easily recognized as gold teeth. Searching this pen thoroughly covers the searcher in the slime sows' filth, which doubles the chances of attracting wandering monsters.

Pen E: Empty Pen

This pen is empty and contains nothing of value.

Pen F: Arnie's Pen

This pen is filled with more filth than usual, and the pens to either side of it remain empty, as if the animal handler fears what this creature would do if it were allowed near any other animals. The bars are made from cold-wrought iron. A heavy double padlock and chain wrap around the gate.

Hidden within a pile of filth is **Arnie the demonic otyugh-boar**. Arnie is a creation that Mimi and Mildridge were quite pleased with, though even they have some reason to fear the creature from time to time, as his rage is unmanageable except within the cold-wrought iron pen. Arnie is a giant boar that has been mixed with an otyugh and infused with demonic blood from the Mathen children.

Arnie the Demonic Otyugh-Boar: **HD** 7; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1 plus disease), gore (3d4 plus disease); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: bite (90% chance of disease causing death within 3d6 days), continue attacks 2 rounds after reaching 0hp, gore, regenerate (1hp/round), resist cold and fire (50%). (***Monstrosities*** 367)

Pen G: Secret Passage

This pen is empty; however, thorough investigations of this pen reveal a **secret trapdoor** in the floor. Opening the trapdoor exposes a 5ft-wide, 10ft-deep pit. A foul stench pours up from the pit, smelling far worse than anything in the barn does. Climbing down the ladder nailed to the side of the pit leads to **Area 5-6a: Stairway to Stables**.

Pen H: Pen of the Madness Cows

There seems to be nothing more than two ordinary milk cows, which in reality are **2 madness cows**. The cows remain docile until they are approached by anyone other than Mr. Tronkley, in which case they begin spraying acid from their teats and uttering their maddening moos.

Madness Cows (2): HD 6; **HP** 40, 35; **AC** 7[12]; **Atk** gore (1d6); **Move** 18; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** maddening moo (confusion within 60ft, save resists for 24 hours), udder acid (20ft line, 2d6 points of damage, save for half).

Tactics: The madness cows use their mooing attack to disorient any potential threat, then squirt acid from their swollen and bulging udders at any characters in view.

Pen I: Cow Not Cow

Within this pen is **Carlynster the Collector**. Carlynster was a business associate of the Mathens back in Bard's Gate, a curator of rare antiquities. He was invited to the Mathen Estate not long ago to have a look at something they had uncovered in the mines. Carlynster immediately recognized the *Ethereal Diadem* as an item of great power and value and attempted to steal it. Unfortunately for Carlynster, he was captured by the Mathen children. They placed a *cursed cowbell* around his neck (see **Magic Items Appendix**), transforming him into a cow. They decided it might be sporting to fuse Carlynster with one of their madness cows later on using the *Heteroclite Portal*.

Carlynster the Cow (Cow Form): HD 3; **AC** 7[12]; **Atk** gore (1d6); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** None.
Equipment: *cursed cowbell*

Carlynster (Halfling form) (Thf7): HP 19; **AC** 9[10]; **Atk** strike (1hp); **Move** 9; **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** backstab (x3), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 91%, Tasks/Traps 50%, Hear 5 in 6, Hide 50%, Silent 60%, Locks 50%;

.

Tactics: Carlynster is intelligent and tries to do strange tricks to get the characters to notice him, such as moo twice if they approach a dangerous animal pen, or count the number of party members with his hoof. Carlynster also knows the location of the secret door in the empty paddock. If changed to his true form, Carlynster offers to join the characters. Carlynster would like nothing more than to get a little bit of payback on the Mathens for what he has been through.

Pen J: More Maddening Mooing

This pen contains **2 madness cows**. These creatures remain docile unless they are bothered, in which case they attack.

Madness Cows (2): HD 6; **HP** 43, 39; **AC** 7[12]; **Atk** gore (1d6); **Move** 18; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** maddening moo (confusion within 60ft, save resists for 24 hours), udder acid (20ft line, 2d6 points of damage, save for half).

Pen K: Horses. Just . . . Horses

A pair of workhorses is stabled in this large locked pen. There is nothing out of the ordinary about these draft horses … yet!

Horse, Riding (2): **HD** 2; **HP** 13, 9; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Pen L: Slaymane's Pen

Cleaner and tidier than the other pens in the bottom of the barn, this is where **Slaymane** lives. This is the private personal steed of Mr. Tronkley himself. If asked, Mr. Tronkley claims the horse is the personal mount of Milo Mathen.

Slaymane, War Horse: **HD** 3; **HP** 21; **AC** 7[12]; **Atk** bite (1d2), 2 hooves (1d3); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

Stables 2 Hayloft and Cockatrice Coop

The trapdoor from the floor of the barn to the hayloft is always locked with a padlock. The loft, entered directly from the hatch, is an open area that has slots in the floor for tossing grains and pitching hay to the animals below. At the far end of the hayloft is a mesh wire cage with a curtain hung over it, blocking off an area in the back, with a mesh-covered window facing south. A strange sound comes from behind the mesh wall, like a cross between a bullfrog and a chicken.

Contained behind the black curtain and mesh wall at the southern end of the loft are **3 cockatrices**. Mimi Mathen hasn't yet come up with a way to use the cockatrices in her experiments safely, so she has confined them here until she can craft some suit or ointment to protect herself before grafting some of the cockatrices' special qualities to her other creations.

Cockatrices (3): **HD** 5; **HP** 38, 35, 29; **AC** 6[13]; **Atk** bite (1d6 plus turn to stone); **Move** 6 (fly 18); **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: touch turns to stone (save avoids).

Tactics: If the cockatrices are left alone, they do not molest the characters in the least. However, if the curtain is pulled, they begin to squawk violently, and there is a 50% chance per round that they jump the chicken wire paddock and begin to run freely through the loft.

Area 4B: Servants' Quarters

Behind the Mathen Manor house is a low, one-story stone building with a thatched roof. This simple stone structure serves as the servants' quarters for the manor house, though it now houses only Mr. Tronkley. The grounds surrounding the servants quarters are somewhat overgrown with weeds that do not look so much cut and trimmed as beaten down or trampled. The door to the servants' quarters is locked with a padlock; the door, however, is of poor quality.

If it is evening or after dark, there is a 30% chance that Mr. Tronkley is present in the room, unless of course he has been ordered to do otherwise. He is drinking and sharpening his weapons, polishing his armor, and so on.

A military-style footlocker within Mr. Tronkley's bedchamber is shoddily packed, however an armor rack leaning against the wall bears his full plate armor and his weapons. The locker is **trapped** and locked. Searching or handling the chest triggers the poison needle trap (1hp damage plus save or die) unless it is detected and disabled. The footlocker is completely empty despite its defenses.

Area 4C: See How the Garden Grows

Large planters filled with murky water are spaced every 10ft along the cobblestone path in the back of the manor house. The path leads to a weed-filled herb and vegetable garden that shows some signs of recent planting. A **scarecrow** seems to stare knowingly at all that walk down the path, his arms nailed outstretched to a post.

The lilies are various varieties of the lotus blossom flower, planted here for use in arcane research by Mimi Mathen. She has crafted this scarecrow, binding it with the soul of a murderer to ensure its lethality as it keeps watch over her precious crop.

Mimi Mathen grows two different kinds of lotus flower here in the water-filled planters: deadly poisonous black lotus flowers and the psychotropic blue lotus blossom. Other herbs used in alchemy and as material spell components grow within the garden plot. If either the garden or the plants are interfered with, the scarecrow animates and attacks.

Scarecrow: **HD** 5; **HP** 37; **AC** 5[14]; **Atk** strike (1d6 plus fascination); **Move** 9; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: fascination gaze/touch (do nothing unless attacked, save avoids, new save if attacked), immunity to cold, vulnerability to fire (double damage). (***The Tome of Horrors Complete*** 473)

Tactics: The scarecrow attempts to fascinate the most powerful opponent it faces using its gaze attack. If it succeeds, it pummels that foe with its fists until the opponent is dead. It does not completely ignore other combatants however as it uses its gaze attack to charm them so it can deal with them once its primary foe it dead.

Treasure: Growing in the garden are 20 black lotus plants that Mimi harvests for her experiments and to make poison for Miss Floris.

Area 4D: The Mathen Family Mausoleum

At the very end of the broken cobblestone path, beyond the overgrown weeds, waits the weathered marble tomb of the Mathen family heirs. The bronze portals feature the bas-relief sculptures of a young maiden on the left side of the door, and a knight in tabard and archaic plate armor on the right.

These are the Lady Madrana and Lord Wynston Mathen, the matriarch and patriarch of the Mathen line. An outdated coat-of-arms emblazons the patriarch's shield.

The bronze doors are locked with an internal locking mechanism (–40% Open Locks) and **trapped** with a scythe that swings down at the person opening the door (save or 2d4 points of damage).

This coat of arms is the one originally worn by Count Wynston Mathen more than 500 years ago. During his crusades, Count Mathen acquired the *nom de guerre* of Lyrgoz the Wicked — not for acts of evil but for his thoroughness in decimating the enemy forces. Legend has it that Count Wynston was awarded this keep by some long-dead Foerdewaith king, and that he married one of the royal nieces, but eventually fell into madness upon his return from crusades in the fabled land of Khemit. Some whisper that strange scrolls and occult rituals brought back from those far-off sands drove the knight to suicide, while others think perhaps it was the king's niece who changed him through some witchcraft of her own.

A chill as cold as ice escapes the mausoleum as the bronze doors open with a hiss. The interior is freezing cold and very dark. Light reveals four statues, one in each corner of the chamber. The room's main features are the two ornate stone crypts, their heavy marble covers carved in likeness of the lord and lady portrayed upon the bronze door.

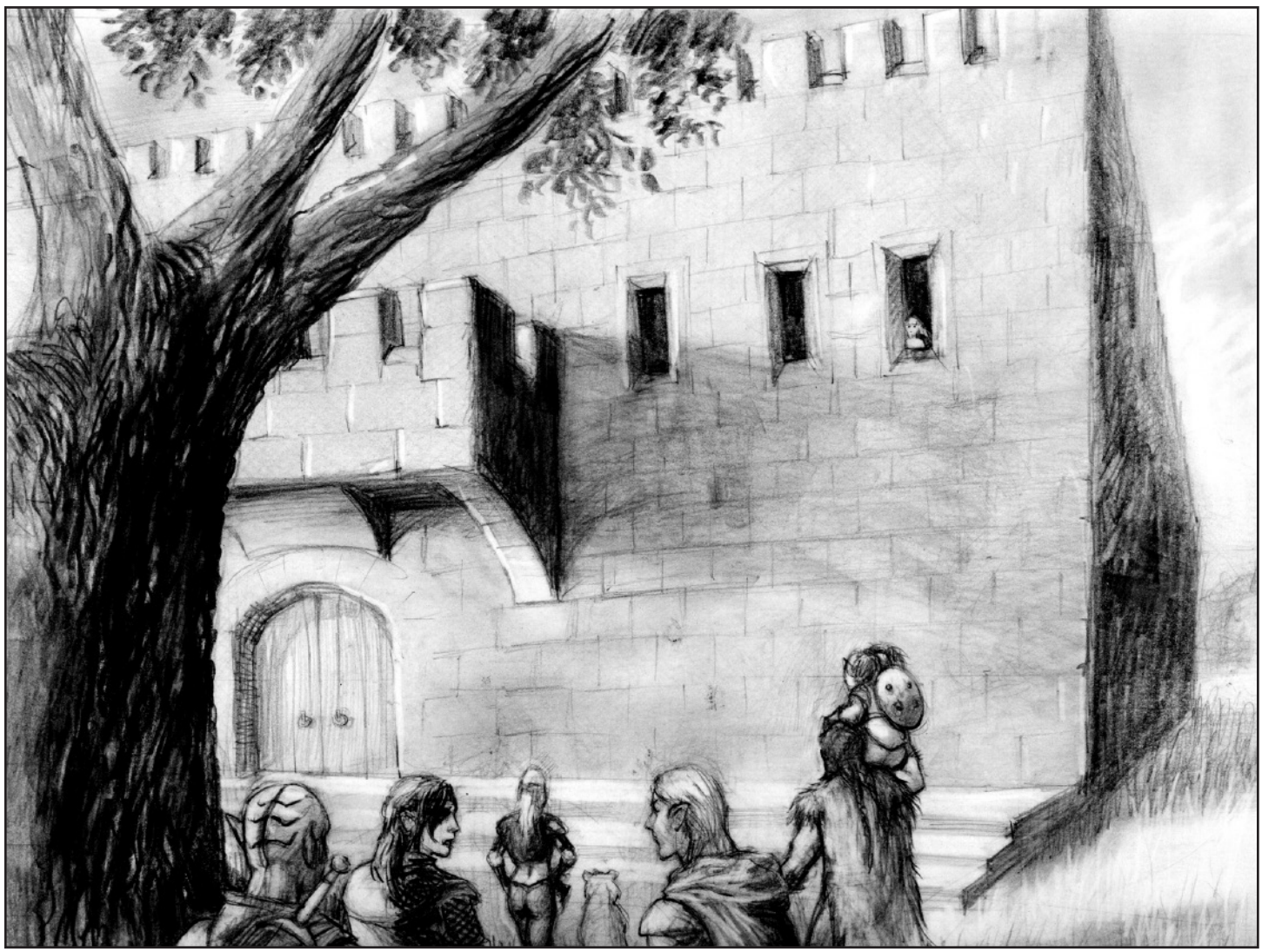
Sepulchral vaults line the walls of the family mausoleum, their bronze covers seemingly having been torn off some time after internment and discarded under several inches of dust on the floor.

Within 3 rounds after the characters enter the mausoleum, the **spectre** of Madrana Mathen arrives with the following words:

> "Those who would interfere with my family's great works will perish! Even in death, our works shall live on! Transformed in his name be Tsoth Tsathogga!
>
> *"Forever beyond the sands of time,*
> *Shall flow Tsathogga's drowning slime!*
> *Intruders perish and taste the Abyss,*
> *Brought to you with death's sweet kiss!*
> *Forever trapped for all time*
> *Servant to true death in slime!"*

With these words, Madrana attacks.

Madrana Mathen, Spectre: HD 6; **HP** 41; **AC** 2[17]; **Atk** touch (1d8 plus level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, drain 2 levels with hit.



As soon as Madrana's spirit is destroyed, another ghostly apparition appears, a knight dressed in archaic armor with chains about his neck and a notched bastard sword in his mailed grip. His droning voice calls out:

> "Bound was I to this place, horrors brought in unholy names. Thought I to trick the fates, to learn the mysteries of the demon gates. To know thy enemy is to know victory. But cursed was to be my fate. Wed I did to that evil witch. But innocent I was not in all of this, bathed in blood am I for my many lusts. Prophecy told in foreign land, the conqueror shall be the slayer of kin by his own hand. Not all would perish ere mine own end.
>
> "I charge you to your ends to slay them all. End this aberrant filth, abominations of demons cursed as they dishonor my line. Seek ye the blade that bears mine true name; the hilt is here, though its blade could I never tame. Things of chaos that live without law, they were beyond me then, and are so now."

The ghost of Wynston Mathen then disappears within his tomb, allowing the characters to plunder as much as they can within the tomb.

Treasure: In the tomb is a battered bastard sword hilt, the hilt of Wynston's sword, a suit of *+2 chainmail*, a *+2 steel shield*, and 2000gp. If the hilt of Wynston's sword is affixed to the blade of a bastard sword, the sword becomes a *+1 bastard sword*. If the hilt is reunited with its proper blade, it becomes the powerful magic sword *Lyrgoz the Wicked* (see **Area 4-28** for details).

The Scaffolding

A scaffold stands against the western side of the manor house. The scaffold looks as if it was once used for repairs of the house, but in recent time has gone unused. The scaffold can be used to ascend 45ft to the roof (**Area 4-32**). Scaling the scaffold during the daylight hours is not advisable, as the Mathen children are likely to toss crenellation stones down upon the heads of such intruders, dealing 3d6 points of damage on a successful hit, and requiring a saving throw to keep from falling to the ground.

Mathen Estate: Mathen Manor House

The doors within the house are bound in bronze and locked with sturdy masterwork locks. The windows on the ground floor are shuttered and nailed shut with stout boards.

The windows on the upper levels of the house are narrow, being no more than 5ft-wide on the inside of the house, and narrowing to 2ft-wide on the outside of the house, as they were originally arrow slits when the home was built as part of a larger castle some 500 years ago. Halfling-size characters can squeeze through these narrow windows without difficulty. Referees could allow larger characters a 2-in-6 chance to do so without getting stuck.

Ceilings: The ceilings are 15ft high on the ground floor, 10ft high on the second floor, and 8ft high on the third floor.

Area 4-1: Ground Floor Entrance

The front of this structure is old stone, weathered from years of neglect so that many of the facing stones appear cracked, missing some completely. There is the appearance that work has recently begun and was halted, as a scaffold runs along the west side of the house.

Characters approaching the house have a 3-in-6 chance of noticing someone peering down at them from an upper-story window. Those who roll a 1 can make out details of the watcher: It appears to be a human child or halfling.

Ten-foot-wide oaken double doors stand 12ft tall, carved ornately with the Mathen family crest and motto, "*In the Embrace of Our Father*." The family shield features a pyramid, an open book, four gemstones under a hill, and a black circle. The bottom floor windows are boarded up with their shutters closed right. Patches of toadstools grow in the shadows under the eaves.

If the characters knock at the door, Mr. Deagle greets them. A priest of Tsathogga, Mr. Deagle is posing as the Mathen butler. He questions the characters at length to ascertain their purpose for coming to the estate, all the while gauging their strengths and weaknesses. Should the characters seem ignorant of the Mathens' true purpose in the region, he allows them entry into the estate and escorts them to **Area 4-3**, and asks them to wait as he goes to get the master of the house.

Mr. Deagle is a tight-lipped, thin, somewhat dry man in his late thirties. His black hair is close-cropped and shot with iron gray. He is not what one would call a conversationalist, leaving the talking to Milo and Mimi.

Note: Should the characters come geared for war against the Mathen family, the Mathens wait in the Great Hall, **Area 4-2**, with magical defenses up and spells prepared, using tactics similar to those described elsewhere. See the introduction to **Chapter 4** for further details on possible Mathen family strategy.

Area 4-2: The Grand Hall

The Grand Hall of the Mathen Estate is 40ft wide and 90ft long, starting at the wide oaken double doors and ending in a broad staircase that leads to the second floor of the estate. A long, intricately woven rug covers much of the polished stone floor, and a brilliant crystal chandelier hangs overhead about 10ft down from the ceiling. A banister runs around the circumference of the room, showing the floor of the level above. The high walls are hung with great tapestries woven in gold and silver thread. Fearsome gargoyles flank the staircase, wings curled about them as they stare sullenly forward into the room. The first tapestry depicts a knight's travels through a desert land at the head of columns of crusading horsemen, bringing the will of Muir to the pagan peoples of some distant land. The second tapestry depicts this same knight entering dark, ancient temples to unknown gods, great pyramids, and tombs to ancient god-kings. The third tapestry depicts his return from this far-off land and his marriage by a great king to one of the king's relatives. The great knight is Count Wynston Mathen taking part in a crusade in far Khemit and the king depicted is the Foerdewaith overking, Yurid, who called for the Second Great Crusade in 2970 I.R. Apparently the count found some great secrets during his travels and returned to build this place and wed his betrothed, the king's niece.

Area 4-2a: Southwest

This locked wooden door leads to **Area 4-3**.

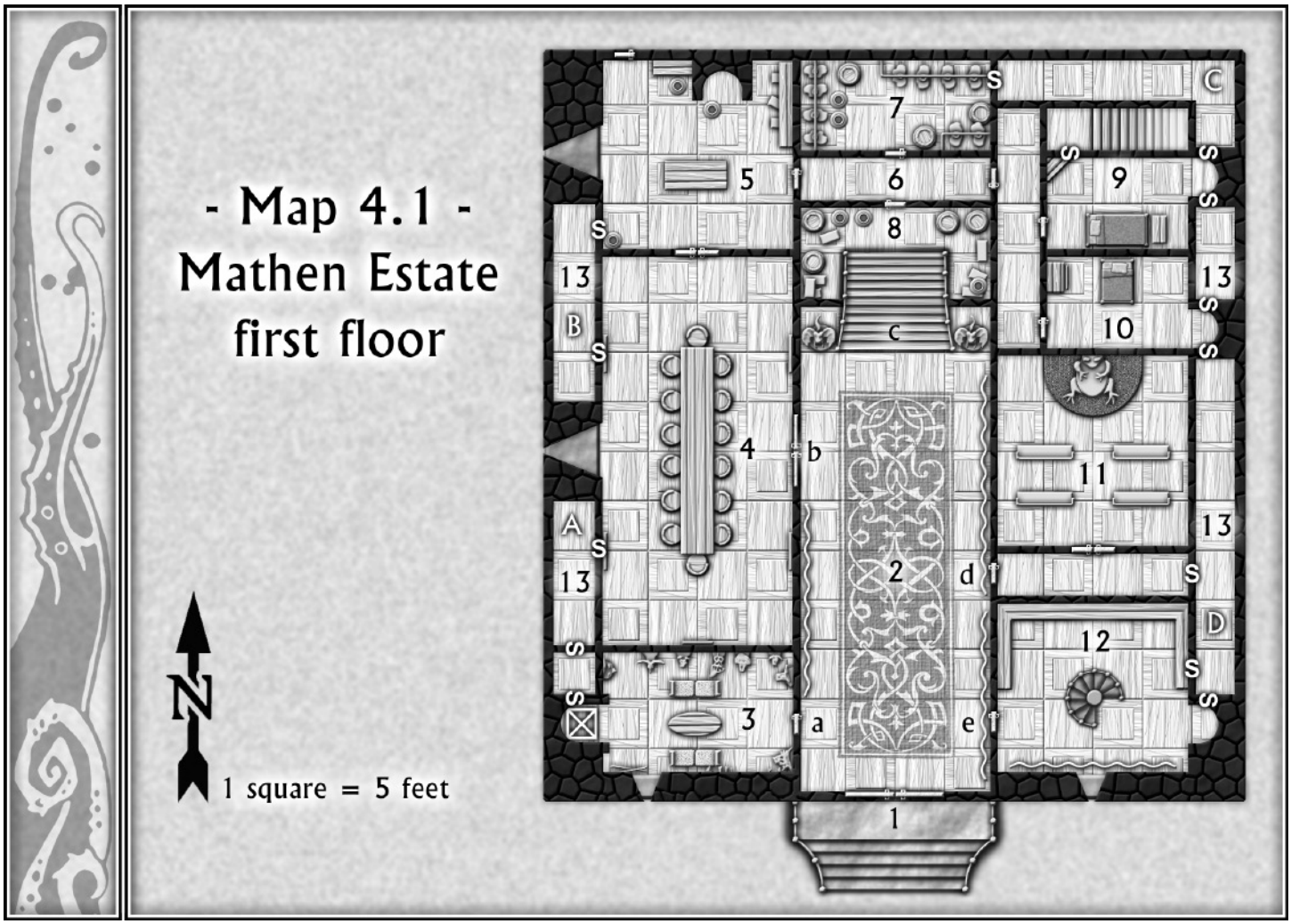
Area 4-2b: West Center Chamber

Wide oak sliding door lead to **Area 4-4**.

Area 4-2c: North

Dominating the north end of the room is a grand staircase leading to the second floor. The staircase is flanked by **2 ornately carved gargoyles**, each facing the characters with a hideous sneer, their eyes seeming to follow the heroes about the room. The gargoyles only become animated if a non-member of the Mathen family or Mathen staff is in the room unattended, and then only after sunset.

Gargoyles (2): HD 4; **HP** 30, 28; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, fly.



Area 4-2d: East

Behind a great tapestry is this **concealed doorway**. The door is locked and **trapped** with a *flesh to stone* spell (save avoids). The corridor beyond the concealed door leads to **Area 4-11**. At the end of the hallway is a **secret door**. The secret door leads to **Area 4-12**.

Area 4-2e: Southeast

This door is covered by one of the long tapestries that decorate the walls of the Great Hall. The door is locked and opens to **Area 4-12**. Anyone other than a Mathen family member or their staff who touches the door sets off the *magic mouth* that shrieks, "Help, help! I'm being robbed!"

Area 4-3: Trophy Room

The trophy room is gaudily decorated with the trophies of many hunts. Hanging from the walls and stuffed on display racks in a most distasteful manner are the stuffed heads of a basilisk, two girallons, an owlbear, a huge stuffed constrictor snake, wolves, and other such beasts. Strange and exotic weapons decorate the walls, suggesting that these were used to bring down the beasts. A tiger skin stretches across the floor and a fireplace occupies the western wall. Two overstuffed leopard skin divans in the middle of the room face a polished mahogany coffee table. A giant eagle skull and a stuffed stirge are placed decoratively on the table. Characters examining the stuffed owlbear head over the mantle discover hidden peepholes in its eyes. The basilisk head is **trapped** with a *flesh to stone* spell (save avoids), targeting anyone who touches the basilisk head, or any of the weapons or treasures in the room.

The fireplace grate drops ashes to some unknown destination beneath the home. If investigated closely, characters have a 1-in-6 chance (3-in-6 for thieves) of noticing that the fireplace grate is on a spring hinge that holds up to 200 pounds, before unlatching and dropping the individual below. A secret door is in the right-hand side of the fireplace that leads back behind the owlbear head, and a second secret door that leads between the walls of the estate.

Treasure: The stuffed stirge is worth 50gp to a collector. The tiger skin rug is worth approximately 700gp if someone were able to roll it up and take it with them; although it weighs only 50pounds, it is quite long and cumbersome. The weapons on the walls include a net, a javelin, a shortspear, a longspear, a battle axe, a two-bladed sword, and a crossbow.

An Introduction to Milo Mathen

The Trophy Room is where Milo Mathen greets guests to the Mathen Estate. It is Milo's custom to make visitors wait 10 to 15 minutes before making his appearance. This gives the Mathen children time to spy on the guests through the eyes of the owlbear mounted next to the fireplace on the western wall, checking out their strengths, weaknesses, and intents. They pass this information to Milo before he enters the room. Milo is a handsome and charismatic man with a lithe build, intelligent eyes, and a broad smile. He looks as though he is equally at home in a library, as astride the back of a great warhorse.

Milo portrays himself as a gracious host, thanking the adventurers for arriving, and telling them that his family is grateful to have a rescue party arrive to save them. He tells the characters that he and his family have been living in fear for some time due to attacks from various strange creatures. Most of the staff has been killed or fled. The family's last attempt to flee to the safety of Malthlyn ended in disaster, as twisted giants and trolls assaulted their group. Fighting for their lives, they fled back to

the grounds of the manor house, and for some reason the giants and trolls did not pursue. Milo suggests that some family protection kept the beasts at bay; perhaps the ghost of his ancient many-times great grandfather has something to do with it. Milo indicates that this most recent battle was but a few days ago, and was followed on that evening by strange noises in the night, and large insect-like creatures that drew the remainder of the family staff out to their doom as they crossed the threshold of the family property and were snatched into the night. Since this attack, the windows have been barred to protect against the onslaught of the carrion moth.

He insists that the characters take a room for the evening, as the home has many to spare. He says that by the morning his family and three remaining staff members should then have the bare essentials packed and be ready to make an escape of the property. Milo suggests that the characters go to Bard's Gate with news of the mine's failure, and then return later with a stronger force. He indicates that the characters may be able to help him explain to the mine's creditors the story of the happenings among the Mistwoods, thus saving his family's reputation and keeping them from financial ruin. If any suggestions are made that he and his family are behind the horrors of the Mistwood Mines, he becomes mildly offended. Milo offers the theory that some enemy of the Mathen family is trying to defame his family's character. He blames an individual named Bolego Deepdigger, a dwarf metal merchant in Bard's Gate. If things go well during their conversation, Mr. Deagle remains silent, waiting on them for any needs, and to make sure that no one attacks Milo as he works his charms.

Milo asks the characters to stay the night so that they may all start fresh in the morning, and informs the characters that dinner is to be served in about an hour, asking them to freshen up from the road and dress to dine with the family for their last time in the Manor.

Note: Milo is lying through his teeth during the entire conversation. He is a highly charismatic man and quite convincing in his lies. Should Milo be questioned about the freakish animals in the family stable, he remains silent for a moment, and then he and Mr. Deagle, who has waited quietly during the exchange, attack! The Mathen children, who are hiding in the walls, also join the assault, using their spells and special abilities through their peepholes. It is the intent of Milo and Mr. Deagle to make a fighting withdrawal from the Trophy Room and lead the party through the various traps in the home, separating the party and exterminating them in small groups if possible.

Area 4-4: Dining Hall

The dining hall is dominated by a long oak table. Portraits and mirrors line the western and southern walls. An arrow slit is in the center of the western wall. A pair of double doors in the northern wall leads to the kitchen.

Behind two life-sized portraits of Wynston Mathen and Madrana Mathen are **secret doors** that lead to **Area 4-13**.The paintings are **trapped** with a hail of poison needles (attacks as a 5HD monster, 2d4 points of damage plus poison, save or paralysis for 1d4 hours). A character may disarm the trap by touching a small skull hidden in the frame of each picture.

Treasure: The portraits feature various members of the Mathen family, going back about 500 years. The 10 paintings are all of good or exceptional quality and could fetch between 100gp and 200gp each to a collector.

Dinner with the Mathens

The dining hall is where the Mathen family eats and entertains its infrequent guests. If the characters have met graciously with Milo and accepted his offer to the dinner, the following actions take place.

Mr. Deagle comes to the characters' room and announces that dinner is being served shortly, escorting them to the dining hall where they are seated. Momentarily the Mathen family arrives, with Mimi sitting at the south end of the table, and Milo sitting to the north. The children, Miya and Marko, who both appear to be about 10 years old, sit in the southwestern corner of the table, whispering to each other and giggling. Individuals who spotted a figure in the window while approaching the manor may recognize Miya as the figure who was observing them from the upper stories of the house.

Miss Floris comes out of the kitchen after a while, as Mr. Deagle serves wine to the guests and the family in turn. Milo introduces his "wife" Mimi, and the couple makes small talk about the plans to escape or the portraits of various Mathen family members on the wall.

The meal is served over several courses, including a salad, cold soup, small hens, and a sumptuous "pork roast." The roast, however is not as it appears to be, as it is actually the flesh of villagers and farmers who have been captured by the Mathens over time. There is no real way for the characters to know that they are eating human flesh, unless they are cannibalistic and have tasted it before. After the meal, the Mathens answer any other questions the characters may ask before excusing themselves to go finish their packing and gathering.

Note: Should the party have declined the invitation to dinner, or has already run afoul of the Mathens, this chamber remains empty.

At your discretion, any paladin or Lawful cleric who even unknowingly eats the flesh of another human suddenly finds his powers fail him upon the next moment that he attempts to use the gifts of his god. He then has to make atonement and take up quest to banish this blight from his soul.

Area 4-5: The Kitchen

Miss Floris, with the help of Mr. Deagle, prepares meals here in the Mathen kitchen. The kitchen is filled with pots and pans, as well as many different cooking utensils and knives set into blocks of wood. The kitchen's dominant features are a fireplace near the center of the north wall, cupboards full of dried goods and flatware, and a large work table which could accommodate four cooks at one time working on various projects. Double doors in the south wall lead to the dining hall, and a **secret door** in the southwestern side of the room leads to **Area 4-13**. The secret door is sealed with a *wizard lock* (9th-level caster) and only those with the password or a *knock* spell may enter its dank channel.

A locked doorway to the northwest leads outside and a door in the southwestern wall leads to **Area 4-6**.

Treasure: 3 10-lb. sacks of salt, 20 10-lb. sacks of flour, 2 5-lb. sacks of pepper, 20 gallons of vinegar, 50 lbs. of rice, 50 lbs. of wheat grain. Several other items and spices can also be found here.

Area 4-6: Storage Corridor

Locked doors face each other in the storage corridor. The door in the center of the northern wall leads to **Area 4-7**. The door in the southern wall opens to the storage compartment located beneath the staircase in the Grand Hall. Locked doors face one another on the eastern and western ends of the corridor.

Area 4-7: Meat Locker

A feast of horror meets the eyes, as rack upon rack of headless, gutted bodies of humans and humanoids hang upon hooks, frozen by a *sphere of ice* suspended from the ceiling (see **Magic Items Appendix**). Barrels of frozen entrails and jars of chilled eyeballs line the racks farther away from the *sphere of ice*. A small butcher's table sits in the middle of the room, with an ice-covered cleaver wedged into its scarred surface. The cleaver's handle looks slick with recently frosted blood.

Some of the bodies bear the markings of tattoos, indicating allegiance to the Duke of Waymarch, as well as various mercenary groups. Many show marks that look like sucker marks, the tiny circles pink and the skin frosty and pale. Searching the room reveals nothing of monetary value. However, there is a grate in the floor where blood and fluids are drained from butchered bodies. Steam rises from this slit, and the foul odor of rotten blood and ancient evil rises from it.

This room could easily be the final resting-place for noble adventurers that are ensnared in the Mathens' evil machinations. Mimi and Mildridge's

failed experiments often go to Miss Floris to cook and serve the family as their meal of choice. Milo is a skilled butcher, and often participates in the dismemberment. The blood that pours from these unfortunates runs down a drainpipe under the slits in the floor, to feed the beast under the house. The blood, which pours from the pipe, splatters like falling rain upon the subterranean altar of Tsathogga. Let the horror of the room sink in for the characters, especially if they partook of the evening meal with the Mathen family's special "pork roast."

A **secret door** in the northeastern corner of the meat locker, hidden behind the body of a particularly large specimen, leads to **Area 4-13**.

Area 4-8: Dried Goods Storage

This small room with a slanted ceiling is directly below the staircase leading to the second floor of the Mathen Estate by **Area 4-15**. The room is used to store roots and vegetables, ale barrels and wine, as well as jars of pickled brains, and salted and cured humanoid flesh that is not kept to be served fresh.

Treasure: The wine stored here is of good to exceptional value; there are 40 bottles of it ranging in value from 1d20x10gp each.

Area 4-9: Mr. Deagle's Quarters

Inside the room is a fireplace in the northwestern wall. There is a small well-made bed with simple coverings. Sitting on the desk is an ornate golden candelabrum fitted with 5 black votive candles. On a rack in the northwestern corner are laid out clerical vestments of a swirling violet pattern. A footlocker sits at foot of the bed.

The clerical vestments hanging from the rack are those worn by filth-priests of Tsathogga.

The footlocker is locked and **trapped** with **green slime** in a stoneware vial, which breaks open, spilling upon the contents within the chest if not disarmed.

Treasure: Within the chest are a *wand of magic missiles* (24 charges), 2 packets of *dust of appearance*, and a leather pouch with 750gp. The golden candelabrum on the desk is worth 200gp. Papers inside the drawers mostly detail daily prayers and devotionals to Tsathogga. An individual of Lawful alignment even touching these documents must make a saving throw or suffer 1d4 Wisdom damage as a result of the foulness illustrated upon the scrolls.

Secret Doors: A secret door is in the northwestern comer of the room behind the clothing rack and leads to a hallway facing east and west. At the end of the eastern end is a steep wooden staircase that leads to **Area 4-22**. **Secret doors** are located in the northern and southern firewalls of the fireplace leading to **Area 4-13**. Crawling up this fireplace leads to the guest room at **Area 4-15**.

Area 4-10: Miss Floris' Room

The door to this room is locked and its doorknob is **trapped**, smeared with sassone leaf residue (1-in-6 chance to notice; 3-in-6 for thieves). Touching the doorknob with bare flesh subjects the character to the trap (save or paralyzed for 1d6 hours). Inside the room is a halfling-sized bed, a fireplace in the comer of the room, and a halfling-sized bureau. The hardwood bureau is locked. The bureau contains a **venomous snake** that strikes at the first person opening the drawer. The drawers contain several halfling-sized sets of clothing, as well as a pair of small wooden boxes, and a leather pouch.

Snake, Viper: **HD** 1d6hp; **HP** 4; **AC** 5[14]; **Atk** bite (1 plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: lethal poison (+2 on save). (***Monstrosities*** 438)

Treasure: The first box contains a rare *obsidian whetstone* (see **Magic Items Appendix**). The second locked wooden box contains 5 small vials of poison. The leather pouch is a *bag of holding* containing 1800gp in gems and jewelry and 20pp.

Secret Doors: Secret doors around the northern and southern firewalls of the fireplace lead to **Area 4-13**. These secret doors are unlocked. Crawling up this fireplace leads to the guestroom in **Area 4-16**.

Area 4-11: Upper Chapel of Tsathogga

These thick oaken doors are carved with froglike image of the great beast Tsathogga, his tongue curling around images of tentacled monsters of every description. Lost souls crawl hopelessly, writhing in pools of slime beneath his clawed, webbed feet. Flying around his froglike head is a number of equally strange creatures. Symbols of evil frame the entire image.

The chamber beyond features a black altar carved in the shape of a reclining amphibian figure sitting near the back wall. Four dark hardwood pews sit to the left and right of the room, and ever-burning torches line the eastern and western walls, casting their light around the chamber.

If the characters have escaped from their rooms and are hunting through the estate, Mr. Deagle, Mr. Tronkley, and Milo Mathen are here, standing in their full Cult of Tsathogga regalia. Miss Floris, the halfling "housekeeper," is hiding behind the door in the southeastern corner of the room.

Tactics: The group has spent the time waiting for the characters to enter the chamber by preparing defensive spells. Mr. Tronkley's already formidable combat prowess is enhanced by *haste* as the characters enter.

Milo has cast *shield* on himself. He also summons an **otyugh**, putting it in the southwestern comer of the chapel. He uses *lightning bolt* until he runs out of 3rd-level spells and then moves down to *magic missile*. He saves his *invisibility* spell in the event that his side is losing, at which time he casts the spell, activates the trigger on the altar, and runs down the hidden passage beneath the alter to the Temple of Tsathogga below the Manor house.

Mr. Deagle casts *finger of death* on lightly armored individuals, followed by *hold person* and *cause serious wounds* on heavily armored foes.

Miss Floris, having drunk a *potion of invisibility*, spends the first round selecting a lightly armored opponent. Floris observes the character for 2 more rounds before trying to backstab the character with her poisoned dagger.

Rather than kill all of the characters outright, the Mathens may attempt to capture as many characters alive as possible, to turn them over to Mimi for more of her investigations into aberrant strains.

Otyugh: **HD** 7; **HP** 54; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1 plus disease); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: bite (90% chance of disease causing death within 3d6 days). (***Monstrosities*** 367)

Other Room Features: The altar projects *protection from good* with a 30ft radius until the altar is destroyed. Lawful characters suffer a –1 to-hit penalty, while all of the Mathens gain a +1 to saving throws.

Secret Door: A switch hidden on the side of the altar causes the altar to slide back to reveal a hidden staircase that descends into the Mathen Dungeon and the Temple of Tsathogga.

Area 4-12: Mathen Library

The Mathen Library is lined from floor to ceiling with books and tomes smelling of dust. The southern arrow slit is boarded over and covered with a great tapestry, and there is a fireplace in the southeastern corner of the chamber. An iron spiral staircase leads to some unknown chamber above.

Searching the room thoroughly reveals a large map in a glass case details a strange desert land. This map is from a crusade in the land of

Khemit some five centuries ago. Crossed swords in red ink indicate places where great battles were fought.

Treasure: A *detect magic* spell cast within the library causes several scrolls and two tomes to glow magically. Four scrolls on the shelves contain the following spells: *clairaudience*, *explosive runes*, *charm monster*, *massmorph*, and *remove curse*. Touching the blue leather-covered tome summons a **rust monster**. The second book, a red ironbound volume is **trapped** with *explosive runes*. The runes on the cover read, "If you are reading this you are standing too close."

Rust Monster: HD 5; **HP** 32; **AC** 2[17]; **Atk** 2 antennae (rust); **Move** 12; Save **AL** N; **CL/XP** 5/240; **Special**: cause rust (10% cumulative chance per +1 bonus of armor or weapon to save). (***Monstrosities*** 406)

Secret Door: An unlocked secret door is in the northern part of the fireplace, and a second secret door is behind a bookcase next to the fireplace itself. The secret doors lead to **Area 4-13**.

Area 4-13: Between the Walls, First Floor

The walls of the Mathen Estate are filled with narrow passage, secret doors, and traps. Used by the Mathen family for centuries to spy upon visitors and one another, the warren of twisting and narrow corridors has a 6ft ceiling and an average width of 4ft. Characters must squeeze to move between the walls.

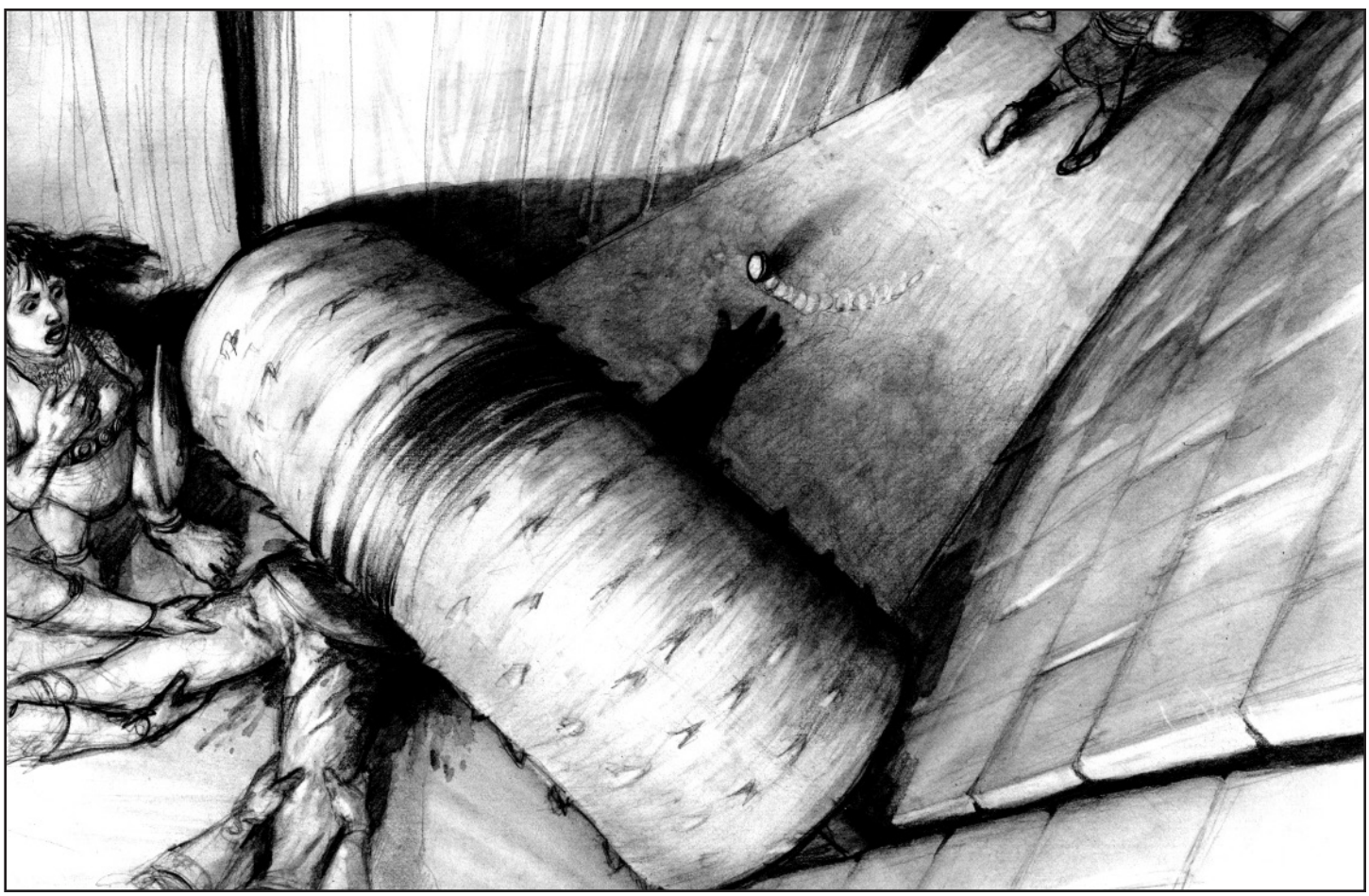
The Mathen Children

The Mathen children, Miya and Marko, are a pair of sneaky little abominations that revel in pain and torture.

Miya likes to sing in an almost nursery rhyme style as he passes from chamber to chamber between the walls late at night, tormenting guests, her curly blonde hair in pigtails. The white lace tails of her dress are often seen "just around the next corner" as she drags a nasty looking meat cleaver along with her, all the while singing her song to the tune of *Twinkle, Twinkle, Little Star*:

"Born of nightmares, born of dreams,
Things are not all that they seem!
Something fair is something foul,
O'er your grave the winds will howl!
Pretty song, a precious sweet,
Living souls: our fav'rite treat!
Follow me up to the hill,
Where Mommy's babies haunt at will.
Let the Feast of Fools begin,
For you sadlings shall not win.
Heed the coin and my sweet song,
Your screams, sweet treats, we will prolong!
Follow me between the walls,
And treats of terror wall befall,
Each of you in your own turn,
Laughing as you squeal and squirm.
Daddy will not mind the twist,
Your bones powdered, your blood a mist.
Sweetest candy makes fattest meat,
Come now and be Miya's treat!"

Tactics: If cornered, Miya shows her fiendish nature, dropping her mask of a pretty little girl. She uses *scrolls of polymorph* created for her by Mimi to turn individuals into small animals to torture. She seeks every



means of avoiding combat that she can, such as turning invisible and seeking another family member or retainer to fight her fights for her.

Marko has curly blond hair, and dresses like a miniature version of Milo, with a silk doublet of deep purple velvet and green hose and soft black boots. He enjoys rolling a coin between his fingers, making it disappear up his sleeve and pulling it out of his sister's ear. Milo's *perilous coin* is actually a cursed item (see **Magic Items Appendix**), but the cruel little psychopath enjoys the power over others it gives him and cherishes it. He and the other residents of the Mathen household are immune to the curse on his coin. He does not make conversation with strangers, but rather whispers things to his sister, which she playfully reports until hushed by her "parents."

Marko tries to stay one step ahead of characters chasing the *perilous coin* as he leads them through the deathtraps hidden in the walls. He can also send the coin rolling through a room from behind a wall to another part of the room (and usually out a hole) with a flick of his wrist. Characters catching sight of the glint of rolling gold must save as the cursed item grabs their attention.

Running Encounters Between the Walls

Miya and Marko, the Mathen children, consider the "between the walls" areas of the manor their personal domain and use it to hunt visitors to the house. They use their *charm* and special abilities to trick visitors into following them into one of the secret doors that leads between the walls. They lead unfortunates over the various traps that the family has used for centuries.

A & D: Poisoned Spiked Pit Trap

These 40ft-deep pits are filled with spikes coated with giant scorpion venom. Characters falling into the pit take 4d6 points of damage from the fall and are struck by 1d4 spikes for 1d4 points of damage each and must make a saving throw versus the lethal poison. A permanent *silence 15ft radius* is cast in the bottom of the pit, so anyone injured makes it impossible to call for help.

B. "Cheese Grater" Trap

A whirling set of blades in the floor latches onto a character, dragging him into the trap. Other characters have a 1-in-6 chance to react and grab the character before he is pulled in and takes 4d6 points of damage from the whirling blades. Any character who misses grabbing someone must make a save or also fall into the trap.

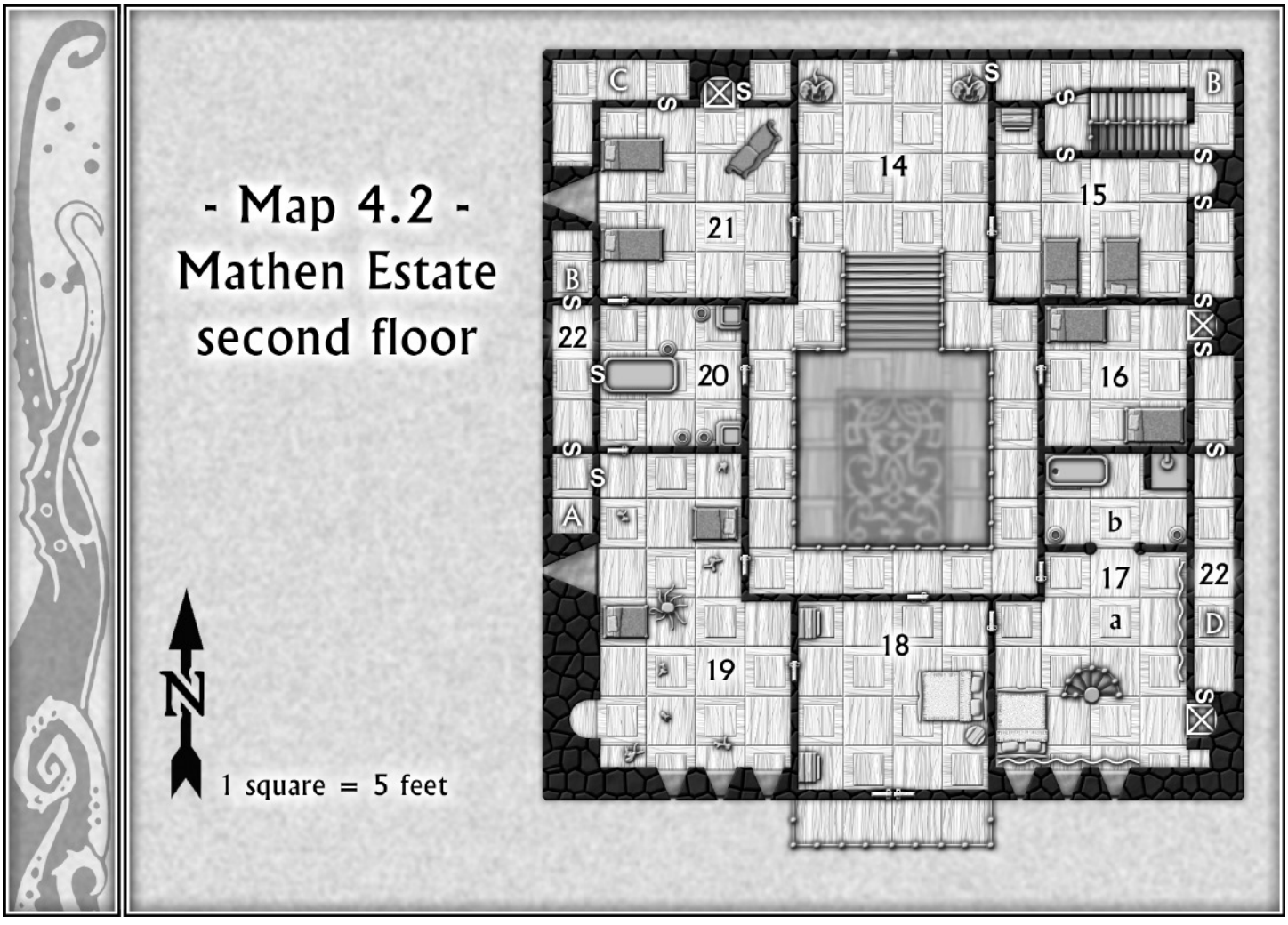
C. Scything Blade Trap

A scythe blade swings down to impale the character, doing 2d4 points of damage (save for half). The blade has a 1% chance of swinging down at the proper angle to slice the character in half (instant death, no save).

Second Floor Mathen Estate

Area 4-14: Second Floor Landing

Peering down the staircase at all who approach from **Area 4-2**, standing silent guard over the second-floor landing are **2 gruesome gargoyles**. If the characters are unattended in the manor by either the Mathens or the staff, the gargoyles animate and attack.



Gargoyles (2): HD 4; **HP** 30, 28; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, fly.

Area 4-15: The Gentlemen's Guestroom

This guestroom is the one to which Mr. Deagle and Milo Mathen escort the male members of the party after supper. Inside the Gentlemen's Chamber are two large plush beds, and a broad fireplace set in the eastern wall. An alcove in the northwestern corner of the chamber features a chest of drawers and cloak rack.

Unlocked **secret doors** are on the north and south of the fireplace, and a weight-sprung trapdoor lies below the ashes in the hearth, ready to drop individuals of more than 140 lbs. a distance of 20ft to the fireplace in **Area 4-9** (2d6 points of damage to anyone who falls).

A **secret door** also lies beside the alcove with the desk in the northwestern corner of the room. The passage beyond the secret door leads to a shaky-looking wooden staircase that leads down to the first floor, and up to the third floor. The passage up the stairs (**Area 4-25**) is **trapped** with a chute trap that deposits the victim within the bowl behind the Altar of Tsathogga (**Area 5-3**), where the character(s) land atop the pit of Co'Nurgral.

Milo leads female characters to **Area 4-21**, and after showing them their room he uses his wand to cast *wizard lock* on the door to the characters' room. Milo then moves to **Area 4-11** to help with evening rituals and decide how best to deal with the visitors, leaving Miya and Marko to toy with the guests. Milo and Mimi have already cast *wizard lock* (9th-level caster) on the windows to the entire manor house, requiring a *dispel magic* or a *knock* spell to suppress the *wizard lock* for 10 minutes.

Allow the party members 1d4+2 rounds to search the room before Marko uses his *perilous coin* to lure characters into the fireplace and then to **Area 4-22**. Here the fun begins as the Mathen children attempt to divide and capture the characters. If the characters ignore the coin by making their saving throw, **4 wights** from the third floor climb down the fireplace to give them a nasty surprise.

Wights (4): **HD** 3; **HP** 21, 19x2, 16; **AC** 5[14]; **Atk** claw (1 plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level per hit, silver or +1 or better weapons to hit.

Note: These wights should not be taken from the numbers in **Area 4-26: Mathen Family Reunion**.

Area 4-16: Second Guestroom

If the group is too big for one room, this is the second room to which guests are shown. It contains two sumptuous featherbeds, and a fireplace in the northeastern corner.

Similarly to **Area 4-15**, the fireplace has unlocked **secret doors** to the north and south, as well as a weight-sprung **trapdoor** below the ashes in the hearth, that drop individuals of more than 140 lbs. a distance of 20ft to the fireplace in **Area 4-10** (2d6 points of damage to anyone who falls).

As with **Area 4-15**, allow the characters 1d4+2 rounds to explore the room before Marko uses his *perilous coin* to lure prey into **Area 4-22**.

Area 4-17: Master's Chambers

Milo Mathen's personal chambers dominate most of the southeastern section of the second floor of the manor house.

Area 4-17a: Master Bedroom

A four-poster bed sits along the southwestern wall of the room. Near the center of the chamber, a black wrought-iron spiral staircase leads to **Area 4-12**. A large tapestry covering the arrow slits in the southern wall depicts a great knight of antiquity being taught ancient secrets by frog-like beings. This individual is none other than Wynston Mathen. The race of beings with Wynston in the tapestry are tsathar, which the characters recognize if they've ever encountered these beings previously. If the characters' only experience with tsathar to date was with the creatures in the Mistwood Mines, they recognize those beings as being the same species as those depicted in the tapestry.

Searching the room reveals a **hidden safe** behind a tapestry in the eastern wall of the chamber. The safe is locked with an extensive mechanical lock (–40% Open Locks). It is also **trapped** with a *finger of death* spell that targets the person attempting to open it.

Within the safe are several items of value. A locked door in the northwestern corner of the chamber leads to the hall that overlooks the Great Hall below. A second locked door in the northwestern end of the chamber enters **Area 4-18**.

Treasure: Hidden within the safe are 700pp, 4 diamonds (200gp each), 3 sapphires (150gp each), a *potion of animal control*, and a *potion of levitation*. The tapestry on the southern wall could get 500gp from a collector, however, to most people it would be considered grotesque and valueless.

Secret Doors: An unlocked secret door in the northern firewall of the fireplace leads to **Area 4-22**. A **secret trapdoor** in the fireplace floor leads **Area 4-12** (2d6 points of damage to anyone who falls).

Area 4-17b: Master Bathroom

This room features an actual hand-pumped shower, heated from a hot spring. There is also a carved dragon-footed marble tub, a silver mirror, and five jars of expensive perfume.

Treasure: The large mirror weighs nearly 30 lbs. and has a value of approximately 500gp. The 5 jars of perfume are worth 100gp each and contain *oil of ambrosia* (see **Magic Items Appendix**). A comb and brush set complete with makeup pots and brushes has a value of 300gp.

Area 4-18: Mimi's Chamber

All entrances and exit to Mimi Mathen's private chamber are sealed with *wizard lock* spells (9th-level caster). Within the chamber is a large plush bed. Several paintings on the walls give a glimpse into the heart of the evil that resides within these walls. One particularly grim painting features the undraped backside of a young woman, her head shrouded in tentacles, a spilled glass of purple lotus blossom extract to her side. There is a slash in her right wrist, the blood dripping into a sacrificial bowl. Claw-tipped tentacles reach from the darkness to prick seductively at her bluish flesh. This is a painting by T. F. Arcevol, the Mad Artist. Titled *The Taking of the Witch*, it is infamous in cult circles and to collectors. The painting was believed stolen from a private collection in Bard's Gate, from no less than the secret high priest of Orcus himself. Recovering this painting could gain the finder between 2000gp and 4000gp if returned to the proper collector, as its cruel and lifelike attention to detail has awed even those who are horrified by its subject matter.

A **hidden trapdoor** in the ceiling leads to **Area 4-23**. A pair of double doors in the southern wall leads to the second-floor balcony. The balcony doors are sealed with *wizard lock* spells (9th-level caster) and made of hardwood. The balcony overlooks the southern half of the property and affords an excellent view of the Mistwoods beyond.

Treasure: Within a chest of drawers are several silk robes, furs and ladies' attire. The total value of the various outfits is 2000gp.

Area 4-19: Children's Room

This room has two small beds and is littered with **children's toys**. The two doors in the eastern wall of the chamber are sealed with *wizard locks* (9th-level caster) as is the door in the northwestern corner of the room, which leads to the guest bath. A secret door in the northwestern wall leads to **Area 4-22**. As the characters investigate the chamber, several of

the Mathen children's toys animate, attacking the characters with their various special attacks and appendages.

Iron Knight: **HD** 2; **HP** 14; **AC** 4[15]; **Atk** heavy mace (1d6); **Move** 12; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: +1 or better weapon to hit.
Equipment: heavy mace

Tactics: While swinging its mace, this animated toy cries, "Death to intruders!"

Pound-Foolish the Clown Doll: **HD** 2; **HP** 15; **AC** 5[14]; **Atk** *+1 meat cleaver* (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: +1 or better weapon to hit, hideous laughter (save or do nothing but cackle uncontrollably for 1d4+2 rounds), immune to blunt weapons.
Equipment: *+1 meat cleaver*

Tactics: After successfully afflicting its opponent with its hideous laughter (which requires it to spend a round pulling its own string), this psychotic doll hacks at them with its cleaver, gleefully watching its helpless opponent, laughing all the while.

Too-Loo the Stuffed Octopus: **HD** 3; **HP** 21; **AC** 5[14]; **Atk** 8 tentacles (1d3 plus constrict), bite (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: constrict (anyone hit by 2 tentacles, automatic bite damage each round), immune to blunt weapons, ink squirt (1/day, 10ft line, blinded for 2d6 rounds), +1 or better weapon to hit.

Tactics: This good-sized toy has a foul tendency to grab opponents in range with multiple tentacles in an attempt to squeeze the life from them. If an opponent is being problematic or refuses to get within range of the tentacles, a quick shot of ink is used to confound and lessen the opponent's capabilities.

Teddy the Stuffed Grizzly Bear: **HD** 2; **HP** 13; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: immune to blunt weapons, +1 or better weapons to hit.

Tactics: Teddy just wants a hug! With his sharp claws, that is. This little plush monstrosity wanders into combat with claws and teeth gnashing at anything in his path.

Dragonhorse, Dragonhide Rocking-Horse: **HD** 3; **HP** 20; **AC** 3[16]; **Atk** 2 claws (1d4), bite (1d6); **Move** 9 (flying 12); **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: breath weapon (30ft cone, 3d6 fire every 1d4 rounds, save for half damage), immune to fire, +1 or better weapons to hit.

Tactics: Dragonhorse stays in the back, breathing fire and striking with claws and bite when a target presents itself. It breathes fire regardless of whether any of the other toys are in the way.

Ju-Ju the Voodoo Doll: **HD** 1; **HP** 5; **AC** 6[13]; **Atk** needle (1hp plus juju drain); **Move** 9; **Save** 18; **AL** N; **CL/XP** 3/60; **Special**: juju drain (sticks self with pin, chosen victim within 40ft must save or lose 1d6 constitution), immune to blunt weapons, +1 or better weapons to hit.

Tactics: Juju is a strange looking doll with a feathered headdress and large sharp pin clasped in its left hand. It calls out "oola ala oola ala" as it stabs the pin into itself while looking at the intended target.

Mister Kitty the Stuffed Lion: **HD** 3; **HP** 19; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d6); **Move** 15; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: +1 or better weapon to hit, immune to blunt weapons, roar (3/day, 20ft radius, *fear* as per spell, once every 1d4 rounds).

Tactics: Mister Kitty, a velveteen stuffed lion toy, pounces on the nearest target and attacks until he is dead. His back paws have no claws, making a typical lion's rake tactic impossible to use.

Patty Pissy Pants: **HD** 3; **HP** 23; **AC** 6[13]; **Atk** acid or ammonia spray; **Move** 9; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: acid vomit spray (3/day, 15ft cone, 1d8 acid damage for 1d3 rounds), ammonia spray (3/day, 20ft radius, save or blind and nauseated for 1d4 rounds), immune to blunt weapons, +1 or better weapons to hit.

Tactics: Patty Pissy Pants is a lovely little baby doll in a pink princess dress, her blonde hair in curly ringlets. Lacking melee attacks, she resorts to the rather crude tactic of vomiting a spray of acid from her mouth. She can also release a puddle of ammonia which causes those around her to gag, their eyes filling with tears.

China Rose: **HD** 1; **HP** 5; **AC** 7[12]; **Atk** none; **Move** 6; **Save** 17; **AL** N; **CL/XP** 2/30; **Special**: sleep gas (at will, 5ft radius, *sleep* as spell, 1d6x10 minutes, vulnerable to blunt weapons (50%).
Equipment: silk roses dusted with *dust of sleep* (4 doses) (**Magic Item Appendix**)

Tactics: This cute little china doll construct prefers to wait until picked up, pretending to be nothing more than a regular child's toy if possible. If close enough to bop an opponent on the nose, she'll give them the dose of *dust of sleep* right to their face from her silk roses if it hasn't already been used. Otherwise, in most other situations she'll blow forth *sleep* gas as her action.

The toys were crafted by Piletto of Bard's Gate specifically for the pleasure of the Mathen children. If destroyed, the toys reform again within 24 hours, unless a simultaneous *dispel magic* and *remove curse* is placed upon them. The dolls become murderous and vengeful in the possession of other children, remaining docile and inanimate until the child begins to bond with the dolls, at which point things begin dying. The dolls start with small things like pets, working their way up to crueler targets.

The northern door from **Area 4-20** does not open unless a *knock* spell is cast upon it. Even then, the door only opens inward.

Area 4-20: Guest Bathroom

Opulent marble basins with hand pumps for running water and a large sunken marble tub bedeck this guest toilet. The room is immaculate in its cleanliness and the pure shine of its fixtures. The eastern door remains unlocked for guests to come in and out of the chamber. The north and south doors are sealed with a *wizard lock* (9th-level caster). Individuals attempting to pass through the southern door may do so freely, but once inside **Area 4-19**, they may not turn again and re-enter the Guest Bathroom the same way. Likewise, individuals entering from the northern door may not leave the guest bathroom through the northern door. The door closes behind the characters unless it is staked open. A *wizard lock* spell triggers as soon as the door closes, allowing entrance from **Area 4-21**, but not back the other way.

The beautifully carved bathtub is actually a **mimic**, one that attacks anyone attempting to wash himself or herself in his gaping mouth. The mimic does nothing to harm the Mathen family, who keep it well fed and well treated.

Mimic: **HD** 7; **HP** 52; **AC** 6[13]; **Atk** smash (2d6); **Move** 2; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: mimicry, glue. (***Monstrosities*** 329)

Secret Doors: An unlocked secret door leads to **Area 4-22**. One of the Mathen children's favorite tricks is to lead their charmed quarry through the secret door into the guest bath from between the walls and giggle maniacally as the mimic eats its helpless feast.

Area 4-21: Ladies' Guest Room

Plush velvet curtains hang over arrow slits in the walls that face the front courtyard of the estate. The finely crafted couches and beds are covered in satin and lace.

As Mr. Deagle and Milo leave the characters for the evening, they bring female characters to this room for privacy and freshening up. Milo suggests they try the guest bath, pointing out the door in the southern wall of the chamber. A fireplace stands in the northern wall of the room.

As with the other guestrooms, as soon as the characters are in the room and the door is closed, Milo goes about casting *wizard lock* on all of the doors before proceeding to the chapel of Tsathogga. Miya Mathen hides within the walls along this end of the chamber. Miya watches the female characters as they prepare for bed. After a few minutes have passed, she begins her siren song, attempting to attract characters through the secret door in the northern wall next to the fireplace and over the traps between the walls.

The door to **Area 4-20** works in much the same way as the door in the north wall of the children's room. The door is one-way and triggers a *wizard lock* spell behind whoever enters, trapping these individuals inside the bathroom with the mimic.

Secret Doors: A secret door leads to **Area 4-22**. The fireplace itself has a secret panel in the firewall to the east. This secret door also leads between the walls. A spring-latched grate drops characters of more than 130 lbs. 20ft to the fireplace of the kitchen below (2d6 points of damage). The grate can be lodged in place.

Area 4-22: Between the Walls, Second Floor

As with **Area 4-13**, the second floor between the walls area is narrow and winding, filled with cobwebs and dust, featuring low ceilings that force anyone of Medium size to move at half their normal movement rate.

A & D: Poisoned Spiked Pit Trap

These 55ft-deep pits are filled with spikes coated with giant scorpion venom. Characters falling into the pit take 5d6 points of damage from the fall and are struck by 1d4 spikes for 1d4 points of damage each and must make a saving throw versus the lethal poison. A permanent *silence 15ft radius* is cast in the bottom of the pit, so anyone injured makes it impossible to call for help. When these traps are set off, the corresponding trapdoor at "**A**" or "**D**" in **Area 4-13** below open as well.

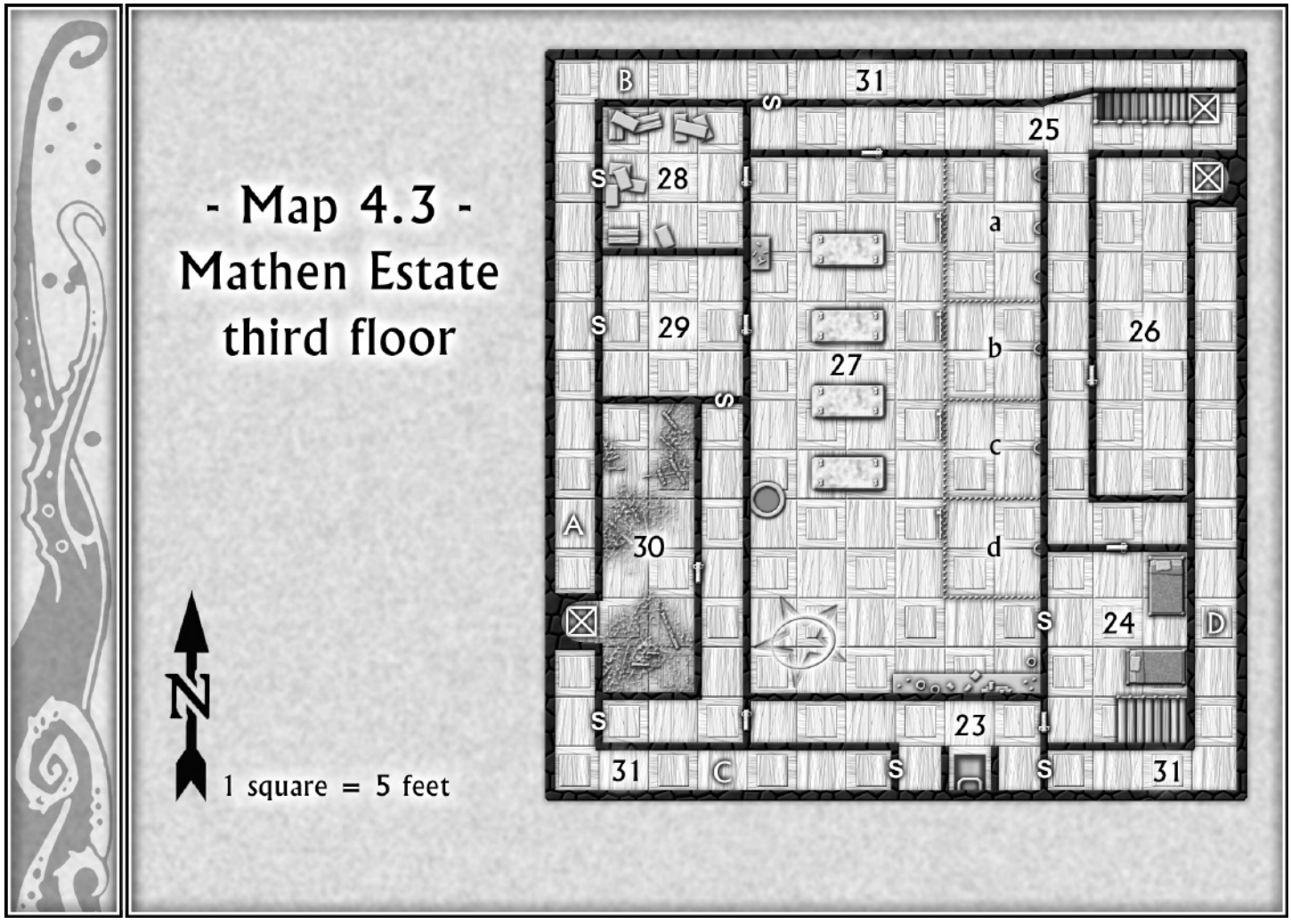
B. Impaler Trap

Spikes spring out of the floor, attacking as a 6HD monster, dealing 3d6 points of damage. The victim can make a saving throw for half damage.

C. Web Trap

A *web* (as per the spell) targets all characters in a 20ft-radius spread.

As before, the Mathen children lead their prey through the areas between the walls with siren abilities and the *perilous coin*, always trying to stay a step ahead of the characters as they lead them into trap after trap. The children sometimes team up or enter other chambers in the manor house to make the characters' lives a living hell.



Third Floor Mathen Estate

Area 4-23: Alcove Hallway

The trapdoor in the ceiling of Mimi's room leads up a ladder to this darkened hallway running east and west. At each end of the hallway is a locked wooden door. A pair of alcoves flanks the ladder that leads to the hallway.

Secret Doors: A locked secret door in the eastern and western alcoves leads to **Area 4-31**.

Area 4-24: Old Guard Room

This chamber has four sets of bunk beds, as well as a weapons rack bearing shortspears, javelins, battle axes and rotten wooden shields. A rickety wooden staircase in the southwestern comer of the chamber leads to a locked trapdoor in the ceiling.

Another locked door leads to a second long hallway, which seems to run the rest of the length to the back of the house.

A careful examination of the room reveals footprints from the dust having been disturbed. The majority of the tracks lead to the western wall of the guardroom, indicating frequent passage by an adult female and a pair of male.

Secret Door: An unlocked secret door on the western wall opens into **Area 4-27**.

Area 4-25: The Staircase and the Slide

The hidden staircase from Mr. Deagle's room on the first floor, and the hidden passage north of the Gentlemen's Guest Room on the second floor, both open into this hallway running west and south. The hallway is dark and dusty, and the floor creaks uneasily with every footstep.

The exit step from the top of the stairs is **trapped** with a chute that drops individuals falling into it down to the Mathen Dungeon into the pit of Co'Nurgral in **Area 5-3**. A victim can make a saving throw to avoid the chute. Failure means the victim suffers 2d6 points of damage and is deposited within the bowl behind the Altar of Tsathogga in the bowels of the estate, where they might find themselves landing atop Co'Nurgral if they spent too long pursuing the Mathens.

Area 4-26: Mathen Family Reunion

The cursed dead of the Mathen family, **10 wights**, are locked inside this chamber. The Mathens allow their wight relatives access to the guest bedrooms on the floor below. The wights achieve this by climbing down the fireplaces in the northeastern corner of this otherwise bleak and empty room. The wights are generally under the control of Mr. Deagle, whenever he is present. They bow and scrape before his unholy symbol of Tsathogga and may be found serving as his retinue when he comes calling. They remember their bond to their maternal grandmother Madrana and leave the living Mathen family members alone. To assuage their insatiable hunger, the Mathen children frequently bring the wights living treats or leftovers from their aunt's experiments.

Wight (10): HD 3; **HP** 22, 21x2, 20, 19x3, 18, 17, 16; **AC** 5[14]; **Atk** claw (1 plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** drain 1 level per hit, silver or +1 or better weapons to hit.

Area 4-27: Mimi's Laboratory

This lab contains a bubbling cauldron and beakers, and low moans of tortured souls fill the air, along with a pervasive and putrid stench of death. Cages of wretched living things line almost the entire length of the eastern wall. There are two doors along the northwestern wall and another in the northern wall. Several tables line the center of the chamber, each man-sized or larger, to which are fastened manacles, chains, and trays of vivisection equipment. This grim display is caked in dried blood. Each table has a large slit in the bottom of it, beneath which sits a metal trough for catching bodily fluids that run freely from the holes drilled into the bottom of the vivisection tables whenever a victim is at Mistress Mimi's tender mercies.

Two of the tables bear figures that still writhe and twitch, languishing in their pain and sorrow. These unfortunate victims appear more dead than alive, though it is hard to say for certain with a cursory glance. Candles and tiny braziers keep a myriad of fluids bubbling and distilling in beakers and glass dishes upon a table to the southwest.

A curious 6ft-diameter ring floats over a pentagram in the floor in the southwestern comer of the chamber. As the silvery hoop slowly rotates in the dim light, it seems to warp and bend the light around it, causing it to flicker and shimmer in much the same way a mirage doe. As the characters take stock of the room, a **flesh golem** springs from the nearest lab table and slams its chains into the bars of a nearby cell. Then, it attacks.

Golem, Flesh: HD 8; **HP** 40; **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better weapon to hit, healed by lightning, immune to most magic, slowed by fire and cold.

The Cells: The cells are all locked. Mimi Mathen bears the key to the cells upon her person at all times.

Cell A

An **aberrant orc** named **Shuka** resides in this cell. His arms have been removed below the elbows and replaced with crab pincers, and his skin is patchy and grainy where large sections have been replaced with hide of a strange, pebbly texture. These sections of hide exude a viscous yellow fluid. He is homicidally violent if removed from his cage unless a *remove curse* is cast upon him, returning what bits of his wisdom were left before his torture and transformation into a twisted beast of the Mathen family. If *polymorph other* is cast and he is freed from his cell, he does not help the characters overtly, but rather seeks the easiest way out of the estate, killing any Mathen he finds along the way.

Shuka's skin exudes a poisonous exudate that covers his body. Anyone coming into physical contact with him — either by grappling with him or hitting him with a natural attack — is exposed to this poison. Shuka's pincers have a hard carapace and therefore do not have this poisonous coating, so his natural attacks do not require his targets to make a saving throw. However, Shuka can spend a round coating his pincers with poison by scraping them across his skin.

Shuka, Aberrant Orc: HD 5; **HP** 27; **AC** 3[16]; **Atk** 2 claws (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** –1 to hit in sunlight, darkvision 60ft, poisonous skin (save or weakened until cured, –2 penalty to hit and damage), regenerate (1hp/round).

Cell B

This cell contains **4 aberrant villagers** who hail from Malthlyn. They cower in the corner of this cell. Their images are twisted, having bug eyes and extra limbs added to their bodies, so that they may better serve in the

Mistwood Mine. They are meek and fearful of strangers and flee if given the opportunity to do so.

Aberrant Villagers (4): **HD** 1d6hp; **HP** 5, 4x2, 2; **AC** 9[10]; **Atk** claw (1hp) and club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** B/10; **Special:** multifaceted insect eye (see in all directions, cannot be surprised), extra limb (extra claw attack).

Equipment: club.

Cell C

This cell contains **Sir Souline**, a former Waymark Cavalry captain, one of the last survivors of the expeditionary force that was ambushed in the Mistwoods. He and his band were utterly decimated by Mildridge, her wildmen, troll, and aberrant giant allies, and a few carrion moths. His arms have been removed and replaced with poisonous insect-like hooks. If freed, he joins the characters long enough to have his revenge upon the Mathens, and then takes his own life, not willing to live on with the disgrace and pain that is his constant state of being.

Sir Souline, Waymark Captain (Aberrant) (Ftr5): HP 35; **AC** 7[12]; **Atk** 2 arm stingers (1d4 plus poison); **Move** 12; **Save** 10; **AL** L; **CL/XP** 6/400; **Special:** arm stingers, +2 to hit and damage strength bonus, poison (save or weakened, –1 to hit and damage until cured).

Sir Souline knows enough of what has been going on to tell the characters about the powerful *Heteroclite Portal*. If the characters have disabled the obelisks, then he tells them that the strange platinum ring has been silent and created no strange tone in the time since the obelisks were taken down.

Cell D

Empty.

Laboratory Equipment

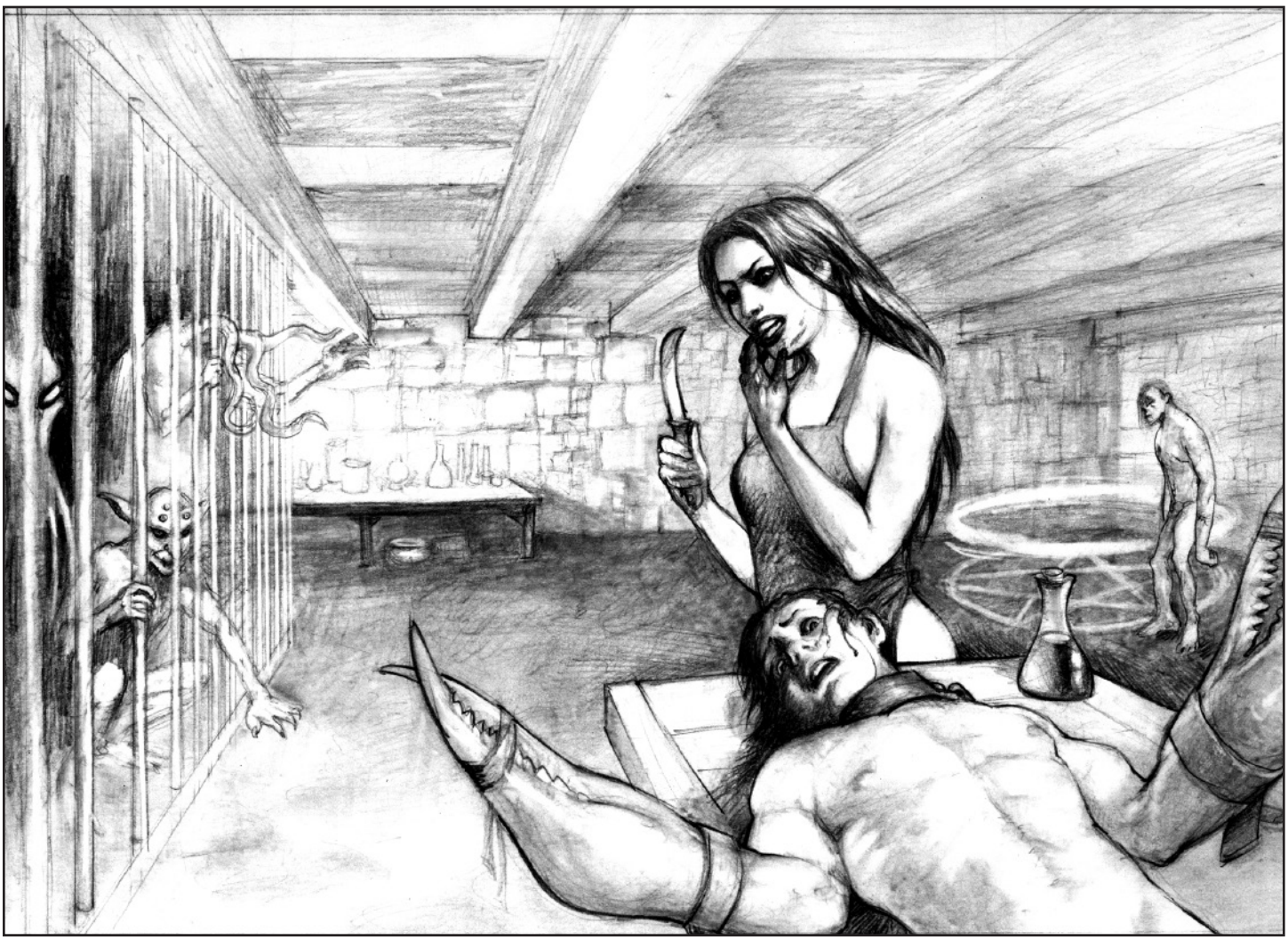
The laboratory equipment lets off many noxious fumes. Used in the crafting of potions and distillation of poisons, these crystal clear bottles and tubes would net a fine price from alchemists. Several bottles of multicolored fluids sit in neat rows upon the table, as do several pots, jars and urns, labeled as sulfurous ash, iodine, kraken ink, and powdered bone.

Treasure: Searching the room uncovers 2000gp in alchemical laboratory equipment, 1000gp in rare alchemical components, a *potion of animal control*, a *potion of fire resistance*, a *potion of slipperiness*, a *potion of giant strength*, a *potion of undead control*, and a *potion of poison*.

Vivisection Tables

The vivisection tables have strong chains upon them, complete with manacles. Unfortunates chained to the vivisection tables soon find the meaning of pain and cruelty as their limbs are cut off and replaced with the limbs of aberrations, finally grafted permanently through the use of the *Heteroclite Portal*. Chained to one of the tables is a woman whose left arm has been removed at the shoulder. Her eyes are swollen shut, and she appears unable to speak from dehydration.

Illynda (Aberrant) (Ftr3): HP 19 (currently 2); **AC** 9[10]; **Atk** strike (1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** lost limb (left arm).



Illynda was a member of the garrison sent from Bard's Gate to find out what the troubles were at the Mathen mines. A representative of the Lyreguard, she has been a prisoner here in the Mathen Estate for nearly a month, having suffered the tortures of Mimi and Milo nearly the entire time. If healed and freed, she speaks little of her ordeal, but seeks to stay close to Sir Souline. If she is returned to Bard's Gate, the characters receive a 1000gp reward from the city in recognition of helping one of their own.

Special Note: Should the Mathen family capture any of the characters, at any time, the complexion of the adventure changes to one of rescue and revenge. Mimi immediately takes any prisoners and strips them of all belongings. These belongings are stored in the safe in Milo's room as the family prepares experiments on the characters. Fighters are subjected to vivisection and eventual blending with some aberrant creature. Other individuals are prepared for sacrifice in the temple of Tsathogga below the manor house. In this case, or in the event that Mildridge has survived to warn the family of the characters, Mimi is found in her laboratory. The characters enter just as she passes the first character through the *Heteroclite Portal*, transforming them into an abomination, unless of course the characters have disabled the portal by using the *Ethereal Diadem* on the *Obelisks of Chaos*. In the event that the obelisks have been disarmed, Mimi merely tortures the captured character.

Note on Capture and Torture: Captured characters awaken to find themselves chained to the vivisection tables. Mimi is now dressed in her work robes, which occasionally offer a glimpse at the tentacles lining her torso. The tentacles undulate sinuously as they pick up tools for her and adjust mixtures for her potions and poisons. Mimi prefers to remove limbs from her victims. In the process of sawing off an arm, a victim must make a save or faint. Mimi is an expert at her craft, however, and sees that the victim does not bleed to death. Having a limb removed in such a fashion deals 2d4 points of constitution damage to the victim, also reducing their dexterity permanently by 2. Should Mimi decide to remove one or both of a character's legs, the victim's movement is reduced to 3, as they must drag themselves along on their hands.

Mimi, like her sister Mildridge, is beautiful but ruthless. Although not as talkative and charismatic as her brother and "husband" Milo, she babbles endlessly about her herb garden and her wonderful, creative children. Mimi speaks at length about artworks and painting, and tells tales of her paternal great-great-grandfather Wynston Mathen. When her mask of provincial ladyship is dropped, she is revealed as the ruthless and callow whore of the dark realms that she really is. Beneath her robes are 6 prehensile tentacles.

Tactics: If encountered in the laboratory, Mimi casts *invisibility* and uses *shield* to protect herself. If danger comes too close to Mimi, she uses a *scroll of teleport* to move to the Temple of Tsathogga below the manor house, where she prepares for further attacks, summoning her children to her aid.

The Heteroclite Portal

This strange platinum hoop floats over a pentagram in the southwestern corner of the room. Elliptical in shape, it is at times thin as thread, and other times thick as a man's wrist. A strange warping and bending of light surrounds it at all times. See the **Magic Items Appendix** for details.

Area 4-28: Storage Room

This room is stacked with several boxes and locked trunks. Each can be easily unlocked. Within the various boxes and trunks are general housewares and such things as are left packed by a family when they move into a new home. The crates are dusty and stamped on the side with a mark of the Wheelwright's Guild of Bard's Gate.

Hidden in one of the trunks is a family heirloom, of which Mimi has no idea the value or the danger. A *detect magic* spell cast within this room reveals the blade of a *+1 bastard sword*.

Treasure: The blade belongs to the sword *Lyrgoz the Wicked*, aka the sword of Count Wynston Mathen. Attached to a non-magical hilt, the weapon is merely a *+1 bastard sword*. When the *hilt of Lyrgoz the Wicked* is attached, however, the sword becomes the sword *Lyrgoz the Wicked* (see **Magic Items Appendix**). No forge work is needed to reassemble the sword; the hilt magically grafts back onto the blade when the two pieces are brought together.

Secret Door: A secret door behind several crates in the back of the room leads into **Area 4-31**.

Area 4-29: Empty Storage Room

This room is completely empty and looks by the dust on the floor as if it has gone unused for several years.

Secret Door: A secret door in the center of the western wall leads into **Area 4-31**.

Area 4-30: Ghouls in the Attic

Several other former members of the Mathen family and victims of their spawn cower in the shadows. As the door is opened these **12 ghouls** attack, moaning and screaming in hunger the whole time.

Ghoul (12): **HD** 2; **HP** 15, 14x2, 12x3, 10x2, 9, 8, 6x2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: immune to sleep and charm, touch causes paralysis for 3d6 turns (save avoids).

Secret Door: Nothing of value is within this chamber. The ghouls are kept locked in this room by their living relatives to use in defense of the estate should it be attacked by outside forces. A hidden trapdoor in the fireplace leads to **Area 4-19** in the southwestern corner of the chamber.

Broken furniture and dusty blankets are all that can be found within this room.

Area 4-31: Between the Walls, Third Floor

As with other areas between the walls, this third floor "between the walls" area is narrow and winding. Cobwebs hang thickly from the rafters, and choking sheets of dust sift down upon travelers walking through the tight confines of the between the walls area. The dust is so thick that characters walking between the walls must make a saving throw every 10 minutes spent in the area or begin sneezing uncontrollably for 1d4 rounds. Halflings may move normally, but all other characters move at half their normal movement and suffer a –1 penalty to attacks and damage from the narrow confines.

A & D: Poisoned Spiked Pit Trap

These 63ft-deep pits are filled with spikes coated with giant scorpion venom. Characters falling into the pit take 6d6 points of damage from the fall and are struck by 1d4 spikes for 1d4 points of damage each and must make a saving throw versus the lethal poison. A permanent *silence 15ft radius* is cast in the bottom of the pit, so anyone injured makes it impossible to call for help. When these traps are set off, the corresponding trapdoor at "**A**" or "**D**" in **Area 4-13** and **4-22** below open as well.

B. Falling Stone Trap

A falling block of stone tips out of the ceiling onto a character, who must make a saving throw to dodge out of the way. Failure means the character is squashed, taking 6d6 points of damage.

C. Hold Person Trap

This trap targets 1d4 characters in a 60ft radius who must make a saving throw or be held immobile for 1 hour.

As before, the Mathen children lead their prey through the between the walls with siren abilities and the *perilous coin*, always staying a step ahead of the characters as they lead them into trap after trap.

Area 4-32: Manor Roof

The rooftop of the manor overlooks the entire Mathen Estate. From this vantage-point, an observer can spot things happening out to the edge of the Mistwoods without difficulty. The crenellations along the roof are missing in spots, as if they had been pushed off in the past at individuals below.

Note: Should the characters come to the Mathen Estate armed for war and looking for a fight, the Mathen children push stones off the roof onto the characters below. A successful attack deals 3d6 points of damage. The children use the parapet as cover, giving them a +4 AC bonus and a +4 bonus to saves.

Completing This Chapter

This chapter is completed when the characters discover the Mathen Dungeon and move down to assault the Temple of Tsathogga. At this point, it should be clear who the true enemy is and that this nefarious foe stops at nothing in their goal to spread the madness of the aberrations throughout the lands.

Chapter 5: The Mathen Dungeon

Once the characters have found their way to the source of evil, the Mathen Dungeon, they may well suspect a plot is afoot within the Mistwood and the Mathen Mines. This should be most apparent to adventurers unlucky enough to have found themselves guests of the Mathens. It is possible, however, that the adventurers are still a bit unclear as to whom the true enemy is. For their part, the Mathens may be unaware that someone is acting against them, unless of course Mildridge escaped and made her way here to rest in the Temple of Tsathogga.

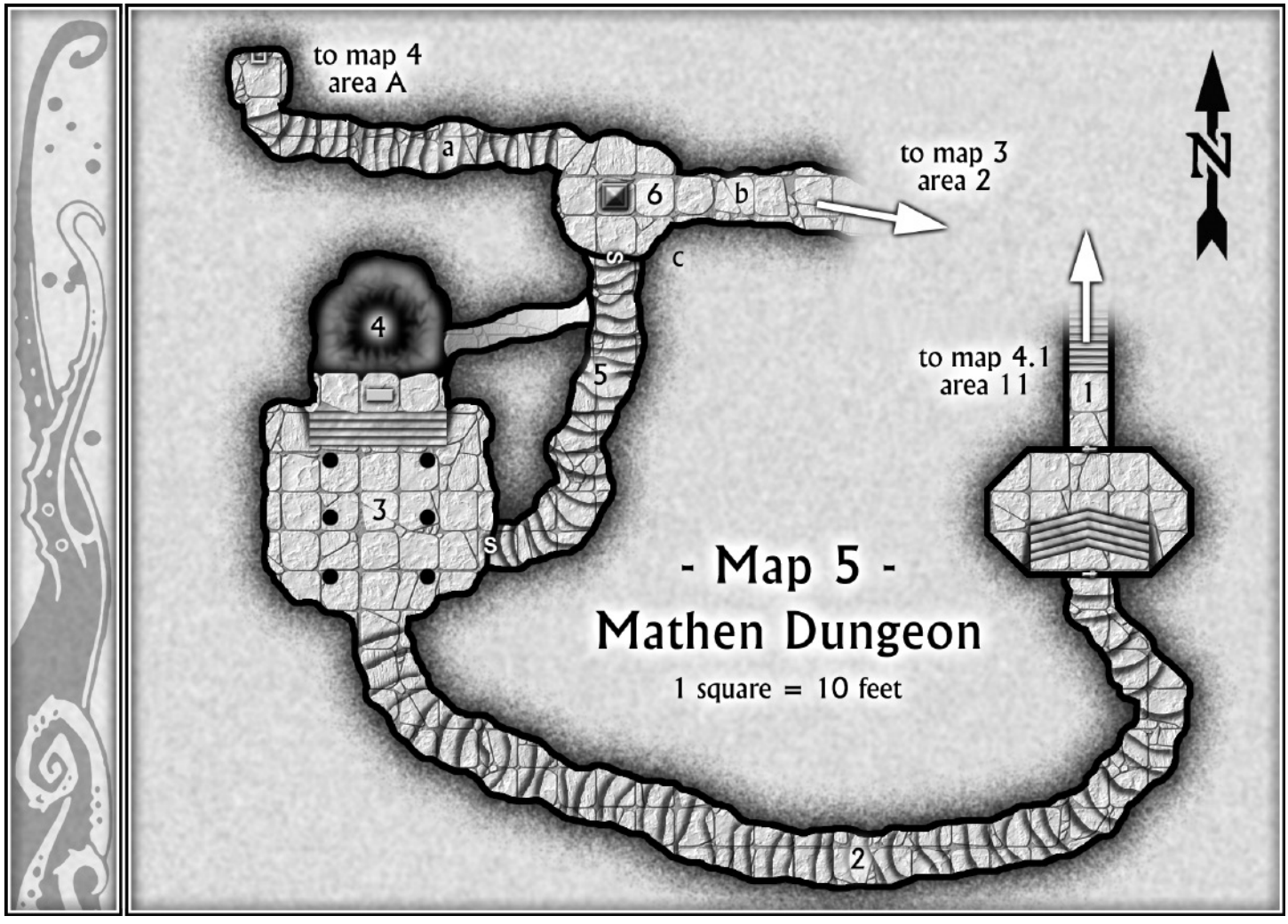
Area 5-3 is home to **Co'Nurgral**, the beast that Lord Wynston brought back with him from Khemit. Co'Nurgral is an aberration of pure chaos. Lord Wynston played host to Co'Nurgral's spirit on his return to his homeland.

Madrana, secretly a witch serving Tsathogga, recognized the taint of the beast within Wynston. He managed to persuade her uncle, King Yurid, to give her in marriage to Wynston. Through dark incantations she drew the beast from Wynston's body and mated with it. Thus, she spawned the abominations that Wynston believed were his own flesh and blood.

If Mildridge escaped the characters, she informs her family of the characters' presence and then waits with them in **Area 5-3**, summoning Co'Nurgral the Chaos Beast with the aid of Hrantle, the spirit naga, as her sister Mimi works within her laboratory. If Mildridge has not escaped but the characters have succeeded in deactivating the *Obelisks of Chaos*, Mimi is in the Temple of Tsathogga with Co'Nurgral, having sent Hrantle to guard **Area 5-1**. Other members of the Mathen family should be placed within the manor as before. The Mathen children, if they have successfully evaded the characters, are also in **Area 5-3**, spending time with their "father."

Area 5-1: Entrance and Lower Chapel of Tsathogga

The staircase beneath the Chapel of Tsathogga delves deeply below the surface of the Mathen Estate until finally ending in a corridor with a stone



door carved in the likeness of a great horrid frog, surrounded by creatures with wriggling tentacles. A fetid odor and wet, dripping walls give a hint to what must lie beyond this door.

The door is **trapped** with a *cause serious wounds* spell (2d6+2 points of damage to person opening the door). One must utter a faithful prayer to Tsathogga before touching the door to this profane place.

The chamber is hexagonal in shape with a dais at the back of the room that leads to a green door in the shape of a frog's head with bat-like ears. The door is locked, but it is not trapped.

An unnatural darkness exudes from the chamber beyond the door, and a rasping of scales upon stone fills the ears of all as a voice speaks out from the darkness:

> "So at last the mortals bring their reavers' blades to the servants of Tsathogga. The master shall enjoy his feast of souls this day of dread."

At this, a huge humanoid head upon an unnaturally long rubbery neck of purple and black scales emerge from the darkness and bares its cobra-like fangs.

Hrantle, Spirit Naga: HD 9; **HP** 65; **AC** 5[14] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** bite (1d3 plus poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special:** charm gaze (as *charm person*), lethal poison (save or die), spells (Clr—2/1; MU—4/2/1).

Spells: (Clr) 1st—*cause light wounds*, *detect magic*; 2nd—*silence 15ft radius*; **(MU)** 1st—*light*, *magic missile* (x2), *shield*; 2nd—*mirror image*, *web*; 3rd—*lightning bolt*.

Tactics: Hrantle, an old relative of the Mathens, acts as gatekeeper to the temple of Tsathogga. He stretches himself across the dais before a doorway of green bronze. If he was expecting the characters, he has already cast *shield* just before the characters entered the chamber. Hrantle casts *mirror image* on himself, then *web* on the characters. Hrantle uses his *lightning bolt* to hit the most characters.

Area 5-2: Descending Darkness

The staircase, seemingly carved from living rock, descends at a rate of 10ft for every 20ft traveled, into a J-shaped passage, which leads to **Area 5-3**. The air is cool and damp, and the stairway is slippery, requiring a successful save to keep one's footing and not slide the entire length of the staircase and take 3d6 points of damage in the process. Strange sounds rise up from the bottom of the staircase, echoing louder and louder the farther the characters descend into the gloom.

Area 5-3: The Temple of Tsathogga

The guttering light from many torches, mostly made from oil-filled human skulls, line the walls of this massive chamber, which is apparently cut from the living rock. The light reflects from the damp walls. The high

ceiling is supported by two rows of carved pillars with demonic, frog-like beings in the embrace of foul aberrations. Painted carvings of tentacles, mandibles, and claws entwined in gruesome fornication line the way to a staircase leading to a broad dais. Atop the dais is a massive altar slick with untold slimes.

Beyond the altar is a dome of solid rock with no apparent bottom to be seen. Robed figures stand before the altar. One of the robed figures holding a gleaming knife buries the blade into a screaming victim. Before the characters may react, the victim is cast from the altar into the maw of whatever waits below the dome. (The victim was an aberrant villager whom the characters had no chance to save.)

Any of the Mathen family survivors — likely to be Mimi, Milo, and the Mathen children, Marko and Miya — prepare for their last stand against the characters here. The sacrifice brings **Co'Nurgral** from his deep hiding place to defend the Mathen birthright from all invaders. Co'Nurgral is the father to all of the Mathens, and defends his children with all the foul powers that he possesses.

Co'Nurgral the Chaos Beast: HD 12; **HP** 91; **AC** –1[20]; **Atk** 4 tentacles (1d8 plus 1d6 acid plus grab); **Move** 9 (climb 6); **Save** 3; **AL** C; **CL/XP** 18/3800; **Special:** +1 or better weapon to hit, acidic flesh (1d6 acid damage), amorphous curse (3/day, hit delivers curse, save or become amorphous), *confusion* (30ft radius, save to avoid), grab, magic resistance (20%), resists cold, electricity and fire (50% damage). (see **Chapter 3: New Monsters**)

As the chanting stops, the Mathens turn toward the characters and Miya says:

> *"Welcome now and have fear,*
> *For the father draws ever near!*
> *Your mind he will surely crack!*
> *Your soul he will surely wrack!*
> *Your flesh shall join his in a slithering mass*
> *As all of your efforts fail at last."*

As the child speaks, a slithering mass of bulging flesh and quivering tentacles creeps from the base of the hollow dome behind her, stroking her tenderly as it passes her by, and then vomiting itself around the Altar of the Frog.

Tactics: The surviving Mathens use whatever spells and weapons they still have left at their disposal, attempting to goad the characters closer to them so that Co'Nurgral can strike with his tentacles. Miya especially uses her siren song ability to draw victims closer to the Altar of Tsathogga. If Co'Nurgral looks close to being defeated by the characters, the Mathens dive into his gibbering mass and allow themselves to be dissolved within him, healing him 1 hit point per hit die, screaming: *"For the Father!"* as they do so.

Note: If the characters are facing Co'Nurgral and two or more of the Mathens and their retainers, this encounter can turn deadly very quickly. However, you can provide the characters with an ace in the hole. If they killed the spectre of Madrana Mathen and have recovered and put together the pieces of Count Mathen's sword, his ghost appears. Lord Wynston takes the blade from its bearer and begins to assault Co'Nurgral, fighting on the side of the characters. The sword is a *+3 two-handed sword* against Co'Nurgral.

Lord Wynston Mathen (Ghost): HD 10; **HP** 72; **AC** 0[19]; **Atk** incorporeal touch (1d8) or *+3 two-handed sword* (1d10+5); **Move** 0 (fly 12); **Save** 12; **AL** L; **CL/XP** 12/2000; **Special:** frightful appearance (appearance causes *fear* as per spell), incorporeal (+1 or better weapon to hit), +2 to hit and damage strength bonus.

Victory!

If the Mathens and Co'Nurgral are defeated, Wynston's ghostly form appears (or just turns to the characters if he's already there) and says:

> "Blessings of a dead fool to thee, for thou hast truly saved my soul; take this blade and with it I charge you to continue the bloody work which has been done here this day. Do not rest until the taint of aberrations has been swept from the lands of good folk everywhere."

With these words, he dissipates for the last time, a grim smile upon his transparent features. If the characters assembled the sword *Lyrgoz the Wicked*, it is left in their keeping.

If the characters found the blade and completed these tasks, survivors should be granted an additional 2000 XP bonus, on top of any experience earned through defeating monsters and traps.

An unlocked **secret door** in the southeast of the temple leads to **Area 5-5**.

The Altar of Tsathogga: The Altar acts as a *protection from good* that causes Lawful beings in the chamber to suffer a –1 to-hit penalty, while granting Chaotic creatures +1 to any saves.

Area 5-4: The Dome of Co'Nurgral

Co'Nurgral balances himself over this 100ft-deep pit, lashing out with his gruesome attacks. The field of chaos generated in this area is so strong that any Neutral or Lawful individual who enters this area must make a saving throw or become confused (as per the *confusion* spell) for as long as they remain here.

Area 5-5: Staircase to the Guardian Obelisk

One hundred sixty-six steps running roughly north and south lead onward into darkness.

The staircase is slippery. Approximately 140ft up the staircase is a **slide trap** that drops anyone who fails a save down a smooth chute into a deep pit that is home to Co'Nurgral (2d6 points of damage from the fall). See the description of Area 5-4 for details.

At the end of the natural staircase is **Area 5-6c**. The unlocked **secret door**, once located, opens easily into **Area 5-6**.

Area 5-6: The Guardian Obelisk

Standing in the center of the chamber is the guardian obelisk, the final *Obelisk of Chaos* devoted to Tsathogga, which begins to crackle with a shadowy energy as soon as the characters approach. It is 40ft tall and composed of a strange greasy rock like soapstone but unidentifiable as any known mineral. This obelisk has a magical trap that fires a black bolt of raw chaotic energy every round that a non-Chaotic creature remains within 30ft of it (random target, 3d6 points of damage, save for half). In addition, the obelisk's guardian creature, a powerful aberrant mutation of a troglodyte, is summoned if a non-Chaotic creature comes within 30ft.

Troglodyte (Summoned): HD 10; **HP** 65; **AC** 4[15]; **Atk** 2 claws (1d8), bite (2d6) or regurgitate (2d6, spit acid); **Move** 12; **Save** 5; AL C; **CL/XP** 12/2000; **Special:** chameleon skin, regurgitate (spit acid, 2d6), stench (save at –2 or lose 1 point strength per round for 1d6 rounds; strength loss remains for 10 rounds after). (***Monstrosities*** 488)

Area 5-6a: Stairway to the Stables

A long natural staircase extends upward until reaching a 10ft-tall ladder. A trapdoor above the ladder leads to **Pen G** of the Stables.

Area 5-6b: The Guardian Obelisk, Western Entrance

Traversing this long subterranean corridor leads to **Area 3-3** in the **Carrion Moth Caverns**.

Area 5-6c: One-Way Door

This **secret door** opens only from south to north from **Area 5-5**. Unless bypassed using *passwall* or similar magic, the door is virtually impregnable. This secret door has been long forgotten by the Mathens themselves although all unwittingly know the password. The secret password may be detected through interrogation or a lengthy use of *ESP*. The password is *"In the Embrace of Our Father,"* which is the secret family motto, adopted some years after the death of Lord Wynston. A character with a 16 or greater intelligence has a 25% chance to recall this motto scribed upon a shield somewhere in the estate, such as the Great Hall or the Trophy Room.

Concluding the Adventure

Once the characters defeat the Mathen Family, disrupted the *Obelisks of Chaos* and cast down Co'Nurgral, congratulate them on a job well done. Certainly, at the end of this adventure, it is possible there are some loose ends to tie up. For example: Did the characters visit Malthlyn? If so, they have quite possibly saved the entire village. Kudos on a job well done!

On the other hand, some of the Mathens' cohorts, such as Mr. Deagle, Mr. Tronkley, or Miss Floris, may have escaped. In this event, the characters now have cause to watch their backs, as these dangerous foes do not forget what has been taken from them. Perhaps the characters decide to take over the operations of the mine, and completely clear out the Mathen Estate and make it their new base. As with all things in the game, the possibilities for further adventures are as endless as the imaginations of players and Referee. Remember that the darkness does not rest and the machinations of the forces of evil are ever moving, tempting the characters to even greater triumphs and tragedies.

Finally, it is likely that the characters rescued some of the victims of the Mathens, namely Sir Souline and/or Illynda, the soldiers from Bard's Gate. If so, these survivors provide the seeds of adventure to propel the characters into the next chapter of the ***Cults of the Sundered Kingdoms Adventure Path***: ***Vengeance in the Hollow Hills***. The details for this are described in the next adventure.

Vengenace in the Hollow Hills

By Greg A. Vaughan

Vengeance in the Hollow Hills is an adventure using the *Swords & Wizardry* core rules. It is the bridging adventure between *Aberrations* and *The Crystal Skull* in the *Cults of the Sundered Kingdoms Adventure Path* and is designed for a party of 4-6 characters of levels 8-9. During the course of *Aberrations*, the characters will have discovered that an entire company of soldiers has gone missing in the Moon Fog Hills, and they will be tasked to track it down and discover the source of its disappearance. In the process, they bring themselves to the attention of a certain mage of Penmorgh who invites them to share in a new adventure as detailed in *The Crystal Skull*.

Vengeance in the Hollow Hills

Vengeance in the Hollow Hills is an interlude between the adventures ***Aberrations*** and ***The Crystal Skull*** and serves to tie them together to form a cohesive adventure path. Its plot builds directly off the events of ***Aberrations***, though it can be played without the characters having actually completed that adventure. It would just be assumed that some other adventuring party performed the actions described therein, and the characters have come along after the fact to assist in the clean-up of the atrocities uncovered.

Adventure Background

"The Hollow Hills" is a phrase that has rung through the mind of man since time immemorial. When the great Legion of Hyperborea first marched south from their polar home and laid claim to the lands of Akados, displacing or absorbing the rude mannish tribes that they encountered along the way. Many times on their march they saw a local tribesman point to some nearby stretch of hill country with a haunted look in his eyes and proclaim them to be Hollow Hills. The name Hollow Hills corresponds to no single hill range but rather to a type of hill found throughout Akados, and probably beyond. These hills are known for their otherworldly presence, reputation or occupants. They are seen as haunted places, gateways to a realm beyond, or hidden passages to the Underworld. They are equally considered to be places of hidden riches or untold dangers. They are places of strange happenings, disappearances and fey sightings. In short, they are places that incite the imagination and fear of the folk who live nearby. The Moon Fog Hills, with their odd atmospheric phenomena and unusual sounds and creatures, have long been considered one of them.

The Cult of Tsathogga

The *Obelisks of Chaos* dedicated to Tsathogga have lain beneath the southern Moon Fog Hills, lending them their eerie reputation and weird phenomena throughout the centuries. However, the organized worshippers of the Frog God were few and far between, scattered to the corners of the world. The great Temple of the Frog did not yet exist beneath the Stoneheart Mountain Dungeon (which also did not yet exist), and the tsathar as a race — the greatest and most loyal of Tsathogga's followers — were few in number and relegated to the hidden crevices of the surface world. Only in ancient Khemit did they find safe haven to gather in numbers and worship in secret beneath the shadows of massive pyramids and among mystical vaults. They moved in secret under the very noses of the pharaohs and their high priests who did not notice the worship of one more anthropomorphic deity's image in the hidden places — a frog-headed deity.

The worshippers of Tsathogga — almost exclusively tsathar in their membership — held their secret rites to the Frog God and in return received a boon: A tiny seed appeared upon their altar, a slime-covered cyst that held some indistinct dark form within it. The high priest learned through communion with his kind in Tarterus that the cyst was in fact an egg excreted by the Demon Frog and that it held none other than his own spawn, Co'Nurgral, for the cult to nurture and protect until the time that he should rise as the Chaos Beast and take his place in the cosmos beside his father. The high priest also learned that the key to Co'Nurgral's apotheosis lay under the ground in a distant land far across the western ocean. The entity within the cyst would have to find its way safely to the mysterious hills he was shown in a dream if Co'Nurgral was ever to fulfill his destiny of chaos and destruction.

The tsathar of Khemit sheltered the egg for many centuries. They began a diaspora through the Under Realms to find the promised hills, but progress beneath the ground was slow when it required passing beneath an entire ocean, and the tsathar dared not take the open ways of the surface beneath the sun, exposed to the eyes of their many enemies. So it was that many millennia passed before knights of that distant western land arrived within Khemit on crusade against a powerful nation to the east. Khemit had been held vassal to this eastern power for some time, and the crusade freed the desert kingdom from its bondage and allowed a semi-peaceful base of operations for the crusaders.

One crusader was the Foerdewaith knight Sir Wynston Mathen. He was from a family of wealth and privilege and had long held an interest in the mysticism and exotic cultures of the eastern realms. When he found himself in Khemit for an extended period of time after fighting for its liberation, he took more than two years to explore its ways and secrets. It was not difficult for the tsathar of Tsathogga to corrupt the crusader and enfold him in their plans.

Sir Wynston was implanted with the spirit of the seed in a ritual he believed would open his mind to the vistas of the higher realms. When he left Khemit to return to his distant home, he left with the spirit of Co'Nurgral hidden within his soul. When a witch dedicated to Tsathogga in the far western court — the very niece of the realm's overking — saw the knight, she knew that he was the carrier of Tsathogga's blessing and the one she had seen in a vision. She married the knight and convinced her uncle to grant him land in a distant range of uninhabited hills she had likewise seen in a vision. And thus Co'Nurgral came home to the *Obelisks of Chaos* that would eventually serve as his means to rising as a demon lord in his own right.

The Hollow Hills

All of this was seemingly thwarted when Lord Wynston realized the extent of his corruption and killed himself and those members of his tainted family. He also engineered a collapse in the mines where the long-hidden obelisks had been uncovered. With the destruction of Madrana Mathen's schemes and the imprisonment of the embodiment of Co'Nurgral beneath the earth, the survivors of these human Tsathogga cultists migrated back to their homeland in Foere and abandoned the Moon Fog Hills and their demonic legacy. But the Mathens were not the first followers of Tsathogga to inhabit the Moon Fog Hills, nor the last.

For countless generations, the insidious influence of the *Obelisks of Chaos* has afflicted the lands that came to be called the Sundered Kingdoms. When the Hyperboreans first arrived more than 3600 years ago, they found scattered tribes in the region, many of whom were friendly, but all of whom were afflicted by the villainy of small covens and clans of demon worshippers. The tribes superstitiously feared these mysterious groups, avoiding them whenever possible and rarely venturing far afield after dark. The Hyperboreans bore no such superstitions and eradicated the cults wherever they were encountered. As a result, the Plains of Sulley were largely cleared of these cultic activities for the time being. Where they were not destroyed, they were driven to the fringes to hide. One such

fringe that the Hyperboreans never fully plumbed was the range of "hollow hills" known as the Moon Fog Hills. In the wood-shrouded depths and overgrown crags of this rugged highland, certain of these ancient tribes hid and continued to live for generation after generation.

Even into modern times, the Moon Fog Hills retained their reputation as a mysterious and otherworldly region of "hollow hills," and it had been rumored for centuries that secretive tribes of uncivilized men dwelt among the wild places. Few could claim to have seen these "wildmen" and lived, and they never emerged from their hills or made large raids into surrounding lands, but too many disappearances occurred on the roads around and among the hills than could be simply attributed to the hazards of travel or the occasional troll or giant. The wildmen of the Hollow Hills were a known phenomenon to locals around the Moon Fogs, and if they were never seen directly, their presence was no less felt.

As the kingdoms around the Moon Fog Hills became more civilized and the roads more heavily patrolled, the number of wildmen tribes dwindled. Many "brigands" killed by king's men upon the roads were actually wildmen they stumbled upon. The wildmen retreated ever deeper into the near-impassible highlands and became more a legend to those around. One tribe in particular lived not far from where the village of Malthlyn was founded, and so isolated were their tribal grounds that the original settlers and Mathens alike never knew of their existence. But the wildman tribe — which picked up a rudimentary form of Tsathogga worship centuries before — could not live so long in the presence of the nearby *Obelisks of Chaos* without consequences.

The Return of the Mathens

After leaving their lands in the Moon Fog Hills following Count Wynston's "madness", the surviving Mathens returned to the Court of Foere in Courghais to rebuild their fortunes and eventually return to Malthlyn to continue their secret work in the service of Tsathogga. Once there, they discovered that the incidents in the Moon Fog Hills and the count's alleged madness made them pariahs in the Overking's Court. Yurid was no longer interested in having any connection with his niece's family, and the Mathens soon discovered their prospects in Courghais were slim at best. They were cash poor, however, and it took some time to build up the coinage necessary to try to improve their standing and reclaim their lands.

For years the Mathens harbored what gold they had and peddled their influence to regain their former standing with some modicum of success. Later they watched as the civil wars that wracked Foere cleaved the District of Sunderland and their hereditary holdings completely away from the kingdom. Near-penniless nobles without any lands to their name, the Mathens realized that their future no longer lay with the Overking's Court and looked for other ways to recover their fortunes. Eventually, the family moved to the burgeoning city of Bard's Gate, which they funded by selling their noble patents within Foere to others with money who sought title to complement it.

No longer technically nobility (though they never bothered to drop the moniker outside of Courghais), the newly enriched Mathens found themselves in a city of venture capitalists. At Mimi Mathen's behest, Milo entered business partnerships with Borm Morgarm of the Gem Cutters and Jewelers Guild to provide silver from their long-abandoned mines in an exclusive deal at a highly favorable rate to the silversmiths and metals dealers of the city. With the backing of the guild, the family finally had the capital to move back to their ancestral estate and reopen the mines. When mithral was discovered in the mines a short time later, the value of the contract with the Mathens to the city only increased.

When Mimi finally brought her clan back to the Malthlyn area and reopened the Mistwood Mines, she was surprised to discover in the hills nearby a tribe of wild savages who already revered her dark god and who were only too willing to serve as her pawns as she furthered the will of Tsathogga. Mimi used the power of the obelisks to recruit servitors among the giants and trolls of the area, but she also incorporated the wildmen into her plans for aberrant domination of the region. Mimi used the trolls, giants, carrion moths and slime crawlers she bred to terrorize the area around Malthlyn to keep the superstitious folk filled with dread and unable to focus on a specific tangible threat. She ordered the wildmen to watch the roads to the north and east, to scout out any trouble that might arrive, and to cut Malthlyn off from contact with the kingdoms to the north, furthering their isolation.

The wildmen performed admirably, generally keeping out of sight but reporting all they saw to the Mathens. When the company of Waymark Cavalry and Farseeker rangers made its way down the Hollow Road to investigate the troubles in Malthlyn and to protect the villagers and mining interests, the wildmen gave Mimi warning well in advance, which allowed her to ambush the soldiers before they made it to Malthlyn. A force of trolls, aberrant giants, carrion moths and wildmen attacked the soldiers' roadside camp one evening, and slaughter ensued. Most of the soldiers were killed, with Mimi Mathen taking some of importance for experimentation. Some were given to the wildmen of the hills to do with as they pleased, and these poor souls were taken away into the tree-shrouded glens of the hollow hills and not seen again. What Mimi Mathen did not know, however, was that other survivors were still at large in the Moon Fogs.

While the giants, aberrations and wildmen were overwhelming in their effectiveness and lethality, the forces sent by Bard's Gate and the Duke of Waymarch to protect their financial interests in this distant and hostile land were no slouches themselves. Among the knights and cavalrymen in the expeditionary force were a number Farseekers, Bard's Gate's elite elven rangers. The wildmen and giants might have known the Moon Fog Hills and Mistwood, but the Farseeker rangers knew the wilderness. Though the ambush caught the force by surprise in its camp and, for all intents and purposes, was a complete victory, it did not destroy the entire troop. Two Farseekers, the elven brothers Cyrione and Cymione, had been scouting the area before nightfall and were miles away when the attack occurred. They heard the battle, but by the time they reached their compatriots, it was over and the survivors were being led away as prisoners — and giants, aberrations and cannibalistic wildmen were eating the dead. Since then, the elven rangers have been scouting their enemies at the Mathen Estate and the wildmen encampment, making plans on how best to rescue their comrades and retaliate against their captors. They were still coming up with a final plan when the situation changed as a party of adventurers arrived in Malthlyn.

Adventure Summary

The characters find out from a pair of elven rangers that a nearby tribe of wildmen is involved in the ambush on the Waymark Cavalry and that several prisoners were taken to their stronghold deep in the hollow hills. The elves have scouted the old hill fort and ask that the characters join them in attacking to rescue their friends and destroy the cannibalistic tribe, as well as to gain vengeance for their lost comrades.

The characters accompany the elves only to discover that wildmen trackers have been on their trail as well, and the characters must survive a deadly ambush in a narrow gully. From there, they follow the trail indicated by the elves and decide on how best to infiltrate the fort. Inside, they race to rescue the prisoners before hunting down the wildmen leader, a massive half-troll, and destroying the wildmen's bloody idol to Tsathogga. If successful, they are able to scatter the survivors of the tribe into the hills and remove them as a danger from the area.

Adventure Hooks

If the characters played through ***Aberrations***, then they should have found and likely rescued Sir Souline and Subaltern Illynda. This adventure assumes that one or both survived that adventure. If so, they are unaware that other of their expedition survived until the two elven rangers show up and report on the wildmen stronghold. At that point, the rescued survivors do everything they can to convince the characters to help the elves free the captives.

If the party did not play through ***Aberrations***, then the following hooks can be used to get the characters involved in this adventure.

- Another party uncovered the Cult of Tsathogga in the Moon Fog Hills

and defeated the Mathens. They rescued Sir Souline and Subaltern Illynda and returned them to Malthlyn before departing to continue their adventures to the south. The characters arrive in Malthlyn a few days after these events. Souline and Illynda are still in town recovering before making the trip back to Bard's Gate when the elven rangers arrive and tell their tale. With Constable Roarch dead or incapacitated and Souline and Illynda in no shape to fight, all eyes turn to the characters as the most eligible people to help rescue the prisoners.

• No one has yet investigated the strange happenings around Malthlyn or uncovered the hideous secrets of the Mathens. The characters arrive in Malthlyn to find a town under siege as described in ***Aberrations***. However, before they have the opportunity to begin looking into the matter, the elves Cyrione and Cymione arrive and tell of the fate of the missing Bard's Gate patrol. They know nothing of the Mathens' involvement but seek the characters' help in recovering their missing companions before tackling the greater mystery of what foul curse has befallen the village.

Beginning the Adventure

The adventure begins after the characters are back in Malthlyn. Sir Souline and Illynda have been brought to the Shrine of Stryme for care while plans are made to transport them to Bard's Gate to report what occurred in the Moon Fog Hills. The villagers as a whole are in shock over the events of the past month. The characters are in some public location in Malthlyn, perhaps discussing plans for the village's future with the acting sheriff Cignor or possibly with a rescued Constable Roarch, or maybe at the Ore Road Inn gathering supplies for their own pending departure. Read the following:

A sense of watchful anticipation has fallen upon the battered hamlet of Malthlyn. It is almost as if the horror of the last few months has finally sunk in for the villagers and they are having a difficult time believing the ordeal is actually over. Townsfolk still walk the village's crude palisade with wood axes or sharpened farm tools in hand. They are determined to not be caught flat-footed by the terrors of the Moon Fog Hills again.

When a shout from the gate brings news that strangers approach, it is no surprise that several townsfolk and militiamen gather nearby in readiness. A glance toward the gate reveals the two men as they walk into town. They are elves wearing the rugged clothing of woodsmen that is quite the worse for wear. They are haggard and dirty, and look as if they have been in the woods for weeks. Their weapons are well cared for, however, and the grim look in their eyes leaves no doubt as to their determination.

The travel-worn elves stop in the village's center, their hands held carefully away from hilt of sword and stave of bow but not so far that they can't be reached quickly. They look around, and one shouts, "We seek the ones who slew the giants, who killed the creatures from the hollow hills! If such brave ones be still here show yourselves, for we would have words."

The two elves are **Cyrione** and **Cymione**, two elven brothers originally from the Forest Kingdoms. They are members of the Farseekers of Twilight, a brotherhood of rangers in Bard's Gate, and traveled along with some of their kin with the expeditionary force from Bard's Gate because the cousin of Oberon Thanlaus, the Master of the Farseekers, was among the members of the Lyreguard sent with the company. They were tasked by Oberon to see to it that his young cousin Andulathon made the journey safely. They just arrived back in the vicinity of the village from their scouting to the north and have quickly ascertained that the source of the evil in the area of the village has been defeated by outsiders. Now they seek these heroes who have defeated the Mathens to ask for help in rescuing their comrades who remain prisoners of a tribe of degenerate hillfolk.

Cyrione, Elf Ranger (Rgr7): HD 51; **AC** 6[13]; **Atk** 2 +2 *elven curved blades* (1d6+2) or dagger (1d4) or shortbow x2 (1d6); **Move** 12; **Save** 8; **AL** L; **CL/XP** 7/600; **Special:** darkvision 60ft, immune to paralysis, +1 damage per level bonus vs. giants, trolls, ogres, orcs, goblins and kobolds, tracking.

Equipment: *+1 leather armor*, 2 *+2 elven curved blades*, 3 daggers, shortbow, *ring of protection +1*, *potion of fire resistance*, *potion of healing*, quiver of 20 arrows, smokestick, backpack with 3 days' rations, waterskin, whetstone, 2 50ft coils of silk rope, flint and steel.

Cymione, Elf Fighter (Ftr8): HD 57; **AC** 3[16]; **Atk** *+1 scimitar* (1d6+1) or +1 longbow x2 (1d6+1); **Move** 12; **Save** 8; **AL** L; **CL/XP** 8/800; **Special:** darkvision 60ft, immune to paralysis, multiple attacks (8) vs. creatures with 1 or fewer HD, –1[+1] dexterity AC bonus, +1 to hit missile bonus.

Equipment: *+1 chainmail*, *cloak of elvenkind*, *+1 longbow*, quiver of 20 arrows, *potion of levitation*, backpack with 3 days' rations, waterskin, whetstone.

If the characters identify themselves as the heroes the elves seek, the brothers introduce themselves and ask if they can discuss the matter privately. They have lived rough and on the run for the last month and are short on trust in those whom they do not know personally. They give the characters the benefit of the doubt based on their deeds, but they do not know what villager might not be in league with the hill tribe. Both are lightly wounded from their ordeals of the past few weeks, each covered with many old bandages and new scars. Their initial attitude is indifferent toward the characters, but it immediately changes to friendly if offered healing.

Sheriff Cignor or Brother Thungor offers his place for the group to have its private palaver. In the process, Sir Souline or Illynda catches sight of the elves and immediately calls out a joyous greeting. They recognize the elves as part of their force from Bard's Gate and thought them dead with the others just as the elves assumed the two officers were dead. All present can vouch for each other and quickly want stories told to get caught up. If still indifferent toward the characters, their association with the two officers changes the elves' attitude to friendly (or helpful if they were already friendly). The two Bard's Gate officers are brought into the group and the elves settle in to tell their story over mugs of ale provided by Zed in an uncharacteristic show of generosity for the dwarf.

"It must have been a month ago now," begins one of the rugged elves. "We have not kept track of the days well, hiding during the daylight, moving only at night, trying to gather what information we could of the enemy. Nonetheless, we have learned much in our time among the hills."

The other elf, so eerily similar in appearance to his brother, continues, "We were sent out to scout to the south by Lord Ceverain, the leader of our ranger patrol, on the night we camped just off of the Old Forest Road. We were nearly two miles away when the wind shifted and brought us the sounds of battle. We hurried back through the darkness, but the terrain was rugged and the going was slow. By the time we reached the encampment, the battle was over. Trolls and giants, too many to attack, rooted through the remains of the camp. They looted the dead and took some of the bodies to devour later. We looked about to find a good spot to ambush them and noticed tracks heading northeast. A large group of humans in roughshod boots had headed that way, and we saw among

their number the prints of booted tracks — some marched, some dragged, but all taken northeast from the campsite. We knew our revenge would have to wait for another day. Some of our comrades lived and were taken captive by a band of humans heading deeper into the hills."

The other brother takes up the narrative, "We followed them the rest of the night and most of the following day. There were more than three dozen of them — too many to attack — but we got a good look at them: degenerate wildmen, living among the steep draws and ravines of the hills, little better than savages. They occupy an old hill fort a few days northeast of here. It is crude and run down, as much an encampment as a stronghold, but it appears to be their permanent settlement. We were able to find spots on high ground nearby to watch and listen. The prisoners, some half-dozen or so, are kept in a cave system in the ridge the hill fort occupies. A precipice above the fort might provide a way in past the palisade, but the going is treacherous. Sometimes we heard screams coming from the caves, and a few hours later the bloody remnants of one of the prisoners would be brought out and fed to their wretched guard dogs. We believe the wildmen are cannibals, too. There are more than 60 wildmen, led by a particularly disgusting barbarian of immense size — troll or giant blood probably taints his veins. I think we could sneak in, but there would be no way for us to sneak out with wounded prisoners and then make the trek back to here. Plus, who's to say the savages wouldn't just follow and attack this village."

"No," says the other elf, "there needs to be a more permanent solution to rescue our comrades and also remove the threat of these wildmen. The tribe must be destroyed, its remnant driven so deep into the hills that they fear to show their faces to the light of day. We came back here to find brave men and women willing to help us attack this cauldron of filth that simmers among the trees of the Mistwood. We seek those who will help us take vengeance in these hollow hills."

Neither Sir Souline nor Illynda is physically or mentally capable of undertaking such a task at this time, and everyone else in Malthlyn is needed to defend the small village against any lingering horrors from the Moon Fogs. Fortunately, the characters have proven brave and resourceful in dealing with the Mathens and their aberrations and are just what is needed for such a task. Illynda likewise reminds them that these are soldiers of Bard's Gate that are being held prisoner and eaten, and the city leaders will likely be very pleased with and generous toward those who help in this endeavor. She also states that it could secure the safety of the village, which is in danger of an attack by these bloodthirsty wildmen.

The elves can show the characters the way to the hill fort and accompany them. They agree to follow the orders of the party leader as long as they do not conflict with rescuing their comrades. They wish to leave immediately, but are willing to wait a day to allow the characters to gather what resources they need. They plan to move fast, but say that the trip will still take 3 days to travel through the trackless hills and reach the lair of the wildmen. If the characters ask, the elves provide a rough map of the hill fort (see **Player Handout A**). It is written in elven, but the brothers translate, if necessary. If the characters wish to learn more about the expeditionary force out of Bard's Gate, either the elves or the officers provide the information given in the sidebox below.

Once the elves have their say, if the characters agree to the endeavor, proceed with to the next chapter. If not, the elves look disgusted and eventually depart on their own, having found no one in town to join them. They are not seen again, and the characters must move on to the next adventure without the endorsement of the city of Bard's Gate.

Bard's Gate Expeditionary Force

Malthlyn and the Moon Fog Hills are a long way from Bard's Gate with no easy way to get there, certainly an odd place for the city to send a military force. And the force was primarily composed of cavalry from the Duchy of Waymarch, which is also odd considering that Bard's Gate is a free city. However, due to the geopolitical situation of Bard's Gate as well as the Sundered Kingdoms, the powers-that-be felt that this was the best option to undertake as explained below.

Bard's Gate is a free city and a rich center of trade at the eastern end of the Stoneheart Valley. It is a crossroads between the markets of the North and the markets of the South. As a result, its political and economic reach extends far beyond its own hinterlands. But while Bard's Gate is rich in commerce, it is relatively poor in military might. Several elite organizations defend the city and its immediate surroundings, including the Lyreguard, Farseekers of Twilight, Longhunters, and various companies of city defenders. But none of these forces are numerous or capable of truly extending the city's reach beyond its immediate surroundings. The secret to their ability to project military force to the far reaches of their markets lies in the Grand Duchy of Reme, or more specifically the Duchy of Waymarch.

The Grand Duchy of Reme is a vast realm — a kingdom really — that extends from the western edge of the Stoneheart Valley all the way to the edge of the Crescent Sea to the west, where stands the mighty city of Reme, and then all the way around the seas northern shore to where it abuts the Deepfell Mountains and the forbidden Green Realm of the wild elves. This huge tract of territory has belonged to the grand duchy since the early days when the twin brothers Kennet and Cale were supported by different factions to rule the Empire of Foere. In a bid to peacefully split their rule and to prevent a widespread civil war, the territory of Reme was given to Cale, who was made its Grand Duke in exchange for abdicating his right to the throne of the Hyperborean Monarchy of Foere for all time. The territory given in the grant actually rivals the entire holdings of the modern day Overking of Foere and exceeds that of the Kingdom of Foere proper by quite a bit. Unfortunately, then as now, most of the granted territory was uninhabited frontier. Grand Duke Cale was unable to successfully administer the entire region from his seat in Reme, so much of the territory was divided into marches to be administered locally as frontier territories. Thus the Westmarches, the Northmarches, and the Waymarch came into being.

The region of the Waymarch, governed by a military administrator called a harmost dating back to the time of the original Hyperborean Empire, was also made a hereditary duchy so that the modern Har-

Bard's Gate Expeditionary Force (Continued)

most of Panetoth (the regional capital) is also the Duke of Waymarch. Waymarch is a vast tract of rolling grassland that is reasonably fertile but not well watered and extremely prone to droughts. As a result, the Duke of Waymarch is required to keep a large military force per the charter requirements of the grand duchy but has income that is inadequate to support such an expense. The solution hit upon by the dukes of the march in the last century was to hire out their military forces to the up-and-coming city of Bard's Gate that was growing ever richer in coin but not in the military presence necessary to defend its extensive assets. With the blessing of the Grand Duchy, the Duke of Waymarch began a tradition of long-term hiring of Waymark forces as mercenary troops. The Grand Duchy requires that soldiers be hired as mercenaries only in regions geographically adjacent to the Grand Duchy, in case a military emergency arises that causes them to be recalled home. This requirement is technically met because the lands controlled by Bard's Gate adjoin those of the Waymarch, even if the troops hired by the city are often deployed to posts as far away as the Binjerin River Valley in the Gulf of Akados or deep into the Sundered Kingdoms as is the case here.

With the discovery of mithral in the Mistwood Mine, the city leaders of Bard's Gate truly sat up and took notice. The mines no longer represented a lucrative source of silver for the jewelers of the city, but it could now provide an extremely rare resource to contribute directly to the free city's defenses and security of its interests. Thus, when contact was lost with the miners of Malthlyn a short time later, it was not just Guildmaster Morgarm who grew alarmed. An emergency meeting was called by the High Burgess of Bard's Gate with her advisors and the Duke of Waymarch to determine how to best protect the source of mithral represented by the Mistwood Mine.

The assumption by the council members present was that the Kingdom of Oceanus had caught word of the mining operations near Malthlyn — and possibly even of the presence of the mithral — and were intending to control the resource for themselves. Even though the Oceanic occupation of the Matagost peninsula did not extend into the Moon Fog Hills, the council knew that the borders in that region of the old Sundered Kingdoms were soft and malleable. It was determined that an expeditionary force composed mostly of cavalry of the Waymarch but headed and accompanied by certain members of Bard's Gate's Lyreguard would move secretly into the region and establish a military presence in the vicinity of Malthlyn. They did not wish to provoke armed conflict with Oceanus, but they felt that if a significant military presence was encountered by Oceander forces in the hills it would ward off any thoughts of easy annexation of the territory and secure the city's interests there.

Messengers and officers were dispatched by griffon to Telar Brindel where they formed up with a short company of cavalry from Waymarch stationed there. This group took ship from the Amrin Estuary and made a quick run around Kildren Point before landing east of Coburn to prevent any local notice of their movements. They traveled fast and cut due south across the plains to avoid encounters with Oceander patrols on the Soldier's Road and so came into the Moon Fog Hills from the north. Their rangers picked up the track of the Old Forest Road within a couple of days, and they were making their way down this little-used trail toward Malthlyn when disaster struck.

The entire expeditionary force consisted of 27 Waymark cavalrymen led by Sir Souline, a captain of Waymarch. They were commanded by Sir Andulathon, a knight of the Lyreguard, and seconded by his subaltern Illynda. Because the half-elf knight was the younger cousin of Oberon Thanlaus, Master of the Farseekers of Twilight, the normally insular rangers sent a squad of 5 of their own Farseekers to protect Andulathon and assist him in navigating and overcoming the obstacles of the ill-reputed Moon Fog Hills. This squad of Farseekers was led by the ranger Lord Ceverain and included the brothers, Cyrione and Cymione. A total of 35 set out from Telar Brindel, and no more than a handful still survive other than those currently in Malthlyn with the characters, though it is possible that the characters can still save that handful.

Chapter One: The Hollow Hills

With the destruction of the Mathens and the scattering of their foul denizens, the Moon Fog Hills are suddenly a much quieter and more peaceful place. No more does the strange droning of carrion moths echo above the trees in the night, and no more do giants and trolls stalk with impunity among the trunks below. The carrion moths were destroyed with the end of Mildridge's breeding program, and the surviving giants and trolls have largely returned to their homes in the Matagost Mountains. If the *Obelisks of Chaos* were destroyed, then even the glowing phenomena in the forest at night has ended.

The wildmen stronghold lies roughly 30 miles northeast of Malthlyn and requires 3 days for an unencumbered party to reach it across the trackless, forest-covered hills. No roads or trails exist through the endless gullies and ravines, so mounts must be left in the village. The Mistwood is not a thick forest, but it covers much of the southern Moon Fog Hills, and its trees grow among the precarious ledges and treacherous ravines that constantly break the rocky ground. Gnarled scrub oak and thorny brush grows among these hills, and trickles of water are frequently found upon its ragged slopes. Nearly every gulley has a stream at its bottom that wends its way through the wood. The only semi-smooth trails to traverse the wooded hills are the Old Forest Road, now largely overgrown, and the Hollow Road, which skirts along the hills' southern flank and eventually comes out above the coast.

Random Encounters

Roll on the encounter table below twice for every day spent in the hills and once each night. When the party is within 10 miles of the Wildmen Fort, subtract 2 from the roll. Encounters marked with an asterisk (*) can occur only once. If they are rolled again, reroll or select an encounter of your choice.

1d20	Encounter
1	Wildmen patrol
2	1d3 shambling mounds
3	2d4 stirges
4	Orc wanderers*
5	2d4 worgs
6–20	No encounter

Orc Wanderers: Mercenaries out of Lowport hired by the Mathens, these orcs were sent on patrol along the eastern coast road. It consists of **3d6 orcs** and their leader, a pit fighter from the Tyrant's court. They have just returned to find that their employers are no more. They are camped as they consider their options. They welcome the opportunity to vent their frustrations on travelers and perhaps gain a little bit of loot in the process.

Orc (3d6): HD 1; **AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight, darkvision 60ft.

Orc Pit Fighter Leader: HD 5; **AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** –1 to hit in sunlight, darkvision 60ft.

Shambling Mounds: These creatures reside among the detritus of the forest floor. They attack anything that comes into their territory, trying to capture lone victims at the bottom of ravines where they can feed off them at their leisure.

Shambling Mounds (1d3): **HD** 7; **AC** 1[18]; **Atk** 2 fists (2d8); **Move** 6; **Save** 9; **AL** N; **CL/XP** 11/1700; **Special**: electricity increases hit dice by +1, enfold (hit with both arms and victim with suffocate in 2d4 rounds unless freed), half damage from cold and any weapon, immune to fire.

Stirges: These blood-sucking predators hunt for prey in the depths of the woods. They have enjoyed feeding off the many giants in the area during recent weeks (they usually fed on them while they slept, and the giants never noticed). They are hungry since their favorite food source has gone back to the mountains.

Stirges (2d4): HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (1d4).

Wildman Patrol: These wildmen patrol the woods in the direction of Malthlyn trying to determine what happened to their Mathen allies. The patrol consists of **1d6+3 wildmen** and **2 retch hounds**. They attack the characters on sight. Do not subtract their numbers from the Wildmen Fort.

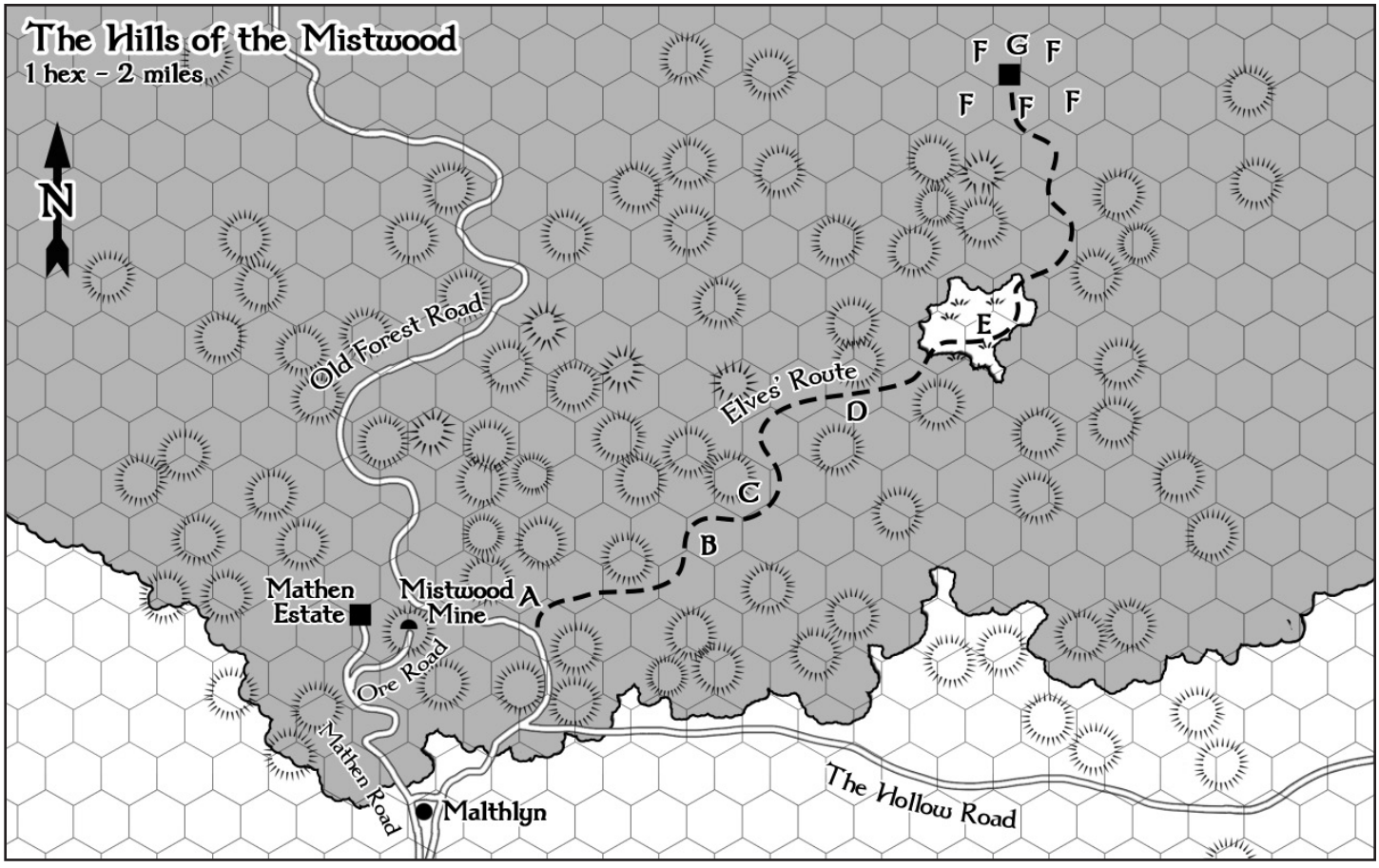
Wildmen (1d6+3): **HD** 3; **AC** 7[12] or 4[15] while raging; **Atk** club (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: rage (3/day, +3 to hit, damage and AC until combat ends).

Equipment: hide armor, club with trophy fetish, 2 spears, pouch with 1d4 rough gems (1d6x10gp each).

Retch Hounds (2): **HD** 3+2; **AC** 5[14]; **Atk** bite (1d8); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: breath weapon (1/round, 10ft cone of digestive acid, 2d6 damage, save half), stench (30ft, nausea causes –2 to hit rolls and save, save avoids). (***The Tome of Horrors Complete*** 462)

Worgs: These hungry creatures stalk the deep woods seeking prey. They attack characters or wildmen alike and absolutely hate the wildmen's retch hounds. An interesting encounter could be a group of worgs coming upon a battle already in progress between the characters and a wildman patrol. The worgs immediately attack any retch hounds and then attack wildmen or characters randomly.

Wolf, Worgs (2d4): **HD** 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.



Area A: Troll Smorgasbord

The sound of a horse's whinny can be heard from a draw in the side of a nearby hill. The stench of troll comes from that direction.

> Breaking through the screening foliage of dangling vines reveals a short box canyon, no more than 100ft deep with nearly sheer sides rising 20ft or more above, ferns and tangled ivy growing from the many fissures in its face. Huddled in the back of this draw are nearly a dozen horses, some still bearing the trappings of their riding gear: saddles, saddlebags, blankets, etc. A trickle of water in the rock wall creates a small pool at the far end. A stack of large rocks and broken logs across the front of the canyon creates a crude corral.

A herd of 10 warhorses has been gathered in this enclosure by **2 two-headed trolls**. These brutes were not formally affiliated with the Mathens, though they were not unfriendly to the giants that served the foul aberrant family. They recently found these horses gathered here to graze on the grass growing within the draw and to drink from its small spring. They built a corral to keep them in place and now treat the herd as their own personal larder, culling one out every day or so to eat. Unless the characters have been purposely stealthy, the trolls hear them coming and take up positions in the brush just inside the draw to attack. If the characters do not successfully detect their stench on approach (20% chance), then the trolls attack with surprise. The horses all bear the brand of the Duchy of Waymarch and were scattered by the attack on the cavalry encampment a month or more ago.

Trolls, Two-Headed (2): **HD** 10; **HP** 71, 64; **AC** 3[16]; **Atk** 2 claws (1d6), 2 bites (1d10); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special**: rend for additional 2d6 damage if both claws hit, surprised on 1 on 1d8, regenerate (1hp/round). (***The Tome of Horrors Complete*** 573)

Horses, War (10): **HD** 3; **AC** 7[12]; **Atk** bite (1d2), 2 hooves (1d3); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

Treasure: The trolls have a leather bag stuffed into the bottom of the spring pool (noticed among the rocks there if someone thinks to look). Inside this bag is a thoroughly soaked *+1 chain shirt*, a red surcoat with the emblem of Waymarch, a broken helm, and an old backpack holding 372gp (these coins are called gold harps and are minted in Bard's Gate as the coinage of that city).

Area B: Mobat Hollow

This encounter occurs after the party stops to camp for the first time.

> Your campsite is in a sheltered hollow between two hills overgrown with tangled trees. The hollow is clear of anything other than some low scrub and tall grass, while the trees of the hilltops provide a canopy that creates a secure, hidden campsite. The tall grasses of the hollow serve as the home to many types of insects that emerge after dark to serenade the area with their assorted chirps and buzzes. These insects in turn attract bats at nightfall that swoop down from the canopy to feed upon the tiny flyers above.

The bats do not swarm and are otherwise a harmless, if slightly unsettling feature, of the benighted hollow. However, the presence of so many bats also attracts **5 mobats**, large brown bats with razor-sharp fangs and

eyes that reflect light with a green glow. These swoop in under the canopy to feed on the bats but are easily distracted by the larger potential meal offered by the characters. They attack until half of their number are killed before the rest retreat into the night. Unfortunately, the mobats are not the only threat to the campsite this night. The presence of the mobats likewise attracts **2 sloth vipers** hunting the large mammals. These 10ft emerald green serpents have bands of gold and black ringing their bodies. They seek to feed on the corpses of fallen mobats. If noticed by the characters (10% chance in the darknesss), they attack violently to defend their meals.

Bat, Mobat (5): HD 4; **HP** 37, 33, 30, 29, 23; **AC** 3[16]; **Atk** bite (1d8); **Move** 3 (fly 15); **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** sonic screech (20ft radius, save or stunned for 1d3 rounds). (***The Tome of Horrors Complete*** 48)

Snake, Sloth Viper (2): HD 5; **HP** 34, 30; **AC** 6[13]; **Atk** bite x2 (1d4 plus poison); **Move** 9 (climb/swim 6); **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** *slow* poison (1 turn duration, save avoids), quickness (extra bite attack). (***The Tome of Horrors Complete*** 508)

Area C: The Hollow Hill

One dome-shaped hill stands out from the others here for the regularity of its sides and the smoothness of its peak. Trees grow around its base but do not encroach more than halfway up its slopes. Visible on its summit 300ft above are the jagged remnants of a circle of standing stones, only two still remaining erect. The clouds roil above and seem lower than elsewhere, almost as if they were trying to touch the monoliths on its peak. Their presence gives the entire area a dimmer, feylike appearance. A few fireflies are even visible floating lazily amid the gloom.

The entire area of this hill seems strange and surreal. The cloud cover perpetually clings to it without ever actually coming low enough to shroud the summit. If Cyrione or Cymione is asked about the hill, they admit that they noticed it when they first passed the area and felt that it was one of the enigmatic hollow hills for which the Moon Fogs are legendary. They assume some ancient hero or giant of old is buried beneath the ring atop the hill. They didn't step foot on it when they came by previously and refuse to do so now, saying that surely such a trespass can only bring bad luck or worse.

Despite appearances, the "hollow hill" is not what it seems. It is, in fact, a tree-cloaked hill much like those around it with no standing stones, bald summit, or strange cloud cover. Concealed beneath the eaves of the trees upon the hill are more than a dozen wooden huts covered in bark, leaves, and vines. It is inhabited by a tribe of reigons, large gorilla-like creatures with thick, black fur, hairless white faces, and equally hairless hands ending in sharp, black, claw-like nails. A half-dozen elders of the tribe (noncombatant) are always seated at the summit of the hill to combine their powerful minds to cover the top of the hill in a *hallucinatory terrain* spell. They further make the hill seem like a haunted, evil place, so that all nonreigons must make a saving throw before they can set foot on the hill.

The tribe consists of **16 adult reigons**, **11 elders** (all infirm and noncombatants who maintain the illusion over the hilltop) and **9 young** (also noncombatants). They have dwelt on this hill for generations, undetected by any of the inhabitants of the Moon Fog Hills beyond the occasional rumor of strange, white-faced creatures that hunt in the night and only add to the mystique of the hollow hills. They do not engage the characters unless they set foot on the hill and discover the village. Otherwise, they wait for the party to move on, at which time a party of **1d4+3 reigons** follows them and ambushes them once they make camp.

Reigons (1d4+3): HD 5; **AC** 6[13]; **Atk** 2 claws (1d6), bite (1d8); **Move** 6 (climb 6); **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** camouflage, concussive force blast (1/day, 2d8 damage, save half). (***The Tome of Horrors Complete*** 459)

Treasure: Buried in one of the huts is a wooden chest holding the tribe's treasure. The lock on it is old and rusted and easily broken. It contains the corroded bronze helmet of a Hyperborean legionnaire (worth 400gp as an antique curiosity), 850gp, 2225sp, 1087cp, 32pp, two jet gemstones (80gp and 90gp), a *+1 rapier*, a *rope of climbing*, a *potion of gaseous form*, a *potion of heroism*, and a *wand of shield* (8 charges).

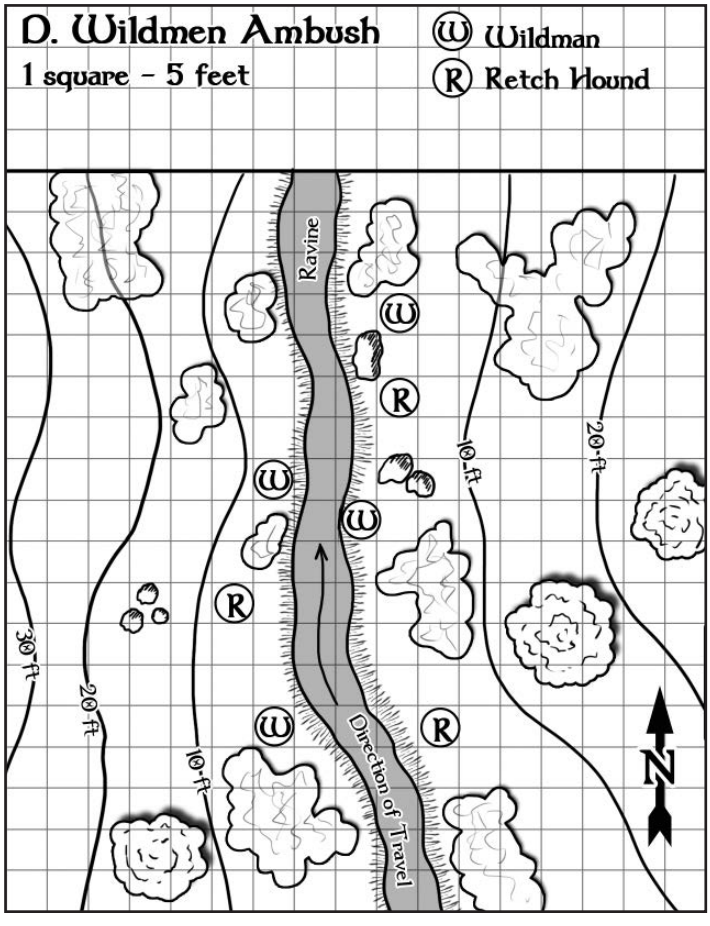
Area D: Wildmen Ambush

The trail the elves follow passes through a number of narrow ravines with steep walls of stone between adjacent hills. A small stream, no more than a few inches deep, flows across the smooth stones at the bottom filling your boots with an icy trickle. Vines and foliage growing in the hillside treetops high above provide a cool shade in the depths of the ravine. The buzz of insects and calls of birds are all that breaks the solitude.

The trail the elves take travels down the bottom of this 5ft-wide, 30ft-deep ravine and masks the party's trail and hides them from prying eyes on the surrounding hills. Unfortunately for the characters, a patrol of wildmen discovered the tracks left by the elves several days ago and trailed them this far. They spotted the approaching characters before they entered the ravine. Hiding among the rocks at the top of the 30ft ravine are **4 wildmen stalkers** and **3 retch hounds** waiting to ambush them.

Wildmen Stalkers (4): HD 5; **HP** 38, 36, 32, 29; **AC** 6[13] or 3[16] while raging; **Atk** club (1d8) or spear (1d6) or shortbow (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** rage (3/day, +3 to hit, damage and AC until combat ends), ranger abilities (alertness, tracking).

Equipment: *+1 leather armor*, club with trophy fetish, 2



spears, shortbow, quiver of 20 poisoned arrows, 2 doses of poison, pouch with 1d8+2 rough gems (1d6x10gp each).

Retch Hounds (3): **HD** 3+2; **HP** 22, 20x2; **AC** 5[14]; **Atk** bite (1d8); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: breath weapon (1/round, 10ft cone of digestive acid, 2d6 damage, save half), stench (30ft, nausea causes –2 to hit rolls and save, save avoids). (***The Tome of Horrors Complete*** 462)

Tactics: As with the trolls in **Area A**, the telltale stench of the retch hounds can give away this ambush before it is sprung. Those who do not detect the stench (20% chance) are surprised by the ambush. The wildmen and hounds all remain concealed before the ambush.

The wildmen launch the ambush when one of them rages and topples a large rock over the lip of the ravine onto the lead character below. The rock weighs 1600 pounds. A successful hit deals 4d6 points of damage and the character is pinned until a combined 20 strength lifts the boulder off of him (if the character was not surprised by the attack, he can make a saving throw for half damage and to avoid being pinned). Regardless of whether the rock hits or not, it partially blocks the ravine where it falls. After the rock falls, the other wildmen fire their poisoned arrows at the characters below. While the wildmen fire, the retch hounds hover around the edges of the ravine howling, barking, and waiting for a character to come close enough for them to use their breath weapons.

Development: If the characters retreat from the ravine, the wildmen withdraw and stalk them through the twisted forest floor. If the characters are already being stalked by reigons, this could make for an interesting interaction. Any captured wildmen that the characters manage to communicate with gives no information unless they succeed at intimidating them. Even if successfully intimidated, they can give only general information about the location of their fort, the numbers of wildmen there, and the fact that their chieftain Malag carries the blood of trolls and will eat the marrow from the characters' bones. The tribesmen are thoroughly despicable and beyond redemption. They attempt to escape or double-cross merciful characters at the first chance they get.

Area E: Big Chomper's Bog

A low-lying area among the hills here is flooded and holds an expansive marsh overgrown with bald cypress, black willows and tall marsh grasses. Large expanses of it are covered in bog pools, but patches of higher ground where the trees and grasses primarily grow provide trails that can be used to cross the swampland.

This swamp is inhabited by a **giant bog turtle**. He is known to the wildmen as Kuchuli, which roughly translates from Old Suli as "Big Chomper." When the elves crossed this wetland, Big Chomper was at the opposite end of the swamp, so they did not encounter the beast. The creature now lurks alongside the trail the party is taking, with its overgrown shell looking like nothing more than a natural hummock of grasses and among the bogs. Its shell is 20ft long and mottled black and brown to blend in with the bogs, and a layer of mud and growing plants has formed on it, further blending it in with its surroundings. Rangers and elves have a 45% chance (15% all others) of identifying it as anything other than a natural feature before its attack. As soon as a character comes in range, it lashes out and attempts to swallow him whole. If reduced below 70 hp, it withdraws into its shell in hopes that the characters move on. If the characters continue to attack, it emerges and fights to the death if reduced below 50 hp.

Turtle, Giant Bog: **HD** 16; **HP** 101; **AC** 3[16], 5[14] head, flippers; **Atk** bite (4d6); **Move** 3 (swim 12); **Save** 3; **AL** N; **CL/XP** 16/3200; **Special**: swallow whole on natural 20 (6d6 damage). (***The Tome of Horrors Complete*** 577)

Development: If the characters succeed in killing the turtle and search its shell, they find the mangled remains of a **wildman stalker** caught in the crease where his neck emerges from the shell. The wildman's leg has been bitten off and he is badly battered, but he is alive (1 hp) and currently unconscious. If the characters check him, he wakes and screams at them in Old Suli. The wildmen usually avoid the Big Chomper's swamp but followed the elves' trail here. When the bog turtle came upon them, it badly injured this one while the rest escaped. It devoured the leg it had bitten off and then forgot about the tiny morsel who had passed out from blood loss and was wedged into the collar of his shell. The wildman is in bad shape but responds to the characters in the same way as those in **Area D**.

Area F: Wildmen Traps

These hexes surround the location of the Wildman Fort. For each hour spent moving through one of these hexes, the characters have a cumulative 20% chance of encountering a trap set by the wildmen. Consult the table below for the type of trap encountered.

1d4	Trap
1	Spiked Log Trap
2	Swinging Branch Trap
3	Foot-Breaker Trap
4	Mountain Lion Trap

Spiked Log Trap: A heavy log embedded with sharpened stakes is suspended in the foliage above. When a tripwire is hit, the spiked log swings down, striking anyone in the 10ft-by-10ft area around the tripwire who fails a saving throw. Characters take 4d6 points of damage plus 1d4 spikes (1d6 damage) per target.

Swinging Branch Trap: A heavy but flexible branch on a nearby tree is pulled back and tied in place under extreme tension. If a tripwire is hit, the branch is released and springs forward to strike an area 15ft wide doing 3d6 points of damage to anyone who fails a saving throw.

Foot-Breaker Trap: A crude bear trap, the wildmen stack heavy rocks precariously and disguise it to look like normal terrain. Anyone stepping on it causes the rocks to suddenly shift, smashing the foot of the individual that triggered the trap and possibly breaking his ankle. Anyone stepping on the trap must make a save or take 2d6 points of damage and have his movement reduced by half.

Mountain Lion Trap: This is a standard tiger trap with a 10ft-deep pit lined with sharpened stakes and covered by branches camouflaged to look like the forest floor. Anyone falling in takes 1d6 points of damage from the fall and lands on 2d4 spikes (1d6 points of damage each).

Area G: Wildmen Fort

See the next chapter for a description of this area.

Chapter Two: Wildmen Fort

The compound of the wildmen lies deep within the Moon Fog Hills among its shaded hollows and overgrown hilltops. It is far from any established paths, so navigating within the area requires either following the occasional game trail or the foreknowledge of the area possessed by the local inhabitants to avoid traveling blindly through the rough terrain. Fortunately for the characters, they have the elven rangers who have already scouted the area to guide them to their goal. And after following the twisting, convoluted trail presented by the elves, the characters find themselves on an overgrown hillside across a steep ravine from the encampment of the wildmen tribe. The characters are less than a quarter mile away, but thanks to the skill and woodcraft of the elven rangers, they are in a well-concealed position. As long as they are cautious in their movements and activities, and do not stay long enough for a random wildmen patrol to stumble upon their position, they should be safe for the moment to observe and plan their next move. Read the following as the characters reach their concealed positon.

Carefully following the steps of the elven brothers and ever careful to remain quiet as you move, you reach a clearing just below the peak of the one of the thickly forested hilltops in the area. A nearly solid canopy of overgrowth covers your position, giving you fair concealment from any prying eyes, and a break in the foliage to your left looks out across a narrow valley formed by a steep ravine between two hills. You can hear the almost-omnipresent sound of a creek flowing somewhere in the thickets at the base of this valley.

Your attention is arrested, however, by the hill on the opposite side of the valley. Its peak rises to a sharp precipice, even higher than the hill upon which you have taken position, but below this peak is the object of most interest to you: a wooden palisade constructed at the base of this precipice. Inside it you see a number of rude huts and buildings as well as watchtowers. You have found the fort of the wildmen.

The wooden palisade is crudely formed of hewn logs and averages about 12ft in height. It does not appear to have any sort of walkway constructed along its top. It is broken at its southwestern edge by a wooden gate flanked by two fighting platforms. The gate stands open, though a number of the wildmen's wretched dogs laze about in its opening. To the east of this gate stands a tall watchtower that rises some 70ft and appears to be occupied by two or three lookouts. The majority of the walled compound between the palisade and the base of the precipice is occupied by rude wooden huts and a few slightly larger structures interspersed with occasional trees, though most of the forest growth has been cleared from within the fort. The majority of the wildmen appear to mill about among these huts as they go about their daily tasks.

At the eastern end of the compound, some long, larger building occupies is own wing of the fort and is flanked by two additional fighting platforms perched atop the wall. At the opposite end of the compound, due north of the gate, is a massive rock outcropping incorporated into the palisade wall. This steep pinnacle rises 50ft and is relatively flat on top and has several wooden structures built upon it.

As a whole, the occupants of the fort appear to be fairly numerous but not particularly alert.

The elves let the characters observe the fort and answer any questions they can. They have been atop the precipice above the fort as well to spy down within it. They can show the characters a trail to reach it if they would like to go there. There is some cover up there, but certainly a greater chance of being seen from below. They indicate that approximately 60 warriors are within the fort, with as many as 15 gone at any one time for patrols, hunting, etc. The primary hunters (like those who ambushed the party at **Area D**) appear to reside in the lodge at the eastern end of the fort (**Area G7**), while the tribe's elite warriors appear to reside atop the rock outcropping (**Area G9**). The rest of the tribe dwells in the huts within the compound, though the women and children do not seem to be combatants. They did not see any elderly wildmen within the fort at all.

They can tell characters that two cages are constructed inside the fort, one at the eastern end (**Area G6**), which holds a large bear, and one at the base of the rock (**Area G8**), which holds a group of orcs. The elves think their comrades are at the bottom of a deep pit in the northern part of the compound (**Area G11**). They couldn't get a look within it, but heard occasional cries of pain from its depths, and the wildmen would occasionally stop at its edge to jeer or toss garbage at those below. Although they were unable to see it from their vantage point, they believe a cave is in the base of the precipice and think the tribe's chieftain lives within it. They have seen him only once and describe him as a huge, savage wildman who looks like he carries the blood of giants in his veins.

They don't know how many of their comrades are left but did see at least one of them being dragged from the base of the precipice (presumably from the cave there) and butchered in the compound before being thrown on the cook fires and consumed in a great feast. They fear this future awaits any of their companions who remain, so they are anxious to get in and get their friends out. They go along with any plan of the characters that seems like it has a solid chance of success but will not willingly do something suicidal (though if a situation demands, one willingly sacrifices himself for the sake of his brother and the survivors). The characters need to determine some entry into the fort, a plan to locate and free the prisoners, a means to avoid or handle the wildmen within, and a way out. Likewise, the elves support plans that involve eliminating the chief and disrupting the entire tribe. It's a long way back to Malthlyn to carry wounded prisoners while being hunted by wildmen in their own element, so they'll take any advantage they can get. Plus, they know that if the wildmen survive the attack largely unscathed, they'll likely begin preying on the Malthlyn area after characters leave. They would ultimately like to see the tribe of degenerate cannibals wiped out and argue for this course of action if it can be managed.

Area G: Wildmen Fort

Because the Wildmen Fort is a living, breathing community rather than a series of set encounters — and a community the characters likely want to destroy — this section of the adventure is not going to be set up in the normal way. Rather than going into detail on each location and its inhabitants, it instead gives a general overview of each area of the fort and focuses on how the inhabitants react to various threats and strategies by the characters. The section regarding the Chieftain's Caves (**Area H**) adhere to the more traditional location-based descriptions.

Getting Into the Fort

Several ways exist to get inside the compound can be gleaned from the party's observations and from additional information gained from the elves. Some ways into the compound include:

- **Scaling the palisade:** Probably not too difficult, but characters are likely to be spotted or heard.
- **Using the front gate:** It is not shut or heavily guarded, but reinforcements can arrive quickly.
- **Scaling down from the precipice 150ft above:** Highly dangerous with a high chance of being spotted.
- **Using a steep trail (Area G2) the elves located that leads down from the precipice:** It is safer than climbing and provides some cover, but is still fairly exposed.
- **The elves mention a tree (Area G13) overhanging the palisade just north of the rock outcropping:** It might be difficult to approach unobserved, but the tree's foliage could provide concealment when entering the compound.
- Of course, any magical means the characters possess is always an option as well.

Fort Inhabitants

Undoubtedly the greatest obstacle to the party's plans is the presence of the wildmen tribe itself. The tribe consists of a total of **43 wildmen**, **55 "wildman" tribeswomen**, and **72 noncombatant children** (the elderly are butchered and eaten once they become too frail to serve the tribe). In addition, **14 wildman stalkers** serve as the tribe's primary hunters and **8 wildman bone crushers** serve as the chieftain's personal bodyguard and enforcers. The tribe also keeps **22 retch hounds** as dubious guard dogs. These creatures are lazy and vicious but generally know better than to attack a tribesman. The tribe members are immune to the effects of their stench from long exposure but are not immune to their breath weapon. These various inhabitants are detailed below. Any casualties sustained by the tribe should be removed from these numbers. Those encountered in **Area D** and **Area E** are not included in these numbers, though any encountered on patrol are. The chieftain and shaman are not included in this roster because they are intended to be encountered in the caves (**Area H**) and do not generally respond personally to the activities of the characters in the compound.

Wildmen (43): **HD** 3; **HP** 15; **AC** 7[12] or 4[15] while raging; **Atk** club (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: rage (3/day, +3 to hit, damage and AC until combat ends).

Equipment: hide armor, club with trophy fetish, 2 spears, pouch with 1d4 rough gems (1d6x10gp each).

The typical wildman is filthy and disheveled. He is a fierce warrior, always raging as he enters combat, but he generally does not think tactically. Instead, he charges the first opponent he sees and fights until one of them falls. He wears bits and pieces of tanned animal hides stitched into an amalgamation to form a suit of armor that is of good quality because of their wives' skill in preparing these hides. Most wildmen hunt and defend the fort, but due to their isolated position and no nearby enemies, they spend most of their time sitting around gambling, fighting, arguing or resting whenever possible. At any given time, half of the wildmen are sleeping or otherwise preoccupied during the day. At night, only 10% are awake.

Wildman Tribeswoman (55): **HD** 2; **HP** 10; **AC** 8[11]; **Atk** stone dagger (1d4) or thrown rock (1d6); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Equipment: hide clothing, stone dagger.

The lot in life of the women of the wildman tribe is dismal at best. They are the heavy laborers of the group. While the men hunt and go out to raid, the burden of maintaining the compound, feeding and caring for the children and adults alike, tanning hides for making into armor, and chipping at

chert cores or whittling sticks to make weapons falls to the women. They are typically given to one of the warriors as a mate at the age of 13 or 14 and feel no particular loyalty to their crude and often abusive husbands. They generally stay out of fights and likely watch the slaughter of the tribesmen with quiet apathy. However, they rise to the defense of their children or themselves if threatened. They have been oppressed by Malag and his ilk for generations and readily retreat with their children deeper into the hills, far from outside contact, if freed from their domineering menfolk. If the characters spare them, though, and do not watch them closely, the tribeswomen likely try to steal any small items they think they can get away with.

Wildmen Stalkers (14): **HD** 5; **HP** 25; **AC** 6[13] or 3[16] while raging; **Atk** club (1d8) or spear (1d6) or shortbow x2 (1d6 plus lethal poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special**: rage (3/day, +3 to hit, damage and AC until combat ends), ranger abilities (alertness, tracking).

Equipment: *+1 leather armor*, club with trophy fetish, 2 spears, shortbow, quiver of 20 poisoned arrows, 2 doses of lethal poison, pouch with 1d8+2 rough gems (1d6x10gp each).

When a wildman shows some promise in hunting and woodscraft as a child, he can attempt to join the Stalkers' Lodge (**Area G7**). If they think the candidate has potential, they bring him into the lodge and train him until he is 14 or 15 and then test his woods lore. If successful, he joins the ranks of the stalkers. If unsuccessful, he is fed to the bear at **Area G6** or given some other equally grisly fate. As a result, the stalkers' numbers are few, but they are pretty good at what they do. Stalkers prefer to fight at range and use poisons whenever possible. They keep a quiver of poisoned arrows and a wooden vial with a couple of extra doses on them. The arrows are carefully pre-poisoned every day before the stalkers put them in the quiver. One of the rites of passage for stalker initiates is applying this poison to sheaves of arrows each morning, and more than one initiate has died from his own accidental poisoning during application. A stalker always tries to take up a good firing position and poison his spear before entering battle. When they rage, they continue to use their poisoned arrows as long as they can manage before entering melee with a poisoned spear.

Wildmen Bone Crushers (8): **HD** 8; **AC** 5[14] or 2[17] while raging; **Atk** *+1 battle axe* (1d8+1) or spear (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: rage (3/day, +3 to hit, damage and AC until combat ends).

Equipment: *+2 leather armor*, *+1 battle axe*, 2 spears, *potion of fire resistance*, *potion of invulnerability*, *potion of extra healing*, pouch fashioned from a human skull with 2d6 rough gems (1d6x25gp each).

Wildman bone crushers consider themselves to be the elite of the tribe, and they are largely correct. Malag began selecting them for their size and intelligence to serve as his personal bodyguard and enforcers among their fellow tribe members. Any thoughts of sedition are usually stifled whenever a new bone crusher realizes that the chieftain is able to quickly heal from any injury. The bone crushers (so named because of their propensity to break the bones of those tribesmen who cross them) reside on The Rock (**Area G9**) and keep an eye over the entire compound on behalf of their chieftain. They rarely leave the compound and rotate duties between overseeing the tribe and serving in Malag's guard in the caves below (**Area H**). Those on guard in the caves are not included in the numbers here. The bone crushers lord it over their fellow tribesmen, and each is permitted to take as many as three mates who are kept on The Rock in virtual slavery. The rest of the wildmen hate the bone crushers and, while they loathe and fear them too much to face them in battle (the bone crushers have a nasty habit of stripping pieces of flesh from tribesmen they are beating and eating it on the spot), any wildman who sees a bone crusher in jeopardy during a battle has a 75% chance to not assist personally unless Malag is in sight or another bone crusher is nearby and could reach the wildman in question within 1 round.

In battle, the bone crushers usually drink their *potion of invulnerability* before entering melee.

Retch Hounds (22): **HD** 3+2; **HP** 17; **AC** 5[14]; **Atk** bite (1d8); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: breath weapon (1/round, 10ft cone of digestive acid, 2d6 damage, save half), stench (30ft, nausea causes –2 to hit rolls and save, save avoids). (***The Tome of Horrors Complete*** 462)

These disgusting creatures are indolent and lazy. The wildmen have been breeding them for generations, making the tribesmen immune to the beasts' stench. But the hounds still seem to serve as guard dogs only reluctantly. The retch hounds do not attack a wildman or tribeswoman unless provoked but do not take commands from them. In fact, they generally ignore them altogether (though if they can catch a child alone, they have been known to savage and devour one from time to time). They readily follow the commands of wildman stalkers and are extremely loyal to the rangers. They follow the commands of a wildman bone crusher 75% of the time. Otherwise, they try to flee and avoid the bone crushers altogether. The hounds cannot stand to be in the presence of Malag Marroweater or N'ngula and flee at least 60ft away at the approach of either of them. Only hounds specially trained to serve Malag (such as those in **Area H**) or those successfully ordered by a wildman stalker or wildman bone crusher willingly remain in the chieftain's or shaman's presence.

Fort Defenses

As mentioned previously, the wildmen feel fairly secure in their isolated fort and, as a result, are not overly watchful. They do not keep a lot of guards on duty and are generally lackadaisical in regards to possible incursions by outsiders. Until an alarm actually sounds or the inhabitants become aware of the characters in the area, they remain in the areas as outlined under **Fort Layout** below. Once the characters begin an overt attack, the wildmen respond accordingly — but not before. And as it will be at least 48 hours before they start to miss the patrol that the party encountered at **Area D**, unless the characters are particularly careless or obvious in their observation of the fort, they have at least 2 days to prepare and make their plans.

However, once the alarm is raised, the wildmen don't drop their guard again for some weeks and begin sending out heavy patrols to track down and capture or destroy the interlopers. One of these patrols goes out every 8 hours, with the next one sent when the first one returns (or fails to return at the appointed time). These patrols consist of **3 wildman stalkers**, **6 wildmen** and **3 retch hounds** and are led by a **wildman bone crusher**. These patrols attempt to track any interlopers that have been detected, using the skills of the stalkers and the retch hounds. If tracked quarry splits up, they follow the largest group or choose one trail at random if the splitting groups are equal in size. If closing in on their quarry, they defer returning the fort, even if it has been 8 hours, and let the fort send out a new patrol while they continue stalking their prey. They are relentless, and the characters would be wise to take the inhabitants of the fort in one fell swoop rather than engage in a war of attrition on their own grounds.

If an alarm sounds, the wildmen are actually not terribly organized in their defense, and the characters can use this to their advantage if they plan carefully. Watchers in the watchtower at **Area G5** and the fighting platforms at **Areas G3** and **G7a** have a 15% chance of noticing characters sneaking up on the fort. Even if they spot something, they have an 85% chance of discounting it as an animal. Likewise, a bone crusher is always atop **Area G9** on watch, but he has a mere 5% chance as he is easily distracted in his duties, and doesn't bother to investigate anything he sees outside the walls. The wildmen have not cleared the foliage back from their palisade very far (as indicated on the map), and it easily hides those who remain within it, allowing the characters a good chance to approach the fort unobserved. If one of the watchers spots anyone approaching, he yells down to the tribesmen below. However, there is only a cumulative 10% chance each round that anyone takes notice of his alarm unless the characters augment it with something flashy such as a *fireball* or charge through the front gates. The wildmen are unaccustomed to their sanctuary being threatened by invaders.

If an alarm is raised, the wildmen's response is chaotic. All wildmen within earshot run toward the alarm. If they spot intruders, they rage and enter combat *en masse* with retch hounds leading the way. Stalkers attempt to gain high ground where they can make sniping attacks with their bows before they engage in combat. Bone crushers respond slower to the alarm

unless it is one of their own who sounds it (e.g. the watcher at **Area G9**), assuming it is merely some brawl between the wildmen. They take 1d3+1 rounds to arrive at the scene of the alarm and then take charge, with 1d4 of them raging and entering combat while the rest rally and bully the rest of the wildmen forward into battle. The tribeswomen retreat to the huts if battle begins and try to keep themselves and the children out of the way.

Because the fort has no walkway on the palisade, the gate serves as a choke point for defenders as much as invaders. The wildmen do not initially think to close the gate, since their first instinct is to charge and attack anyone who approaches. However, if more than a dozen wildmen are killed within the first 3 rounds, the wildmen make a fighting retreat back inside their compound to close and bar the gate. They then gather in numbers on the fighting platforms and watchtower to fire arrows or throw spears at those outside the palisade. The rest of the wildmen gather as directed to repel any attempts by invaders to surmount the wall.

Because of the disorganized defense mounted by the wildmen, the characters might be able to put a diversionary tactic to good effect as the wildmen converge on the initial alarm, which could allow characters to sneak into the compound from other directions at the same time.

The palisade around the fort is constructed of rough-hewn logs set upright into the ground. It ranges from 10ft to 15ft high with an average height of 12ft. There is no wall-walk along its interior side, so the defenders cannot see over it other than at a tower any easier than those outside.

Fort Layout

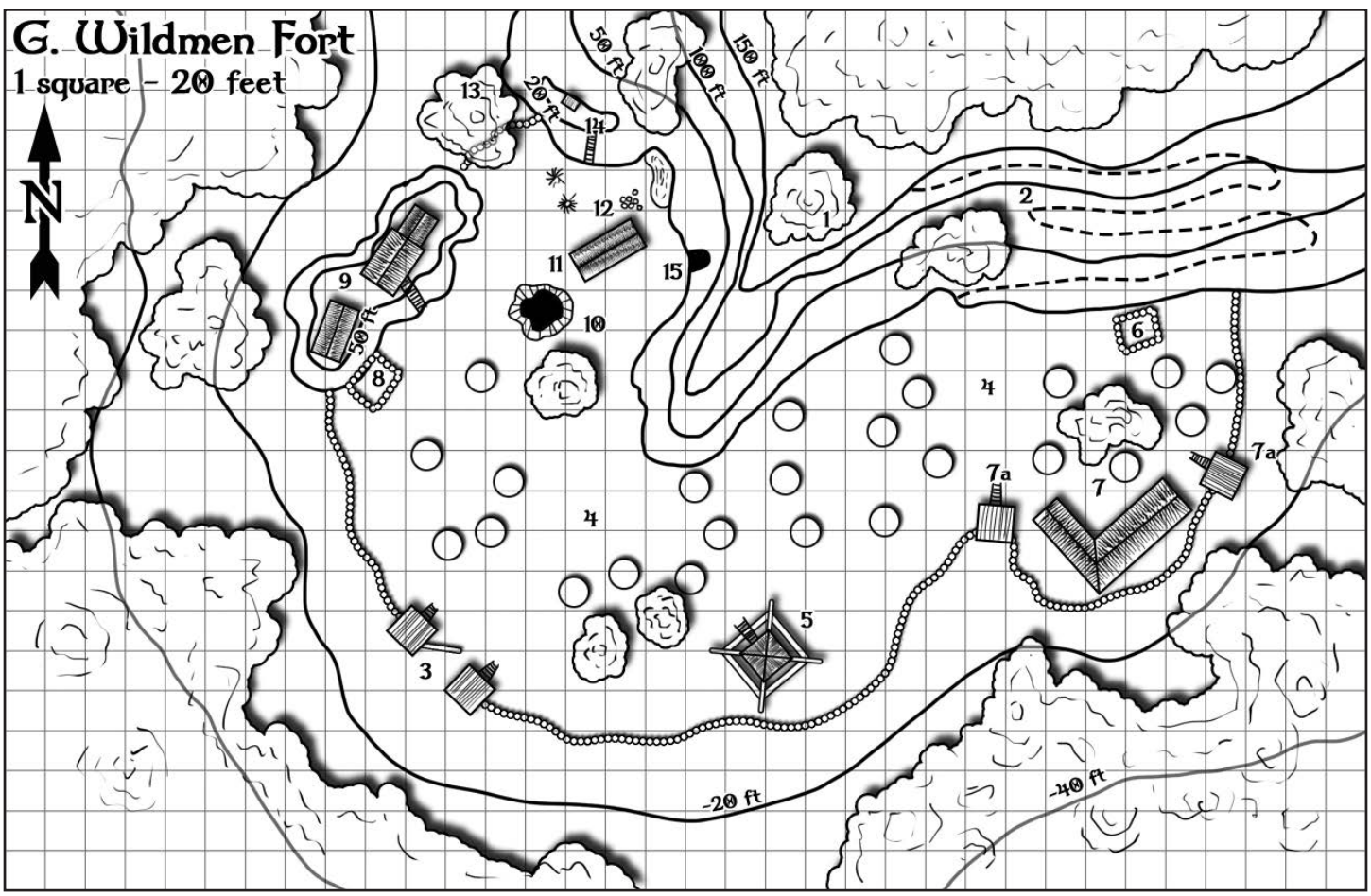
The following areas are located within the Wildmen Fort.

Area G1: The Cutting Tree

If the characters wish to come up to this promontory 150ft above the compound, the elves show them a back way they found. It takes 3 hours to move around from behind the hill and characters climbing must make 3 saves. Each failed save results in 1d6 points of damage from assorted slips and falls, but there is no chance of the characters being spotted by the wildmen as they make their way up here.

> A gnarled tree stands upon the peak here, high above the hill fort below. The cliffs around it are extremely steep and provide an effective rear wall to the fortress while also helping to mask the compound from any aerial observation. The tree has a dual trunk that splits near its base to form a wide "V" 3ft above the ground. The earth beneath it is littered with old leaves and protruding roots. The tree trunks grow upward 20ft or 30ft before spreading out in a number of bent, misshapen limbs and a broad leafy canopy. The bark of the "V" in the trunk has been notched repeatedly from blows from some sharp instrument, and the entire trunk there is dark and discolored. The faint stench of sulfur pervades the entire area.

The wildmen call this tree the Cutting Tree. On occasions when they wish to execute someone by means other than the usual tossing them to the bear or simply beating them to a pulp, they use the trunk of this tree for beheadings. This has gone on for generations, giving the trunk its characteristic notches and stains. Currently, **2 corpse rooks** have built a massive nest in the concavity between the upper branches of the two separate trunks 60ft above the ground. It is not immediately noticeable from below, and characters have a 20% chance to realize it for what it is (the corpse rooks cannot be seen from below). The corpse rooks are giant, three-headed ravens with oily black feathers and bright silver talons and beaks, and smell



strongly of sulfur due to the nature of their disgusting guano. Any character approaching within 20ft of the tree causes one corpse rook to swoop down and land between them and the tree to attack. The second rook swoops out to attack characters from behind without ever landing. The corpse rooks were out hunting when the elves were here previously. The elves assumed the nest to be old and abandoned, thinking little of it in the heat of the moment.

Corpse Rooks (2): **HD** 6; **HP** 45, 37; **AC** 6[13]; **Atk** 2 claws (1d6), 3 bites (1d8); **Move** 6 (fly 24); **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** rend (2+ bites, latches on and tears for additional 2d8 damage). (***The Tome of Horrors Complete*** 108)

Development: The wildmen are aware that the corpse rooks built their nest here and, as a result, avoid the Cutting Tree in hopes that they'll move on. As a result, they ignore any sounds of combat from up here, assuming that the giant rooks are squabbling. However, any explosive spells certainly attract their attention and cause the compound to sound the alarm and the warriors to gather at the base of **Area 2** while a patrol ascends the trail to investigate. If the characters decide to descend the cliff face by climbing, they are plainly visible to anyone below.

Treasure: The odor of the nest is almost overwhelming and requires a saving throw or the character becomes nauseous for 1d4 rounds. Within the nest are two flightless newborns the size of large dogs. These mindless young immediately try to eat anything present in the nest but are really only a danger to a helpless victim. They are easily slain and cannot be trained or cleaned up adequately to be of any value to a buyer of exotic animals. A suit of *+1 chainmail* that resists fire (50%) is woven among the twigs of the nest. The rooklings have chewed on it extensively but have been unable to damage it.

Area G2: Steep Trail

This perilous descent navigates the cliff face to the compound below through a series of narrow switchbacks. Although there is some undergrowth along the path, anything larger than a halfling is in plain sight during the descent. The watchers below do not routinely look at the cliff face, but each round someone descends in plain sight there is a cumulative 5% chance of being spotted and an alarm being raised. Alternately, if the characters have some means of camouflaging themselves or choose to descend after dark, then there is no chance of being spotted. However, attempting the trail after dark requires a saving throw to avoid slipping over the edge and landing in the compound below (a result likely to cause an alarm).

Area G3: Front Gate

The palisade surrounding the fort is broken here by a gate, which normally stands open, though it can be closed and barred from the inside. A fighting platform 20ft high on either side is accessed by wooden ladders on the inside of the fort. They do not have rails or a battlement, being a simple platform. There are a few stools made of tree stumps and barrels holding three dozen spears. Lazing in the shade around the gates are **7 retch hounds**. A single **wildman** stands atop the eastern platform. Another **2d6 wildmen** are loitering inside within 60ft of the gate.

Area G4: Huts

These huts are shabby affairs made of rough-cut logs, crude planks, and assorted hides. Each one serves as the domicile for 1d2 wildmen, 1d3 tribeswomen, and 1d4 children. There is also a 50% chance that any given hut contains 1d2 retch hounds. They contain only mundane possessions belonging to the tribesmen and possibly a retch hound litter: disgusting, wrinkly pups with a sharp odor like that of a retch hound mixed with the curdled milk from their mother. Goats wander in and among these huts, kept for their milk and meat.

Treasure: Each hut has a 20% chance of containing 2d4 rough gems worth 1d6x10gp each.

Area G5: Watchtower

This 70ft tower is constructed of a framework of logs. Its platform is open on all sides, and is edged with a rail and has a wooden roof. A single ladder accesses the tower from its northern side, but anyone attempting to reach the top by climbing the supporting frame can do so. On duty atop the tower at all times are **2 wildmen** and a **wildman stalker** who keep a lookout over the surrounding area.

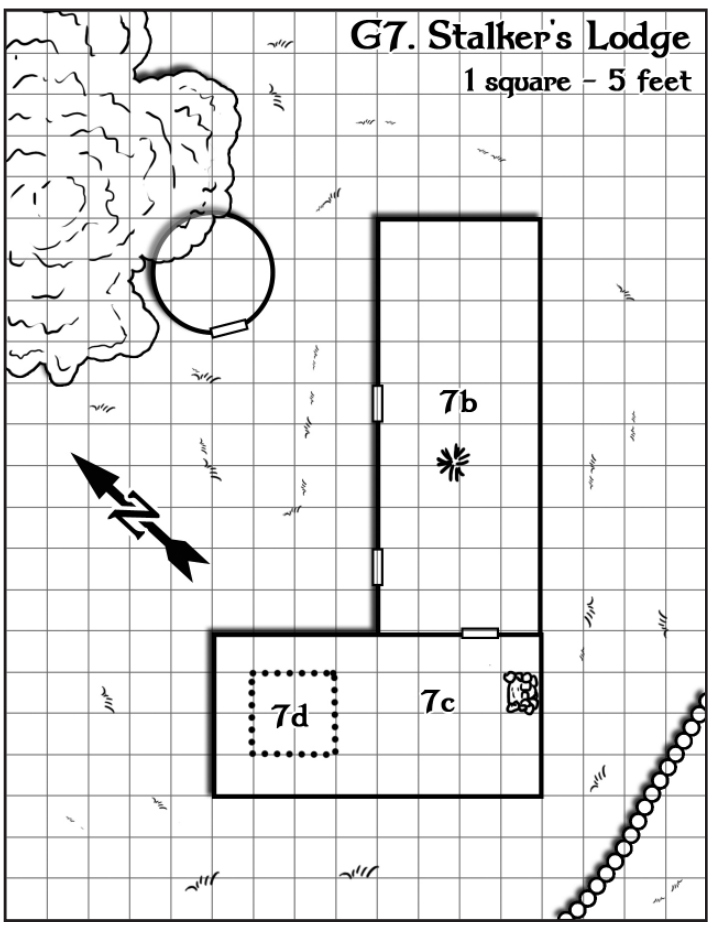
Area G6: Bear Pit

A crude pit is dug 10ft deep here, its lip lined with a 7ft-high wooden fence. This fence is heavily reinforced to prevent it from being broken down by those in the pit. The wildmen keep a **tormented cave bear** that they captured in the pit. It cannot climb free of the pit and is starving because they feed it only irregularly. The wildmen use the captive bear sometimes to dispose of prisoners, throwing them in and letting them fight for their lives. They also enjoy flinging rocks and occasional spears at the bear just to torment it. If the bear is given the means to climb out of the pit (such as collapsing a portion of the encircling wall within the pit to provide a ramp for the bear to climb), it immediately rampages through the compound, attacking anything in sight. Whether in the pit or out of it, the enraged bear fights to the death against anyone it sees.

Bear, Cave: **HD** 7; **HP** 46; **AC** 6[13]; **Atk** 2 claws (1d6+1), bite (1d10+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** hug (3d6 additional damage if both claws hit). (***Monstrosities*** 38)

Area G7: Stalkers' Lodge

The Stalker's Lodge dominates this part of the compound. It consists of a half-dozen huts shaded by one of the compound's few trees where **3 wildmen**, **11 tribeswomen** and **9 children** related to the stalkers live, as well as the lodge itself and a pair of fighting platforms. The huts are identical to those at **Area G4**.



Area G7a: Guardposts

Each of these platforms is 15ft high and identical to those at the gate (**Area G3**). A **stalker initiate** (identical stats to a wildman above) mans these platforms at all times.

Area G7b: Lodge Hall

Only initiated stalkers get to live in here. Initiates and families have to live in the huts outside. At any given time, **1d6+3 wildman stalkers** are present here cooking, eating, repairing equipment, or planning their next hunt. Stacked around the edges of the room are a total of 5 shortbows and 22 bundled sheaves of arrows holding 20 arrows each.

Treasure: The stalkers have accumulated a small amount of treasure in a wooden chest. Inside are 347gp, 56sp, and 1204cp in coins minted in the heyday of Burgundia, 42 rough gems worth 1d6x10gp each, a quiver of 14 *+1 arrows*, and an ancient, large tusk yellowed with age (370gp). Hanging on the wall is a ceremonial mask made centuries ago by less degenerate ancestors of these wildmen. It is made of rare wood and inset with jade, jasper, and lapis lazuli. It is worth 3400gp as an art object.

Area G7c.

This dark chamber is outfitted with a number of workbenches and a small stone oven. A wooden cage stands in the northern end of the room. Some of the tribeswomen make poisons here for the stalkers to use. During the day, **2 tribeswomen** are always laboring here over the tables and oven to concoct the poison from raw venom, while a **stalker initiate** (same stats as a wildman) carefully dips arrows in large pot full of spider venom. If these folk are attacked, the initiate runs to the cage (**Area G7d**) and opens the door. The spiders within attack anyone in the room. The pot holds 52 doses of spider venom, but is awkward and weighs more than 40 lbs.

Area G7d.

This large wooden cage holds **4 giant spiders (4ft diameter)**. The stalkers use hooked goads and clay pots to capture and milk the venom from them every few days. The cage door is tied shut with rough rope and can be opened as a full-round action. The spiders attack anyone they can reach.

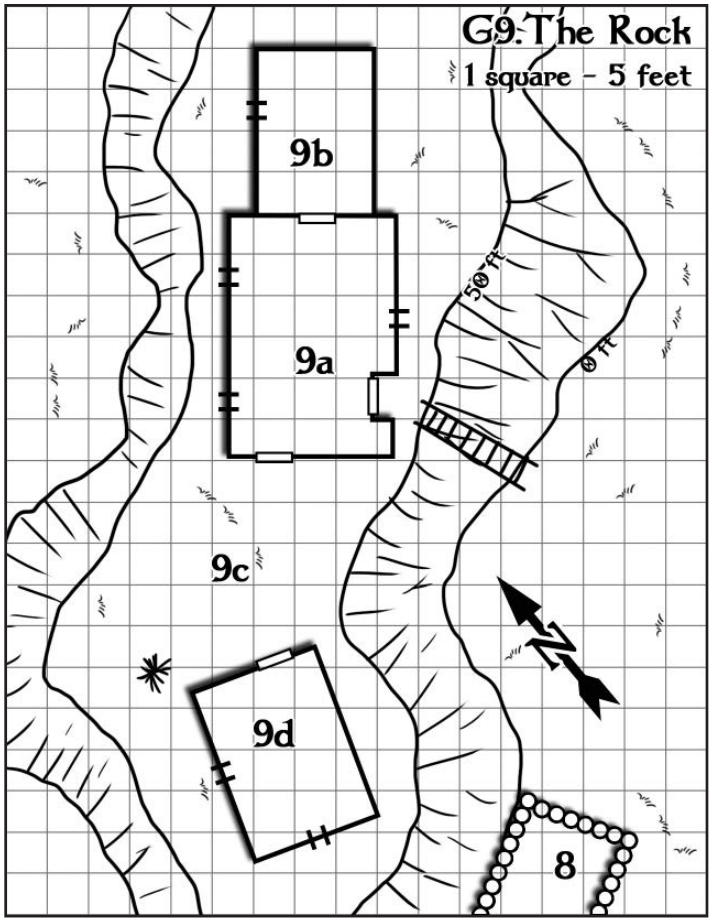
Spider, Giant (4ft diameter) (4): HD 2+2; **HP** 15, 12x2, 10; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison (+1 save), 5 in 6 chance to surprise prey.

Treasure: Anyone searching the accumulated detritus in the bottom of the spider cage locates the desiccated hand of a halfling that still wears a gold-and-platinum bracelet (2500 gp).

Area G8: Prisoner Stockade

This 10ft-high stockade is made of cut logs and stands at the base of The Rock (**Area G9**) where bone crushers can taunt its occupants and drop filth and garbage on them. The only way out is by throwing a rope over the wall and climbing. The stockade holds **13 unarmed and unarmored orcs**. These orcs were mercenaries hired from Lowport by the Mathens to patrol the hills and augment the wildmen's forces. The savage tribe has always despised orcs, however, and once the Mathens' alliance fell apart, they captured this patrol. Marlowe Mathen is trying to negotiate their release with Malag, and the wildmen are still trying to decide what to do with the prisoners (they will not stoop to eating orc). The orcs are badly demoralized and just want to get back to Lowport as quickly as possible. They are happy to be released in order to flee, but otherwise have an indifferent attitude toward their rescuers. In fact, if they are released and think they have a chance to defeat the characters, they turn on them and attempt to rob them of equipment and loot. However, if they can be convinced to help the characters in their efforts against the wildmen, they do so but still leave at the earliest opportunity.

Orc (13): HD 1; HP 6x3, 5, 4x4, 3x4, 2; **AC** 6[13]; **Atk** strike (1hp); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight, darkvision 60ft.



Area G9: The Rock

This outcropping of granite rises sharply 50ft above the surrounding compound. The palisade wall incorporates it into the fort's defenses. The sides are steep and slick (saving throw to climb) with no cover or concealment. A single ladder leans against the side and reaches up to the entrance of one of the three buildings built on top. This is the abode of the bone crushers, and those who enter without their invitation usually leave abruptly and without the benefit of the ladder.

G9a: Bone Crusher Hall

This structure serves as the gathering hall and armory for the bone crushers. At any given time, **1d4+1 bone crushers** are present along with **1d3 tribeswomen** serving them. The bone crushers don't take mates but have their pick of the unattached women of the tribe. The bone crushers are eating, talking or drinking. A low table is surrounded by benches. Atop the table are three clay jugs that hold the raw sour mash alcohol that the wildmen distill. It is extremely strong and harsh on the palate — the bone crushers drink it like water. The walls are set with pegs from which hang 4 suits of leather armor. A barrel near the door holds 14 spears, and a shelf holds a *+1 bone flail*. This structure is one of the only ones in the entire fort that has windows, and these give a dramatic view over the compound and the surrounding hills.

Area G9b: Bone Crusher Barracks

The bone crushers sleep here at night. During the day, **1d3+1 bone crushers** rest in here atop bunks made from piles of furs and atop burlap bags filled with sand to provide a modicum of a matress.

Treasure: One of the sandbag mattresses actually contains the hidden treasures of the bone crushers. The treasure consists of 47pp (minted in Oceanus and stolen from a merchant out of Oestre years ago), a chunk of amber the size of a man's head (2300gp), a folded tapestry depicting an Oceanic man-o-war running with full sails (1000gp), and a small metal

box holding 2 *figurines of the onyx dog*. The figurines can be used at the same time, but doing so has a 10% chance that one of the figurines instead turns into a hell hound that attacks the owner. Once the hell hound is slain, that *figurine* shatters forever.

Area G9c: Training Yard

This fairly flat area between the structures on The Rock serves as the yard where the bone crushers conduct their battle training. During the day, **1d3+1 bone crushers** are always here engaged in mock combat (each has taken 1d6+4 damage because their "mock" combat isn't always so much). They refrain from raging when training. No railings surround this plateau, so accidents during training are not unheard of. One bone crusher is always technically on watch, but he watches the fights more than anything else. At the southern edge, The Rock overlooks the prisoner stockade (**Area G8**), and the bone crushers consider it great sport to relieve themselves over the edge onto the captured orcs below. Also out here are the cook fires where the tribeswomen who serve the bone crushers prepare their meals. There are **2 tribeswomen** cooking over the fire during the day.

Area G9d: Bone Crusher Stores

As the elite members of the tribe, the bone crushers get the best of the tribe's resources. As a result, their food supplies and equipment are stored separately from those available to the rest of the tribe. They are kept here under guard at all times by a **bone crusher** who lives in this shed. Because of his access to the supplies, he usually overindulges in the stored food and sour mash. He is currently accompanied by a **tribeswoman**. The foodstuffs include smoked meats, some sausages made from squirrel and other small game animals, hand-ground wild grains, and a few tubers. A half dozen 20-gallon clay jugs hold the aforementioned sour mash.

Area G10: Prisoner Pit

This is a natural sinkhole in the limestone that makes up the majority of this hill. It has steep sides that are overgrown with lichens and small plants. The pit itself is 40ft deep and leads to **Area H12** below.

Area G11: Stores House

This long low building holds the tribe's food supplies, which mainly consists of smoked game, strings of sausages, bags of ground wild grain, sacks of root vegetables and tubers, blocks of goat cheese of questionable freshness, and foodstuffs plundered from raided caravans. Dozens of clay jugs hold the wildmen's sour mash whiskey. There are always **2d4 giant rats** scrounging around here. They fear the wildmen who hunt them for food but may try to drive the characters away by attacking. Unbeknownst to the wildmen, a **brown pudding** recently found its way in here to feed on the rats. It attacks the characters if they remain in the building for more than 2 rounds.

Rats, Giant (2d4): HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

Pudding, Brown: HD 11; **HP** 72; **AC** 9[10]; **Atk** strike (2d6 plus 2d6 acid); **Move** 6 (climb 6); **Save** 4; **AL** N; **CL/XP** 12/2000; **Special:** acid (dissolves organic material, no metal), immune to slashing and piercing weapons, split into two with half current hit points. (***The Tome of Horrors Complete*** 438)

Area G12: Cook Fires

Large open fires are built in shallow, sand-filled pits lined with charcoal from the many years of fires that have burned here. Frames for iron spits are hammered into the ground, and the spits themselves usually hold a goat or two and sometimes the remains of a human prisoner. One of the fires always has a massive cauldron boiling some foul stew or gruel. A number of low rocks and wooden tables are set up around where **2d6 tribeswomen** and **1d8 children** prepare food for the tribe at all hours of the day. A still composed of wooden barrels, tin drums and copper tubing is set to the side and is where the wildmen distill their rancid sour mash from wild millet that grows in the stream bottoms of the hills. Behind the still, a natural spring wells up from the base of the cliff to fill a small rock-lined pool with cold fresh water. The pool has natural drains in the rock, so it does not overflow.

Area G13: Climbing Tree

This tall post oak growing outside the compound has wide foliage-covered branches that hang over the palisade. The tree is easy to climb and provides concealment for anyone climbing in it. It would be a simple matter to climb the tree and get over the wall with a good chance of avoiding notice. Unfortunately, the tree is also a favorite of the wildmen children. If the characters attempt to climb it, they find a single wildman boy of about 9 years of age named **Toof** hanging in it. He remains quiet and watches the characters until they are in the tree, then he drops down to a nearby branch. The boy's attitude is indifferent, but he is curious. If the characters contrive some way to communicate with him (he is clever for a wildman and can successfully pantomime crude communication with the characters), he smiles and shows them from which branch it is best to drop down into the fort (any other branch requires a save to jump down and avoid taking 1d6 points of damage). More importantly, he does not raise an alarm. If the characters act hostile, they have to deal with the moral conundrum of finding some way to silence a noncombatant child if they wish to remain undiscovered.

Area G14: Forge

A ledge protrudes from the cliff face 20ft above the rest of the compound. At the back of this ledge is a crude forge with a lean-to next to it. This is the forge of **Otark**, an aged wildman and the most skilled ironworker of the tribe. He is able to work with cold iron in particular to great effect and is responsible for the battle axes of the bone crushers as well as the other weapons found within the tribe. Otark's son, a **wildman stalker**, spends his days on the ledge watching over his father. He does not join in any battles in the compound below other than to fire upon intruders from his perch. Otark generally avoids battle altogether — having lived to an exceptionally old age for a wildman — and refrains from raging except as a last resort. He doesn't wear armor, only taking up an old heavy wooden shield if threatened.

Otark, Wildman Ironworker: HD 3; **HP** 18; **AC** 8[11] or 5[14] while raging; **Atk** club (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** rage (3/day, +3 to hit, damage and AC until combat ends).

Equipment: wooden shield, club with trophy fetish, 2 spears, pouch with 1d4 rough gems (1d6x10gp each).

Treasure: Otark has stashed a small hoard behind a loose rock at the back of the forge. It can only be searched for and accessed if the fire is allowed to cool (requiring 4 hours) or if the searcher has fire resistance. Hidden in this hollow are 5 large unrefined gold nuggets worth 115gp each. If refined they are worth 225gp each.

Area G15: Chieftain's Cave

See **Area H: Chieftain's Cave** for details.

Area H: Chieftain's Caves

A cave opens in the stained rock at the base of the cliff here. Its floor is uneven gravel and slopes steeply down into darkness. Its jagged roof is 15ft high and constantly drips from the runoff of the cliffs above. A powerful stench reminiscent of mold and some putrid beast wafts from this dark opening.

The caves beneath the cliffs are the domain of the chieftain of the wildmen and their shaman. No one enters the caves except by Malag's leave, and any battles that occur outside in the compound are ignored by those within. Only if an ongoing battle between the wildmen and the characters lasts for more than a day does one of his bone crushers dare to bring him news of the invaders and prompt him to take charge of the defense of the fort. He still remains within the caves themselves, but the characters won't catch anyone inside by surprise. If a substantial portion of the tribe is killed, Malag prepares an ambush for the characters with all his forces in the cave at **Area H2**.

Area H1: Throne Room

The uneven floor of this cavern continues to slope toward the north where a small raised area of stone supports a large chair crudely constructed of stacked stones and broken skulls. A number of stalagmites have been broken off a few feet above the floor, and on two of these are set the decomposing heads of decapitated wildmen. Roots dangle through small cracks in the roof in places and a constant dripping turns the floor into a muddy mess of gravel and silt.

This chamber serves as the seat of Chieftain Malag Marroweater when he chooses to hold audiences with his tribesmen. When he is not present, no one dares touch the throne. A dirty length of sail cloth hangs like a curtain behind the throne and blocks access to the corridor beyond. Because of the dirt and filth smeared on the old sail, characters have a 1-in-6 chance to notice that the curtain is not actually a wall of natural stone and that it hides a passage behind it. The severed heads are those of wildmen who displeased Malag and faced his wrath. The floor is slick with mud and moisture and is considered difficult terrain.

Currently in the chamber are **2 bone crushers** that are members of Malag's personal guard, as well as a **cave troll** that squats in the muck before the curtain. Also here are **3 tribeswomen** that serve as thralls to Malag, though he frequently ignores them much to their delight. These women spend their time sitting in the muck of this chamber baiting the bone crushers and cave troll, whom they know would not dare touch them. They flee at the first opportunity offered.

Wildmen Bone Crushers (2): **HD** 8; **HP** 59, 55; **AC** 5[14] or 2[17] while raging; **Atk** *+1 battle axe* (1d8+1) or spear (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** rage (3/day, +3 to hit, damage and AC until combat ends).

Equipment: *+2 leather armor*, *+1 battle axe*, 2 spears, *potion of fire resistance*, *potion of invulnerability*, *potion of extra healing*, pouch fashioned from a human skull with 2d6 rough gems (1d6x25gp each). (see **Fort Inhabitants**)

Troll, Cave: **HD** 4; **HP** 30; **AC** 0[19]; **Atk** 2 claws (1d4), claw (from *haste*) (1d4), bite (1d6); **Move** 24 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** *haste*, regenerate 2hp/round, rend (if both claws hit, additional 2d4 damage), *spider climb*. (***The Tome of Horrors Complete*** 568)

Wildman Tribeswomen (3): **HD** 2; **HP** 12, 10x2; **AC** 8[11]; **Atk** stone dagger (1d4) or thrown rock (1d6); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Equipment: hide clothing, stone dagger. (see **Fort Inhabitants**)

Area H2: Guard Chamber

Natural stone columns formed from fused stalagmites and stalactites divide this large area into multiple smaller chambers. The smell of unwashed bodies and the disgusting odor of the wildmen's hounds is strong in here. A small fire burns in a stone basin between two columns, giving a flickering shadowy illumination to the chamber

Bone crushers serving as Malag's personal guard stay here when not on duty in **Area H1**. Currently, **3 wildman bone crushers** and **2 retch hounds** are here. The northernmost portion of the chamber serves as the abode of the bone crushers. Pallets made of rough hides are piled to make a half dozen beds. The eastern section of the room is where the retch hounds stay and is littered with gnawed bones and their foul droppings. Battle here alerts the occupants of **Areas H3** and **H4**.

Wildmen Bone Crushers (3): **HD** 8; **AC** 5[14] or 2[17] while raging; **Atk** *+1 battle axe* (1d8+1) or spear (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** rage (3/day, +3 to hit, damage and AC until combat ends).

Equipment: *+2 leather armor, +1 battle axe*, 2 spears, *potion of fire resistance*, *potion of invulnerability*, *potion of extra healing*, goatskin bag with 5 rough gems (1d6x25gp each). (see **Fort Inhabitants**)

Retch Hounds (2): **HD** 3+2; **HP** 23, 19; **AC** 5[14]; **Atk** bite (1d8); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: breath weapon (1/round, 10ft cone of digestive acid, 2d6 damage, save half), stench (30ft, nausea causes –2 to hit rolls and save, save avoids). (***The Tome of Horrors Complete*** 462)

Treasure: The bone crushers keep a goatskin bag that holds 5 rough gems worth 1d6x25gp each and a badly dented gold platter inscribed with the arms of the royal house of Burgundia and its motto in Gasquen: "In Strength Prosperity, In Service Strength." This platter is worth 800gp.

Area H3: Troll's Cave

The corridor widens here, and an alcove to the south has a low ceiling only 7ft high. The stench of troll is almost overwhelming.

The alcove serves as the abode of a **diseased cave troll**. The other trolls in **Area H10** ran this fellow out of their quarters after his illness became obvious. So far, his natural regenerative abilities are helping the troll hang on, but it is extremely ill with large sections of its hide reduced to slimy patches of sloughing flesh exposing necrotic tissue below. He has a nagging cough, and every hacking spell brings up green troll blood. Though weakened, the troll is grumpy and desperate to take out its anger on whomever it sees. It fights to the death.

Troll, Rock (Diseased): **HD** 8; **HP** 44; **AC** 0[19]; **Atk** 2 claws (1d6), bite (1d8); **Move** 12 (burrow 9); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: regenerate (3hp/round), rend for additional 2d6 damage if both claws hit, vulnerability to sunlight (turn to stone, save each round exposed). (***The Tome of Horrors Complete*** 571)

H4. Shrine to Shambola of the Hill

This chamber feels like it must lie at the center of the earth. No light finds its way here except what you bring, and that reveals stone walls worn smooth from untold years of water slowly trickling down, leaving stains in strange lines of blues, greens and reds. This flow is the heaviest to the left where the water forms a large pool around the base of a pair of natural columns. Other columns stretch from floor to ceiling in the chamber, and the roof 20ft above is studded with many stalactites. The floor is cleared of any stalagmites, however. To the left, a stack of humanoid skulls is crudely cemented together to create a solid wall more than 12ft high, with the bottommost skulls unfathomably old while those in the top row seem extremely fresh — some still showing bloodstains. At the far end of the chamber, a massive rock formation glistens with the moisture of the chamber. It appears to be natural in shape, with no obvious marks of tools on its surface, but it unmistakably bears a resemblance to a giant, squat toad. From the many bloodstains smeared upon it and crude offerings of food and trinkets laid before it, it appears that these savage humans adopted this rock as some sort of god.

The wildmen have indeed adopted the statue as a god for the tribe. It was discovered as is in this cavern nearly a thousand years ago, and generations of shamans have venerated it as Shambola of the Hill, god of the wildman tribe. Unbeknownst to them, the close proximity of the *Obelisks of Chaos* in this area of the hills for millennia has diverted some of the essence of Tsathogga to the naturally-formed idol and infused it with the Demon-Frog's power. As a result, the wildmen have unknowingly venerated Tsathogga for countless generations, and the statue itself has become a **Tsathogga stone idol**.

The stone idol never leaves this chamber and only animates if intruders enter here unbidden — this includes the characters. In addition to the idol, the deceptively deep pool (15ft) also serves as the abode of **2 giant frogs** that have found a natural affinity for these caves and have moved in here with the shaman's blessing. They are intelligent enough to follow the simple commands of the shaman and only refrain from attacking on her orders. The giant frogs and shaman are immune to the idol's vile croak.

The stack of skulls was begun when the wildmen first discovered these caves, and the oldest skulls are nearly a thousand years old, brittle and rotten and held together more by the lime-based cement attaching them to the other skulls than by their own integrity. A careful examination of this lower row of skulls notices that most of them are smashed or pulverized along their bottom halves. This is because the entire wall of skulls actually covers a 6ft-high passage. It can swing out on wooden hinges built into a frame backing it, but doing so causes these bottom skulls to grind along the cave floor and damages them. The skull wall is the equivalent of a secret door and it is locked from within.

Stone Idol, Frog (Tsathogga): **HD** 9; **HP** 45; **AC** 2[17]; **Atk** bite (2d6); **Move** 9; **Save** 6; **AL** N; **CL/XP** 14/2600; **Special**: +1 or better weapon to hit, immune to most magic, leap and crush (100ft range, 4d6 damage, save avoids), necrotic croak (once every 1d4 rounds, 60ft range, 5d6 damage, save half), rejuvenation in 1d4+2 days. (***The Tome of Horrors 4*** 206)

Frog, Giant (large) (2): **HD** 3; **HP** 23, 18; **AC** 7[12]; **Atk** tongue (grapple), bite (1d8); **Move** 3 (or 100ft leap); **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: leap, swallow whole on natural 20 after tongue grapple. (***Monstrosities*** 179)

Development: If N'ngula hears the sounds of battle in here, she prepares herself for battle as described in **Area H5**. If she has heard the alarm before the characters enter here, then she has already prepared herself and attacks as described in **Area H5**.

Area H5: Hidden Room

The passage beyond the skull wall opens into a lightless cyst-like chamber in the rock. The floor slopes upward so the back end of the chamber is only a foot between floor and ceiling. Every inch of the walls and ceiling are painted with a lime wash and decorated with foul images and symbols in a crusty black fluid that is most likely blood. At the far end, a bundle of skins is pushed into the narrow area to create a bed. At the near end, a flat rock sits against the north wall and serves as a small table. Several shallow bowls ground into it hold liquids of various colors while assorted powders and crushed substances lie in small piles around them. The air in the chamber is rancid with a foul dead smell.

This chamber is the abode of **N'ngula** and her spirit animal **Thogga**, a tiny frog that gives off a ghostly luminescence and seems more spirit than animal. N'ngula is the tribe's shaman and venerates the idol Shambola of the Hill, unknowingly serving Tsathogga. She is dedicated to the bones spirit and is exceedingly old (none of the wildmen know exactly how old),

and is twisted and cadaverous in appearance. She coats her body in white ash, giving her body an even greater pallor, and her head is bald but for a few long strands of stringy gray hair.

N'ngula is cadaverously thin, with sunken eye sockets and dead eyes that stare off into the distance. Her body has a faint smell of the grave. Thogga often rides on N'ngula's shoulder, but hops to safety if characters attack the shaman. The small glowing frog is no threat to characters.

N'ngula, Tribeswoman Shaman (MU9): HP 27; **AC** 5[14] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *+1 staff* (1d6+1) or blowgun (1d3 plus lethal poison); **Move** 9; **Save** 7; **AL** C; **CL/XP** 11/1700; **Special:** fearful gaze (1 target, save or *fear* as spell), spells (4/3/3/2/1), stiffen bones (3/day, one target within 30ft, save or movement halved as bones and joints stiffen).

Spells: 1st—*charm person*, *light*, *magic missile*, *shield*; 2nd—*invisibility*, *phantasmal force*, *web*; 3rd—*hold person*, *lightning bolt*, *slow*; 4th—*ice storm*, *polymorph self*; 5th—*wall of stone*.

Equipment: *bracers of defense 6[13]*, *+1 staff*, blowgun, 20 blowgun darts, *nose ring of protection +1*, *potion of extra healing*, 3 doses of lethal poison, pouch of sewn human gut with 2 emeralds (300gp each), a human finger wearing 7 silver rings (20gp each), 23gp (harps minted in Bard's Gate), and 13 rough gems worth 1d6x10gp each, frog pet (Thogga).

Tactics: A hole in the back of the skull wall lets N'ngula to look out through the eye socket of one of the skulls near the bottom so she can see the feet of the characters if they enter **Area H4**. She can cast spells through this hole and use her bone stiffen ability and her blowgun. If the characters discover her secret lair, she uses *wall of stone* to seal the entrance.

Treasure: N'ngula doesn't keep much in the way of treasures, but the flat stone near the entrance serves as her alchemy lab. Stacked next to it are wooden cups sealed with wax that are actually 2 *potions of fire resistance*, a *potion of extra healing*, a *potion of strength*, and a *potion of clairvoyance*.

Area H6: Long Slope

This 10ft-high tunnel slopes sharply down. Malag placed a **trap** near the top of the slope: A small hollow is carved out of the rock and filled with smooth, round river pebbles. Atop these is a thin plank of wood covered in a layer of muck to look just like the stone floor. If anyone steps on this wooden plank, it slides off the round pebbles and causes the person to tumble 1d4x10ft down the slope. All of the caves' inhabitants are aware of the trap and step over it. A ranger, elf or thief has a 2-in-6 chance of noticing a spot on the floor where there are conspicuously no footprints in the muck. From there, it is easy to discern what the trap is and step over it safely. Anyone who falls the full 40ft ends up prone in **Area H7**. The sound of someone tumbling also alerts the inhabitants of **Areas H7–H11**. Anyone sliding down the slope takes 1d6 points of damage per 10ft fallen.

Area H7: Kennel

The sloping corridor ends in a roughly round room with a 20ft ceiling, its floor several inches deep in muck from the constant oozing flow from the corridor above. The stench of wet dog is almost overbearing. Three doors of ancient make, wooden planks black with mold banded together with iron fittings red with rust, are set into the walls.

This nexus serves as a guard area for the rooms beyond. There are always **2 retch hounds** kept here, and they have a litter of 7 disgusting retch pups that constantly root through the mire. These guard dogs immediately start baying when they spot intruders (alerting the surrounding rooms) and gleefully attack any prone characters who fall victim to the trap in **Area H6**. The floor here is slick and difficult to traverse for any creature with fewer than 4 legs (half movement).

Retch Hounds (2): HD 3+2; **HP** 22, 20; **AC** 5[14]; **Atk** bite (1d8); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** breath weapon (1/round, 10ft cone of digestive acid, 2d6 damage, save half), stench (30ft, nausea causes –2 to hit rolls and save, save avoids). (***The Tome of Horrors Complete*** 462) (see **Fort Inhabitants**)

Tactics: If the inhabitants of the surrounding rooms are alerted by fighting here, they prepare for battle accordingly. Malag sends the cave trolls in **Area H10** to assist the hounds. They *spider climb* over the characters and attempt to drop into the middle ranks of the party. Using this as a distraction, Marlowe Mathen (**Area H8**) tries to backstab any characters. After 2 rounds, Gloptl't (**Area H9**) sends in the frog while Malag attacks from the doorway of **Area H10**. Gloptl't observes from the shadows of its doorway until it sees an opportunity to attack a magic-user.

Area H8: Guest's Chamber

What is otherwise a drab and damp cave is somewhat comfortably appointed with an actual bed and several layered rugs to cover the muddy floor. A tapestry depicting a bucolic scene of a lake full of reeds and wading birds hangs along the west wall with a small wooden table set before it. Upon this table is an oil lamp with a large reflector that provides the chamber with decent lighting and some amount of heat as well.

This chamber is currently occupied by **Marlowe Mathen**, a member of the Mathen family and a cousin of Milo and Mimi who shares their tainted blood but hails from a cadet branch of the line and so does not enjoy the same influence and affluence as the rest. In fact, they sent him here as a guest of the wildmen to keep him out of the way as much as to serve as interpreter for Gloptl't. Marlowe has a strong familial resemblance to Milo and somewhat shares his oily charisma, but his debonair attitude is spoiled by an overlarge face with a wide mouth, slightly bulging eyes, large jowls and sparse hair. He looks distinctly froglike and has a pleasant musty odor that seems to continually hang about him. He always wears a black tunic over his black leather armor with a rapier at his side and a garish cape over his shoulders in order to look the part of the dashing rogue.

The tapestry on the wall is **trapped**. Set into the wall behind the tapestry is a spring-loaded framework set with dozens of rusty daggers. If the tapestry is moved aside, the tension on this wooden frame is released and the daggers are flung into the room at everyone in the 10ft-area in front of the tapestry (attacks a 6HD monster, 1d6 daggers per target, dealing 1d4 points of damage per dagger plus disease, save or muscles stiffen for 24 hours, half movement and prevents speech).

Marlowe Mathen (Thf9): HP 33; **AC** 3[16]; **Atk** *+1 rapier* (1d6+1), dagger (1d4) and tongue (grab plus poison); **Move** 12 (climb 9); **Save** 7; **AL** C; **CL/XP** 11/1700; **Special:** backstab (x4), darkvision 60ft, +2 save bonus vs. traps and magical devices, poison saliva (as *slow* spell), read languages and magical writing, thieving skills, tongue.

Thieving Skills: Climb 100% (sticky hands), Tasks/Traps 60%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

Equipment: *+2 leather armor*, *+1 rapier*, 3 daggers, 2 *potions of invisibility*, pouch with thieves' tools, a diamond (500gp), 2 small rubies (75gp each), a gold ring (50gp), 37gp, 65sp, and a key to strongbox in **Area H8**.

Because of the aberrant taint upon the Mathen bloodline, Marlowe Mathen has developed some inhuman physical features. Marlowe's head is overly large with bulbous, slightly protruding eyes and a wide mouth. His tongue is extremely long and flexible, and he can use it in the same way as a giant frog. It can reach 15ft, and he can use it to grab. It deals no damage, but Marlowe's saliva is a poison that affects its victim like a *slow* spell (save avoids), though the effect is not magical. Marlowe's bulbous eyes give him darkvision 60ft. The aberrant taint has also thickened his skin, giving Marlowe a +2 armor bonus, and caused his hands and feet to exude a sticky slime that gives him the ability to climb at will.

Tactics: If Marlowe becomes aware of intruders, he listens at his door for a battle to begin in **Area H7**. He then attempts to move stealthily up behind the party in order to backstab someone. Marlowe knows he is considered a black sheep in what is already a family of aberrant outcasts, and as a result he does not bear much loyalty to his kin. He assumes that if the characters found this place then the Mathens at the estate and mines have been killed or captured. If reduced below 20 hp, he tries to retreat, using a *potion of invisibility* to escape. With these precautions in place, he climbs along the ceiling to reach his room and attempts to recover the ruby and potions from his hidden chest before retreating from the Wildmen Fort completely. He attempts to make his way to civilization to set himself up comfortably somewhere while he plots revenge against the characters.

Treasure: The oil lamp is made of brass and silver and is worth 75gp. The tapestry is too muddy and infested with mildew to have any value. A muddy pry bar is under the bed. If anyone rolls the rugs out of the way to reveal the muddy floor, they uncover wooden planks set over a portion of the floor in the center of the room and covered with mud to hide them. Removing them reveals a muddy cavity holding a locked iron strongbox. Inside the chest are 70gp, 15pp, a large ruby (4500gp), a *potion of treasure finding*, a *potion of invisibility*, 3 *potions of healing*, a *potion of diminution*, and a *chime of opening*. The chime's magic has been tainted by Marlowe using it, however. Anyone crossing through a portal opened with the chime has a 2% chance of gaining an aberration such as a tentacle for an arm, a bulbous head, or a frog-like tongue. The Referee is encouraged to make up any aberrations as needed.

Area H9: Emissary's Chamber

The floor of this chamber is flooded with a couple feet of murky water. Slime-smeared steps descend from the door into this morass. Weeds and branches collected from the surface have been collected into a soggy bower wedged between two large rocks at the southern end of the chamber.

This flooded room serves admirably as the quarters of the Mathen's ambassador to the wildmen, the tsathar scourge **Gloptl't**. As one of the most formidable of the tsathar in their service, they felt that it would be more than a match for the barbaric wildmen. For their part, the wildmen see it as an emissary from their froglike god, Shambola, and treat it with almost reverential awe. Malag even gave the tsather one of his daughters, **Thrissa**, as a wife. Besides the tribeswoman, Gloptl't shares this chamber with a **giant abyssal frog** sent with it to serve as companion and steed. It spends most of its time lounging in the muck of the floor waiting for the opportunity to sate its bloodlust while Gloptl't watches over Thrissa.

The floor of this chamber is considered to be a shallow bog (half movement), but neither the tsathar nor the frog have any penalties for moving in it due to their acclimation with it. The bower at the far end of the room actually holds Thrissa, such as she is. When the tsathar received the chieftain's daughter as a bride in order to create an alliance, the alien creature had little concept of what they meant. However, it did realize that this was the perfect opportunity to spawn a filth-priest tsathar with an intelligent human host to use. Gloptl't wasted no time in implanting the hapless woman with an egg. It has been gestating for just over a week now, and Thrissa lies comatose on her soggy pallet. She is hardly recognizable as a tribeswoman: Her flesh is pale, swollen and spidered with dark veins. Her entire chest cavity is distended to the point of near transparency, and some dark, tadpole-like shape the size of a small dog can be seen within, quivering or twitching occasionally.

Gloptl't, Tsathar Scourge: **HD** 6; **HP** 43; **AC** 1[18]; **Atk** 2 claws (1d6) or longsword (1d8), bite (1d4); **Move** 12 (swim 12); **Save** 9 (+2, ring); **AL** C; **CL/XP** 7/600; **Special**: amphibious, blinded by bright light for 1 round, leap 30ft (10ft vertical), slimy (difficult to hold). (***The Tome of Horrors Complete*** 574)

Equipment: *ring of protection* +2, longsword, crossed nickel bars pinned to chest (50gp).

Frog, Giant Abyssal: **HD** 6; **HP** 39; **AC** 2[17]; **Atk** tongue (grapple), bite (2d6); **Move** 12 (swim 15); **Save** 11; **AL** C; **CL/XP** 9/1100; Special: +1 or better weapon to hit, leap, magic resistance (10%), resistance to cold and fire (50%), smite Law (1/day, additional 6 damage to bite), swallow whole on natural 20 on bite after tongue grapple (***The Tome of Horrors Complete*** 295)

Development: If left alone, the egg hatches as a tsathar filth-priest in 5 days. Only a *cure disease* can save Thrissa at this point, and even with that, unless she is given a *cure serious wounds* spell as well it takes her months to recover physically from the ordeal (and she is likely to never fully recover physically or mentally). If she is saved and healed, Thrissa has the same statistics as a tribeswoman, but she feels little gratitude toward the characters. Rather, she tries to escape from the nightmare existence she has had as quickly as possible, heading into the deeper hills to start again. If saved, award the characters 500 XP for their act of mercy.

Area H10: Troll Den

This cave is more spacious than those you have seen to this point and actually has a draft of fresh air blowing through it, though the smell of troll is still quite strong. The floor is dry pebbles ranging in size from gravel and river stones to some boulders the size of a wagon wheel, and it is littered with well-gnawed bones and old bits of fabric and rusted mail. A dingy curtain sewn together from several blankets hangs from the 15ft ceiling. Around the corner at the far end is a shaft of natural light from some unseen opening to the outside.

This is the quarters for **2 cave trolls** that serve as Malag's personal guards. At the far end is a gate of wooden bars and heavy rope that looks out into **Area H12**. The trolls spend their time perched upon the larger rocks, picking at gnawed bones or taunting the prisoners in **Area H12** by flinging excrement and the remnants of past meals (sometimes recent prisoners) at them. They respond to an alarm in **Area H7** as described in that area. If battle occurs here without the alarm being raised, Malag emerges from **Area H11** to assist the trolls.

Trolls, Cave (2): **HD** 4; **HP** 29, 27; **AC** 0[19]; **Atk** 2 claws (1d4), claw (from *haste*) (1d4), bite (1d6); **Move** 24 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special**: *haste*, regenerate 2hp/round, rend (if both claws hit, additional 2d4 damage), *spider climb*. (***The Tome of Horrors Complete*** 568) (See **Area H1**)

Treasure: Malag allows the trolls to keep some treasure, which is scattered across the chamber and can be found after 10 minutes of gathering it up. All of it requires a good cleaning. The treasures consist of a *+1 short sword*, a filthy *cloak of protection +2*, a 2ft-tall, slightly gnawed wooden carving of an elven dancer that was once covered in gold foil (the gold foil has long since been peeled away but the carving is still worth 20gp

for its artistic value), a necklace of pearls (250gp), a small sack holding 112gp and 330sp, a wooden bucket filled with 1032cp, and an ivory finger clearly broken from some large statue (60gp), though the statue itself is nowhere in evidence.

Area H11: Chieftain's Den

Beyond the filthy curtain is a stinking cave, its floor littered with soiled furs, its walls covered in crude charcoal drawings of hunts and battles and great, tentacled frog-things. The rotten remnants of foodstuffs too unmentionable to name are scattered about.

This disgusting cave is the abode of **Malag Marroweater**, chieftain of the wildmen. He is a massive specimen, half troll, standing more than 8ft tall with thick, horny skin with a sickly greenish tinge, a great full beard of a shocking red color, and a head as bald as an egg. His equipment is clearly beyond the crafting skills of his tribe: He wears a bronze breastplate that is a relic from the days of the Hyperborean Legion, and a mighty battle axe taken from some giant of yore. He has ruled his tribe with an iron fist for more than five decades, his troll blood keeping him healthy and capable far beyond the time of any previous chieftain. Lately, he has begun to have strange dreams of some great frog-shaped thing, and he believes that Shambola of the Hill has chosen him for some great deed. When the Mathens and their tsathar servants approached him several months ago about an alliance, he readily joined hoping to find some clue as to Shambola's purpose for him. He is a fierce warrior, raging and entering battle at the first provocation, but he is smart enough to let his tribesmen and troll allies fight for him and soften the foe up before he steps in and takes some heads. He fights to the death, having never met his match to date and trusting his natural healing ability to see him through.

Malag Marroweater, Wildmen Chieftain: **HD** 10; **AC** 3[16] or 0[19] while raging; **Atk** +2 *battle axe* (1d8+4); **Move** 12; **Save** 5; **AL** C; **CL/XP** 12/2000; **Special**: +2 to hit and damage strength bonus, rage (3/day, +3 to hit, damage and AC until combat ends), regenerate (2hp/round).

Equipment: *+1 bronze breastplate*, *cloak of protection +1*, *+2 battle axe*, *potion of giant strength*, battered gold altar piece of Muir threaded on rope and worn as necklace (450gp), 3 silver daggers worn as piercings through left bicep (322gp each), hide sack holding 5 rocks, 6 fresh human scalps, 25 rough gems worth 1d6x25gp each, key to gate in **Area H10**.

Treasure: Malag keeps his treasures in a disorderly heap behind his bedding, covered in a layer of rotten, fly-covered entrails from a previous snack. The heap consists of 3256gp, 5775sp, 10,890cp, 230pp, 5 citrines (30gp, 55gp, 60gp, 75gp, 90gp), a pair of sapphires (275gp each), a chrysoberyl (550gp), a silver hand mirror (15gp), a silver vambrace from a set of ceremonial full-plate (150gp), a *+1 spear*, *gauntlets of dexterity*, a *potion of slipperiness*, a *potion of clairaudience*, and a *wand of paralyzing* (21 charges).

Malag Marroweater

Area H12: Prisoner Pit

The barred gate opens into a pit that lies at the base of a deep sinkhole. The walls are rough but slick with moisture and provide few handholds for the 40ft climb to daylight above. Some roots and scraggly plants hang over the lip above, but none reach down far enough to be of use. The bottom is littered with broken rock, moss, and a bit of scattered grasses. Huddled in this enclosure are four men. They are dirty, haggard, and half-starved with scraggly, unshorn hair and beards and few scraps of clothing remaining to them. They appear battered and sickly, but the fire of freedom still burns in their eyes.

This pit serves as the prison of the survivors of the ill-fated company out of Bard's Gate sent to reinforce Malthlyn and secure the mithral mine. They are down to the last **4 survivors**, having seen the others fall to brutal

beatings, illness, or the savage cannibalism of their captors. Three of them are cavalrymen from Waymarch, and one is Andulathon of the Lyreguard, whom Cymione and Cyrione were sent to protect. The men are in no shape to fight and can barely walk, but rouse to follow the characters to safety. Once the elven rangers secure these men, they immediately seek to bring them out of the fort to safety. If the party points out that the wildmen have to be crippled before they can go or they will simply be hunted through the wilderness, they concede the point (thinking much the same thing themselves), but they refuse to leave Andulathon's side at any point. Bringing him home safely to Bard's Gate is now their highest priority.

Cavalrymen from Waymarch (Ftr4) (3): HD 23, 22x2 (currently 3); **AC** 9[10]; **Atk** strike (1hp); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120; **Special:** +1 to hit missile bonus.

Andulathon of the Lyreguard (Pal6): HD 42 (currently 2); **AC** 9[10]; **Atk** strike (1hp); **Move** 12; **Save** 7; **AL** L; **CL/XP** 6/400; **Special:** immune to disease, lay on hands (12hp or cure disease).

Ad Hoc XP Award: For each of these prisoners that the characters bring safely back to Malthlyn, award 1000 XP.

It's Not Over 'Til the Fat Frog Croaks

Assuming the characters kill Malag and N'ngula and seriously damage or disrupt the wildmen tribe, their journey back to Malthlyn should not be overly arduous. The survivors of the tribe withdraw deeper into the hills to lick their wounds and weave tribal legends of the shining angels of destruction from the lowlands that killed "Malag the Giant-King." It should be several generations before the wildmen recover enough to threaten the folk of Malthlyn again, if they even survive at all in their weakened state among the unforgiving hollow hills.

However, all is not well for the characters. While Tsathogga takes little notice of his mortal worshippers and cares for them even less, the recent destruction of his spawn Co'Nurgral did prove to be something of an irritant. And assuming the characters destroyed his idol in **Area H4** which he had bestowed with a tiny bit of his power, the irritation rises to the level of requiring a good scratch. As a final gesture of anger before going back to his somnolent devouring of the filth of the River Styx in the depths of Tarterus, Tsathogga sends forth a psychic nudge to the Material Plane — a nudge sufficient to wake a beast deep in the swampiest depths of the Moon Fog Hills and fill its mind with a picture of its most hated enemies … the characters. The wakened creature is a froglike beast called a **hydrodaemon**, a 10ft-tall demonic toad with powerful magic at its command. The hydrodaemon stalks the land in search of the characters and catches up with them on their way back to Malthlyn, probably shortly after they pass the Mobat Hollow (**Area B**). It glides down upon them in the last rays of evening with **2 wild boars** sent to follow it. It uses its spittle upon the characters as it flies by followed by the boars charging into battle. Depending on the terrain where the characters stand, the hydrodaemon uses *cause fear* or *darkness 15ft radius* to separate the characters. It cares not for the fate of the wild boars. Archers and spellcasters are always its primary targets while the boars deal with fighters. It summons a water elemental as a last resort. Once the hydrodaemon is defeated, Tsathogga quickly loses interest in the Moon Fogs and goes back to his own inscrutable thoughts.

Daemon, Hydrodaemon: HD 7; **HP** 52; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit (*sleep*); **Move** 9 (swim 24, fly 12); **AL** C; **CL/XP** 13/2300; **Special:** immune to acid and poison, magic resistance (35%), silver or magic weapons needed to hit, spells (at will—*cause fear*, *darkness 15ft radius*, *detect magic*, *dimension door*), spittle (5/day, 20ft line, save or *sleep* as spell for 6 rounds), summon (1/day, 8HD water elemental), telepathy 100ft. (***The Tome of Horrors Complete*** 120)

Boar, Wild (2): HD 3+3; **HP** 25, 23; **AC** 7[12]; **Atk** gore (3d4); **Move** 15; **AL** C; **CL/XP** 4/120; **Special:** continue attacks 2 rounds after reaching 0hp. (***Monstrosities*** 48)

Water Elemental: HD 8; **HP** 50; **AC** 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, overturn boats.

Concluding the Adventure

With the destruction of the wildmen of the Hollow Hills and the rescue of the survivors from Bard's Gate, there is a furor of activity and discussion in Malthlyn. The survivors from the wildmen prison pit need several days to recover from their ordeal sufficiently to travel. Sir Souline and Illynda, if they survived ***Aberrations***, and Andulathon are already making plans for a return journey to Bard's Gate. If the characters are not in too great of a hurry to head out, Andulathon asks them if they would be willing to accompany the survivors down the Southvale Causeway to the city of Penmorgh so that they can take a ship back north. The ranger brothers, of course, accompany them but it is wild country between Malthlyn and Southvale, and every extra sword is welcome.

In addition, regardless of the characters' willingness to accompany the survivors south, Andulathon promises them great reward from the High Burgess of Bard's Gate for their actions. They have done a great service for that city and the Duchy of Waymarch with their heroic actions. With the destruction of the wildmen and the removal of the corrupt Mathens, the mines revert to the ownership of the city and the business partners involved there, which brings an even greater boon than before. There is already talk of clearing out the ruins of Salyos and opening it as a port or even of opening a new port along the Hollow Road to the east of Malthlyn in order to ship all the silver and mithral that will soon be flowing once new mining crews can be brought to Malthlyn along with a proper military garrison to protect. Whether intentional or not, the characters have certainly helped the economic interests of foreign powers and given them a much greater hold on this territory. The region is largely unclaimed, so this likely brings a positive civilizing effect to those who live and settle in the Malthlyn area.

Approximately 6 months after the events in this adventure, a messenger from Bard's Gate accompanied by a patrol of Waymark cavalry greets the characters. In a secured chest they carry are 500 platinum lyres (pp), coinage of the City of Bard's Gate as a reward from that city and a golden chalice set with emeralds and stamped with the arms of the House of Qellinroque (hereditary dukes of Waymarch) worth 2000gp. In addition, they have made allies of both the Duke of Waymarch and the High Burgess of Bard's Gate for the assistance they provided, which could lead to adventures in the future.

The Crystal Skull

By Dave Brohman

An adventure for 4 to 6 characters of 9th to 10th level and up using the ***Swords & Wizardry*** core rules, ***The Crystal Skull*** is more than just a single adventure or part of the adventure path. As the adventure path's grand finale, this module is a mini-campaign in itself, detailing a portion of the Duchy of Southvale, containing the city of Penmorgh, the Wood Between Worlds, the Tower of Bone, and other key locations. Southvale is bounded on the east by sea and the west by monster-haunted mountains and wilderness beyond. It is an area right on the borderlands and far from the centers of power.

The Crystal Skull

The Crystal Skull was originally published as ***F3: Crystal Skull***, a Third-Edition mini-campaign by **Necromancer Games**. It has been converted here to the ***Swords & Wizardry*** core rules and integrated into the ***Cults of the Sundered Kingdoms Adventure Path*** set in the ***Lost Lands*** campaign setting by **Frog God Games**. It follows the adventures ***Vengeance in the Hollow Hills*** (where the characters have been given reason to travel south toward Southvale) and ***Shades of Yellow*** where they are first introduced to the name of Pearsey of Penmorgh.

The adventure begins when an old wizard named Pearsey implores the characters to take up a task that others have failed: to end the peril that plagues Penmorgh once and for all. Things are not always as easy as they first appear however. Though Pearsey is sincere and genuine in his desire to help, he could not possibly foresee the consequences of his actions. In unraveling the mystery and bringing the villains to justice, the characters actually free a nascent demon lord. They must then pursue and destroy it before it is restored to full strength and seizes a site of incredible power — the fabled Tower of Bone — unleashing chaos on the world.

Adventure Background

The murders have been going on for a lot longer than Pearsey suspects, as he has only been living here for 20 years or so. In fact the murders have been occurring for more than century. Penmorgh was a rather rough and lawless place like most small border cities. It took some time before someone noticed the regularity of the murders and sorted out the pattern.

Though no one has ever noted a relationship, the murders have coincided precisely with the rise in power of the Penmorgh Merchant Guild. A little more than a century ago, Penmorgh was a city where dozens of small guilds vied with each other for supremacy. One of the guilds discovered an ancient tome among their acquisitions which detailed an artifact, a *crystal skull*, which was capable of summoning and binding a demon with the power to bend the very laws of probability in favor of anyone who commanded it. Desperate for an edge the Guild spent a great deal of money seeking out and acquiring the *crystal skull*.

They summoned the demon Mhaazoul and bound it in a pit in the cellar of their manor. Within a few short years the Guild had virtually obliterated the competition. No deal could go wrong for them, no ship of theirs was ever lost, and none of their caravans were attacked. It was as if fate itself was favoring them. The truth of course was far darker.

It was only after they began to get a real taste for success that they learned the terrible cost to keep it under their thrall. Every year at midsummer, three young girls had to be sacrificed to the beast to keep it bound and under their control.

What's Going on Now?

There are a number of individuals and groups that the characters are likely to encounter in the course of this adventure, many of which are involved either in the murders that plague Penmorgh or in the demon Mhaazoul's larger plots and intrigues surrounding it and the Tower of Bone.

The Merchant Guild

The Merchant Guild is the lifeblood of Penmorgh. It has been so ubiquitous for so long that no one even recalls the guild's original name; it is simply known as "the Guild."

The dozen most senior members of the Guild are members of the demonic cult responsible for the murders which plague the city. They slowly introduce younger members by testing their mettle through progressively more underhanded and despicable business ventures. Those who begin to balk at the unlawful practices are shipped off to run legitimate Guild affairs elsewhere, where their ethics enable them to excel and so further enrich the guild's coffers and reputation. Those who are open to wickedness are eventually brought into the fold and share in the Guild's secret. Even then, some falter and balk at the prospect. None of those who are so unworthy ever leave the demon's pit.

What the Guildsmen do not suspect is that they are not the demon's masters but rather his pawns. The demon — whose name is Mhaazoul, though few know it — planted the book among their possessions, as he did also with the other guilds. While it is true that the *crystal skull* is capable of raising and binding him, no one knows that it was Mhaazoul himself who crafted the *skull*. Knowing that a simple summoning would leave him vulnerable to being easily dismissed, Mhaazoul crafted a powerful item that would allow him to be summoned and, once broken, would allow him to be free upon the world under no one's power but his own.

The Demon Mhaazoul

The 666th child of Orcus, Mhaazoul is the impetus behind the events in the adventure. Given rights to the *Obelisk of Chaos* beneath Southvale by his father long ago, Mhaazoul ceaselessly sought a way to make his own Abyssal kingdom in the Lost Lands — something that his vaunted father had so far failed to do.

Like most demons and devils, Mhaazoul is vulnerable to the *summoning* spells wielded by mortal mages. To combat this limitation, he conceived a plot to enable him to be summoned to the Material Plane but to render him immune to the petty spells of mortals and their attempts to send him scurrying home like a whipped puppy. To this end he crafted the *crystal skull*. Once the *skull* is broken, he is free upon this plane, and once Malakov and Tol Mordroth complete the ritual in the Tower of Bone, Mhaazoul is restored to full power and rendered immune to all attempts to *summon* or get rid of him.

To keep the enchantment active, the *skull* requires the sacrifice of 3 souls each year. There is no particular reason that the sacrifices need to be young girls save that Mhaazoul knew that this would prove more horrific to most people and thus help ensure an effort would eventually be made to seek out the source of the murders and end it. He tried long ago to coerce Guild members into breaking the *skull*, but they proved to be too enamored of their wealth to risk losing such a valuable investment.

The problem, of course, is breaking the *skull*, as it is virtually impossible to accomplish without a weapon of demonic make.

In the heroes' desire to end the trouble in Penmorgh, Mhaazoul sees his best chance yet to free himself and bring chaos to the world. Through Buboe, Mhaazoul has learned that the characters have been contacted by Pearsey to investigate the murders of the young women. In this Mhaazoul sees his best yet chance to have the *skull* broken and to be set free. To this end he intends to actually work secretly to help the characters in their investigations if need be.

Buboe

Buboe, a quasit, is Mhaazoul's closest and most loyal minion. He was integral in distributing the *crystal skulls* across the world and planting the various clues to lead to their discovery. He is fiercely loyal to his master, but centuries of Mhaazoul's abuse are taking their toll, leaving him sullen and moody.

The only reason Buboe doesn't come straight to the characters and lead them to Mhaazoul is that he doesn't *want* his master to be freed. Buboe is satisfied with the status quo and rather likes the fact that he has a master that (for once) cannot desert him. It is almost as if Buboe is the master, and that is a position he relishes with secret glee. Most times, however, Mhaazoul's domineering gets the better of him and he follows his master's command.

The Nightshade Thieves Guild

The Nightshade Guild have recently made contact with Mhaazoul and have been enjoying the benefits of the demon's ability to alter chance in their factor. They quickly became the dominant thieves' guild in the city of Penmorgh, in return for which they dispose of the bodies of his young victims. Beyond that they are uninvolved in the murders and they do not know that the Merchant Guild are responsible for them. Mhaazoul also set the Nightshades the task of locating a demon-forged blade with which to shatter the *crystal skull*. Unbeknownst to the demon, the thieves have found such a blade but the thief master is keeping it secret until he can figure out why it is so important to the demon. Mhaazoul suspects that the guild might already possess the blade, but so far Buboe's attempts to infiltrate the guild and locate the weapon have proven unsuccessful.

Malakov and Tol Mordroth

This pair of wizards has been entrusted by Mhaazoul with the task of finding the Tower of Bone and preparing for the ritual to return him to power. Malakov and Tol Mordroth hate each other with a passion, a fact which Mhaazoul uses to his advantage. Their hatred for each other and lust for power act as a very effective system of checks and balances, keeping them from working together to seize the Tower.

How to Use This Adventure

First, you must familiarize yourself as much as possible with all the areas described in the following pages. Since there is no telling what the players will do, you must be prepared for any eventuality. Read over the City of Penmorgh particularly carefully; the characters will be spending a lot of time here during their investigation and interacting with a great many people and it is important that you, the Referee, make this area as alive and "real" as possible.

Of course, some areas are more challenging than others. The characters, if they are wise and depending on their level, will probably have to be willing to "live to fight another day." This is okay. By allowing them to face opponents too strong for them, you create a world that is dangerous and not merely tailored to provide challenging but ultimately survivable encounters. This should prevent the characters from falling into the pattern of thinking that goes thus: "Just bust down the door already; whatever's there can't be too strong for us. The Referee wouldn't do that."

Review the adventure to get a summary of the difficulty of the various encounter areas to aid you in guiding the characters and adjusting encounters where necessary.

Lastly, do not be afraid to improvise. If the players do something unexpected, you do something unexpected.

Adventure Summary

Although all effort should be made to avoid railroading the players down a predetermined path, there are certain events in ***The Crystal Skull*** which need to occur at certain times and in a certain order to maximize the enjoyment and play value of the adventure. Some general suggestions on are outlined below.

Penmorgh

However the characters come to Penmorgh, it is important that they are invited to Pearsey's home as soon as possible and it is he who introduces them to the situation.

There are several individuals or groups that may be suspects during the investigation including the Merchant Guild, the Nightshade Thieves Guild, the Adderfang Thieves Guild, some unknown monster hiding in the city, the Juggulers, and even Pearsey. These are just some of the more obvious suspects and the Referee should throw as many red herrings at the characters as possible to keep them on their toes.

If the characters are having trouble with the investigation, you can start dropping clues for them. Many suitable clues are provided in the text.

Be wary of emphasizing a connection to the sewers too early on. While it may seem like a good way to get the characters on the right track, if they decide to go poking around the sewers their first afternoon they could stumble across the Nightshade Guild and bypass the entire mystery.

It is essential that the characters find their way to the demonic temple before the third girl has been sacrificed.

Of utmost importance is to not portray the Merchant Guild as a shady group. They have been involved with the demon for a century and are quite adept at hiding their crimes. They are great benefactors and philanthropists and are very well regarded in Penmorgh. Though there are some rumblings of dissent, mostly among people who resent their wealth, the truth is that the city owes its prosperity to the Guild and most people do not even entertain the notion that they might be involved. In fact, most of the Guildsmen know nothing of the demon and the Guild's connection to the murders.

Even though most of the Guild are not involved in the demonic cult this does not prevent them from protecting their Guild and investments if attacked. They treat intruders just as harshly as do the demon worshippers, viewing them as nothing better than assassins and thieves.

To the Tower of Bone

During these chapters, the characters should fear pressure that if they fail to stop Mhaazoul before midsummer's eve, all is lost. The tower to which Mhaazoul is fleeing is only a couple of days away, which gives them ample time, but keep the pressure on until Mhaazoul reaches the tower.

Durandel

This chapter is a standard dungeon crawl rife with dangers both living and undead. Whether they find themselves there by taking refuge from the dragon which guards the Tower or they choose to investigate on their own, it is key that the characters makes their way to the ruins and thence to the dwarf city beneath it. From there they are able to make their way through the city and the caverns to the Tower's cellars.

The Tower of Bone

As they work their way up the Tower, the characters can hear a tempest growing in intensity with every step they take. Use the growing intensity of the storm to imply that time is rapidly running out. Unless the characters decide to stop and make camp or leave the Tower, they arrive in the observatory in time to disrupt the ritual.

A Note on Maps and Area Numbering

This module is divided into several areas in, around, and even beneath, the Duchy of Southvale. The three most important maps are the **City of Penmorgh** map, which shows the locations required for the characters to conduct their investigation, the **Dwarven City and Caverns** map, which details the hazards that stand between the characters and the Tower of Bone, and of course the **Tower of Bone** itself, the ultimate destination of the escaped demon Mhaazoul. Each area has its own specific map, listing of keyed locations, and encounter details.

Because of the many and varied locations detailed in this module, we have devised an easy way for you to tell which areas and location descriptions pertain to which maps. Each map is designated by a letter derived from the name of the area that the map depicts, with locations or sub-areas designated by a number. So a map reference of **Area P7** refers to location **7** in the city of Penmorgh, which in this case is the King's Head Tavern.

The list of maps with keyed locations and their designations is as follows:

- **Home of Pearsey the Wizard: Area W1** through **Area W16**
- **City of Penmorgh: Area P1** through **Area P35**
- **Merchant Guild: Area G1** through **Area G107**
- **Nightshade Thieves Guild: Area N1** through **Area N31**
- **Town of Bradfield: Area B1** through **Area B15**
- **Village of Homewood: Area H1** through **Area H15**
- **Dwarven Ruins, Mines and Caverns: Area R1** through **Area R64**
- **Tower of Bone: Area T1** through **Area T22**

A Note on Monsters

This adventure provides wandering monster tables for a number of locations. These tables are meant as a guide for possible encounters, reflecting the frequency and type of creatures that can be found roaming a level or an area. You should not allow a random table to dictate your game session. If you feel the result indicated is too challenging for your group, feel free to discard or re-roll the result, or simply decide that the creatures watch the players rather than attack. The tables are provided as an aid, not as a requirement.

Beginning the Adventure

If the characters have played through ***Shades of Yellow***, then they should be aware of some sort of misfortune occurring in Penmorgh that the knight, Sir Bartol of Trebes had been investigating. If they played through ***Vengeance in the Hollow Hills***, then they should have reason to travel to Penmorgh, as the survivors of the Bard's Gate company wish to travel there to take ship back to Bard's Gate. Some of the Bard's Gate company are no longer fit to ride a horse, so they must travel in a wagon, so the rate of travel is slow. If that is the case, then the onset of winter weather will set in while the characters are some distance away, necessitating that they spend the winter in the city of Terrin Keld. The Bard's Gate survivors do not mind the delay (many of them are still trying to recover physically and mentally from their ordeal), and from the letter to Sir Bartol, the characters know that they are in no hurry merely needing to reach Penmorgh before midsummer according to the mysterious Pearsey.

During the winter, while they wait out the snowstorms that pound the lowlands between the Forlorn Mountains and the Matagost Range, the characters have gathered for dinner in a private dining room at the Gorgon's Head Inn where they are staying. Read the following:

> A fire crackles in the hearth bringing welcome warmth to this private dining room. A meal of hot stew and fresh-baked bread is laid out on the table before you along with mugs of mulled wine and the strong local ale. You rented this dining room for the evening to start planning out your actions with the coming of spring while you supped comfortably beneath the wide ceiling beams stained dark with years of aromatic pipe smoke. The wind howls outside with the latest winter storm down off the Forlorns and rattles the diamond panes of leaded glass in their casement. Fortunately, a sturdy latch keeps each of them firmly sealed and the wet snows outside where they belong.
>
> Or at least that was the case until just now as you see what you can only describe as a wisp of semi-solid air extending in through a tiny gap in one of the windows and lifting its latch. Before you even have time to react, the leaded glass bangs open as a swirl of freezing winter wind invades the room only with a spitting flurry of icy sleet.
>
> Even as the window bangs in the wind, the wind in the room seems to swirl unnaturally above your table, traveling from place setting to place setting as it upsets bowls and overturns soup tureens. Finally it comes to rest in the center of the table, and you can see that it has a vaguely humanoid form, no larger than a stocky dwarf, though its arms seem longer than is proportionate and its head hangs low before its chest. Its legs seems to taper into a thin wisp of swirling air. As you prepare weapons and spell, it looks back and forth between you with eyes of an unnaturally bright blue, and that is when you notice that one of its airlike arms seems to grasp a tarnished metal scroll case.
>
> Its gaze finally fixes on one of you, and it flows forward across the table's surface to deposit the scroll case directly into the center of a bowl of stew. It then resumes its form of a whirling vortex before disappearing back out into the benighted wintery storm. You manage to get the window shut and latched, and turn to look at the scroll case where it sits amid bits of meat and greasy broth. You hear a knocking at the chamber door and the muffled voice of the landlord beyond asking if he had heard you call for another round of ale.

The creature that invaded the room was an air elemental called by Pearsey and bound to deliver the scroll case to the characters in Terrin Keld. It has no wish to linger or fight and has already resumed its long flight back through the winter sky to Penmorgh for payment and release. The scroll case itself is lightly tarnished pewter sealed with molten lead to be completely airtight and waterproof. It is also locked. Inside the case is only a single leaf of parchment.

On the parchment is a message written in a delicate and flowing hand of one sure in his letters but slightly shaky with age. Anyone examining this message recognizes it as the same handwriting as that found on **Sir Bartol's Papers 3** in ***Shades of Yellow***. If anyone thinks to compare the two side by side, then the similarity is readily apparent.

Though the summons is urgent in tone, it is not in time, and the characters can easily wait out the winter to prepare for the continuing journey on to the city of Penmorgh with now even more incentive to make the trip if they needed it.

The winter lingers long and is followed by an extremely wet spring reducing the Southvale Causeway to a muddy mire for much of its length and impeding travel further. The road is long, and horses and wagons easily bog down. The journey down the Southvale Causeway from Terrin Keld to Penmorgh is approximately 810 miles. Due to the late start, bad weather, worse roads, slow travel, and frequent stops for the infirm among them, the trip will take just over two months, bringing the travelers into the city just a few weeks before midsummer. The characters might be a bit nervous about cutting it this close to the deadline they may have set for

Weatherell
Wellesley
Tilley River
The Black Wood
Sherbourne
North Bay
Bradfield
L. Eire
Homewood
Guildford
Blackflow River
Fae Copse
Stonebridge
PENMORGh
Border Keep
Black Marsh
Marwood
Whitehaven
Penn
Pike Point
Southreach
Freeport
N
Southvale
50 miles

Pearsey's Summons

Greetings and Salutations Great and Valiant Heroes,

It has come to my attention that you perhaps follow in the footsteps of that courageous knight Sir Bartol of Trebes, who so lately passed, in taking up his quests in and around the Sundered Kingdoms. If the tales I have heard be true, then you have done so with some skill and with great success. I applaud you for your efforts and the good deeds that you have undoubtedly done for so many. In light of these actions, I would beg of you to consider taking on a final task that the late knight had before him. This last summer he was my guest in the humble city of Penmorgh, capital of the Southvale, to investigate a series of gruesome murders involving young girls. The good knight found the source of the murders in a foul gang of villains, we did believe, and put them to rights with his vindicating sword.

We thought all was done, and the city of Penmorgh could at last know peace from this incessant bloody curse. Only after the good knight had left for points north to do other deeds of great valor and fair justice did I come upon information that maybe the source of these murders had not been completely excised. I sent him message imploring him to return to Penmorgh when he had finished his tasks to the north, but you well know the fate of this brave and honorable that will forestall him from responding to my request. I fear that come midsummer of the next year the cycle will start anew, that the young girls will begin dying again. The authorities of the city are not equipped to deal with a menace of this depth or they would have long since. No, it requires heroes of a different caliber — a caliber that I had found in Sir Bartol and that I hear may reside in you.

I ask you, good people, make journey to Penmorgh. My eyes and ears tell me that you are already upon the road towards it in distant Terrin Keld. There is time yet; the killings do not begin until midsummer. I know the winter must pass. The roads must become traversable. But when you are able, please make haste to me here. My tower lies just off the Southvale road some two miles from the walls of Penmorgh. I can promise you no reward or great adventure; men of Sir Bartol's caliber never required such. I simply bring you one old man's plea for help. Don't let the girls start dying again. Save them while you can.

Most Sincerely,

Pearsey of Penmorgh

See the **Players' Handouts Appendix** for a copy.

themselves but can take confidence in knowing that they'll have at least two weeks to get to the bottom of whatever mystery awaits them in the city — surely enough time for a group of their caliber.

If the characters have not played through the previous adventures in this adventure path, then you can bring them into the adventure however you like. Perhaps they have been traveling and have just stopped over in the port city of Penmorgh on their way to points north or south. Maybe they have completed an adventure among the mountainous Giantlands to the west and have come to the nearest city of decent size to celebrate their good fortune and spend their plunder. In any case, Pearsey contacts them in the same manner as described above with the same summons or one much like it.

A mystery has been dropped on their own doorstep …

When the characters reach the city, they can easily locate the tower on the way into town. If they wish to stop by and see their mysterious summoner, proceed with **Pearsey's Plea**.

Chapter One: The City of Penmorgh

The city of Penmorgh is the capitol of the Duchy of Southvale, one of the more prosperous districts of Sunderland, and once the southeasternmost province of the Empire. Penmorgh's population is large, but not overly so for a city of its size. It has a population of 23,454 (18,529 humans; 2,111 mountain dwarves; 938 halflings; 910 high elves; 704 half-orcs; 235 half-elves; 27 other).

A mayor ostensibly controls Penmorgh, but in truth power resides with the Merchant Guild. Everyone knows this but, since the Guild actually do a good job and runs things well, no one complains. The last few mayors have actually been drawn exclusively from the ranks of the Guild, including the current mayor. The Guild are so involved in the workings of the city, and gives so much cash to various causes and groups, that were it to fail, the whole city would probably fall apart.

Some notable NPCs to be found in Penmorgh are **Mayor Lem Mastlan**, **Guildmaster Gebhardt Berezon**, **Commander of the City Watch Montforte de Guise** (Lawful Ftr11), **Deputy-Governor "Duke of Southvale" Alvoria d'Alvoros** (Chaotic Thf10), and **Mistress of the Order of Iron Lady Astrid Dugganey** (Lawful Pal7 of Muir).

Locations in Penmorgh

The majority of the city is low-lying — few buildings are more than three stories — but the city as a whole rises to the high central hill upon which the Merchant's Guild estate sits, making the Guild mansion visible from almost everywhere in the city. Under the Guild's auspices, Penmorgh has grown quite wealthy and is one of the few walled cities that does not charge a gate-toll to enter.

Southvale Currency

Unlike the rest of the Sundered Kingdoms that have been wracked by war on and off for millennia, Southvale has maintained a fairly stable centralized government throughout most of that time. Even the years of occupation by the Heldring were peaceful more often than not. As a result, whereas merchants of the rest of the Sundered Kingdoms typically take whatever currency they come across — usually coins of Foere or Endhome or Oceanus where that empire has established its authority — the government of Penmorgh has minted its own coins for hundreds of years, backed by the financial stability of The Guild. Because they are, first and foremost, a people of commerce the merchants of Penmorgh and Southvale in general will accept coinage from other lands, but all change will be given in the coin of the realm.

The coins of Southvale are as follows:
Gold guilder = 1gp
Silver ducat = 1sp
Copper cent = 1cp

Penmorgh does not mint coinage in silver as transactions involving amounts that would require that sort of value are usually conducted on bank notes issued by The Guild.

P1: Temple of Freya

The church of Freya is the least popular of the three main churches in Penmorgh but it still enjoys a devout congregation. The Freyans in Penmorgh wear their allegiance proudly, almost to the point of arrogance.

The Freyan temple is a deceptively plain building from the outside. Once a simple warehouse, this large, square structure is almost totally devoid of exterior decoration save for a single holy symbol of Freya inscribed over the entrance. Once inside though, there can be no mistake as to which church one has entered.

A large portion of the roof is gone, leaving the interior open to the sky above. All manner of plants are grown here and all flourish in complete disregard of their normal growing seasons: holly and wintergreen grow alongside tulips that cluster around the base of ivy-wrapped corn stalks.

The **High Priestess Kedu** is an attractive woman of middle years who presides over her congregation as a mother to her children.

Kedu, High Priestess of Freya (Clr9): HP 43; **AC** 0[19]; **Atk** *+1 mace* (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 11/1700; **Special:** turn undead, +2 save versus paralyzation and poison, spells (3/3/3/2/2).

Spells: 1st—*cure light wounds*, *detect evil*, *purify food and drink*; 2nd—*bless* (x2), *hold person*; 3rd—*cure disease*, *prayer*, *speak with dead*; 4th—*create water*, *cure serious wounds*; 5th—*raise dead* (x2).

Equipment: +2 *chainmail*, +2 *shield*, cleric's vestments, *+1 mace*, silver holy symbol of Freya.

P2: Blacksmith & Stables

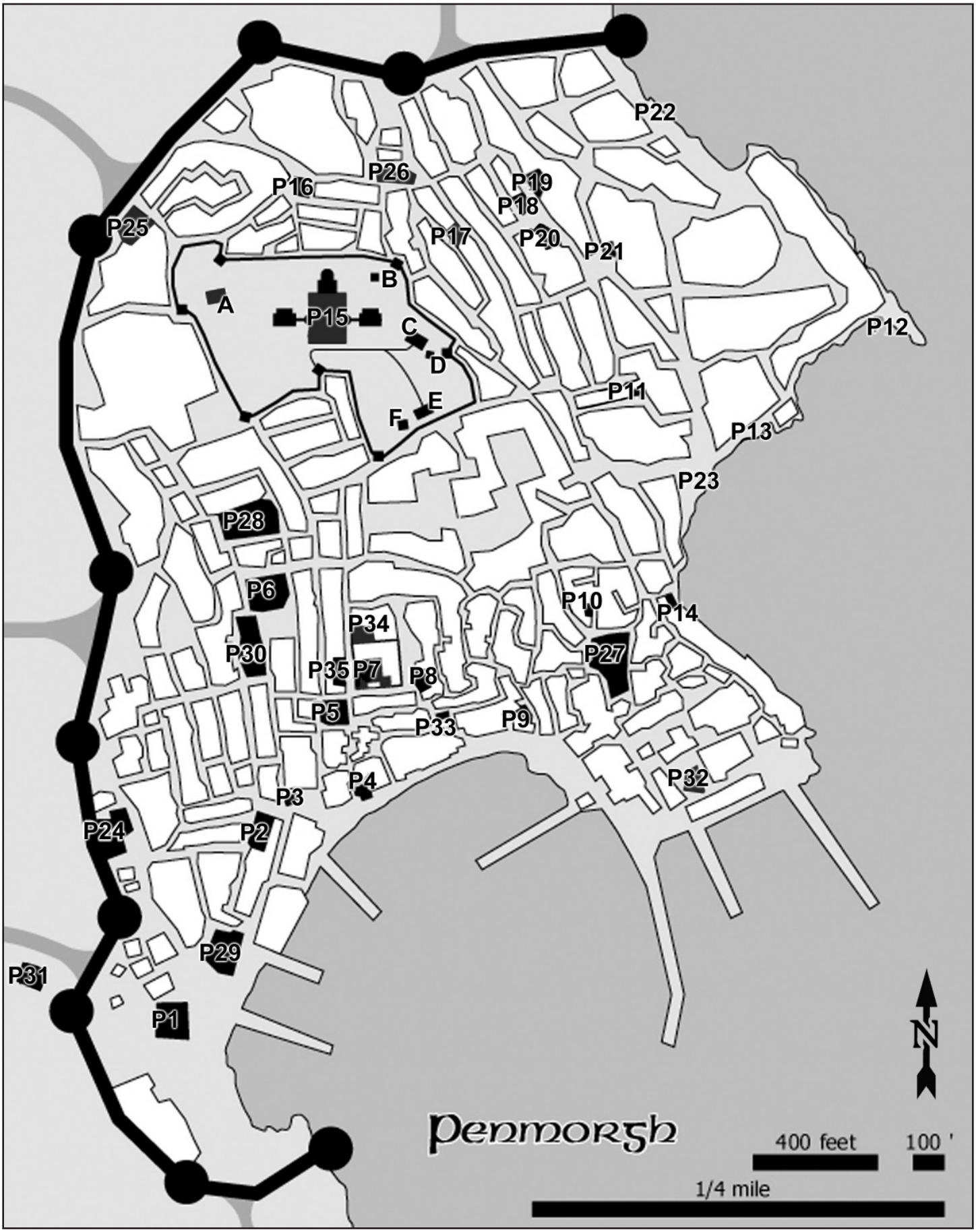
Henry Smith is a utilitarian smith, specializing in horseshoes and cartwheels above all else. His prime location near the gate, the south watch house, and the Mercenary Guild ensures a steady stream of customers.

P3: Arms & Armor

This tiny, simple shop belies the skill of its owner, the dwarf **Bramgar Smith**. Bramgar produces some of the finest arms in Penmorgh. His arms are durable and reliable. So confident is Bramgar of his wares that he gladly replaces free of charge any blade of his that is broken through normal use.

P4: The Black Chalice Tavern

A notorious den of iniquity, the Chalice is the best pace to pick up scuttlebutt about goings-on in the city. It is a rough-and-tumble bar where fights are far more common than someone buying a round. Spreading a little gold around and asking a few questions is as likely to get the character mugged as turn up any information. Whatever


P22
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P8
P5
P33
P9
P4
P32
P3
P24
P2
P29
P31
P1
N
Penmorgh
400 feet
100 '
1/4 mile

characters uncover, some of it true and some not. Roll d% to see what characters learn:

d%	Rumor
01–30	I heard tell that a second girl was grabbed up already. That's much sooner than normal. Something must've spooked the killer. (True)
31–50	It must be a monster or somethin'. No human, or elf, or even a dwarf, could go around hacking wee'uns to bits like that. Thyr mark my words, there's a monster at work here! (False)
51–70	I reckon one of them thieves guilds is involved in them 'orrible murders. I seen a bunch of 'em in their dirty red cloaks right around the time that little girl wen' missin' last week. (False)
71–80	Them Adderfang thieves is behind it. I been livin' in this city me whole life and they've become bolder and more violent over the years, particularly the past few. I'm thinking there's more to them now than just plain thievin'. (Partially True)
81–87	That hermit up in them old ruins gives me the creeps 'e does. I'd not trust 'im as far as I could throw 'im. Wouldn't surprise me if'n he were the one behind all'a this. (False)
88–95	These murders have been going on for a lot longer than 20 years let me tell you. Me dad's dad remembers girls going missing when he was just a lad and that was more than 80 years ago. (True)**96–98**
99–00	Something about the Merchant Guild has always put me off. It wouldn't surprise me at all if they were responsible for these murders. (True)

The Referee should be cautious about when he gives out the last two rumors as either one could and tip his hand too soon.

P5: Temple of Thyr

The temple of Thyr is an austere and imposing structure, well suited to the God of Law and Justice. Every 10 days, the high priest **Bowen Llyr** presides over a law court for difficult cases, often necessitating the use of spells to discern truth and assess guilt, with the temple serving double duty as a courtroom. Llyr's decisions are binding under both imperial and religious law, and his edicts are final and beyond appeal.

Dark-eyed, dark-haired and with an imposing and impressive bulk, Llyr is a stern and striking figure, a perfect mirror of the church over which he holds sway. He holds little truck with fast-talk and diplomacy, trusting that Thyr will ensure that justice and law prevail.

Llyr is one of the only clerics in Penmorgh of sufficient power to attempt to *raise* the dead girls, though his efforts in the past have proven fruitless. Whatever person or creature murdered the girls seems to have also completely obliterated their souls as well. Likewise, the efforts of Llyr and his fellow clerics of all faiths to *speak with dead* have also proven futile in all cases. This has inclined some conspiracy-minded folks to point their fingers at both Llyr and the Thyrian church.

Bowen Llyr, High Priest of Thyr (Clr11): HP 52; **AC** 4[15]; **Atk** +2/+3 *mace vs. Chaotic* (1d6+2 or 1d6+3 vs. Chaotic); **Move** 12; **Save** 6; **AL** L; **CL/XP** 13/2300; **Special:** turn undead, +2 save versus paralyzation and poison, spells (3/3/3/3/3).

Spells: 1st—*cure light wounds*, *detect evil*, *protection from evil*; 2nd— *find traps, hold person* (x2); 3rd—*cure disease*, *remove curse*, *speak with dead*; 4th—*cure serious wounds*, *neutralize poison, protection from evil 10ft radius*; 5th—*dispel evil*, *raise dead* (x2).

Equipment: *bracers of defense AC 4[15]*, judge's robes, *+2/+3 mace vs. Chaotic*, gold holy symbol of Thyr.

P6: Temple of Muir

Built to resemble a fortress more than a church, the temple of Muir is the most visited in the city. Services are held twice daily, at sunup and sunset, and the faithful may be found here at all hours in between worshipping and praying quietly on their own.

High Priest of Muir **Brother Liam** leads his flock with a calm and even hand. His tranquil and soft-spoken demeanor belies the fire which he brings to the pulpit, from where he admonishes his flock about the danger and sin which abounds in the world and the eternal struggle, both physical and spiritual, required to keep evil at bay.

Brother Liam, High Priest of Muir (Clr14): HP 46; **AC** 2[17]; **Atk** *+1 flail* (1d6+2 or 1d6+3 vs. Chaotic); **Move** 9; **Save** 3 (with ring); **AL** L; **CL/XP** 16/3200; **Special:** turn undead, +2 save versus paralyzation and poison, spells (5/5/5/5/5/2).

Spells: 1st—*cure light wounds* (x2), *detect evil*, *light*, *protection from evil*; 2nd—*bless* (x2), *find traps*, *hold person*, *silence 15ft radius*; 3rd—*continual light*, *cure disease* (x2), *remove curse*, *speak with dead*; 4th—*create water*, *cure serious wounds* (x2), *neutralize poison, protection from evil 10ft radius*; 5th—*commune*, *create food*, *dispel evil*, *raise dead* (x2); 6th—*blade barrier*.

Equipment: *+2 plate mail*, *+1 flail*, *ring of protection +1*, 3 flasks of holy water, gold holy symbol of Muir.

P7: The King's Head Inn and Tavern

Henri Balfour, his wife **Greta** and their children, Renee, Henrietta, Denis, Edward, and Lucille, own and run this inn. Additionally, they employ a halfling cook, Lobelia Goodwife, a handful of maids (Rowan, Lise, Gertrude, and Ella), and a pair of stable hands, Ethan and Gill.

The Balfour family descended from Burgundian nobles who immigrated in the wake of the last big war between Burgundia and the Empire some 200 years ago. The King's Head has only been in their family for three generations, Henri's grandfather having bought it from a halfling who was down on his luck. They are loyal imperial citizens but are quite proud of their heritage and actually have a valid claim to a sizable piece of land and a minor noble title in Old Burgundia if they should ever choose to follow up on it.

The inn has 6 large guest rooms, each with 4 beds, and a large common room that can hold up to 30 people. The characters are housed in Room 6, overlooking the courtyard. If there are more than 4 members in the party, they also have Room 5 next door. The cost of their stay includes all meals and is being paid for by Pearsey. He specifically requested Room 6 so as to give the characters a way of entering and exiting the inn unobserved. (See **Pearsey's Plea** for more information).

All of the doors in the inn are identical, including the exterior doors, except for the locked door leading to the alcohol stores in the cellar (–20% Open Locks). The only interior doors with locks are the guest room doors and the doors into the Balfours' suite.

One of the oldest buildings in the city, The King's Head Inn plays an important part in Imperial history. Centuries ago, the king of Burgundia was touring the Empire as a gesture of friendship between the two nations. A group of Imperial loyalists met in a secret room in the cellar of this very inn to plot the assassination of the king. Their plot was eventually

Gods of Penmorgh

There are three major gods worshipped in Penmorgh, though many of the citizens hold to other faiths and just worship at smaller churches or personal shrines in their homes. These merely represent the major organized religions to he found in the city who have the most visible public presence.

Freya, Goddess of Love and Fertility

Alignment: Lawful
Symbol: falcon
Garb: robes and cloaks of pure white, trimmed with white fur
Form of Worship and Holidays: harvest moon feast and before large hunts
Typical Worshippers: human females

Freya is a lesser goddess of love and fertility. Freya is also the leader of a great band of women warriors — known as Valkyries on some planes of existence. Freya represents fertility in all its forms. On this plane, Freya represents the cycle of death and rebirth. She is a goddess of the coming harvest, as well as of sexuality and procreation. Her beast is the falcon, though she is fond of the winter wolf and hind. She appears most frequently to her worshippers as a beautiful human woman dressed in robes and a cloak of winter wolf fur, though she occasionally appears as a hunter in leather armor with sword and bow or as a warrior in shining mail with a glowing sword. She can take the form of a falcon — or any other bird — at will, as well as that of a huge winter wolf.

Muir, Goddess of Virtue and Paladins

Alignment: Lawful
Symbol: blood-red upraised sword on a white background
Garb: white wool robes with an upraised sword and hand in red
Form of Worship and Holidays: regular worship and fasting on the eve before known battle or before confirmation or promotion of the ranks of the faithful
Typical Worshippers: human and paladins

Muir is the sister of Thyr. While he represents law and peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of paladins. She is often depicted as a dark-tressed maiden warrior in shining mail with an upraised (often bloodstained) sword. She is noble and single-minded of purpose. The tenets of her worship include honor, truth, and courage. A great order of paladins known as the Justicars are sworn to her service. Muir expects self-sacrifice, humility, and charity as well as unswerving loyalty. Her standards are extreme and she quickly turns her back on any who fail to live up to them. Those who maintain her standards, however, may become Justicars, an order of paladins imbued with even greater holiness. Her symbol is a blood-red uplifted sword on a white background, symbolizing her endless fight against evil. Her worshippers must be Lawful. The falcon is her sacred animal. She is the tireless foe of all evil creatures and undead, demons, and devils in particular are her sworn enemy.

Thyr, God of Law and Justice

Alignment: Lawful
Symbol: silver cross on a white field
Garb: white robes trimmed with silver, purple, or gold — the colors of kingship
Form of Worship and Holidays: last day of every month, the last holy day of every year is set aside for non-royalty to have their grievances heard
Typical Worshippers: human, royalty

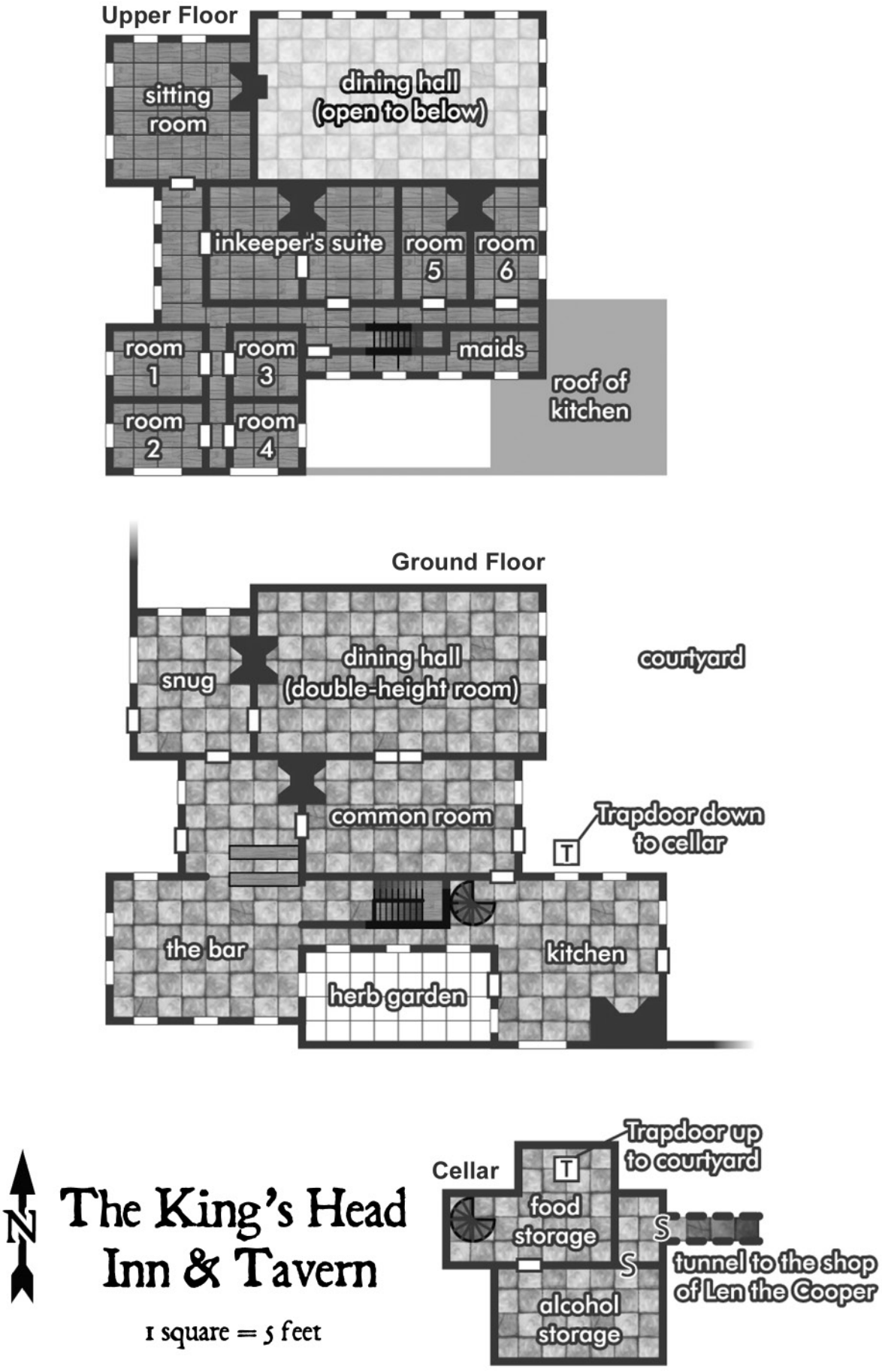
Thyr is the god of wise and just rule. He is normally depicted as a wizened king seated on a great throne holding a rod of kingship in one hand and a chalice of peace in the other. His principles are justice, order, and peace. He represents proper and traditional rule and as such was once worshipped (at least in name) by all human royalty. He is the embodiment of the enlightened human caste system where each person has a fairly determined role in a lawful society intended to create the greatest good for the greatest number. His symbol is a silver cross on a white field, symbolizing the upturned cross-haft of his sister's sword, which he thrust into the earth to end the Gods' War. The noble eagle and lion are his sacred creatures.

One of the smaller faiths that nevertheless maintains a public place of worship is temple of the Green Father (**Area P31**).

The Green Father, The Huntsman, God of the Wilds

Alignment: Neutrality
Symbol: rack of antlers
Garb: natural leathers or furs, coverings woven of leaves or grasses
Form of Worship and Holidays: full moons and new moons, festivals before and after hunts
Typical Worshippers: druids, rangers, hunters, guides, trackers, berserkers

The Green Father goes by many names in many cultures: the Horned God, Herne the Hunter, Cerunnos, and others. He is a primordial god of the natural world, antithesis to the spread of civilization and agriculture. He represents the chaos of the wilds, the freedom of the hunt, and the joy of the kill. His followers respect the power of Nature and seek to learn to live and thrive in it, never to conquer it, and those who cannot do so are fair game for the dangers that exist beyond the walls of cities. Where once the faith of the Green Faith actively opposed the settlement of the wilds and those who participated in civilization, in recent generations it has come to accept adherents from among those who live within towns and cities in an effort to encourage efforts to influence them to protect the wild places of the world. Ironically, this has create two branches of the faith: those who dwell only in the wild and seek to drive out those who would intrude and those who dwell in and among civilization but prefer the solitude and purity of the wild. So far, these two churches have not come into conflict, but it seems inevitable that they will eventually come into conflict for dominance of the faith.


Upper Floor
sitting room
dining hall (open to below)
inkeeper's suite
room 5
room 6
room 1
room 3
maids
roof of kitchen
room 2
room 4
Ground Floor
snug
dining hall (double-height room)
courtyard
common room
Trapdoor down to cellar
T
the bar
kitchen
herb garden
N
The King's Head Inn & Tavern
1 square = 5 feet
Cellar
Trapdoor up to courtyard
T
food storage
S
S
tunnel to the shop of Len the Cooper
alcohol storage

discovered and put down, but many of the plotters escaped through the secret tunnel leading to the cooper's shop across the street.

P8: Cooper

The dwarf **Len Cooper** runs a small but successful shop, completely unaware of the part his establishment played in ancient Penmorgh history. Behind a shelf in the rear of his shop is a section of wall that forms a secret door that leads to a tunnel connecting to the cellar of the King's Head Tavern across the road. Len does not know of the existence of the door or the tunnel.

P9: Buckawn Row, Home of Lena Marten

Lena Marten is survived by her mother **Danar** and her sisters, **Brinna** and **Emma**. While they live in poverty, they are not destitute and, like the rest of the residents of Buckawn Row, are fiercely proud. They may not have two silver ducats to rub together but there are flowers out front and you could eat off the floor.

When the characters arrive, concerned friends, neighbors, and relatives pack the house to offer support. They all view the characters with a mixture of resignation and resentment. Though it is obvious that Mrs. Marten has been crying, she bears up stoically in the face of questioning, refusing to show her emotions.

P10: Weaver's Alley, Home of Shannon ab Fayen

Shannon ab Fayen's only family is **Tara**, her doddering old grandmother with whom she lives in conditions approaching squalor. Her grandmother is far too old to make money with her needlework and her granddaughter was too young to be much good at it yet. The little money they have they got from Shannon running messages in and around the docks where she was taken.

Tara ab Fayen is virtually useless for questioning. At the best of times she doesn't seem to know what is going on and often loses track of what is going on, having to be continually reminded that her granddaughter is gone. She often refers to one of the female characters as "Shannon, dear," or when she is in a really bad way might call one of them "Puss Puss" and offer him a fish or a saucer of milk. This scene should be played equally for laughs and pathos.

P11: King's Bend Road, Home of Elizabeth Ducorte

Renee Ducorte, his wife **Anna**, and their remaining five children — all boys — are still in shock at the disappearance of their daughter. The Ducorte family are Burgundian immigrants, and their home is a good size and quite well appointed, Renee being a rather successful merchant importer of goods from his homeland.

P12: The Point

Where the body of Lena Marten is found.

P13: Rocky Shoreline

Where the body of Shannon ab Fayen is found.

P14: Warehouses

Where the body of Elizabeth Ducorte is found.

P15: The Guildhall

The Guild is fully detailed in **The Merchant Guild**.

P16: Provisioners

The shop of **Heinrich von Middleburg** is unremarkable in virtually every way, but it is a familiar and comfortable in its typicality. There are shops like it in every town and city from one corner of the world to the other, plain folk selling plain goods at a decent price. Every piece of common adventuring and utilitarian gear can be found here for book price.

P17: Bookseller

This small, cramped bookshop belongs to the dwarf **Chrysa Feydsdottir**, who has struck upon the novel idea of buying and selling used books at cheap prices, much to the chagrin of the city's printers and other booksellers.

Exit 5 from the **Nightshade Thieves Guild** leads to a landing behind a bookcase that swings out into the shop when a lever is depressed. The door is not meant to open from this side and so has no mechanism to operate it. A thief has half his Open Locks chance of activating the mechanism and allowing the bookcase to swing aside. Chrysa does not know about the secret door.

Behind the secret door is a small landing with a trapdoor leading down to the sewers.

For several years this shop belonged to an old rogue named Henry Spigot, a member of the Nightshade Guild. He died a few years back and his family, ignorant of his larcenous past and the secret door, sold the shop to Chrysa. Rather than turf the old girl out, the Nightshades simply don't use this exit except when she isn't about. Chrysa witnessed the rogues using their secret entrance once or twice, and is convinced they are ghosts that haunt her shop.

P18: Empty Shop

This shop has been empty for years. **Exit 4** from Nightshade Thieves Guild opens up in the middle of the floor. The trapdoor is not disguised, save for a thick layer of dust, and can be easily found (3-in-6 chance; 4-in-6 for elves and thieves). There is no mechanism to open the trapdoor from this side, though a thief has a half his Open Locks chance of opening it.

P19: Cordwainer and Tailor

The halfling **Holdt Renfrew** runs a dual trade as a cordwainer (a maker of leather shoes) and a tailor. Though he excels at neither trade he has serviceable skills in both and is particularly popular among entertainers, showing a flair for the colorful and gaudy garb common to those professions.

Exit 3 from the Nightshade Thieves Guild leads to a trapdoor in the back storage room. The trapdoor is not hidden or disguised in any way but there is a massive pile of junk and clutter, most of which predates Renfrew's purchase of the shop, blocking it. At one point, this was the Nightshade guild's secondary entrance but has since fallen out of use because no one in the Guild can get the bloody door open. A combined strength of 25 from inside the Guild is needed to force the door open enough for someone to slip through; because of the narrowness of the door and the tunnel beneath, only one other character can aid in the attempt. It can be opened

KING'S HEAD
TAVERN
NO
WE CAN'T PRINT HELLBOY!

easily from this side if the junk is removed, though this would take several hours to accomplish.

Renfrew does not know about the trapdoor.

P20: Joiner

Dang Burkhardt is an oddity, a dwarf who prefers to work in wood rather than metal. Such is his love for wood and woodcraft that many jest that Dang is half-elven. He denies this rumor, but any female elf he meets is given his close scrutiny for family features and mannerisms.

His race's legendary skill in craftsmanship is intact, however, as he produces exquisite items of furniture that are in very high demand as far away as Wellesley and Pike Point.

Exit 2 from the Nightshade Thieves Guild leads to a tiny trapdoor in a back corner of the shop. The trapdoor, which is disguised as a normal flagstone, is hidden under a mountain of wood shavings and sawdust. Finding it is impossible unless the sawdust is moved. There is no mechanism to open the trapdoor from this side, though a thief has half his Open Locks chance of opening it.

Burkhardt does not know about the trapdoor as his housekeeping skills are somewhat lacking since his wife passed on several years back.

P21: Roc's Nest Tavern

Johan Petrovich is not a member of the Nightshade Guild per se, but he is more than happy to have them use his place as a secret exit. Subsequently, his establishment — which opens only at night — is the favorite place for members of the Nightshade to gather and carouse, though they use the front door to get in and out as the secret doors are reserved for emergencies and guild business.

This is a great place to gather information, but doing so safely is quite difficult. A character has a 25% chance of discovering that the Nightshade thieves have some involvement in the murders, but nothing more than that. Whether the roll succeeds or fails, asking questions about the murders attracts unwanted attention in the form of a gang of **9 drunken thugs** who follow the curious party from the tavern and waylay them in the dark.

Thugs (9): **HD** 5; **HP** 42, 38, 34, 30x2, 29, 27, 25, 19; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: drunk (–1 to hit and damage).

Equipment: leather armor, short sword, light crossbow, 15 crossbow bolts, 2d10gp.

Exit 1 from the Nightshade Thieves Guild opens up into the bottom of a false barrel in the back room.

P22: Sewer Entrance

North entry to the eastern main trunk line of the sewer system. A massive iron grate blocks this large opening. A small lever is hidden in the muck and slime inside the grate. Tripping the lever allows the grate to be swung aside, allowing entrance to the tunnel (**Area A** of the **Thieves Guild map**).

P23: Sewer Entrance

South entry to the eastern main trunk line of the sewer system. See **Area P22** for details.

P24–P26: Watch Houses

Each watch house has a contingent of 100 guards. The watch runs on rotating 6-hour shifts, so there are always at least 75 guards actively patrolling the streets at any given time. One watch house has a shift change every three hours, but the different houses never change shifts at the same time. Detachments from different watch houses do overlapping patrol routes so that no area is unguarded during a shift change.

Each watch house is commanded by a **lieutenant of the guard**, and **Captain Montforte de Guise** maintains an office in each.

Lieutenant of the Guard (Ftr7): HP 50; **AC** 4[15]; **Atk** longsword (1d8+1); **Move** 12; **Save** 8; **AL** L; **CL/XP** 7/600; **Special:** +1 to hit and damage strength bonus.

Equipment: chainmail, shield, longsword.

Captain Montforte de Guise (Ftr11): HP 68; **AC** 2[17]; **Atk** longsword (1d8+1) or halberd (1d8+1); **Move** 12; **Save** 4; **AL** L; **CL/XP** 11/1700; **Special:** +2 to hit and damage strength bonus.

Equipment: *+2 chainmail*, *+1 flail*, halberd, signet ring (35gp).

P27: Adderfang Thieves Guild

This large warehouse in the warren of back streets and alleys known as the Pit was the home of the Adderfang Thieves Guild. The only remaining member is the thief master, known as the **Black Rat**. He is a notorious thief from years gone by. He earned his moniker because of his acrobatic skill, his second-story work, and his ability to scamper through even the tiniest opening.

Never as large or successful as the Nightshade Guild, the Adderfang fell on particularly hard times. In the past few years they saw their fortunes decline as the Nightshades' climbed ever higher, forcing them to be less discriminating in their membership which led to sloppier work and more violent acts by their members.

Because of their more violent nature, many people suspected that the Adderfang thieves were behind the grisly murders. No real evidence was ever found to support that claim, but the guardsmen of Penmorgh whittled away at the ranks of the Adderfangs at Gebhardt Berezon's request. The Adderfang thieves were either killed or driven away or forced to join the Nightshades to make a living. Last year the knight Sir Bartol of Trebes descended upon the Adderfangs in what he thought was retribution for the child murders. The Adderfangs either fled before the warrior or died; a great many died. Now, the only one left is the Black Rat himself — although no one in town is aware of that. People continue to blame the Adderfangs, mainly because Berezon and the Guild keep that thought fresh in their minds.

If the characters investigate the warehouse during the day, they find it seemingly abandoned. There are no crates within, and the roof is partially caved in. At night, however, the Black Rat is waiting for them. News has spread of the characters' arrival, and that they are investigating the murders. He knows he is the prime suspect, but has no more fear of the guardsmen or the Merchant Guild — he is old and tired and simply wants to get things over with.

If the characters arrive at night, they find the warehouse office lit by a bright lamp. The doors are not locked, and any traps on them are not set. You can let the characters sneak in and around the warehouse, but the Black Rat already knows they are there.

When they go to check out the lit office, the characters see a dark-haired halfling seated on the desk with weapons arrayed around him seemingly waiting for someone. The Black Rat is more than willing to speak with the characters if they give him a chance. If they charge in aggressively, however, he defends himself and tries to escape at the first opportunity. If addressed, he says:

> "So more of you, eh? Did you bring the blasted knight with you? He cut quite the bloody swath last time. I told the fools to run, that fighting him was pointless, but most

of the lads had never faced a trained knight before. Most never will again ...

"I suppose that you've figured out by now that it wasn't the Adderfang. Thieves we might have been but not murderers, leastwise not when we could help. Dead men pay no gold, well at least not more than once. We preferred folk to live, get on with their lives, and earn some more gold so we could visit them again, if you know what I mean.

"Well, if you're here to kill me, get on with it. I'm sure the truths of no more value this season than it was the last. Just remember when a year from now the blood of the little girlies flows again, it weren't the Adderfang that done it, and your more the fools for not seeing it."

If the characters want to talk, the Black Rat continues to insist that his men were thieves, not murderers; dead men make no money and what money they have is taken once and does not multiply. He agrees that only thieves have the skill to abduct people so easily unless the abductors have some magic on their side. Since there are no more Adderfang thieves, that leaves only one institution in all of Penmorgh with properly skilled agents — the Nightshades. Little does the Black Rat know that the Nightshade Guild is in fact also innocent of the abductions; all he knows is that thieves make the best kidnappers, and he no longer has thieves in his employ.

Either way, the Black Rat doesn't care if the characters believe him or not, since he has nothing to lose now anyway. He really couldn't care less about the murders and has no interest in knowing who is behind them (he is evil after all). He knows the route through the sewer to **Area N2** (see **The Nightshade Guild**), and puts forth the proposition that if the characters agree to let him leave Penmorgh in his own fashion, he will tell them how to get there. He won't accompany the characters on any excursions against the Nightshades, but he does relish the opportunity to send witless adventurers against his old enemies. If the characters accept this offer, the Black Rat slips away into the night and is never heard from again in Penmorgh. Whether or not the characters ever see him again is up to the whims of the Referee.

The Black Rat, Halfling Thief (Thf14): HP 32; **AC** 0[19]; **Atk** *+1 dagger* (1d4+1) or *+2/+3 dagger versus human* (1d4+2 or 1d4+3 vs. humans) or *+2 daggers that return to hand* (1d4+2); **Move** 9; **Save** 5; **AL** N; **CL/XP** 14/2600; **Special:** backstab (x4), +4 save vs. magic, +1 to hit missile bonus, +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 98%, Tasks/Traps 100%, Hear 5 in 6, Hide 100%, Silent 100%, Locks 100%.

Equipment: *bracers of defense AC 2[17]*, black cloak, *+1 dagger*, *+2/+3 dagger vs. humans*, 4 *+2 returning daggers*, *ring of protection* +2, disguise kit.

P28: City Militia Hall

William Hartford leads the city militia, which trains here and in times of need musters here. Hartford was a political appointee but he has proved to possess no small amount of skill. Hartford served in several military actions and had been with the city guard for several years. Career congestion in the guard led him to accept the post to lead the militia as a kind of working retirement as there has not been any real civil unrest in the city in nearly a century.

In the last few years, there has been talk of mustering the militia and declaring martial law at midsummer. But the mayor and the Guild council have assured the populace that such actions are entirely disproportionate, even for such a terrible crime, and that they are very reluctant to unleash armed soldiers into the streets and to curtail the rights of the citizenry.

William Hartford (Ftr8): HP 53; **AC** 4[15]; **Atk** *+1 hand axe* (1d6+1) or *+1 ranseur* (1d8+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 8/800; **Special:** none.

Equipment: chainmail, steel shield, *+1 hand axe*, *+1 ranseur*, signal horn, light warhorse.

P29: Mercenary Guild

The Mercenary Guild is a tough assortment of competent fighters and warriors commanded by **Mornh Gurnnison**. Most of the mercenaries are veterans of adventuring and war and many of their number are barbarians from Tyr and Eire, drawn here by the lure of adventure given the proximity to the Giantlands and the Wildlands. Most of the lower-level mercenaries start out as sentinels and caravan guards before moving up to men-at-arms and soldiers-for-hire. The Mercenary Guild has a good reputation, honoring contracts to the fullest extent possible.

Mornh Gurnnison, Dwarf Fighter (Ftr8): HP 59; **AC** 0[19]; **Atk** *+2 warhammer* (1d4+5); **Move** 9; **Save** 7; **AL** N; **CL/XP** 8/800; **Special:** detect stonework, +4 save vs. magic, +2 to hit and damage strength bonus.

Equipment: plate mail, *+1 shield*, *+2 warhammer*, *ring of protection +1*.

P30: Order of Iron

This is the headquarters of the Order of Iron, one of the most militant of all paladin orders, is more fortress than anything else. A stout block of thick stone, pierced only by a single iron door, it is far from inviting, yet the door normally stands open, a metaphor for Muir's willingness to always accept the good and pure.

Lady Astrid Dugganey leads the Order of Iron. The Order worship Muir but stand apart from the church. They take the word of their god to the wilds, seeking out evil to destroy it. They often pair up with Muirian clerics to mount expeditions into the wilderness of the Giantlands to the west.

Lady Astrid has had her paladins sweeping the city at night, hoping if not to catch the murderers then at least to scare them off, but with little success.

Lady Astrid Dugganey, Hand of Muir (Pal7): HP 45; **AC** 1[18]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 6; **AL** L; **CL/XP** 7/600; **Special:** immune to disease, lay on hands (14 points).

Equipment: *+1 plate mail*, *+1 shield*, *+1 longsword*, silver holy symbol of Muir.

P31: Children of the Green Father

Mella Greenleaf presides over the small number of druids, rangers and nature worshippers in the city. The open-air temple of the Green Father is the only building outside the walls still considered part of the city and falls under the aegis of the watch. This temple is not restricted to druids and is open to anyone who reveres nature. Most of the rangers from the Mercenary Guild (**Area P29**) worship here.

Mella Greenleaf, Female Half-Elf (Drd11): HP 41; **AC** 3[16]; **Atk** *+1 sickle-shaped sword* (1d6+1); **Move** 12; **Save** 5; **AL** N; **CL/XP** 15/2900; **Special:** immune to fey charms, +2 saves vs. fire, shape change, spells (5/3/3/3/2/1).

Spells: 1st—*detect magic*, *detect snares & pits*, *faerie fire*, *predict weather*, *purify water;* 2nd—*create water*, *cure light wounds*, *warp wood*; 3rd—*call lightning*, *neutralize poison*, *protection against fire*; 4th—*animal summoning I*, *cure serious wounds*, *protection from lightning*; 5th—*transmute rock to mud*, *wall of fire*; 6th—*weather summoning*.

Equipment: *+2 leather armor*, *+1 wooden shield*, *+1*

sickle-shaped sword, wooden holy symbol (Green Father)

P32: Way of the Open Hand Dojo

Master Yang hails from the Chi'en Empire in the distant west, far beyond the Giantlands and the Great Wastes. He believes it is his path to bring the Way of the Open Hand to the barbaric east and that great change can be wrought in the Empire at large by teaching the discipline and order of The Way to one student at a time. Most people think he is mad, but the fact that he can punch a hole through a brick wall tends to dissuade them from saying so to his face.

The Way of the Open Hand are the only monks in the city and Master Yang the only Chi'en resident.

Master Yang (Mnk10): HP 33; **AC** 1[18]; **Atk** 2 strikes (2d8+4); **Move** 21; **Save** 6; **AL** L; **CL/XP** 15/2900; **Special:** alertness, deadly strike, monk masteries (silence, mind, body, self, oneness), multiple attacks x2, +5 weapon damage bonus, slow falling 40ft, speak with animals, thieving skills.

Thieving Skills: Climb 94%, Tasks/Traps 70%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%.

P33: The Entertainer Guild (aka Old Penbury's Shop)

Jonas Penbury was a well-liked and respected merchant in the city. Several years ago, he fell ill and had to leave the city for reasons of his health. So well-liked was Penbury that even though he was not a member, the Merchant Guild graciously stepped in and agreed to take on the deed to his home and shop and keep them in good repair until he returned. Penbury died and the Guild let the shop out to the Entertainer Guild. However, out of respect they did not rent out Penbury's apartment above.

The truth of the matter is that it is in this apartment that they have the twin of the *mirror of passage* (see **Magic Items Appendix**) in their Guildhall, which allows them to bring their victims into the hall unseen. A staircase out back of the shop, shielded by large trees, allows them covert access to the second floor.

The elf **Elembas Silverleaf** runs the Entertainer Guild. All resident performers in Penmorgh join, as it is the best way to find good work at a guaranteed rate in the city. Any singer can barter a few songs for a room or a meal, but you need to belong to the Entertainer Guild to get the good gigs and the good cash. Their "guildhall" is little more than a pair of pokey little rooms and is rarely used, which is exactly why the Merchant Guild leased it to them at an astonishingly low rate.

P34: Blacksmith and Weapons Trade

The dwarf Hrolf Rocksmacker is a skilled blacksmith and weapons maker. Rocksmacker's shop is small but he does exquisite work, each weapon a true work of art. The dwarf is old and very nearsighted thanks to years of fine detail work, as well as hunched from leaning over his workbench. Any weapon enthusiast who finds his way here had better settle in and get comfortable for Rocksmacker likes nothing more than to converse for hours with fellow aficionados.

P35: Print Shop

A large sign hangs in the window of this shop, printed in bold block letters in common, which reads: "No, we *can't* print spellbooks!"

Jebediah Sock is the finest printer in Penmorgh. Always good-natured and with a smile on his face, the halfling takes as great a care with the printing of a few dozen leafletts as he does with the production of a great tome.

Among the items that he keeps in stock for a quick sale are maps. A character looking among the unruly piles and stacks turns up an ancient, yellowing map of the old sewer and catacomb system beneath the city. Much of this map is surely obsolete, but it can help the characters while in the sewers.

Chapter Two: Events in Penmorgh

This chapter details certain events that happen in and around the city of Penmorgh. The characters may do any number of things when they first arrive in Penmorgh before going to see Pearsey. Let them do what they will — seeking lodgings, re-supplying or whatever. Once they visit the old wizard at his house, however, things transpire more or less in the order presented here. See below for the general timeline of events.

If the characters have been traveling with the survivor of the company from Bard's Gate as described in the adventure ***Vengeance in the Hollow Hills***, then this is where they part ways. They are very grateful for the party's assistance and convey word of the characters' deeds back to Bard's Gate, resulting in the rewards as described in the conclusion of that adventure. However, these individuals play no further part in this adventure. They will acquire rooms at a small inn near the docks and take ship for the Amrin Estuary within a day or two. The characters will not be able to turn to them for any assistance in ***The Crystal Skull***.

Timeline of Events

Day 1 (14 days before Midsummer)
- The PCs arrive in Penmorgh
- **Pearsey's Plea**

Day 2
- Lena Marten's body is discovered
- **A Significant Summons**
- **An Aborted Abduction**

Day 3
- **A Dazzling Display**
- Shannon ab Fayen is abducted

Day 4
- **An Important Invitation**
- Shannon ab Fayen's body is found
- **An Elegant Affair**

Day 5
- Elizabeth Ducorte is abducted
- **Venomous Visitors**

Day 6
- Elizabeth Ducorte's body is found

The Plot

Depending on the personality of your players and their skill in solving the mystery, you may or may not have to guide the investigation in a particular direction.

If your players are naturally curious and independent, they will likely begin exploring on their own and you will merely have to respond to their choices. This is of course the ideal situation, but care must be taken to avoid having the characters solve the mystery *too* quickly as this will undermine the tension of the rest of the adventure.

While it is preferable to defer to verisimilitude and let the characters take their chances, it may not be possible. If your players are having a hard time of it however, you should begin dropping clues to guide them along the path, and if they prove particularly thickheaded Buboe can practically guide them by the nose if it comes to it. This may seem like railroading the characters down the adventure path, but keep in mind that Mhaazoul *wants* to be found out; he *wants* someone to find their way to his pit and free him. He and Buboe are incapable of harming the *crystal skull*, the Merchant Guild won't do it, and the Nightshade thieves are holding out on him. Nosy adventurers are his only recourse.

This timeline is not inviolate and you should feel free to alter the timing of events as the adventure progresses. Although the timing may change, for dramatic effect it is essential that the final showdown with the evil cult occur while one of the girls is kidnapped and being offered to the demon and that the major bolded events occur in the order listed. If the characters are having a hard time of it, Mhaazoul uses his influence to have the body of one of the girls snag on some rocks very near the sewer entrance leading to the Nightshade Guild.

The events listed in bold are described in detail below.

The Investigation

The locations where the girls were abducted are not shown on the map of Penmorgh as that information is unknown. The truth of the matter is that they all disappeared within a few blocks of the Entertainer's Guild (**Area P33**), but the characters have no way of finding that out.

The party may interview the families of the deceased or those that discovered the bodies, but they have nothing of value to add to the investigation whatsoever as the girls really are nabbed pretty much at random. However, they all try to rack their brains for information that they think is significant and is in truth more likely to be inadvertently misleading and damaging to the investigation. This is especially true if the characters volunteer any information as, eager to be helpful, the interviewees virtually manufacture memories and clues out of thin air. You can use this to supply numerous red herrings in the form of suspicious friends, strange people hanging around, magical goings-on, monsters in the park, anything and everything that crosses your mind to lead the party astray. At no time should you have any of them suspect or identify the Merchant Guild as suspicious — the Guild are a great benefactor to Penmorgh and could *never* be involved in such horrible goings on!

Event 1: Pearsey's Plea

Pearsey's home was as easy to find as indicated in his letter. From this hilltop vantage, the tower overlooks several miles of fields and farmland that lead up to the bulk of Penmorgh in the distance and the glistening sea beyond it. Once they approach, the party learns why Pearsey's abode enjoys such a commanding view, for the old man has made his home in a tower that was once part of an ancient fortress, the weed-covered ruins of which still can be seen scattered around the site.

Arriving at the front gate, an old man meets them and introduces himself as **Wilkins**, Pearsey's manservant. Wilkins hands the reins of their

mounts to a stableboy and leads the party into the tower. Passing through a large entry hall and a smaller cloakroom, he brings the party to **Area W2**. A few moments after Wilkins exits the room, a second door opens and a tea trolley enters, seemingly of its own accord. It is covered in mugs of beer, a pot of strong tea, bread, cheese and a number of decadent pastries. After the characters have rested and eaten, Pearsey comes down to greet them at last.

He is a curious looking, almost halfling-like little man, but his comical appearance belies his obvious intellect and power and the seriousness of his demeanor. He is tiny for a human, standing just a shade above 5ft tall. He has a pointy little chin with a pointy little beard that curls up and almost meets the tip of his long nose. A pair of tiny round spectacles balanced on his nose add to his comical appearance. He is certainly not the traditional imposing-looking wizard.

After taking a moment to make himself comfortable and take a sip of beer he explains why he summoned the characters to Penmorgh.

"Thank you for coming my friends, if I may be so bold as to call you such. I'll get right to the point.

"For many years, nobody knows how long for sure, a horrible crime has plagued Penmorgh. Every year at midsummer, three little girls go missing. Most turn up dead a few days or weeks later, their bodies horribly mangled and mutilated, and some are simply never seen again.

Most of the girls are poor and the families have not been able to afford magicks to resurrect them, but those few wealthy families who have tried have had no luck in restoring them to life. Likewise, all efforts to extract information from the bodies through magic both divine and arcane have proven fruitless.

"I am an old man and my health is failing, and magic or no I don't figure that I'm long for this world. In my life I've done a few things of which I'm not proud, but I hope that by bringing you here, to help end this terrible mystery, I might make up for some of the wrongs I have done.

I beseech you, take up this quest, and end the horror that grips this city."

Pearsey will answer what questions he can, but there is really not much more to tell. For at least 20 years that he is aware of, 3 girls have gone missing every year in the days leading up to midsummer. It is never the exact same dates, though it is always over by Midsummer Day. Now as midsummer stands 2 weeks away, he fears that the timing is cutting things very close. He understands the weather and travel considerations that prevented the characters from arriving earlier but just hopes that they are not too late.

If asked about Sir Bartol's involvement, he happily explains that last year, just after midsummer and the annual city tragedy of the three murdered girls he happened to make the acquaintance of the questing knight. The knight was on his way to points farther north but had stopped in Penmorgh while his squire recovered from a stomach illness. The city was still rife with the rumors of the killings, Sir Bartol was outraged when he heard them. When Pearsey ran across the knight, he was only too willing to begin hunting the killer or killers.

Rumor had long placed the blame for the murders at the feet of a thieves guild called the Adderfang. It didn't take Sir Bartol long to begin tracking that group and he managed to surprise them at their guild headquarters where he slew them to a man. By that time, his squire recovered, so Sir Bartol and he took ship to continue their voyage to points north. Pearsey felt that the annual killings had finally stopped and thought that he could rest easy. However, it wasn't long after the knight left that Pearsey discovered city records that showed that the killings had been going on for at least three decades, longer than the Adderfangs had even existed in the city. He sent a summoned creature to bear tidings to Sir Bartol begging his return and settled in to await the knight's answer only to later receive word of his death upon the Lonely Moor. He fears that the murders go much deeper than a simple thieves guild and that they are about to resume for midsummer yet again, if they have not already. (Note that the first body is discovered the day after the characters' arrival, so if they have delayed their meeting with Pearsey it is possible that they are already aware of the cycle beginning anew.)

If the desire to do good deeds proves an insufficient incentive for the party, Pearsey offers them 5000gp to take the job, though he is obviously displeased that he was forced to buy the party's aid. He also suggests that a reward from the town is likely forthcoming if they manage to find the killer.

The old wizard is entirely without guile. Everything he says and does is entirely aboveboard and factual. He wishes to atone for some questionable actions and decisions of his youth and does his utmost to help the characters in any way he can. Much of the citizenry distrusts or fears the old hermit and so he may easily become a focus of the characters' investigation.

Pearsey has secured the party lodgings at the King's Head Inn in Penmorgh (**Area P7**). He has heard that the first girl has already gone missing and so he suggests that the party leave and begin their investigation immediately.

Though he cannot provide much more information about the crimes right now, Pearsey is still a very useful resource for the party in their investigations. He has a vast store of knowledge and an extensive library. He allows the characters access to his tomes but it is much more useful to have him do the research, a task he is more than happy to undertake. If the party begins to suspect that an outsider or demon is involved in the murders, Pearsey is able to tell them about binding foci such as the *crystal skull*. Normally, destroying the focus banishes an outsider but the *crystal skull* is far from normal. It takes Pearsey 3d4 hours to complete any piece of research for the party.

Pearsey (MU14): **HP** 41; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *staff of power* (2d6); **Move** 9; **Save** 5; **AL** L; **CL/XP** 17/3500; **Special:** +2 save vs. spells, wands and staff, spells (5/5/5/4/4/3/1).

Spells: 1st—*charm person*, *detect magic*, *hold portal*, *magic missile*, *shield*; 2nd—*detect evil*, *invisibility*, *knock*, *phantasmal force*, *pyrotechnics*; 3rd—*dispel magic* (x2), *fly*, *hold person*, *suggestion*; 4th—*dimension door*, *ice storm*, *polymorph self*, *remove curse*; 5th—*hold monster* (x2), *teleport*, *wall of stone*; 6th—*anti-magic shell*, *reincarnation*, *stone to flesh*; 7th—*limited wish*.

Equipment: *staff of power*.

The Home of the Wizard Pearsey

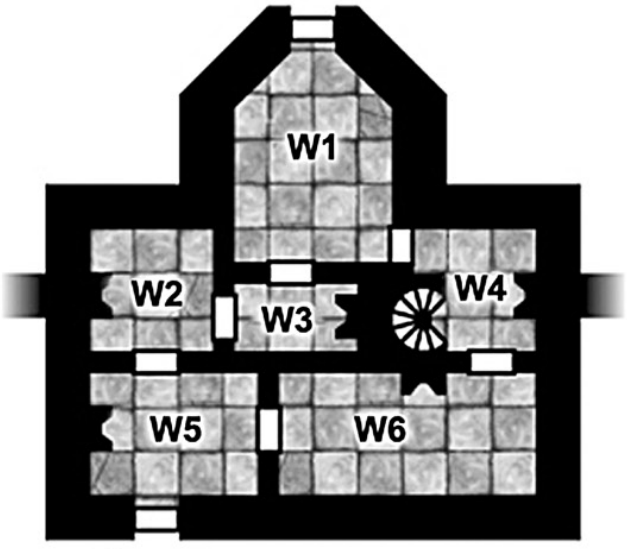
This oddly shaped tower, once a guardhouse in a now-ruined military fortification, is the home of the wizard Pearsey, the man who summoned the party to Penmorgh.

The tower is constructed of gray stone that comprises all of the internal walls and floors as well. The upper floors are held in place by massive oaken beams almost 2ft square. The ceilings in the tower are 10ft high, allowing ample headroom below the huge supporting beams. Most of the rooms have large rugs to keep the chill of the stone floors at bay.

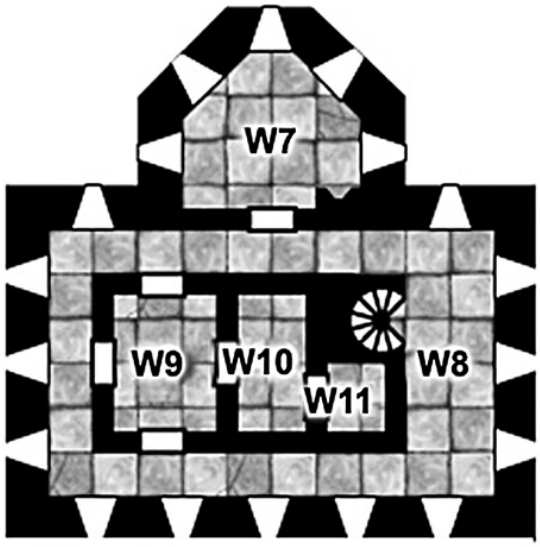
All of the fireplaces in the tower are magical, burning ceaselessly with no need for fuel and keeping each room warm and cozy. Many of the furnishings are **animated objects** of one sort or another, and all are eager to engage in their particular function to the point of being aggravating.

The internal doors are all strong wood, equipped with good iron locks. None of the doors is currently locked, though in the event of an attack on the tower they all lock at a word from Pearsey (as per a *wizard lock* spell by a 14th-level caster).

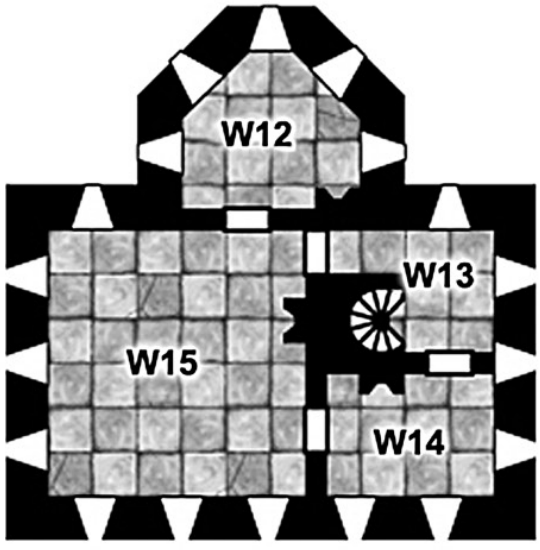
The front and back doors are solid iron. The front door is normally locked though the back door is not. Like the interior doors, these doors shut and lock at a word from Pearsey (as per a *wizard lock* spell).



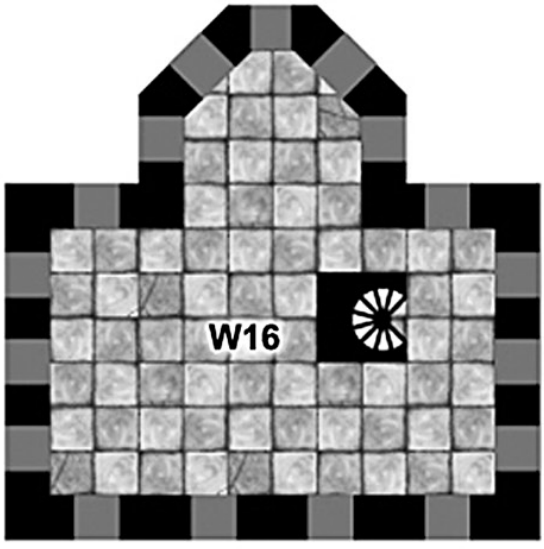
Ground Floor



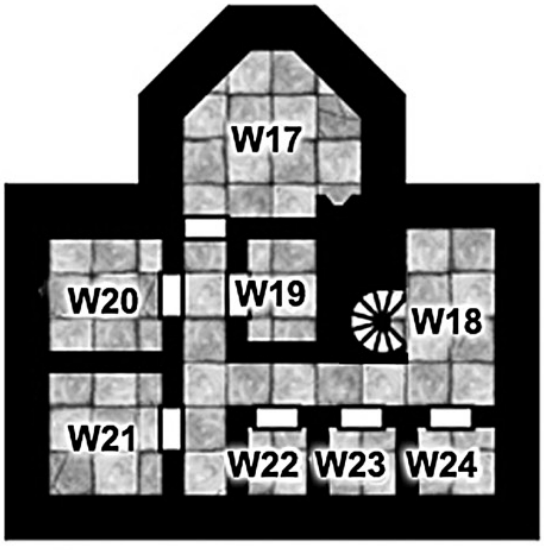
Second Floor



Third Floor



Roof



Cellar / Dungeon

Pearsey's Tower

1 square = 5 feet

W1: Entry

This large room is the entry hall to the tower. Apart from the ornate hat stand beside the door and a collection of paintings on the walls, there is nothing of note in the room. The paintings hanging on the wall are of quite good quality, though they are all slightly odd. They are not disturbing or ugly by any stretch of the imagination; they just seem to be from odd angles or perspectives. If these paintings are indicative of the artist who created them, he must have a unique view of the world.

The **hat stand** beside the door is animated, as are many of the everyday items in Pearsey's home. If the characters wear hats or helmets it tries to take them, often instigating a tug-of-war over the withheld headgear. This should be played for humor and should not at all seem intimidating or dangerous.

Animated Object (Hat Stand): HD 3; **HP** 18; **AC** 8[11]; **Atk** 2 slams (1d4 plus grab); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** grab (with successful slam, automatically grabs target [hats or helms]). (***Monstrosities*** 13)

W2: Sitting Room

This small, comfortable sitting room is very welcoming and cozy. Six comfortable chairs are placed about the room, each with an overstuffed footstool. A cozy fires burns in the hearth, taking any chill out of the bones. The only slightly incongruous elements are an old longsword, heavy crossbow, and breastplate hanging over the mantle.

The weapons are non-magical, but the armor is a *+2 breastplate*. An **animated tea trolley** brings in food in after a few minutes of waiting. This trolley can go anywhere in the tower, and brings food to Pearsey, Wilkins, or any visitors anywhere in the tower day or night, though how it manages the stairs is a complete mystery.

Visitors to the tower are first shown to the cloakroom to divest themselves of their outer garments and then are brought here to rest and relax.

Animated Object (Tea Trolley): HD 3; **HP** 21; **AC** 7[12]; **Atk** slam (1d6); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 13)

W3: Cloakroom

This is a room to strip off one's outerwear and store it. There are a couple of benches and dozens of hooks on the walls. There are already lots of cloaks, boots, and pointy hats on hooks but there is still ample room to store more outerwear.

When the characters return to collect their garments they find that their gear has been expertly cleaned and repaired of any tears or holes, the result of a magical enchantment placed on the room. This enchantment works only for clothing and footwear.

W4: Hall

There is nothing of interest here apart from some rather dull tapestries. An opening in the west wall leads to the spiral stair leading up the rest of the tower and down to the cellar.

W5: Dining Room

This room has the feel of a feast hall in a country hunting lodge, though on a smaller scale. A massive oak table fills much of the room, and what little room is left is largely taken up by the huge matching sideboard in the southeast corner. The small amount of floor that can be glimpsed between the furniture is covered in heavy furs and the heads of a number of animals line the walls.

The décor is the legacy of the tower's former owner, one of the emperor's land wardens and a renowned hunter. The furniture is really far too large for this room, making dining here somewhat uncomfortable. This is one of the reasons that Pearsey prefers to take simple meals of sandwiches and sugary tea in his study or studio, though visitors to the tower are welcome to use this room.

W6: Kitchen

There never seems to be much food in this large kitchen but there also never seems to be a lack of things to eat when desired. Like the sitting room, there is always a fire in one of the huge iron stoves. Many visitors of a more "rustic" nature often find this a more comfortable and homey place to sit than the sitting room proper.

Pearsey's venerable manservant **Wilkins** can be found here at most hours, sitting in a chair by the fire enjoying a pipe. Wilkins tends the garden, minds the single horse, and generally does everything around the place. He prides himself on knowing his master's mind and normally knows what Pearsey wants before the old wizard knows it himself.

If the tower is ever under attack, Wilkins dons the old breastplate over the fireplace in the sitting room (**Area W2**) and takes up the longsword and crossbow there. Otherwise, he carries only a small cudgel that he keeps with him to deal with varmints and such. Wilkins really is bloody useless in a fight but his heart is in it.

Wilkins: **HD** 5; **HP** 33; **AC** 6[13] or 5[14] with breastplate; **Atk** club (1d4) or longsword (1d8) or crossbow (1d6+1); **Move** 12; **Save** 12; **AL** L; **CL/XP** 5/240; **Special**: none.
Equipment: club, eyeglasses, silver polish, sugar cubes, tobacco, 10gp.

W7: Studio

Where the rest of the rooms in the tower have the windows blocked off with heavy curtains, this room is light and airy. Among the clutter in the room is an artist's easel, a half-completed sculpture of a dragon amid a pile of rubble, a large weaving loom, a drawing board, and a large leather chair by the fire.

In addition to his magical studies, Pearsey is also an artist. In fact, all of the paintings and other artwork in the tower are his work. This is the studio where he makes his art, which includes painting, drawing, tapestry weaving, and sculpture. He is lazy though and prefers to sit back in the chair by the fire with a mug of beer in his hand and direct his efforts through the use of spells.

W8: Ron Bottom's Corridor

The ghost of **Ron Bottom**, a long-dead archer, haunts the hall that encircles this level of the tower. Ron was killed on his first assignment here many years ago when the fortress fell to invading giants from the west. He now wanders around the corridor muttering and occasionally firing a phantom arrow out the window. Thanks to years of counseling with Pearsey, who has convinced Ron to "smarten himself up a bit," he can now appear rather ordinary and not at all frightening and has full control over his appearance.

Ron is quite harmless unless he, the tower, or the tower's inhabitants come under attack. He is quite fond of Pearsey and fights in the tower's defense, though he is unable to leave this level.

Ron Bottom (Ghost): HD 5; **AC** 0[19]; **Atk** longsword (1d8) or incorporeal touch (3d6, save for half) or longbow x2 (1d6); **Move** (fly 12); **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** incorporeal touch (3d6 points of damage, save for half), magic resistance (50%), silver or +1 or better weapon to hit.
Equipment: longsword, longbow, 20 arrows.

W9: Large Guest Room

The larger of Pearsey's two guestrooms, this room holds two single beds, two double beds, a dressing table, a pair of tall wardrobes, and four large chests. Once part of the tower's armory, there are still several suits of plate armor displayed on stands.

If the tower is besieged, or if anyone attempts to take anything from **Areas W9**, **W10**, or **W11** without permission, the **animated armor** in this room attacks the offending party. If asked, Pearsey allows the characters to take anything they want from this room, though the animating magic of the armor ceases to function once removed from the tower. ("Cheaper than golems, by a far piece!" says Pearsey with a wink, if asked about the armor).

Animated Object (Armor): HD 3; **HP** 24; **AC** 5[14]; **Atk** slam (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 13)

W10: Small Guest Room

The smaller of Pearsey's two guest rooms, this room holds three single beds, a dressing table, and three large chests. Once part of the tower's armory, there are still several weapons hanging on the wall here.

If the tower is besieged, or if anyone attempts to take anything from **Areas W9**, **W10**, or **W11** without permission, the **8 animated swords** in this room attack the offending party. If asked, Pearsey allows the characters to take anything they want from this room, though the animating magic of the swords ceases to function once they are removed from the tower.

Animated Object (Longswords) (8): HD 2; **HP** 16, 14x3, 13x2, 12x2; **AC** 4[15]; **Atk** strike (1d8); **Move** 12 (fly); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 13)

W11: Stores

This room was once part of the armory, but it has since become something of a junk room where Pearsey stores all sorts of random items. Among the rubbish are a number of common weapons — at least one of every simple weapon and martial weapon — remnants of the tower's martial past. There are also hundreds of common arrows and crossbow bolts.

W12: Bedroom

There is a large, comfortable bed, a single dressing table and simple wooden chair, a chest, and nothing else.

This sparse and simply decorated room belies Pearsey's madcap personality. The reason is of course that Pearsey rarely uses it, even for sleeping. He much prefers to fall asleep with a book in his lap in one of the old, chairs in front of the fire in his study (**Area W15**) or to grab a quick nap with his head down on the workbench while engaged in study or experimentation. The chest contains Pearsey's clothes.

Treasure: Up the sleeve of an old robe is a long-forgotten *wand of web* (8 charges) from Pearsey's adventuring days. If the characters ask about it, Pearsey lets them have it. It's of little use to him now.

W13: Hall

There is nothing of interest here apart from some rather tasteless green drapes.

W14: Wilkins' Room

This room is very sparsely and simply furnished, though the furnishings are of surprisingly fine quality. The only furnishings in the room are a narrow bed, a dressing table, and a large wardrobe filled with simple, sturdy, good-quality clothing.

This room is the abode of Pearsey's manservant Wilkins. The room used for only the most basic functions of sleeping and dressing; this is not a room that is lived in. Just as Pearsey prefers his chair and book by the fire in the study, so Wilkins prefers his chair and pipe in the kitchen.

W15: Study, Library and Lab

This is every bit the archetypical wizard's laboratory, right down to the bottles full of mysterious liquids (and other less easily identifiable things), beakers and crucibles of mysterious bubbling concoctions, dribbling candles, a skull with a raven on it, half-eaten and long-forgotten meals littering the tables, and even a stuffed alligator hanging from the rafters.

This is not just Pearsey's lab but also his study as well. Massive bookshelves frame the large fireplace, crammed with titles ranging from "*A Compleate Historie of Magyk and Spelles"* to "*The Art and Science of Siege Warfare* to *Lacemaking Through the Ages*." Among the books — seemingly given no greater care or pride-of-place than any other tomes — are 5 large books covered in dark blue leather. These are Pearsey's spellbooks, containing all of the spells on his spell list. There is neither rhyme nor reason to Pearsey's filing system and finding each book requires sheer, blind luck.

This is where Pearsey can most often be found, sometimes bent over a lost tome or some bizarre experiment, but more often than not asleep in the chair by the fire with a handkerchief over his face and a book open in his lap.

W16: Roof

The roof of the tower offers a commanding view of the surrounding countryside. It is obvious why this spot was chosen for a military fortification as anyone approaching the tower from any direction can be seen for miles. The outlines of the other ruined structures of the old fortress, little more than ridges and mounds when seen from below, can plainly be seen from up here. The bulk of Penmorgh sits nestled around its harbor a few miles to the south, and even the smoke from the chimneys of far-off Whitehaven to the south and even Marwood in the west can be glimpsed on the horizon.

The Cellars

A locked door on the staircase in **Area W4** leads down to **Areas W17–W24**, the tower's dungeons. Once used for holding and torturing prisoners, Pearsey doesn't use the cellar at all save for storing wine. Apart from the large rack holding a few hundred bottles of wine in **Area W18**, the cellars are empty. Since this is the home of a powerful wizard, it's unlikely that there would be any random monsters in the cellars.

Event 2: A Significant Summons

This event could happen anywhere in Penmorgh, but should happen the day after the characters have visited Pearsey. It is also the day that the first of the girls' bodies is discovered and may be how the party finds out that the murders have begun anew.

Scarcely have the characters woken in their new accommodations at the King's Head Inn before they receive a visit from **Lt. Mendin** of the city watch and **6 city guards**. He informs the party that the watch commander Captain Montforte de Guise (pronounced deh-GEEZ-ay) wishes to speak with them and they should accompany him to the watch house.

Mendin is not hostile but he is all business. In addition to the 6 warriors accompanying Mendin there are **12 more experienced guards** in two groups of 6 who are watching from a distance and can be at their leader's side in 3 rounds. If the characters agree to accompany Mendin these additional guards slip away. Captain de Guise does simply wish to converse with the characters, but he views adventurers as a dangerous and unpredictable bunch, thus the precautions.

Mendin, Lieutenant of the Guard (Ftr7): HP 53; **AC** 4[15]; **Atk** longsword (1d8+1); **Move** 12; **Save** 8; **AL** L; **CL/XP** 7/600; **Special:** multiple attacks (7) vs. creatures with 1 or fewer HD , +1 to hit and damage strength bonus.

Equipment: chainmail, shield, longsword.

City Guards (6): **HD** 1; 8, 7x3, 6x2, 4x2; **AC** 7[12]; **Atk** longsword (1d8); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, longsword.

Experienced City Guards (12): **HD** 3; HP 24, 21x2, 20, 18x3, 17, 16x2; 15, 10; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special**: none.

Equipment: chainmail, longsword.

Mendin leads the characters to an office on the third floor of the south watch house (**Area P24**). The watch house seems unusually busy as the party and their entourage pass more than a dozen armed guardsmen on their way up to de Guise's office.

Captain de Guise is a tall and powerful man of middle years, a bit thick about the middle but possessed of a commanding presence. After dismissing Lt. Mendin and his guards, who do not stray too far from the room, he bids the party to sit and make themselves comfortable.

Fighting Mendin

If the characters refuse to accompany Lt. Mendin he politely insists at first, only resorting to force in self-defense. If the characters continue to refuse Mendin, but do not resort to combat, he eventually leaves and the party loses any information or resources provided by the captain as well as any reward from the city. They party is also watched very carefully while they are in town, and are harassed by the local watch at any opportunity.

Should the characters attack the guards, Mendin does his best to subdue the party, calling out all the stops to hold them here, with as little damage as possible. After 2 rounds of combat, Mendin sends a messenger to the guards' barracks for reinforcements. If the characters defeat the guards, they must leave town immediately, or be overrun by patrolling guardsmen on the lookout. The characters have lost a major resource, and have to leave the area as quickly as possible. While the adventure is technically not over, it is very difficult to get back on the path to save the little girls with this course of action.

"I must apologize for Mendin's zeal; I instructed him only to extend an invitation that I might speak with you as soon as possible.

"I'll be blunt. I am wary of adventurers. They cause trouble. That knight came through last year and bashed up the Adderfangs Thieves Guild good last year, left a lot of bodies in the street, and I don't know if we're any closer to finding the killers. When I learned that old fool Pearsey had invited a another group here to Penmorgh my first impulse was to bar you entry to the city altogether, but I confess that I am nearing the end of my wits I this matter.

"I have been the commander of the city watch for almost 12 years, and a common catchpole for 20 more on top of that. I've seen the bodies of more dead girls than any man should, but we are no closer to rooting out this dastard than we were when I was a snot-nosed recruit beating the cobbles down in the Pit.

"The mayor has empowered me to offer you what aid I can. All our records of these abominable crimes are yours to examine as you will, and while you investigate this matter you will be invested as special constables answering directly to me. This does not grant you carte blanche to ignore the laws of Penmorgh, but it does allow you freedom to search and investigate fully within the boundaries of the law as well as granting you the power of arrest."

Having said his piece, de Guise hands the party a writ confirming what he has told them and offers to answer any questions they might have.

He is able to provide the following information:

- The killer has been operating for at least 32 years that he has witnessed first-hand, and the records show it going back at least 20 years more than that.
- There seems to be no pattern to the killings save that all of the victims are girls under the age of 13.
- While many of the girls have been taken from the Pit and other low-income areas, it is not exclusively so.
- One girl escaped many years ago but died a few days later. She recalled that she was chained to some sort of altar in a room suffused with a red light issuing from a skull hanging over her head, and that the altar was surrounded by figures in blood-red robes who chanted in a language unknown to her.

• All efforts to *resurrect* the girls or extract information from their corpses by magic have failed.

• At first, de Guise suspected that the Adderfang Thieves Guild was responsible for the killings, but he is now not sure. Since Sir Bartol's raid, his informants tell him that the Adderfangs are all but extinct in Penmorgh. Unless they are all uncanny masters of subterfuge, the Adderfang thieves are no more. And yet the murders continue (he tells the characters of the discovery of Lena Marten's body early this morning if they have not already learned of it).

If they agree to help, the characters are allowed access to the watch's files and records on the matter, which merely reinforces what is listed above. Among the records, which are incomplete and poorly organized, is a map showing the known locations where girls' bodies were found. These locations are marked on the map of Penmorgh (though only Lena's has been found so far this summer).

If asked, he reveals that the base of operations for the Adderfang Guild is in a warehouse in The Pit (**Area P27**). What he does *not* reveal about his suspicions regarding the Adderfang Guild is that it was Gebhart Berezon that insisted the Adderfangs were guilty of the murders and set Sir Bartol on their trail — he does not wish to speak ill of the benevolent Merchant Guild.

Captain Montforte de Guise (Ftr11): HP 68; **AC** 2[17]; **Atk** longsword (1d8+1) or halberd (1d8+1); **Move** 12; **Save** 4; **AL** L; **CL/XP** 11/1700; **Special:** multiple attacks (11) vs. creatures with 1 or fewer HD, +2 to hit and damage strength bonus.

Equipment: *+2 chainmail*, *+1 flail*, halberd, signet ring (35gp).

Event 3: An Aborted Abduction

At night while the characters are out investigating, they hear a girl scream. Assuming they investigate, they spot a figure in a blood-red robe struggling with a young girl. As soon as the party shows up, the figure releases the girl and flees, leading the characters on a merry chase through the streets and alleys of the city.

The figure is in fact that of Mhaazoul's quasit minion Buboe, who has assumed the form of a human. He leads the characters through a maze of alleys and side streets before slipping into an old sewer grate, making sure that the characters see him of course. There he vanishes by turning into a centipede and slipping down a drain far too small for the characters to follow. While this sewer is not directly part of the Nightshade Thieves Guild, Buboe is smart enough to know that even he would have a hard time with their tricks and traps. He is hoping merely to entice the characters into investigating the sewers. If the party gets too close, Buboe becomes *invisible* after rounding a corner in order to save himself from capture.

If the characters do not go out investigating at night, this attempted abduction occurs close enough to their lodgings for them to hear the screams from their room.

The girl is not harmed in any way, and due to the circumstances cannot give a good description of her abductor. She is no help to the investigation; Buboe is simply following Mhaazoul's order to lead the upstart adventurers to investigate the sewers. Although he doesn't know the specifics, Buboe knows that the Nightshade Guild holds the secret to freeing his master.

Event 4: A Dazzling Display

While walking the streets the party comes across a troupe of four female entertainers performing their arts in the street for passers-by. Their bright garb weaves a riot of color through the air as they perform dazzling acts of tumbling, balance, juggling, and acrobatics for the gathered throng. They involve the crowd in much of their act and it isn't long before they happen upon the characters, encouraging them to join in the fun. They make the impossible seem effortless as they jump and spin through the air and keep a dozen daggers aloft at the same time.

The spectacle is ruined though when at the height of the performance a group of **6 drunken thugs** who have been making disparaging remarks about the women performers, specifically how their acrobatic skills might be better used in the bedchamber, take offense at some imagined slight from one of the characters. The toughs are quite drunk and cannot be reasoned with. A fight is inevitable, but the thugs attack unarmed and only draw weapons if the characters do; they want a brawl, not a fight to the death. If for some reason the characters are having a tough time of it, a patrol of city guards shows up to break up the scuffle and take the thugs away to sleep it off in the cells.

Afterwards, the performers introduce themselves and thank the characters for their aid and offer a modest reward of 6gp, fully half of their earnings for the performance. They seem somewhat surprised if the characters accept but hand over the coins as promised and go on their way.

The truth is that these women are "The Juggulers," a cadre of assassins known for their acrobatic skills and their finesse with the thrown dagger (see **Event 7** for more information). The cultists have retained them to assassinate the party.

Human, Thugs (6): HD 5; **HP** 40, 37, 35, 32, 30x2; **AC** 6[13]; **Atk** fist (2hp) or short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** drunk (–1 to hit and damage).

Equipment: leather armor, short sword, light crossbow, 15 crossbow bolts, 2d10gp.

Event 5: An Important Invitation

The characters are awakened early by one of the Balfour boys pounding at the door of their room, informing them that there is a visitor waiting to see them in the bar downstairs.

Regardless of how quickly the party makes their way down to the bar to greet their visitor, it is obvious that the stylishly-dressed man did not appreciate being kept waiting. He announces himself as **Alain Popinjay**, a messenger in the employ of the Merchant Guild. With a flourish he extracts an intricately engraved silver scroll case and hands it to the most comely female, or if no women are present, then to whichever character seems to be in a leadership role.

The case contains a beautifully illuminated scroll, personally signed by Guildmaster Gebhardt Berezon, inviting them to attend a ball the next evening at the Guildhall. Popinjay waits a few moments to allow the characters to read the message before asking their reply. If the party attempts to return the scroll case or the invitation he manifests an almost imperceptible sneer before informing them that both are of course theirs to keep. The characters can discover that the case has a value of 150gp. If the characters tip Popinjay, he sneers at anything less than 5gp but takes it anyway.

Whatever the party's reply, Popinjay sweeps out of the door as soon as it is given. In the street outside is a slightly less-well-dressed man holding the reins of a pair of horses. Popinjay mounts the better of the two and sets off, leaving the other man to mount up and chase after him.

The party may be reticent to spend time at a social event when they should be continuing their investigation, but the Referee should stress that every person of wealth and power in the city will be in attendance, providing an unparalleled opportunity to garner information from people who might otherwise be beyond the reach of their investigations.

Event 6: An Elegant Affair

Assuming that the characters accept the invitation, a carriage arrives at their lodgings shortly after sundown to convey them to the Guildhall in style. They share the coach with **Lady Wilhelmeena de Derangement**, a young widow of one of the old Guildsmen and a longtime fixture of Penmorgh's social scene. She regales the characters with story after story about previous parties at the guildhall. This encounter is a bit of fun for the Referee. Play Lady Derangement to the hilt! She has a nasally voice, an annoying laugh, and rambles on and on about minor details of fashion and taste that mean little to anyone but her. She passes judgment on the fashion sense of any female characters, offering unwanted advice and wrinkling her nose at their style of dress. By the time the carriage has traversed the

lengthy queue leading up the long stone drive to the mansion's front doors, the characters should be driven to near madness by her incessant nattering.

Though they have of course seen the building from a distance, it is after all visible from nearly everywhere in the city, it does not compare to seeing it up close. It truly is an architectural masterpiece. As they enter the great hall, a herald announces them both by individual names and any titles they may possess. If given obviously false titles of nobility, the herald looks them up and down with a snobby smile, sniffs arrogantly, and announces them by that title with obvious disdain. Once inside, the characters are free to mingle and enjoy the party as they see fit. Guests are permitted to enjoy the public facilities of the first and second floors, but hired guards are positioned at doorways and staircases to prevent guests entering private or sensitive areas.

Behind the Scenes

Whether the characters know it or not, they are in the belly of the beast. There is an old adage that states "Keep your friends close and your enemies closer" and it is for this reason that the Guild have invited the characters to the fête. What better way to observe one's enemy and learn what he knows than to invite him to one's own home? The party is here so that the Guild can learn more about them and their investigation before deciding exactly how to deal with them and best protect their horrible secret.

It is possible that one or more of the characters may attempt to sneak into the mansion to investigate the Guild, and this should not be discouraged. However, from the moment that the party enters the mansion they are being watched. How this plays out is entirely up to the Referee, though it should definitely not be a cakewalk. The Guild might take advantage of the situation to attempt to kill the offending character in secret, to use this as justification to have the party expelled from the city, or they might capture the offending character and extract information from him before feeding him to Mhaazoul.

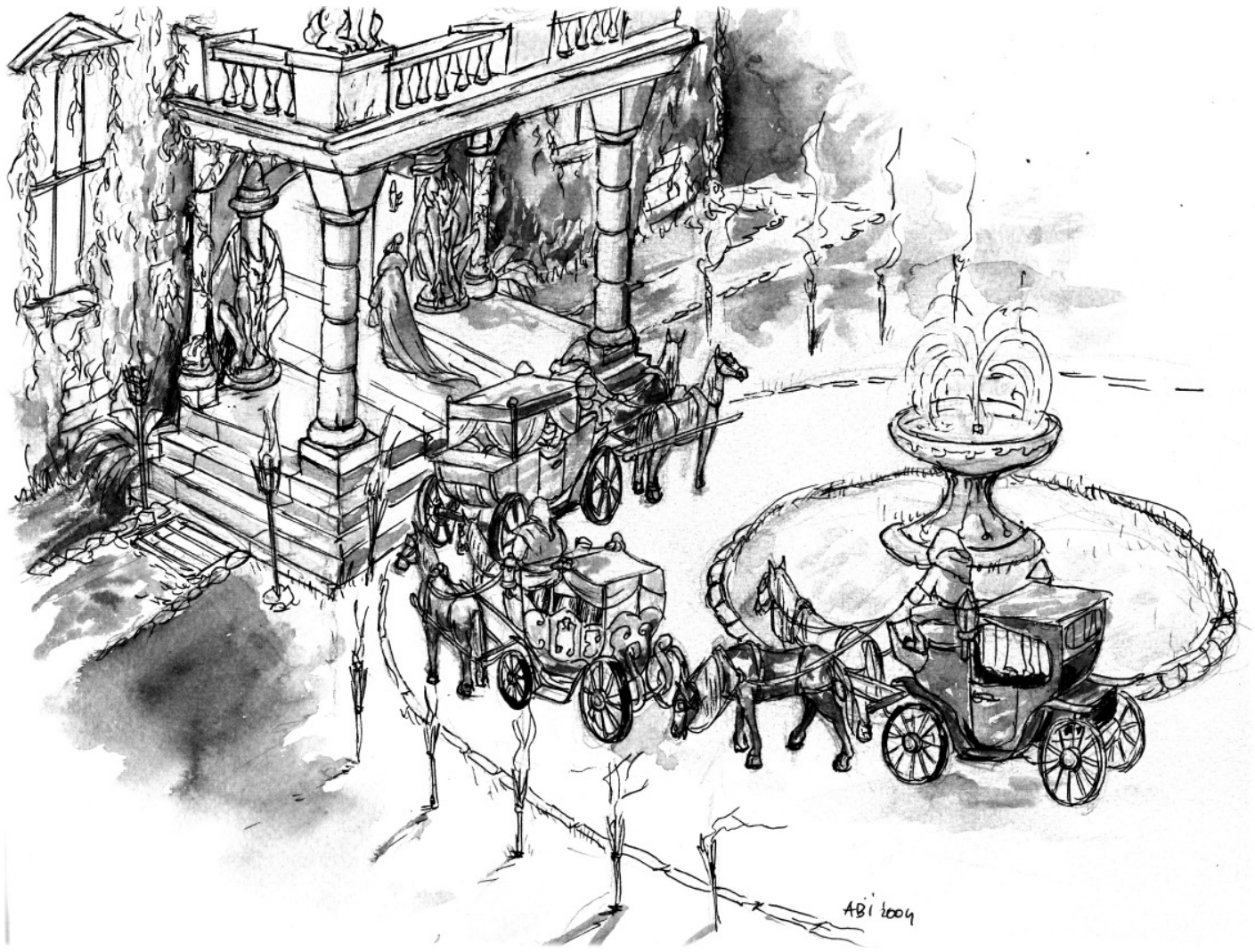
A Private Palaver

The only senior guildsman present at the event is **Guildmaster Gebhardt Berezon**. At some point in the evening he seeks out the characters, introducing himself and inviting them to join him for a private drink and conversation in the study (**Area G12**).

Berezon is a man of middle height, well into his middle years but not yet old. His hair is short and dark but now shading to gray and balding on top. He wears a well-trimmed goatee. He was once quite handsome and is still an attractive man, but he is also getting quite fat and years of stress have engraved themselves on his countenance. He wears a fur-trimmed, black velvet doublet decorated in gold, red silk hose and several chains and rings.

A couple of Guildsmen are present in the room when the party enters but Berezon asks them politely to leave. Once everyone has refreshments and is settled, Berezon begins to speak.

"To begin, I must apologize for not meeting with you sooner. As you can imagine, midsummer is the height of the trading season and thus our busiest time of year. But that is no excuse. These horrible crimes should outweigh



concerns of base commerce.

"The Guild has done much good in the city, or at least so we have tried, but never have we been able to get to the root of this one great evil. We have hired untold numbers of mercenaries and investigators over the years but all have proven unfit for the task. One man was even so bold as to try to mask his own failure by pointing his finger at the Guild itself! It is gratifying to finally have the services of a group of heroes who seem capable of finally bringing this horror to an end.

"Unfortunately, there is little more that I or the Guild can do to aid greatly in your investigations, but we shall endeavor to provide what aid we can. Take this letter of mark — any merchant in the city will honor it — and use it to acquire whatever goods or services you may require to aid you in your inquiries."

After handing the characters the letter of mark — valued at 1000gp — Berezon begins to question the party as to the status of their investigation, as well as answering questions himself. Should the characters use the letter to purchase anything in Penmorgh, Berezon hears of it. He wants to know what they buy and from whom.

The real reason that Berezon asked the characters to parley with him is twofold. First and foremost, he wished to meet them to get an idea of what type of people he was dealing with. Secondly, he aims to divert their attentions away from the guild in their investigation. To this end, he places the blame squarely on the head of the Black Rat, leader of the Adderfang Thieves Guild. He claims to have many informants in Penmorgh, and through them his suspicions about the vile thieves were confirmed. Unfortunately, he claims, Captain de Guise is incompetent and has thus far proved unable to deal with the threat appropriately, and the buffoon of a knight last summer merely managed to slay a number of low-level operatives and suspected turncoats for the purpose of removing the heat from the Adderfangs.

If the characters know of the Nightshade Thieves Guild and ask Berezon why he doesn't suspect them, he merely shrugs and insists that the Nightshades are two-bit thieves and are of little consequence. (**Note:** The truth of the matter is that the demon is playing Berezon for a fool. Mhaazoul is using the Nightshade Guild in his own designs, and had Berezon persecute the Adderfang Guild to draw attention away from the Nightshades. Unfortunately for Mhaazoul and contrary to Berezon's comment, Captain de Guise was *too* competent, and the threat of the Adderfang thieves was removed altogether!)

After 15 minutes or so Berezon is called away, but he insists that the characters finish their drinks in comfort and make use of the room if they need to speak among themselves. There are a couple of Guild agents in the secret corridor (**Area G8**) eavesdropping on the party.

Shortly after the characters parley with him in the study, Berezon can no longer be found at the party.

Event 7: Venomous Visitors

While the party sleeps after their night at the Guild ball, **4 Jugguler assassins** slip silently into their room to ply their nefarious trade. The assassins have been instructed to flee should the situation turn against them. The Guild is hoping to either do away with the characters for good or to throw them off on a wild goose chase long enough to finish their dark deeds for the year.

If any of the assassins is captured they can reveal little, though it is obvious once they are unmasked that the assassins are the same troupe that the characters encountered on the streets of the city a few days earlier. A third-party agent in the town of Emryl hired them and they do not know who their true employer really is. Their only instructions were to wear the blood-red robes they were given while carrying out their task.

Rumors

The soirée is a good place to soak up the scuttlebutt, and not just about the grisly goings-on that the party is investigating. Roll on the table below or select a piece of information.

d%	Rumor
01–30	Lady Derangement is on the hunt for a new husband. (True, and she now has her sights set on the male character with the highest charisma)
31–50	The Adderfang Thieves are not destroyed and are growing bolder by the day. Their crimes are more frequent and they are becoming more violent. (False)
51–65	I keep hearing of about figures in blood-red robes stalking the streets, grabbing up these unfortunate girls, but I've never seen anything like that myself. I think it's a load of rubbish really. (True)
66–75	I heard that three of the Guild's ships sank in the last month alone. It looks like whatever god has been favoring them for so long is starting to look the other way. (True)
76–81	I heard tell that Berezon is thinking of retiring. Truth be told, he is looking older than his years and more than a little haggard. That's a man with a lot on his mind. (False about his retirement, but True on all other points)
82–89	These killings have been going on a lot longer than anyone suspects. My grandfather's sister turned up dead when he was a lad, and that was almost a hundred years ago. (True)
90–94	In all this time I've never heard tell of a Guildsman's daughter going missing. Just coincidence I suppose. After all, I've a big family and none of my kin have gone missing either. (True)
95–00	They say that next year marks the Guild's hundredth anniversary, but really it's much older than that. It's just that it was a hundred years ago that their fortunes turned to gold. (True)

The Juggulers, Female Assassins (Asn7) (4): HP 41, 39, 37x2; **AC** 5[14]; **Atk** *+1 short sword* (1d6+1 plus poison) or *+1 light crossbow* (1d4+1 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 8/800; **Special:** backstab (x3), disguise, +4 save vs. magic, +1 to-hit missile bonus, poison, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: +2 *leather armor*, *+1 short sword*, *+1 light crossbow*, 15 light crossbow bolts, 2 doses of lethal poison (save or die).

Chapter 3: The Nightshade Thieves Guild

The characters could be led to investigate the Nightshade Thieves Guild in a few ways. First, at Mhaazoul's insistence, Buboe did his level best to instill in the characters the belief that some form of sewer dweller is at least partially responsible for the abductions. Also, the musings of the Black Rat (if the characters have spoken with him) may lead them to suspect the Nightshade Guild directly. Lastly, the insistence of their innocence by Berezon might just have been suspicious enough to untrusting characters to lead them down into the sewers. Other rumors and clues scattered throughout **The City of Penmorgh** and **Events in Penmorgh** might also lead the characters to suspect the Nightshade Guild.

The traditional view of a thieves' guild as a dark den of villainy is largely true, but the Nightshade Guild is a bit more moderate than most of their brethren. The guild takes only 30% of their members' take, rather than the more common 50%, and they issue receipts for all goods acquired to make sure that everyone gets their due.

The Sewers of Penmorgh

Located under the city in the sewer system, the Nightshades can be accessed from various locations around the city (see **The City of Penmorgh**, for locations of the secret entrances).

The Nightshade Guild is located in a long-forgotten section of Penmorgh's sewer system and as such there is little apparent logic applied to the labyrinthine design.

Tunnels

There are three sizes of tunnels in the sewers of Penmorgh. Most of the sewer tunnels are at least partially filled with filthy water, though the tunnels in the guild lair are dry and quite comfortable.

A. These tunnels are main trunk lines, which gather up the water and waste from the smaller lines and deliver it to the harbor. Each trunk line has dozens of smaller lines feeding it and just as many old openings and lines that have been bricked up over the years. The main lines are 10ft in diameter.

B. These are the most common sewer lines. They gather the accumulated refuse from the small feeders and channel it into the main trunk lines. These lines make up the main corridors of the guild lair. These lines are 5ft in diameter.

Other. There are untold miles of small sewer lines sprawling beneath the streets of the city. For every line that is known there are three that have been bricked up or forgotten over the years. These small tunnels make up the labyrinth of small corridors and passages in the guild lair. Many of these lines are 1ft (or less) in diameter.

Exits

There are numerous trapdoor exits, once commonplace entrances to the sewers, atop ladders scattered through the guild. Only five of these exits are genuine, the remainder are trapped false exits (see **Area N4** below).

The name of the location to which the exit leads, as well as the accompanying number on the map of Penmorgh, are as follows:

X1. Roc's Nest Tavern (**Area 21**)
X2. Dang Burkhardt, Joiner (**Area 20**)
X3. Holdt Renfrew, Cordwainer and Tailor (**Area 19**)
X4. Empty Shop (**Area 18**)
X5. Chrysa Feydsdottir, Bookseller (**Area 17**)

The Lair

N1: The Gauntlet Part 1

This bare room is the guild's first line of defense. There are numerous pressure plates set into the floor that are tied to **two separate traps**. The first is a volley of iron arrows fired from the south wall that strikes all targets in a 10ft-by-10ft area (attacks as a 6HD creature, 1d8 darts per target, 1d4+1 points of damage each).

The second trap is a cloud of poisonous gas that fills the room (save or die).

The triggers are different for both traps, so finding one doesn't remove the threat of the second.

N2: The Gauntlet Part 2

The 8 guards (**4 fencers** and **4 archers**) who are stationed here are the guild's second line of defense. They are well prepared and if either trap is set off in **Area N1** they are ready for combat and cannot be surprised. If the party did not set off a trap, the guards have a 1-in-6 chance of hearing the characters attempting to enter the room.

During combat the archers stay behind the columns, receiving a +2 AC bonus. They target thieves and spellcasters first. The fencers always attack in pairs if possible. They target fighter-types first.

The commander, **Zara Blackthorne**, hangs back for a round or two, feeling out the situation and then attacking the most-dangerous opponent.

If the battle is going against them, the thieves attempt to retreat into the headquarters proper. One of them runs ahead to raise the alarm as the others cover their retreat.

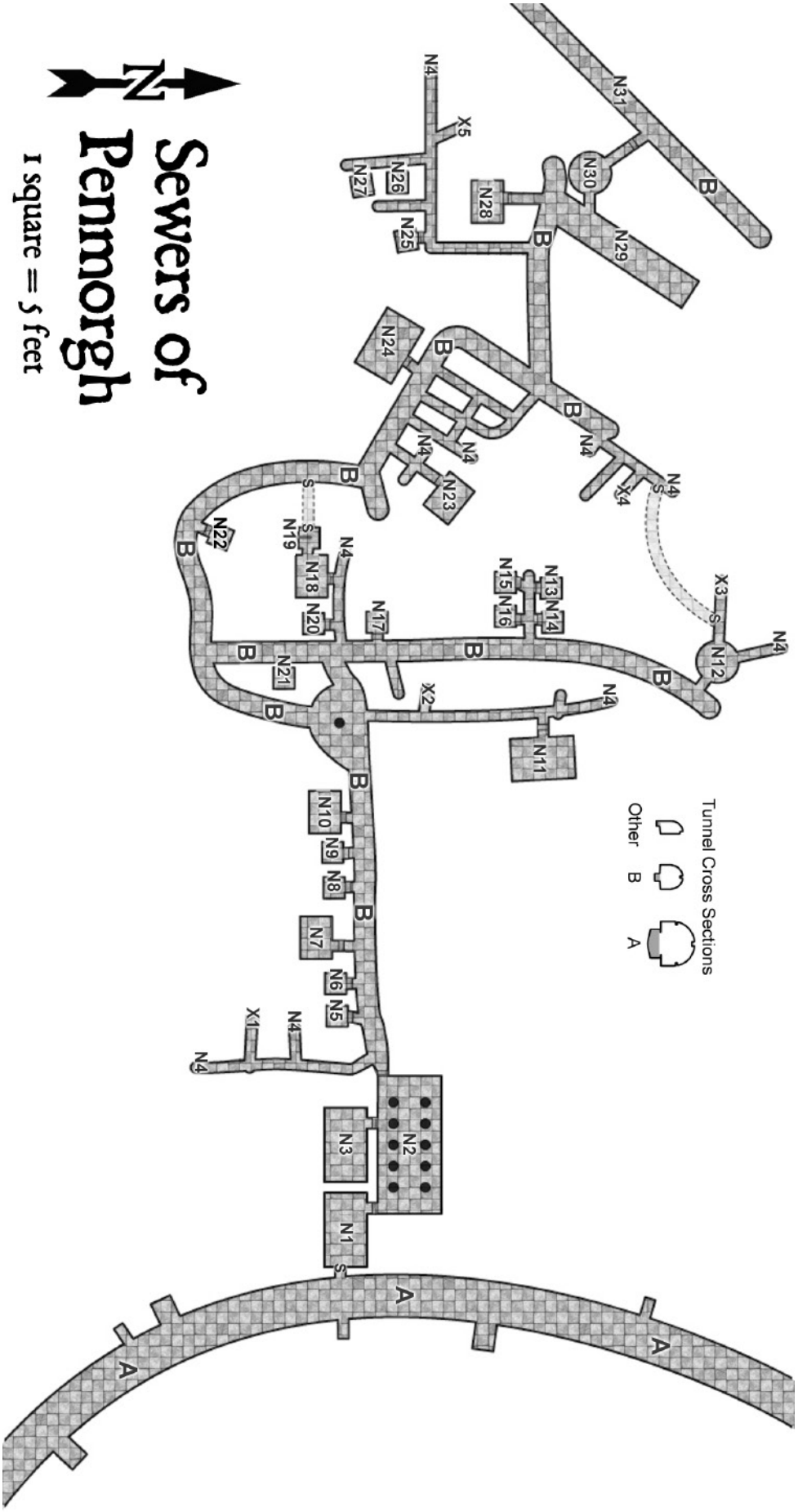
Zara Blackthorne (Ftr4/Thf4): HP 42; **AC** 5[14]; **Atk** *+2 short sword* (1d6) or 2 daggers (1d4) or shortbow x2 (1d6); **Move** 12; **Save** 6 (+2, ring); **AL** C; **CL/XP** 8/800; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: *+1 leather armor*, *+2 short sword*, 2 daggers, shortbow, 20 arrows, *potion of extra healing*, *ring of protection +2*.

Fencers (Ftr2/Thf4) (4): HP 29, 27, 25, 22; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6,


Sewers of Penmorgh
1 square = 5 feet
N
Tunnel Cross Sections
Other
B
A
N1
N2
N3
N4
N5
N6
N7
N8
N9
N10
N11
N12
N13
N14
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N23
N24
N25
N26
N27
N28
N29
N30
N31
X1
X2
X3
X4
X5
S

Hide 25%, Silent 35%, Locks 25%.
Equipment: leather armor, short sword.

Archers (Ftr2/Thf4) (4): HP 30, 29, 26, 20; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: leather armor, short sword, shortbow, 20 arrows.

N3: Guard Room

This sparse room is the home of Zara Blackthorne. It also functions as an armory and equipment room for the guards. A narrow bed, a wardrobe, and a trio of weapons racks are the room's only furnishings.

Treasure: The racks are largely empty save for 4 shortbows, 4 short swords, and 2 longswords.

N4: False Exit

At the top of a 20ft ladder in a narrow shaft, this appears to be an exit from the guild's lair, but in truth this is a **spiked wall trap**. It consists of a false exit designed to befuddle and injure intruders who manage to breech the guild and then try to make good their escape. Spikes spring forth from the walls of these shafts, impaling anyone within (attacks as a 5HD monster, 2d6 spikes per target, 1d6 points of damage each). Anyone hit by the spikes must make a saving throw or fall and take 2d6 points of damage after the impalement.

There are several of these false exits located throughout the lair.

N5: Living Quarters

It is obvious from the disarray and the smell in this room that it is a barracks. A pair of bunk beds, four footlockers, a rough table, and a pair of chairs are the room's only furnishings, discounting the mounds of unwashed clothing, empty mugs, and the occasional half-eaten meal.

Even though there is ostensibly a prohibition against stealing from one's fellows in the guild, none of the thieves have gotten where they are by being incautious. Apart from a very few commonplace personal items in the room there is nothing of any value as the residents keep their valuables on their persons at all times. This room is typical of most of the living quarters to be found in the guild.

Two of the guard fencers from **Area N2** live here.

N6: Living Quarters

Two of the guard fencers from **Area N2** live here. This room is essentially identical to **Area N5** (see above).

N7: Guard Room

In this otherwise bare room 6 guards (**2 fencers** and **4 archers**) sit around a rough wooden table playing cards. If the guards in **Area N2** manage to sound an alarm these lot are the first to respond. The archers take up position in the hall to target anyone who sticks their head through the door and the fencers remain in the room as surprise backup. If the alarm has not been raised they are not expecting an attack and so are automatically surprised unless the party has done something to draw attention.

Fencers (Ftr2/Thf4) (2): HP 31, 26; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: leather armor, short sword.

Archers (Ftr2/Thf4) (4): HP 28, 25x2, 23; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: leather armor, short sword, shortbow, 20 arrows.

N8–N9: Living Quarters

Two of the guard archers from **Area N2** live here. This room is essentially identical to **Area N5** (see above).

N10: The Guest House

The few non-thieves ever to set foot here as guests are housed here. The only furnishings are a pair of hard, narrow beds and accompanying footlockers. The room is currently unoccupied.

N11: Common Room

The guild's common room is surprisingly luxurious. Tapestries cover the walls, a thick carpet covers the floor, and there are mounds of huge silk and satin pillows everywhere. It is something like a cross between a tavern, a brothel, a drug-den, and a sultan's palace.

This is where the thieves gather to carouse and blow off steam and where lower-level thieves who have not earned their own rooms are forced to sleep. A handful of thieves are here hanging out drinking, fornicating, and generally having a good time in celebration of a recent job.

As soon as they spot the party, **8 thieves** enter combat while the last **thief** holds back, taking the first opportunity to run from the room and raise the alarm.

Thieves (Thf5) (9): HP 34, 31x2, 29, 27x3, 23, 19; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/240; **Special:** backstab (x3), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.
Equipment: leather armor, short sword, mug of ale, thieves tools 1d6gp.

N12: Guard Room

Three tunnels lead from this small, round room. There are **2 fencers** and **2 archers** in the room. The remaining **2 archers** are taking advantage of the darkness down the western tunnel to engage in a tryst. They join combat after 2 rounds, taking advantage of the cover of darkness to attacks with their bows. The characters have a 1-in-6 chance of spotting the hidden archers.

If the battle is going badly for the defenders before they are able to get involved, the archers attempt to use the trapdoor (**X3**) to escape (see above).

Fencers (Ftr2/Thf4) (2): HP 25, 16; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: leather armor, short sword.

Archers (Ftr2/Thf4) (4): HP 30, 26, 24, 21; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 11; **AL** C;

CL/XP 6/400; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, short sword, shortbow, 20 arrows.

N13: Living Quarters

This room is essentially identical to **Area N5** though it is unusual in that it holds but one double bed rather than a pair of single-beds or bunk beds. The thieves from **Area N29** live here.

N14: Living Quarters

These living quarters are empty and show no signs of having been used recently.

N15: Living Quarters

This room is essentially identical to **Area N5** (see above). It is occupied by **Brandoise** and **Alekzander**, two male human thieves.

Brandoise (Thf8): HP 29; **AC** 7[12]; **Atk** +2 *short sword* (1d6+2); **Move** 12; **Save** 5; **AL** C; **CL/XP** 8/800; **Special:** backstab (x4), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 92%, Tasks/Traps 50%, Hear 5 in 6, Hide 55%, Silent 60%, Locks 55%.

Equipment: leather armor, *+2 short sword*.

Alekzander (Thf10): HP 37; **AC** 7[12]; **Atk** +2 *short sword* (1d6+2) and *+1 dagger* (1d4+1); **Move** 12; **Save** 5; **AL** C; **CL/XP** 8/800; **Special:** backstab (x4), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 92%, Tasks/Traps 50%, Hear 5 in 6, Hide 55%, Silent 60%, Locks 55%.

Equipment: leather armor, *+2 short sword, +1 dagger*.

N16-N17: Living Quarters

The four guard archers from **Area N12** live here. This room is essentially identical to **Area N5** (see above).

N18: Guildmaster's Lounge

This room is a combination study, office, meeting room and lounge. The large, richly carved oak desk across from the entrance seems highly incongruous among the bare, utilitarian stonework of this sewer-cum-guild. Seated behind the desk a man of middle years sits stooped over a ledger, carefully comparing columns of figures with those of the numerous receipts that litter the desk.

The man behind the desk is **Yakohz Borne**, thief master of the Nightshade Guild. Despite the gray at his temples and his ever-so-slightly thickening middle he is still a quick, effective, and deadly opponent. Age

has tempered him somewhat, inclining him to parley rather than simply attacking, but he does not shy away from the blade and is more than willing to kill when required to do so.

The papers on the desk are of little value to anyone save the authorities. They are a ledger book recording stolen goods and the amounts they were fenced for and hundreds of receipts issued to the thieves for their booty. Borne is very much of the opinion that if you are going to be involved in crime then it is better to be organized about it.

Guildmaster Yakohz Borne (Ftr3/Thf10): HP 43; **AC** 7[12]; **Atk** *+1 flaming short sword* (1d6+1 plus 1d6 fire) or dagger (1d4); **Move** 12; **Save** 5; **AL** C; **CL/XP** 8/800; **Special:** backstab (x4), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 92%, Tasks/Traps 50%, Hear 5 in 6, Hide 55%, Silent 60%, Locks 55%.

Equipment: leather armor, *boots of leaping*, *+2 short sword,* 6 daggers, *ring of revealing*, 6 doses of poison.

Tactics: Borne seems surprised to see the party but does not immediately launch an attack. He may not be overly intelligent but he is smart enough to know when the odds are against him. He instead attempts to engage the characters in conversation, speaking in a loud voice so as to alert his wife **Kevasha** in the next room (**Area N19**) to the danger. Kevasha hears in 1d4–1 rounds and renders herself invisible to sneak in to aid her husband against the invaders. They prefer to see how they might manipulate the situation to their advantage before entering combat. The matched wedding rings that they wear allow them to see each other clearly if either is invisible or has their appearance magically altered.

If the party does not enter into conversation with Borne and instead attack, Kevasha hears and enters the room invisibly the round after combat begins to aid her husband.

Development: If Borne or Kevasha are captured and questioned they reveal their limited part in the murders in exchange for sparing their lives:

- They know nothing about the Merchant Guild's involvement, having dealt only with the demon, whose name they do not know. The demon or his minion appears to them in the darkness of **Area N31** (see below). (**Note:** Following this tunnel to its terminus in **Area G107** is one of the only ways the characters have of discovering the Merchant Guild's involvement short of raiding the Guildhall and running amok through its cellars.)
- The demon, which only Borne and Kevasha know about, made a deal with the thieves. In exchange for certain services he would alter fate in their favor, and he has kept up his part of the bargain.
- Since agreeing to help him several years ago the Nightshade Guild has become the most powerful group of thieves in the city. Even their hated rivals, the Adderfang Guild, have been eliminated. In exchange for this bounty, the thieves dispose of the bodies of the murdered girls, no questions asked. Borne and Kevasha don't know where the bodies come from, but they, too, are dropped off at **Area N31** for disposal.
- The demon sent the Nightshade thieves to locate a *demon-forged blade*. They were able to locate a blade of the type he sought, but Borne has yet to tell the demon that it has been found. He is instead biding his time to find out why the demon wants the blade and how the situation can be better turned to his and the guild's advantage.

N19: Guildmaster's Bedroom

If the outer chamber seemed somewhat incongruous, this room is downright bizarre. Multi-hued silks drape the walls and hang in bunches from the ceiling. A low olivewood table is the only recognizable piece of furniture, the rest of the floor is covered in dozens of huge, colorful silk pillows.

Kevasha can be found here with her pet raven **Blackeye** most of the time when she is not out on guild business.

Kevasha (Thf6/MU4) (2): HP 32; **AC** 6[13] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** 2 short swords (1d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** backstab (x3), +2 save bonus vs. traps and magical devices, read languages, spells (3/2), thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Spells: 1st—*magic missile* (x2), *shield*; 2nd—*darkness 15ft radius*, *invisibility*.

Equipment: 2 *+1 short swords*, *ring of protection +3,* pet raven.

Blackeye, Kevasha's Pet Raven: HD 1d6hp; **HP** 4; **AC** 7[12]; **Atk** bite (1d3) or 2 claws (1hp); **Move** 3 (flying 18); **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none.

Treasure: On the table are a large bronze 12-pipe hookah (400gp) and a small silver box holding a supply of tobacco and opium (250gp). Set in the north wall, hidden by drapes of silk, is a sturdy **mithral vault**. It can be found easily by simply moving the fabric aside, but breaching it is entirely another matter altogether (–45% Open Locks).

Borne and Kevasha each have a key. In addition to a dozen more ledgers and thousands of receipts, the vault contains 24pp, 232gp, a set of 6 golden goblets and matching tray (7000gp), 8 pearls (100gp each), a *wand of magic missile* (32 charges), and a *potion of growth*. The real treasure here though is a *+2 demon-forged longsword* (see **Magic Items Appendix**), a weapon that should prove invaluable in the task of destroying the *crystal skull*.

N20: Living Quarters

This room is essentially identical to **Area N5** (see above). The two thieves in **Area N24** live here. Gunter and Ernst are paranoid and so have the room **trapped**. The trap peppers the doorway with poison darts. The darts are actually dried, hardened bodies of a small but potent variety of wasp, its venom equal to that of a giant wasp, which they bought from a Chi'en assassin. Only half of the darts are still venomous though, age having nullified the rest. The darts hit anyone in a 10ft-by-10ft area (attacks as a 5HD monster, 2 darts per target, 1d4 points of damage plus giant wasp poison (50% chance), save or weakened [–1 to hit and damage]).

N21–N22: Living Quarters

Two of the guard fencers from **Area N7** live here. This room is essentially identical to **Area N5** (see above).

N23: Food Stores

Boxes, sacks, and barrels fill every space and are stacked to the ceiling, making it virtually impossible to move in this cramped and foul-smelling chamber.

This room is the guild's warehouse for foodstuffs and common goods. Almost any commonplace item with a value of less than 10gp can be found here — at the Referee's discretion of course.

N24. Melee Training Room

The noise of battle can be heard easily even before the door to the room is opened.

This large open room is a gymnasium of sparring chamber that is comfortably familiar to any character of a martial bent. There are currently two individuals — **Ernst**, a male human armed with a longsword, and **Gunter**, a male halfling armed with a short sword — involved in a rigorous sparring match. These two are the thieves who live in **Area N20**.

Ernst (Thf12): HP 36; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1) or *+1 returning dagger* (1d4+1); **Move** 12; **Save** 4 (with cloak); **AL** C; **CL/XP** 12/2000; **Special:** backstab (x4), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 96%, Tasks/Traps 90%, Hear 6 in 6, Hide 95%, Silent 100%, Locks 95%.

Equipment: *bracers of defense AC 4[15]*, *cloak of protection +1*, *+1 longsword, +1 dagger that returns to hand*.

Gunter, Halfling Thief (Thf12): HP 32; **AC** 4[15]; **Atk** *+1 short sword* (1d6+9) or *+2 dagger that returns to hand* (1d4+9); **Move** 9; **Save** 4 (+1, cloak); **AL** C; **CL/XP** 12/2000; **Special:** backstab (x4), +2 to hit missile bonus, +2 save bonus vs. traps and magical devices, +4 save vs. magic, read languages, thieving skills.

Thieving Skills: Climb 96%, Tasks/Traps 90%, Hear 6 in 6, Hide 95%, Silent 100%, Locks 95%.

Equipment: *bracers of defense AC 4[15]*, *girdle of giant strength*, *gauntlets of dexterity*, *+1 short sword*, 6 daggers.

The battle is going badly for the halfling, who received several bloody wounds. Despite this, both of the combatants are at full strength thanks to healing potions that are housed in an alcove on the northeast wall. Though they are winded from their sparring, both of the rogues are in top shape and fight fiercely and to the death once engaged in battle with the party.

Treasure: Among the four empty bottles that these two have used there are still 5 *potions of healing* and 3 *potions of extra healing* to be found. One of the supposed healing potions is actually a *potion of invulnerability* that the halfling slipped in and is planning to use the next time he is wounded to tilt the odds in his favor.

N25-N26: Living Quarters

The four guard archers from **Area N30** live here. This room is essentially identical to **Area N5** (see above).

N27: Living Quarters

This room is essentially identical to **Area N5** (see above). This chamber is home to the two most monstrous members of the Nightshade Guild — **Grunthaus** the bugbear, the guild's enforcer, and his roommate **Abfaskat** the doppelganger, the guild's infiltration and espionage expert. They are currently relaxing with a few pints of foul-tasting beer and swapping dirty flumph jokes, their coarse laughter echoing down the halls, announcing their presence. In spite of their relaxed posture they keep their weapons close to hand and are not as easily surprised as it might appear.

Grunthaus, Bugbear: **HD** 9+1; **HP** 65; **AC** 5[14]; **Atk** bite (2d4) or battle axe (1d8+1); **Move** 9; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special**: surprise on 1–3 on a d6.

Equipment: *+1 battle axe*.

Abfaskat, Doppelganger Thief: **HD** 10; **HP** 71; **AC** 5[14]; **Atk** claw (1d12) or short sword (1d6) or shortbow x2 (1d6+2); **Move** 9; **Save** 13 (5 vs. magic); **AL** C; **CL/XP** 12/2000; **Special**: backstab (x4), immune to *sleep* and *charm*, mimics shape, +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 94%, Tasks/Traps 70%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%.

Equipment: short sword, +2 *shortbow*, 20 arrows.

N28: Vault

The door to the vault is **trapped**. If opened without the proper key, spikes spring from the wall, and the entire wall slams forward into a 10ft area in front of the vault (attacks as a 6HD monster, 1d4 spikes per victim, 1d10 points of damage each). Given the preponderance of highly skilled thieves, the lock on this door is of exceptional quality (–35% Open Locks).

This vault holds the collected booty from the guild members' recent excursions. Despite the security measures, there usually is not very much loot here as they prefer on the whole to shift the goods as quickly as possible rather than sitting on it.

Treasure: The Referee should place a treasure of 10,000gp value in here of his own devising. It includes no major magic items. A good option would be to use **Generating A Random Treasure Hoard** from ***Swords & Wizardry Complete Rulebook*** starting on page 120.

N29: Missile Weapon Range

A number of targets scattered about this long, narrow room identify it as a missile-weapons range, a fact confirmed by the pair of elves — **Aror**, a drow male armed with a shortbow, and **Va'lanthis**, a fair-skinned female armed with a light crossbow — who are currently using it as such.

These two, the residents of **Area N13**, are a couple and fight fiercely in defense of each other. Should one of them fall in battle, the other surrenders on the condition that the party doesn't allow the fallen thief to perish. Should one of the elves be killed outright, the other fights on ferociously until death to avenge the fallen mate.

Aror (Drow): HD 9; **HP** 65; **AC** 3[16]; **Atk** *+1 longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 6 (includes +2); **AL** C; **CL/XP** 13/2300; **Special**: +2 saving throw bonus, –2 attack penalty in sunlight or magical light, 1 in 8 surprise chance, magic resistance (50%), magical abilities. (***Monstrosities*** 146)

Magical Abilities: at will—*dancing lights* (1d4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*.

Equipment: *+1 chainmail*, drow cloak & boots (75% to surprise), *+1 longsword*, hand-crossbow, 15 bolts coated in sleep poison (–4 on save).

Va'lanthis, Female Elf Thief (Thf12): HP 34; **AC** 5[14]; **Atk** *+1 longsword* (1d8+1) or *+2 light crossbow* (1d4+3); **Move** 12; **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** backstab (x4), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 96%, Tasks/Traps 90%, Hear 6 in 6, Hide 100%, Silent 100%, Locks 100%.

Equipment: *+2 leather armor*, *+1 longsword*, *+2 light crossbow*, 25 crossbow bolts.

N30: Disused Guard Post

This appears to be a guard post similar to that at **Area N12** though it does not appear to have been used in some time.

N31: Tunnel

This tunnel leads to **Area G107** of the Merchant Guildhall, though neither the thieves nor the Guild are aware of that. In the other direction, the tunnel ends at a bricked-up wall some 50ft or so to the northeast. The thieves take advantage of the **10 slime crawlers** here and use this tunnel as a rubbish dump.

Slime Crawler (10): **HD** 1; **HP** 8x2, 7x3, 6, 5x2, 3x2; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Chapter Four: The Merchant Guild

This stately manor, once a country hunting lodge for the emperors of old, is the nexus of the Guild's power. Only the dozen most senior members of the Guild maintain rooms here, though all maintain other residences.

The Guildhall

There are numerous spells on the house. The Guild has spent a fortune ensuring that their enemies can neither spy on them nor easily gain access to the house either by magic or mundane means. In a massively expensive magical experiment, a permanent *anti-magic shell* has been fused with the exterior of the house. Spells can be cast outside of the house, and within it, but no spells from outside the mansion can enter or affect the residents. Also, there are permanent *magic mouth* spells which sound if anyone or anything enters the house while invisible, under the effect of any *polymorph* or similar spells or effects, and if a doppelganger or other shapechanging creature enters. Additionally, any *invisibility* spells cast inside the mansion have a 50% chance of failure because of various enchantments.

The walls of the building, both interior and exterior, are fashioned from dwarven ironstone imported from the mines of Hazad-Burgh.

Exterior and Grounds

There are a stable, tack-house, garden shed, and a few other outbuildings on the grounds. Decorating the building's exterior are several gargoyles; of them, **16 gargoyles** are alive and act to defend the building. They do not leave the area of the estate though.

Gargoyle (16): HD 4; HP 16, 15x3, 14x2, 13, 12x3, 11, 10x2, 8, 7x2; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, fly.

A: Greenhouse

This large, glass-encased building is a work of the glazier's art. Hundreds of species of plants and flowers from all corners of the world, some of which are quite dangerous, can be found here.

No specific keyed encounters are given here, but if the characters should breech this structure uninvited the Referee is encouraged to throw any and all dangerous flora their way.

B: Groundskeeper's Shed

This small shed is the refuge of **Old Jenkins** the groundskeeper. He has no assistants and tends the entire estate himself. The grounds are always in immaculate condition despite the fact that he is rarely seen working and can normally be found in the shed with his feet up warming by the woodstove and a pipe in his mouth and a half-empty bottle of *Grumbacher's Old Persnickety Single Malt* tucked in his back pocket.

C: Stables

The Guild stables can hold nearly 40 horses at full capacity. There are always **12 horses** here, well rested and ready to ride, for the 12 senior leaders of the Guild. A large awning covers the front and side of the building providing ample cover for up to a dozen carriages. There are two large, ornately decorated coaches and four smaller, more utilitarian coaches stored here normally.

Horses, Riding (12): HD 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

D: Tack house

This small structure is really just one large room where all of the saddles, tack and other accoutrements for the mounts in the stables are kept and cared for.

E: Guard House

This sturdy stone building houses the **32 guild guards** who defend the Guildhall. At all times 8 of them are off duty, 8 are in reserve here in the guardhouse, 8 patrol the grounds in units of 2, and 8 patrol the hall itself. Duty guards always patrol in units of two.

If an alarm is raised, guard units patrolling the same area (house or grounds) begin arriving at intervals of 2 rounds. Reserve units arrive as a complete 8-man unit 12 rounds after the alarm is raised. Reserve units answer alarms in both in the house and on the grounds but house units do not leave the building to answer an alarm outside and neither do grounds patrols enter the house to answer an alarm. The orders of a Guildmaster override these rules as the guards go wherever the Guildmaster orders them.

All rooms on the third floor of the mansion are off-limits to the guards unless ordered to enter or an alarm is raised in one of those rooms.

The guards maintain their own small stable here with **4 mounts**.

Guild Guards (Ftr6) (Up to 32): HD 6; **AC** 3[16]; **Atk** longsword (1d8) or crossbow (1d4+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special:** multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: *+1 chainmail*, longsword, light crossbow, 10 light crossbow bolts.

Horse, Riding (4): HD 2; **AC** 7[12]; **Atk** bite (1d2); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

F: Weapon Smith and Armorer

In addition to their own stable, the Guild guards enjoy the services of their own armorer and weapon smith, the dwarf **Gurni Helmison** who provides all of their needs as far as providing and maintaining all of their weapons and armor.

Interior

As befits a dwelling that was once owned by the emperors of old, the Guildhall is an architectural masterpiece. All of the floors are clad in finely veined Burgundian marble and all the walls are paneled in a rich, dark reddish-black wood. The wood is from a treant. This may seem somewhat shocking at first, but there was an infestation of evil treants in the area

many years ago. All of the paneling, doors and furniture in the building use treant wood.

The western wing of the Guildhall is the guesthouse, normally used by visiting dignitaries and representatives of other Guilds. Even though there are several such groups in town right now the guesthouse is currently empty.

The eastern wing of the house is the servants' area. The ground floor is taken up entirely by the kitchens with the second floor making up the servants' living quarters.

Unless otherwise stated, all doors in the mansion are constructed of strong wood and are locked.

Ground Floor

The public floor of the Guildhall. This is as far as most visitors go in the building.

G1: Porch

A short, broad run of steps leads up to a huge covered porch in the area beneath the grand balcony. Numerous iron benches are dotted about the porch which is subtly illuminated by dozens of small, multi-colored lanterns hanging from elegant iron brackets fastened to the pillars supporting the roof and balcony above.

A unique form of the *continual light* spell illuminates the lanterns and can change color at a word, a result of the magical experiments done by the renowned wizard Londar Brightrain and imported all the way from the Kingdom of Withy-Strythe on the Southern Reach at great expense to the Guild.

G2: Entry Hall

This is a double-height space overlooked by a balcony above. At the north is the bifurcated grand staircase leading up to the second floor. A passage north leads from the alcove between the arms of the staircase. In the east wall, north of the doors leading to the dining hall is a small service staircase that leads to a landing and door on the second floor. In the center of the room is a huge iron statue in the likeness of paladin of Muir.

It is possible to ascend the service staircase and then descend the other side to quickly reach the service areas. This statue is in fact an **iron golem** that is programmed to defend the area if the house is attacked.

Golem, Iron: HD 16; **HP** 80; **AC** 3[16]; **Atk** weapon or fist (4d10); **Move** 6; **Save** 3; **AL** N; **CL/XP** 20/4400; **Special**: +3 or better weapon to hit, healed by fire, immune to most magic, poison gas, slowed by lightning.

G3: Public Hall

Paintings of former Guild leaders and some nice but rather generic statuary adorn this large room that leads to the guesthouse.

G4: Public Meeting and Waiting Room

A few tables and a number of comfortable chairs are scattered seemingly haphazardly about the room, allowing for private conversations.

This room is where the Guildsmen take short meetings with most outsiders. This is also where visitors are taken to wait for a meeting with any Guildsman.

G5: Corridor

Like the large hall adjoining it this corridor leading to the guest house is lined with fine-quality, if rather uninspiring, paintings, but while the paintings in the hall were of former Guildsmen and dignitaries, landscapes are the common theme here.

G6: Dining Room

Two massive oaken tables run the entire length of the room, easily capable of comfortably seating 50 diners. The heads of dozens of animals, from boars and deer to magical or rare creatures such as an owlbear, a griffon, and a bear adorn the walls, relics of the building's heritage. A small door in the northeast corner leads to the servant's staging area and corridor.

The centerpiece of the room is an immense fireplace, large enough for a man to stand upright, in the north wall.

A secret trapdoor with a ***wall of fire*** **trap** in the fireplace leads to the cellars below. Anyone triggering the trap inside the fireplace finds himself in the middle of the flaming wall (1d6 points of damage, no save). The trap entirely fills the fireplace, so those in the room suffer no damage.

G7: Meeting Room

The room contains a large oak table surrounded by half a dozen comfortable leather chairs.

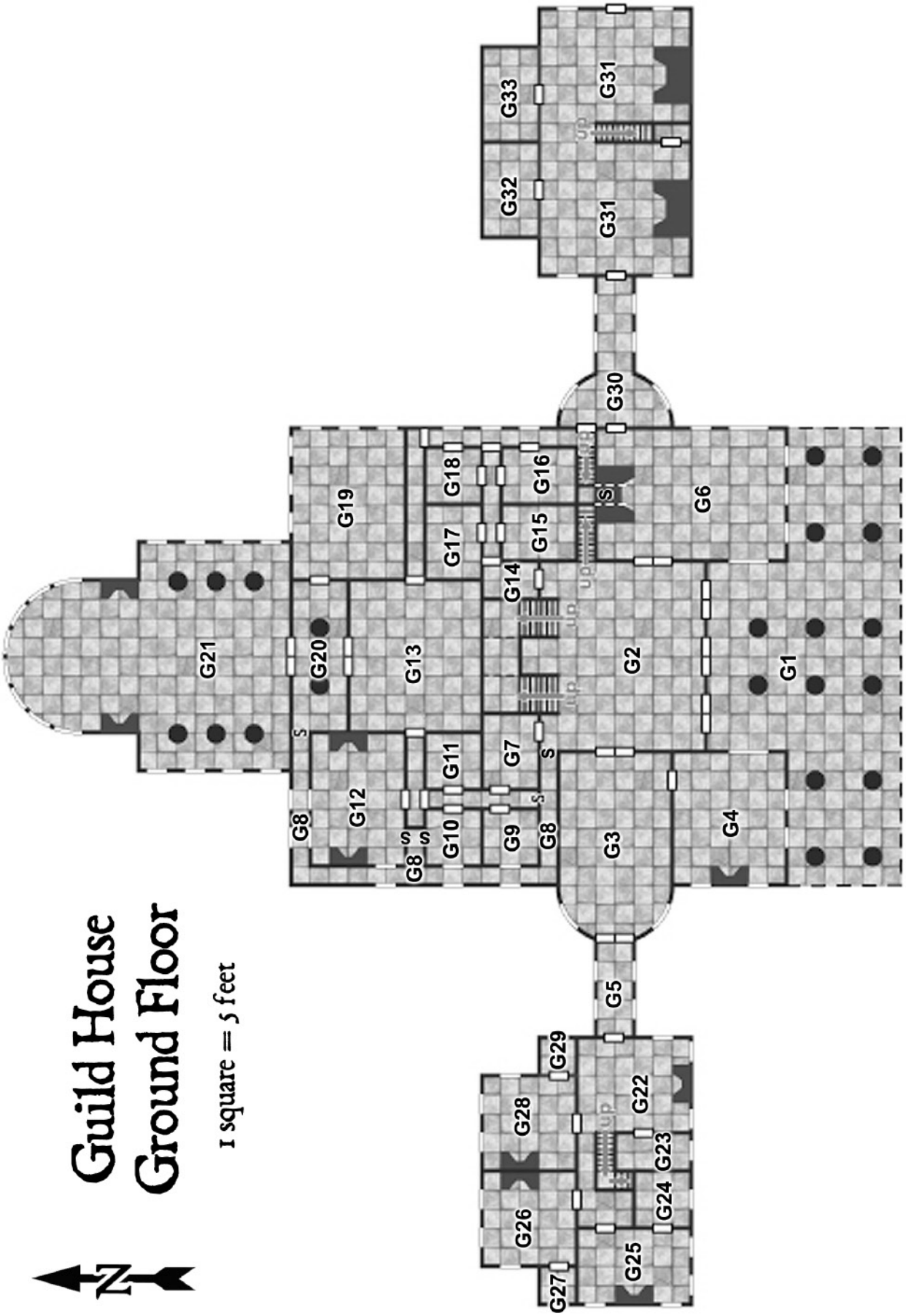
This comfortably-appointed meeting room is where the Guild meet with higher-level outsiders — such as city officials and the characters — to discuss important matters unrelated to commerce or trade.

G8: Secret Passage

A *phantasmal force* spell placed on the windows on the building's exterior transmits the view to the windows in **Areas G9**, **G10**, and **G12**, allowing the viewer to look into or out of the rooms as normal. All the windows are clear from inside this passage, allowing light in from the outside and enabling anyone in the passage to look outside or into **Areas G9**, **G10**, and **G12**.

There is no magical field or any tell-tale distortion of the image in the windows to indicate that anything is amiss. Any character who takes the time to examine the building's exterior and the rooms' interiors, however, has a 1-in-6 chance to note that the rooms are smaller than they should be and thus deduce the existence of the secret passage.

Though there are no windows leading to **Area G7** it is possible to listen in from the secret passage to conversation held therein.


Guild House
Ground Floor
1 square = 5 feet
N
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G32
G33
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S

G9-G11: Meeting Rooms

This small meeting room is where meetings with the representatives of other Guilds are held as well as any business-related meetings with non-Guild VIPs. It contains a desk and a pair of comfortable chairs. A large picture window overlooking the gardens is situated directly behind the desk (see **Area G8** for details).

Area G11 is the only meeting room in which it is impossible to eavesdrop from **Area G8** and so it is reserved for discussions involving only the most trusted friends and allies of the Guild.

G12: Study

This large study is elegantly and comfortably furnished in the manner of a gentleman's club. A dozen high-backed leather club chairs are interspersed with the three round oak library-tables and accompanying seats.

During long meetings and deliberations the Guildsmen and their guests retire here for refreshments and often far less formal but far more significant negotiations.

G13: Secondary Hall

Less grand but no less rich than the entry hall (**Area G2**), this area is more of a central nexus area for the actual business machinations of the Guild. Where the entry hall is grandiose and designed to awe the viewer, this hall has the intimate richness of a gentlemen's club.

G14: "Matron's" Office

While the Guild may rule Penmorgh, the undisputed ruler of the Guildhall itself is **Matron**. What her real name is no one seems to recall. It is from this small, spare room with its plain desk and straight-backed chair that she oversees her own little empire and it is in this room that she may normally be found.

"Matron": **HD** 6; **AC** 9[10]; **Atk** dagger (1d4); **Move** 9; **Save** 11; **AL** C; **CL/XP** 4/120; **Special**: none.
Equipment: dagger, diamond earrings (250gp), key to **Area G15**.

G15: Silver Room

This room contains the Guild's everyday valuables such as silverware, crystal, bone china and the like. It is always kept locked, with Matron holding the only key. All told there are tens of thousands of gp worth of objects d'art here, much of which has not seen used in decades, if not centuries.

G16: Servant's Dining Room

The servants eat here and also hang out here for a smoke or a breather when on duty. South of this room is a short, narrow service staircase which leads to a landing and door in the north side of **Area G34b** on the second floor. It is possible to ascend this staircase and then descend the other side to quickly reach **Area G2**.

G17: Laundry

Huge cauldrons and a number of lines hung with linens mark this room as a laundry. Dirty water is dumped into a drain in the middle of the floor.

From the drain, water travels through a pipe into a cistern in the demon's pit (**Area G106**). The grate and pipe were installed at Mhaazoul's insistence shortly after he was summoned. He convinced the Guildsmen at the time that he needed water to drink, and that even the humans' dirty laundry water would suffice, but really he just needed a secret way for Buboe to enter and leave the pit unseen. The pipe is 4 inches in diameter and is the primary means by which Buboe the quasit enters and leaves the pit.

G18: Linen Room

The walls of this room are lined with floor-to-ceiling shelves crammed with crisp, white linens. All of the Guild's linens, from sheets to napkins, are kept clean and crisply folded here.

G19: Chapel of Muir

A false private shrine "dedicated" to Muir. The Guildsmen pretend to worship here to maintain their front. There is no cleric; they simply observe the holy days and services in quiet contemplation. This is of course a sham, but it keeps up a good front and allows them an excuse to stay away from the proper church even on holy days. Even among the non-demon-worshippers there are few who are devout to other faiths.

While the chapel looks fine to the common observer, a cleric or paladin has a 45% chance to recognize that something is definitely amiss here.

G20: Vestibule

This intimate foyer leads to the ballroom. It is a common spot for party guests to get away for a quiet chat, or occasionally something more. A pair of elegant glass doors leads into the ballroom. The glass in the doors can be shattered with a single blow.

G21: Ballroom

This double-height room is breathtakingly beautiful. The floor is of the same polished marble elsewhere in the house, but here it forms a checkerboard of black and red. Thirty feet overhead the room is crowned by a stunningly intricate stained glass dome recounting many scenes from the history and mythology of Southvale.

G22: Sitting Room

This is a comfortable sitting room for the use of resident guests.

G23: Luggage Room

This large closet is where visitors store their luggage upon arrival before it is brought to their rooms.

G24: Office

A small but comfortable office from where visiting merchants and dignitaries may conduct their business while residing in the guesthouse. The desk is well stocked with ink and paper.

G25: Study

This is essentially a smaller and somewhat less richly appointed version of the study in the main building (**Area G12**).

G26: Guest Room

This is one of the four bedrooms in the guest wing. The room contains a pair of large double beds, a dressing table, desk, a wardrobe, and a pair of comfy chairs by the fire. Each bed can sleep two people comfortably.

G27: Bathroom

This room is a bathroom tiled in white marble. A washbasin is built into the wall opposite the door and a pair of large marble tubs is built into the floor.

Like all the bathrooms in the house this room is equipped with hot and cold running water.

G28: Guest Room

Identical to **Area G26** (see above).

G29: WC

This room is similar in design to the bathroom (**Area G27**) except that instead of bathtubs this room is equipped with four privies. Like all the privies in the house, these do not lead to the sewers beneath the city but rather to a *bag of devouring*.

G30: Staging Area and Corridor

Servants gather here during the meals to be close at hand for their masters. Most take this chance to sit around and grab a quick smoke as well. None of the Guildsmen has ever come into this area or the servant's wing as a whole in living memory.

G31: Kitchen

The kitchen is rivaled in size only by the ballroom. Each of the kitchen's huge fireplaces is capable of roasting a whole bullock. Always bustling with activity the cook holds court here. She may technically be lower in station than Matron, but the cook rules above all here in the kitchen, her own little kingdom. Cook and Matron are the only people with keys to the cellar door.

A little-known chink in the Guild's armor is the exterior door leading from the kitchen. It is no stronger than the building's interior doors and is often left unlocked by servants going about their business or sneaking out for a night on the town or secret assignation. There is a 75% chance during the day and a 30% chance at night that the door is unlocked.

G32: Stores

This area is a locked storeroom containing meats, fish, and sausage. The room is magically enchanted to stay cold to preserve food.

G33: Stores

This area is a locked storeroom containing fruits and vegetables, some quite exotic and shipped from distant lands at great expense. The room is magically enchanted to stay cold to preserve food.

Second Floor

The second floor is a step beyond the normal public areas and is open only to important visitors and guests. It is quite popular during parties for guests who want to get away from the crush in the ballroom or the main hall. Many guests gather on the balconies and the galleries overlooking the ballroom and main hall below.

There are two stone statues shaped as decorative suits of armor, one by either of the two staircases onto this floor (**Areas G34a** and **G34b**). The statues are actually **2 stone golems**, bound to protect this floor of the mansion at all costs. They will not leave this floor unless commanded to do so by one of the twelve masters of the Guild.

Golem, Stone (2): HD 12; **HP** 60; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, immune to most magic, slowed by fire.

G34: Corridor and Balcony

This corridor wraps around the great hall (**Area G2**), to which it is open and which it overlooks, and is the central traffic conduit for this floor of the building.

G34a: Western Staircase

This staircase leads up to the third floor. This statue of a suit of armor in the alcove formed by the two arms of the staircase is actually a **stone golem** programmed to protect the building.

Golem, Stone: HD 12; **HP** 60; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, immune to most magic, slowed by fire.

G34b: Eastern Staircase

Staircase up to the third floor. This statue in the alcove formed by the two arms of the staircase is actually a **stone golem** programmed to protect the building.

There is a door on the north side that leads to a small landing and two narrow servants' staircases down to the ground floor, opening onto **Areas G2** and **G16**.

Golem, Stone: HD 12; **HP** 60; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, immune to most magic, slowed by fire.

G35: Grand Balcony

This large, open space is situated overtop of the large porch on the ground floor. It is a favorite place for guests to gather during parties. Many an assignation (and assassination) has taken place here, as well as more than a few private and informal business deals sealed.

G36: Shared Office

The four least-senior of the 12 highest-ranked Guildsmen — **Llewelyn ab Eire**, **I'lam Mougy**, **Lady Valencia de Taae**, and **Thurgrim Snorrison** — share this office. Though it is bigger than the offices of the four next most senior Guildsmen, the shared space keeps them somewhat in check as it is more difficult to plot and scheme in the open. Each serves as a sort of chaperone to the others.

See **If the Characters Interrupt the Ceremony** below for their stat blocks.

G37a: Western Balcony

This semicircular balcony looks west over the city spread out below. There is a 10ft drop to the roof of the corridor (**Area G5**) below. Like the grand balcony this is a popular spot to sneak away to during a party.

G37b: Eastern Balcony

This semicircular balcony looks west over the city spread out below. There is a 10ft drop to the roof of the corridor (**Area G5**) below. Like the grand balcony this is a popular spot to sneak away to during a party.

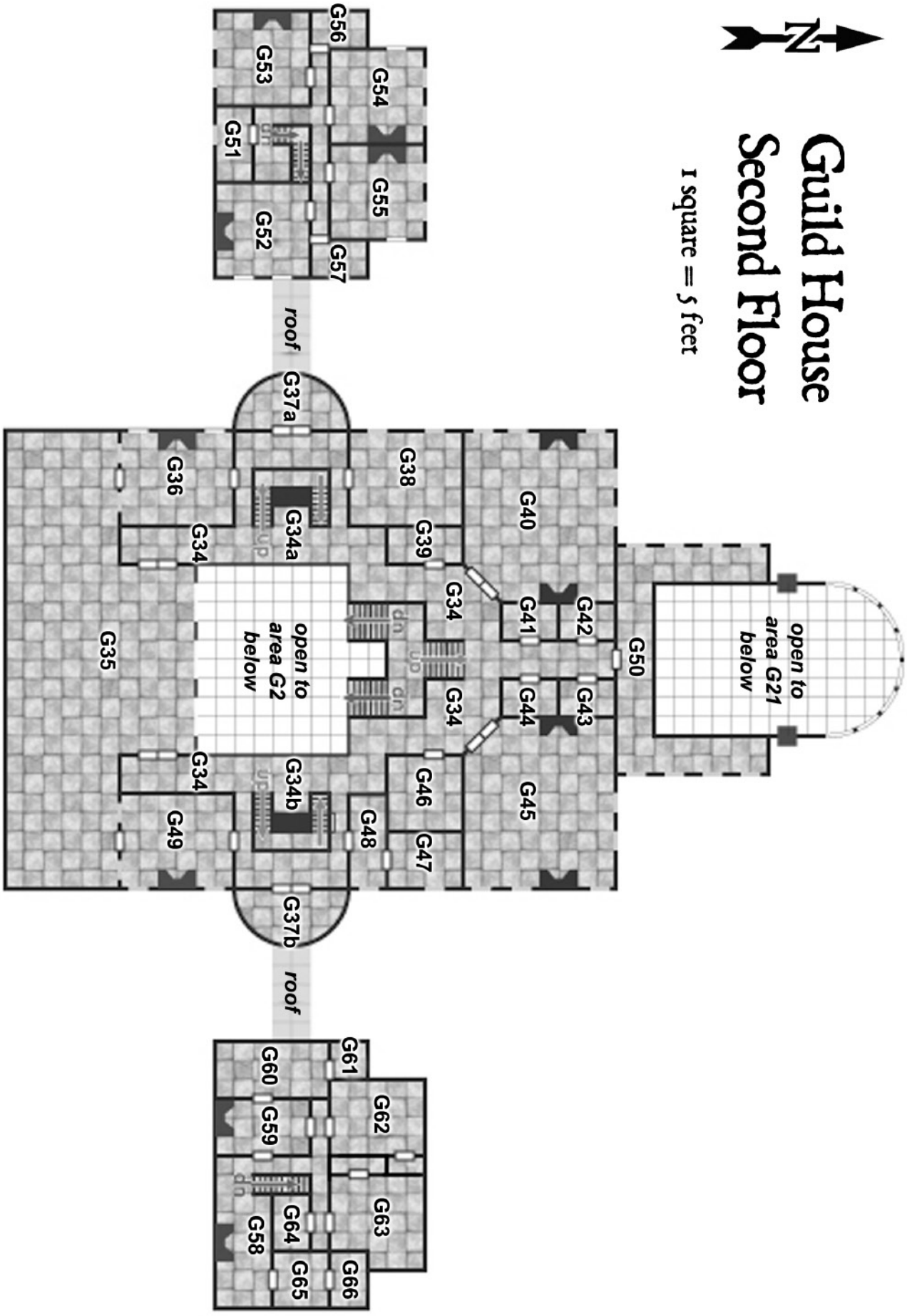
G38: Antonius de Montegna's Office

The office of **Antonius de Montegna**, the second most powerful member of the Guild. Like the other offices on this floor it is devoid of personal decoration and is solely a place of business.

See **If the Characters Interrupt the Ceremony** below for Antonius' stat block.

G39: Records Room

A dozen filing cabinets and floor-to-ceiling shelves fill every inch of the room, holding untold thousands of business documents spanning the Guild's entirely history. There are doubtless many documents here that


N
Guild House
Second Floor
1 square = 5 feet
G56
G53
G54
G51
G55
G52
G57
roof
G37a
G38
G36
G34a
G39
G40
G41
G42
G50
open to
area G21
below
G34
G43
G44
G45
G46
G47
G48
G34
G35
open to
area G2
below
G34b
G49
G37b
roof
G61
G60
G59
G62
G63
G64
G58
G65
G66
up
dn

could be quite useful and valuable to the right people, though sorting through this mess to find anything of value would require many weeks, if not months, of exhaustive and painstaking work.

G40: Gebhardt Berezon's Office

The size of this office is staggering, a fact which is highlighted by the fact that the only furnishings are a single desk, an immense chair, and a pair of hard-backed and uncomfortable chairs opposite the desk, all situated on a rich and colorful rug set midway between the two large fireplaces.

Berezon has no sources of light in the room save for the two fireplaces as he enjoys the off-putting, almost diabolic cast that this flickering fires give to his features. Over the years he has found this to be quite useful in business negotiations and even dealings with other Guildsmen.

See **If the Characters Interrupt the Ceremony** for Berezon's stat block.

G41: Berthold Recht's Office

This office is relatively small but richly appointed. Everything from the thick carpet on the floor to the elegantly carved desk speaks of money and power.

Like the offices of all the Guildsmen there is nothing here in the way of personal touches. This is a place of business, nothing more.

G42: Selena le Forte's Office

Identical to **Area G41** (see above). See **If the Characters Interrupt the Ceremony** for Selena's stat block.

G43: Lord Bertram Rusk's Office

Identical to **Area G41** (see above). See **If the Characters Interrupt the Ceremony** for Lord Bertram's stat block.

G44: Boris Tamskyr's Office

Identical to **Area G41** (see above). See **If the Characters Interrupt the Ceremony** for Boris' stat block.

G45: Meeting Room

In contrast to the wealth of the Guild this room, where most of their highest-level meetings occur, is very sparse and simple containing only a single large, round table and a dozen straight-backed chairs.

G46: Nevas Fazio's Office

This office belongs to **Nevas Fazio**. This is the only one of the Guildsmen's offices that shows something of its owner. Several pieces of exquisite antique ceramics are displayed on a number of ornate marble plinths behind the desk.

See **If the Characters Interrupt the Ceremony** for Nevas' stat block.

Treasure: Each of the ceramic pieces appears at first glance to be worth approximately 300gp. Upon careful examination, however, the character discovers that each of them bears a large but well-hidden flaw and is actually worth 3sp.

G47: Hubert Downey's Office

If anything, the office belonging to **Hubert Downey** is even less homey than the plain offices of his fellows. Downey rarely enters the room, preferring to conduct the majority of his business in the study (**Area G12**) downstairs.

See **If the Characters Interrupt the Ceremony** for Hubert's stat block.

G48: Secretary Office

This is the office of **Henna**, secretary to the four most senior Guildsmen. Apart from a desk and a pair of filing cabinets the room is empty. Henna enjoys the tidiness of the sparse room, which compliments her neat and fastidious nature. She does not fight armed adventurers, but also does not cower before them.

Henna: **HP** 2; **AC** 9[10]; **Atk** strike (1hp); **Move** 9; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: none.

G49: Library

A large library with many hundreds of books, many of great historical value, lines the shelves that cover every inch of wall surface in the room. A scholar will be in heaven here.

G50: Balcony

This balcony overlooks the ballroom (**Area G21**) below. It is a popular place during balls and events to get away and to partake of one of the nobles' favorite pastimes; watching other nobles and making fun of them.

G51: Servant's Room

This is the living quarters for visiting guests' servants. This room contains four bunk beds, a couple of beat-up old chests, and a plain wardrobe.

G52-G56: Guest Room

Identical to **Area G26** (see above).

G57: WC

Identical to **Area G29** (see above).

G58: Servant's Common Room

A common room shared by the servants in their off time. In truth few of them use it save for perhaps warming their bedpans at night, most choosing to congregate in the kitchen instead as is common in most manor houses.

G59: Butlers

The **5 junior butlers** share this room. It contains five narrow beds, five footlockers, a shared wardrobe, and a single writing desk.

Junior Butler (5): **HP** 4; **AC** 9[10]; **Atk** strike (1hp); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special**: none.

G60: Older Male Servants

The **3 senior butlers** share this room. Each butler has his own single bed, wardrobe, and writing desk.

Senior Butler (3): **HP** 6; **AC** 9[10]; **Atk** strike (1hp); **Move** 9; **Save** 18; **AL** N; **CL/XP** B/10; **Special**: none.

G61: Head Butler

The senior butler **Jenkins** surprisingly lives in a setting more akin to the juniors under his command. Apart from the board-hard bed, the only other furniture is an imposing wardrobe that looks distressingly like a leering, devilish face.

Jenkins, Senior Butler: **HP** 15; **AC** 9[10]; **Atk** strike (1hp); **Move** 9; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.

G62: Young Male Servants

This dormitory houses the majority of the house's **14 young male servants**, in seven bunk beds. Each has his own footlocker. A door in the east wall leads to a shared closet.

Young Male Servants (14): **HP** 3; **AC** 9[10]; **Atk** strike (1hp); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: none.

G63: Young Women Servants

Though there are fewer of them than the men next door, the **7 young female servants** who share this room each have their own narrow bed. A door in the west wall leads to a closet half-again as large as that shared by the men.

Young Female Servant (7): **HP** 2; **AC** 9[10]; **Atk** strike (1hp); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: none.

G64: Stores

This large closet holds cleaning supplies, common linens, and the general household items needed by the servants in their everyday life.

G65: Older Women Servants

This room is shared by the cook and the senior maid, neither of whom can be found here save for the few hours of sleep they manage to get each night. Both women have a comfortable single bed, wardrobe and dressing table. The cook actually keeps several of her secret spices hidden wrapped up in some old clothes in the bottom of her wardrobe.

G66: Matron

Matron's room sees even less use than that of the cook and senior maid. The woman rarely seems to sleep at all, and when she does she takes quick naps at her desk downstairs (**Area G14**). The room holds only a narrow bed, a dressing table, and a wardrobe.

Third Floor

This room is the inner-sanctum of the Guild. All of the 12 senior Guildsmen have rooms here, though all maintain other residences, using these living areas only when required to be near at hand for extended periods of time.

There are two decorative statues, one by either of the two staircases onto this floor, shaped in the image of a fine suit of armor. Each of these suits of armor is actually a **stone golem**. These golems are bound to protect this floor of the mansion at all costs. They will not leave this floor unless commanded to do so by one of the masters of the Guild.

Golems, Stone (2): HD 12; **HP** 60x2; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, immune to most magic, slowed by fire.

G67: Gallery

This huge, bright and airy room is the Guild's private gallery and museum. There is a king's ransom in paintings, sculpture and various objects d'art displayed here, none of which are easily pocketable.

The centerpiece of the room is a massive mirror in an ornate frame hanging on the west wall. An inscription at the top of the frame reads "H'guor H'tem T'el", which a small plaque hung beside the mirror purports to be the name of the artisan who made it.

In actuality this is simply "Let Me Through," the password that activates the mirror, written in reverse. This is a *greater mirror of passage* (see the **Magic Items Appendix**). To activate the mirror's magic, the user must stand directly in front of it and utter the phrase "Let me through" while touching the mirror's surface. Immediately the mirror begins to ripple like a pool of quicksilver and the user may step through and exit from the mirror's twin in **Area G101**. Only one person may pass through the mirror at a time and each person must reactivate the mirror to use it. The mirror is 8ft high and 5 ft wide.

In addition to the mirror in the cellar of the manor there is a third mirror which lies hidden in Old Penbury's Shop (see **Area P33**) which the cultists use to enter and leave the manor unseen on their diabolical mission to abduct sacrifices for Mhaazoul. The process of activating the mirror is the same, but the password is "Let me pass."

G68: Study

This suite of rooms (**Areas G68** through **G70**) belongs to **Gebhardt Berezon**, the Guild's most senior leader. Like the Guildsmen's offices, these rooms have little in the way of personal touches or decorations. The Guildsmen use them only when their dealings require them to spend extended periods of time in the hall.

This outer room is a combination private study and meeting room, decorated with a large treant-wood desk and a trio of matching chairs, a large book case with valuable but relatively uninteresting and unimportant books and a sideboard bar with several bottles of rare and expensive liquor.

G69: Bath and WC

This ornate bathroom has hot and cold running water, fed from magically heated cisterns in the attic. The centerpiece is a large footed enamel bathtub with gold fittings. The toilet is not a true water closet as its plumbing is actually connected to a *bag of devouring*, as are all the others in the house.

G70: Bedroom

A massive four-poster canopy bed carved from treant-wood is the centerpiece of this little-used bedroom. The other furnishings — a dresser, wardrobe, chest, bench, and chairs among them — are no less well made but lack the majesty of the bed.

Like the offices and other rooms in this suite this bedroom sees little use and lacks any stamp of personality from its owner.

G71: Broom Closet

This small, cluttered closest holds cleaning supplies used by the household servants.

G72: Water Closet

While it is more ornate and comfortable than most, the function of this room is unchanged and should require no elaboration.

G73: Bedroom

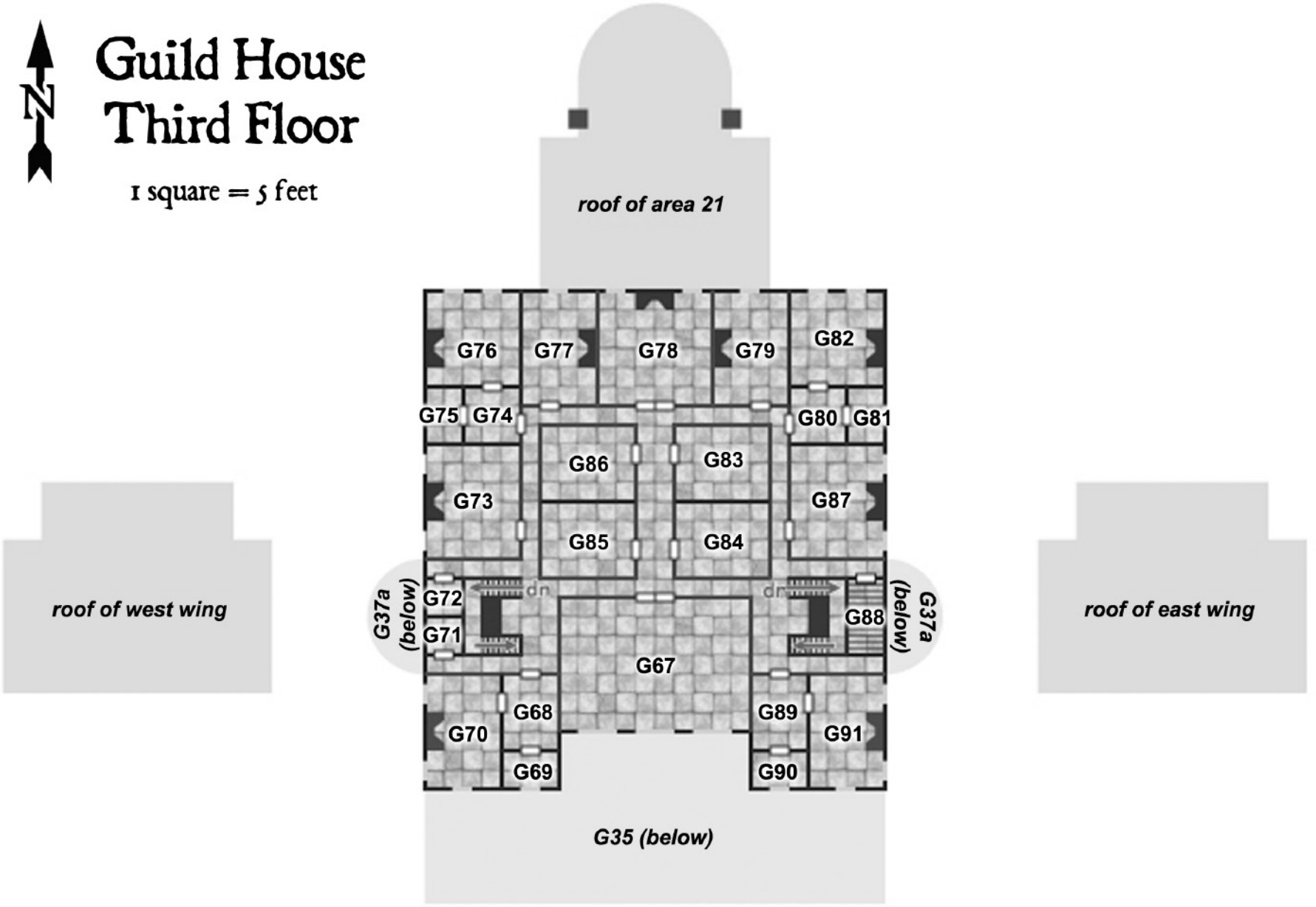
The bedroom of **Berthold Recht**. It is essentially identical to **Area G70** (see above).

G74: Study

This suite of rooms (**Areas G74** through **G76**) belongs to **Nevas Fazio**, the Guild's third most senior leader. This room is smaller than **Area G68** (see above) but is otherwise identical.

Guild House Third Floor

1 square = 5 feet



Third Floor

G75: Bath and WC
Identical to **Area G69** (see above).

G76: Bedroom
Identical to **Area G70** (see above).

G77: Bedroom
The bedroom of **Selena le Forte**. It is essentially identical to **Area G70** (see above).

G78: Trophy Room

This room displays dozens of stuffed animal and monster heads and ostensibly hunted by Guildsmen in the past hundred years. The most impressive specimens are the full specimens of an owlbear and a wyvern which were both purported killed by the current Guildmaster Gebhardt Berezon in his youth. In addition to the representatives of the taxidermist's art there are 12 suits of armor, one for each of the senior Guildsmen.

None of the armor has even seen combat and the accompanying weapons, though of the finest quality, are not magical and also likewise unused. Each of the 12 suits of armor actually houses a **fear guard** bound to defend the mansion. These guards are bound to protect this floor of the mansion at all costs and will not leave this floor unless commanded to do so by one of the twelve masters of the Guild.

Fear Guard (12): **HD** 4; **HP** 30, 27x2, 26, 25, 24x4, 20x3; **AC** 5[14]; **Atk** incorporeal touch (1d6); **Move** (fly 12); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: create spawn, magical abilities. (***The Tome of Horrors Complete*** 239)

Magical Abilities: constant— *fear* in 10ft radius; 2/day—*darkness 15ft radius*.

G79: Bedroom
The bedroom of **Lord Bertram Rusk**. It is essentially identical to **Area G70** (see above).

G80: Study
This suite of rooms (**Areas G80** through **G82**) belongs to **Hubert Downey**, the Guild's fourth most senior leader. This room is smaller than **Area G68** (see above) but is otherwise identical.

G81: Bath and WC
Identical to **Area G69** (see above).

G82: Bedroom
Identical to **Area G70** (see above).

G83: Bedroom
This is the bedroom of **Llewelyn ab Eire**. Though it lacks the fireplace and window and the furniture is not of quite as fine quality, it is essentially identical to **Area G70** (see above).

G84: Bedroom
This is the bedroom of **I'lam Mougy**. Though it lacks the fireplace and window and the furniture is not of quite as fine quality, it is essentially identical to **Area G70** (see above).

G85: Bedroom
This is the bedroom of **Lady Valencia de Taae**. Though it lacks the fireplace and window and the furniture is not of quite as fine quality, it is essentially identical to **Area G70** (see above).

G86: Bedroom
This is the bedroom of **Thurgrim Snorrison**. Though it lacks the fireplace and window and the furniture is not of quite as fine quality, it is essentially identical to **Area G70** (see above).

G87: Bedroom
This is the bedroom of **Boris Tamskyr**. It is essentially identical to **Area G70** (see above).

G88: Stairs
A locked door seals off this staircase that leads up to the attic. The servants are all terrified to go upstairs and no one has done so for as long as anyone remembers.

G89: Study
This suite of rooms (**Areas G89** through **G91**) belongs to **Antonius de Montegna**, the Guild's second most senior leader. This room is identical to **Area G68** (see above).

G90: Bath and WC
Identical to **Area G69** (see above).

G91: Bedroom
Identical to **Area G70** (see above).

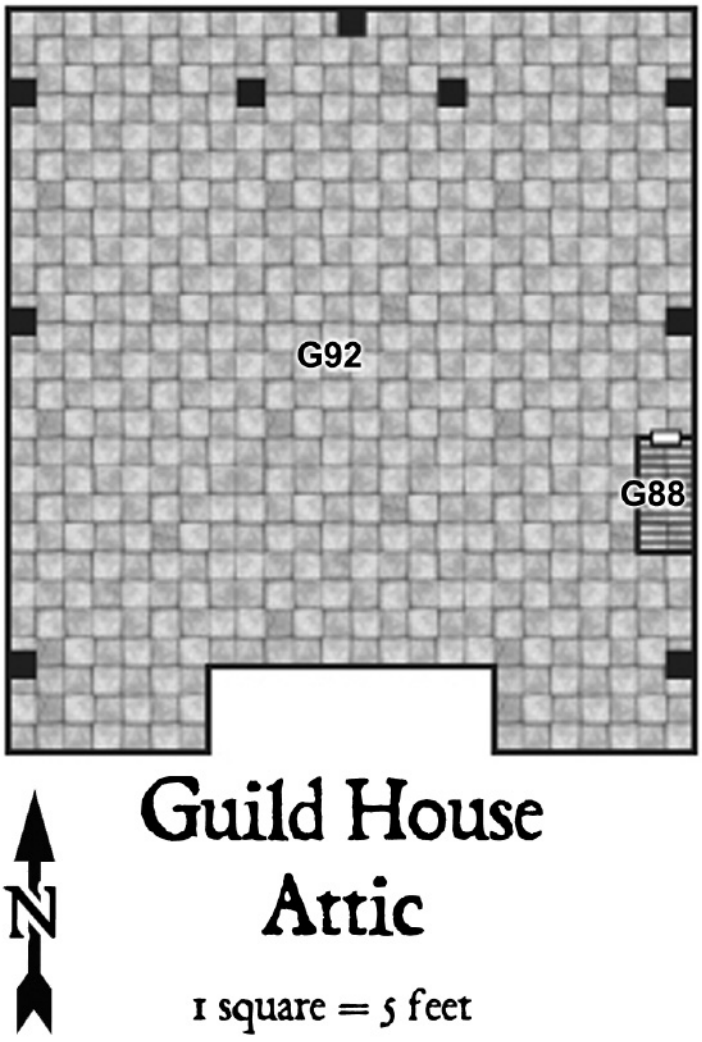
G92: Attic

The attic is a vast, open space with many beams and trusses and pierced in a number of places by the shafts of stone chimneys passing through from lower floors to the roof. Two huge brass cylinders store magically heated hot and cold water that is fed throughout the house by dozens of brass pipes which spider web the area and disappear into the floor.

Most of the space is full of old rubbish, furniture, and bric-a-brac of no use to anyone. Lying forgotten among the clutter however are many hundreds of old books including a number of spellbooks and books of arcane secrets. The mage who once lived in the house and who later rose as an undead has returned to his attic to study his forgotten tomes. **Damat the lich** cares little for the goings on in the house apart from the frequent parties which fascinate him. He long ago made a deal with the Guild that they leave him in peace and he does likewise.

Damat, Lich: **HD** 12; **HP** 88; **AC** 3[16]; **Atk** hand (1d10 plus automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 15/2900; **Special**: +1 or better weapon to hit, appearance causes fleeing fear in creatures with 4HD or less, spells MU (4/4/4/4/4/1), touch causes automatic paralysis.

Spells: 1st—*charm person*, *detect magic*, *magic missile* (x2); 2nd—*darkness 15ft radius*, *detect invisibility*, *invisibility*, *phantasmal force*; 3rd—*fireball*, *fly*, *lightning bolt* (x2); 4th—*confusion*, *ice storm*, *polymorph self*, *wall of fire*; 5th—*animate dead*, *monster summoning III*, *teleport*, *transmute rock to mud*; 6th—*disintegrate*.



Equipment: *figurine of the golden lion*, diamond-studded eyepatch (1500gp).

Development: The lich actually knows about the demon and the Guild cult which worships it, he just doesn't care. Whether or not he gives this information to the characters is entirely up to the Referee, though if the party is completely flummoxed by the mystery Buboe might lead them along this line of investigation. Getting information from the lich should require some sort of uncomfortable bargain (for the characters) with the unfriendly lich.

Treasure: The lich's collected treasure is interspersed among the general detritus of the room. Uncovering and collecting it requires a lot of time and patience. It consists of 5 diamonds (100gp each), a jeweled crown (6500gp), 300pp, 2500gp, and 8000sp.

Cellar

In addition to the mundane cellars and storage areas, the mansion's cellars hold the Guild's vaults as well as the cultists' temple and pit of the demon Mhaazoul.

G93: Storage

This room is the main storage area for the kitchens. Common and bulky items such as bags of potatoes, sacks of flour, and barrels of apples can be found here.

G94: Wine Cellar

The door to this room is locked.

> Ceiling-high wooden shelves fill this room, each one lined with hundreds of bottles of fine wine and liquor from all over the world.

Treasure: The wine ranges in value from 5gp to 50gp each on average. Hidden away among the shelves are 7 bottles of incredibly rare vintage (300gp each). A character has a 20% chance of identifying these as valuable; otherwise, they believe them to be common wines worth no more than 25gp per bottle.

G95: Spice Vault

The door to this room is locked.

> Like the wine cellar, the entirety of this room is taken up by row upon row of high wooden shelves. Whereas the shelves next door were lined with hundreds of bottles, these shelves here are quite bare, holding only 35 small wooden boxes.

Each of these boxes holds a rare, valuable, and exotic spice ranging from relatively common Burgundian cinnamon to Estallian nutmeg to precious saffron and ginseng from the distant Chi'en Empire.

Treasure: Each of these boxes of spice fetches between 50gp to 300gp (1d6x50gp; average 175gp) on the open market.

G96: Vault

Entry into this chamber is blocked by a locked iron door.

The short corridor between the two doors is **trapped** with a spiked pit that opens beneath whoever steps between the two doors (save avoids, 3d6 points of falling damage, 1d4 spikes per victim, 1d4 points of damage per spike). A stone block then falls from the ceiling onto anyone who is in the pit (automatically hits for 6d6 points of damage to anyone in pit).

At the end of the short corridor is a locked mithral door. It is not trapped.

Almost two-dozen locked iron boxes line the stone shelves of this room. None of the boxes is trapped.

Treasure: In total, the iron boxes hold 15,070cp, 9913sp, 667gp, and 87pp. Among them is an ornate silver box lined in blue velvet (350gp) which holds 31 gems — mostly obsidian, freshwater pearls, bloodstone, citrine, amber, and amethyst — worth 5gp, 6gp, 9gp, 12gp, 13gp, 14gp, 17gp, 18gp (x2), 19gp (x2), 41gp, 44gp, 46gp (x2), 48gp, 57gp (x3), 58gp, 62gp (x2), 72gp, (x2), 76gp, 88gp (x2), 102gp, 120gp, and 156gp, for a total value of 1560gp.

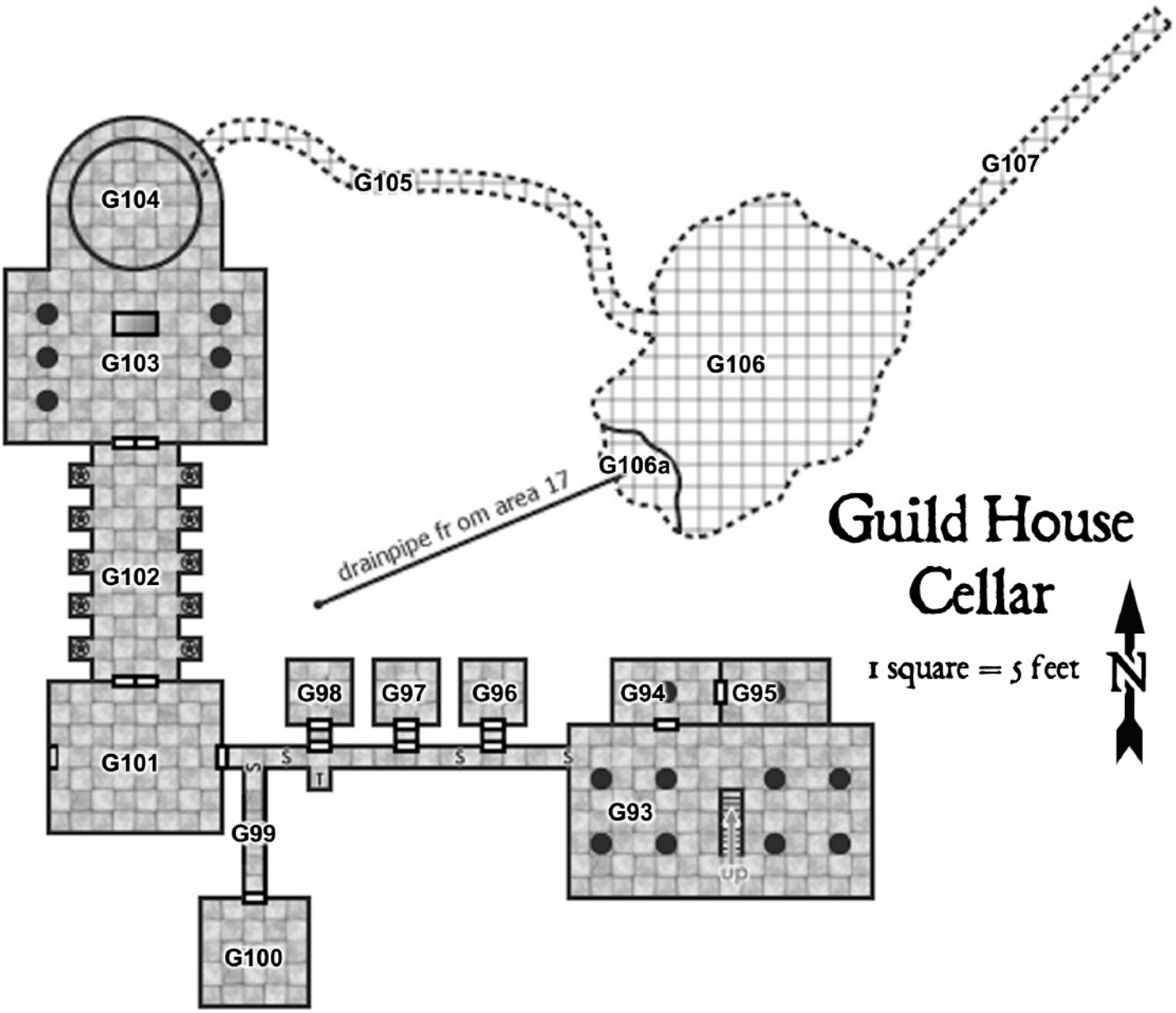
G97–G98: Empty Vault

The walls of this room are lined with empty stone shelves. The series of doors and traps leading into this room is identical to **Area G96** above.

G99: Trapped Corridor

This corridor is featureless save for a series of shallow niches in the walls along its lengths. It ends at a blank wall 30ft down. The corridor bears a deadly **falling block trap.**

If anyone not bearing one of the Guild's rapiers reaches the wall blocking the entrance to **Area G100**, the single gargantuan block that forms the ceiling drops, filling the entire corridor (9d6 points of damage, save avoids). Anyone who saves isn't struck by the block and takes shelter in one of the small niches that line the corridor. Anyone who did not save is trapped under the block and takes 9d6 points of damage. Anyone



trapped must roll beneath their strength (with a +6 penalty) to pull free and escape to a niche. A non-trapped character has a 30% chance to manually reset the trap from the corridor or 15% chance from a niche. Any character trapped under the block suffers 1d6 points of damage each round.

G100: Vault

There is no actual door leading into this room. The corridor simply ends at a magically hardened stone wall. A spot in the center of the wall shows signs of being continually struck by a small, hard object. The door can be opened only by tapping it three times with the pommel of one of the rapiers that the Guildsmen carry.

There are 33 locked iron boxes lining the stone shelves of the room.

Treasure: Each iron box but one holds 500 gold guilders for a total of 16,000gp. The last iron box holds Foerdewaith-minted platinum emporers, 500pp total. In addition to the boxes of coins, the shelves also hold 2 rapiers (320gp each), a *wand of invisibility* (9 charges), a *+1 shield*, a *ring of X-ray vision*, a *staff of beguiling* (29 charges), a *wand of strength* (7 charges), and a *+2 holy bastard sword* (+3 in the hands of a paladin). Finally, an elaborate golden coffer in the trove is **trapped** with a *symbol of discord* carved among the designs engraved on the underside of the lid. The coffer (worth 560gp) is unlocked and lined in red velvet. It holds 11 gems worth 472gp, 532gp, 541gp (x2), 561gp, 587gp, 626gp, 687gp, 884gp, 1076gp, and 1861gp (8368gp total).

G101: Staging Area and Guard Room

There is a stone bench and 13 stone lockers built into the south wall of this room. It is in these lockers that the cultists stow their cult regalia. Among the lockers six extra robes may be found, but only one set of the rapiers and amulets worn by the cultists is present. The lockers have no locks.

A door-sized mirror, the twin of the *mirrors of passage* in the gallery upstairs (**Area G67**) and in Old Penbury's Shop (**Area P33**), hangs on the west wall opposite the door to the room. This magic mirror can be used to travel to these areas as well as another mirror in a secret Guild house in Wellesley. It is also how the guards enter and exit the extradimensional structure which serves as their barracks while under contract here.

On the east wall, south of the door, are a series of iron levers that are used to reset the traps in **Areas G96**, **G97**, **G98**, and **G99**. Each lever has a bell overtop which signals when a trap has been tripped. When this happens, the guards go on alert and send for a Guildsman, only resetting the traps once the situation has been assessed.

The guards here are mercenaries. They have no idea where they are. They are hired to serve this post for one year, earning 1200gp for their

services for the year, room and board included. When not on duty they step through the mirror on the west wall and enter an extra-dimensional space where they spend their off-hours. Four times daily, a hearty meal appears on the table in the common room.

There are actually **8 guards** employed by the Guild, but only 4 are on duty at any one time. Unless one of the guards here thinks to go awaken his off-duty comrades they will not get involved in any fight here.

Mercenary Guards (Ftr8) (8): HP 60, 57, 53, 51, 45, 43x2, 36; **AC** 3[16]; **Atk** +2 *longsword* (1d8+2); **Move** 9; **Save** 7; **AL** N; **CL/XP** 8/800; **Special:** none.
Equipment: plate mail, +2 *longsword*.

Development: If captured or questioned, the guards can reveal little. They do not know where they are or even who hired them. They were hired and stepped through a mirror in the city of Wellesley, appearing here. After a period of 1 year they return to Wellesley with 1200gp in hand. Despite the boredom, this is considered a plum assignment among the Mercenary Guild as no one has ever been attacked while doing it. None of the guards has ever been beyond **Area G102** or the secret door between **Areas G96** and **G97**.

G102: Processional Hall

This long, broad corridor is surprisingly bright and airy, almost giving the impression of a church or cathedral. The room is lined on either side by several large alcoves, each of which holds a column carved in the form of a beautiful woman with one hand holding the roof aloft and the other holding a sword outstretched, forming an arch overhead with the figure opposite.

The statues are **10 caryatid columns**, magical constructs programmed to protect the area. The columns activate when anyone not wearing the garb of a cultist reaches the center of the room.

Eight columns attack the intruders while two take up guard, one at each door to the room. The ones guarding the doors do not move unless attacked or unless someone tries to open the door they guard. The columns are programmed to attack anyone except the cultists on sight, including the guards in **Area G101**. However, if the party bypassed **Area G101** and are having an easy time with the fight in **Area G103**, this stipulation can be ignored so as to allow the guards to come to the cultists' aid.

Caryatid Column (10): **HD** 5; **HP** 71, 68, 65x2, 62, 60x2, 55, 51, 44; **AC** 5[14]; **Atk** longsword (1d8+1); **Move** 9; **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** immune to magic except *transmute rock to mud* and *stone to flesh*, resistance to normal weapons (50%), shatter weapons (save avoids, add bonus for magic weapons to save). (**The Tome of Horrors Complete** 83)

G103: Demonic Temple

The shape and floorplan of this room is identical to the Guild's ballroom (**Area G21**) which is situated directly above it. Six thick columns stretch overhead to support the vaulted ceiling. Along the walls are graven images of the demon Mhaazoul and his father, Orcus, trampling squirming masses of humanity beneath their hoofed feet. The columns are carved with images of skulls and bones.

See **The Final Battle** below for the details of events that transpire in this room.

G104: The Pit

This round pit, 30ft deep and 30ft in diameter, is where the demon appears to take his victims when summoned by the cultists. It is at the brim of the pit that the spells that protect the house end, so for example, someone within the Pit who is covered by an *invisibility* spell finds himself visible once he rises above the rim.

The walls of the pit are quite smooth (–25% Climb Walls).

G105: Tunnel

This is a rough tunnel leading from the pit to the demon's cave. The entry to the cave in **Area G106** is hidden on a high ledge, virtually invisible from the floor below. An onlooker has a 1-in-6 chance of noticing the ledge, and even then a 50ft climb or some magical means is required to reach it.

G106: Demon Cave

The roof of this roughly elliptical cavern curves overhead to a height of 60ft or so. The ceiling is relatively free of stalactites, but the floor is littered with stalagmites, extrusions, and large piles of broken stone and boulders. The cavern is utterly silent save for the steady drip of water echoing from somewhere in the darkness.

This cavern is the home of the demon Mhaazoul. As long as the *crystal skull* remains intact he cannot travel farther from it than the pit (**Area G104**) and about 200ft up the corridor leading to the Nightshade Thieves Guild (**Area G107**).

At the southwest corner of the room is a large pool of filthy gray water. The dripping noise comes from the occasional drops of water that fall into the pool from the outlet of a small pipe hidden in the shadows above the pool. This small 4-inch pipe leads to the Guild's laundry room (**Area G17**). The pipe was installed at Mhaazoul's insistence shortly after he was summoned. He convinced the Guildsmen at the time that he needed water to drink, and that even the humans' dirty laundry water would suffice, but really he just wanted a way for Buboe to enter and leave the pit unseen. The pipe is 4 inches in diameter and is the primary means by which Buboe the quasit enters and leaves.

G107: Passageway

This passageway, a long forgotten sewer tunnel, actually becomes **Area N31** of the **Nightshade thieves Guild**, though neither the thieves nor the Guild know of the connection.

The Final Battle

When they discover **Area G103**, the characters have stumbled upon the dark secret of Penmorgh's Merchant Guild: They are demon worshippers! Who is present in **Area G103** and what happens there depends on where in the timeline the characters discover the room. If the characters discover **Area G103** after a girl goes missing but before her body is found (see **The Timeline of Events** in **Events in Penmorgh**), they stumble onto the ceremony while it is in progress. If the cult is "between sacrifices" as it were, the characters find the room occupied only by Mhaazoul and an invisibly hidden Buboe. In this situation, the fight could be much easier for them.

If the Characters Interrupt The Ceremony

Twelve masked figures garbed in blood red robes sway slowly in time to their deep, hypnotic chanting. A huge, bloodstained stone altar sits in the middle of the room,

10ft or so south of the rim of a large, open pit. A young girl, no more than 11 years old, is chained to the altar. You are unable to tell if she still lives. The most startling sight though is the huge, withered, demonic creature leering over the helpless child, it too swaying in time with the chanting. Some 15ft above the altar a crystalline skull hangs in the air, the light spewing from it casting the entire scene in a sickly sanguineous light and causing ominous, otherworldly shadows to dance in the dark corners and recesses of the room.

In this situation, he chamber is occupied by **Mhaazoul** and the **12 cult leaders**. Hiding invisibly in a corner is **Buboe**. The captive girl is either Shannon ab Fayen or Elizabeth Ducorte, depending on what day it is. If the characters enter from **Area G102** Mhaazoul sees them enter but the cultists do not. Likewise, if they enter from **G105** the demon's back is turned to them but the cultists are facing the altar and pit but are engrossed in their chanting and worship (10% chance of noticing the characters).

The most senior cultists are the farthest away from the demon and wear the simplest robes. Those closest to the creature are the least senior and wear the most ornate garb. As the characters observe the scene, the cultists' chanting begins to grow more urgent and the demon's swaying more pronounced. Each round that the party delays acting, each cultist has a greater chance to notice them (+10% cumulative chance per round as the cultists become more involved in their ritual). If the characters do not act soon they lose the element of surprise and possibly even the girl's life. If they fail to take action for 4 rounds, the demon becomes irritated at the characters' lack of initiative and orders his minions to attack.

Lady Valencia deTaae, Female Guild Cultist: **HP** 27; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

I'lam Mougy, Male Guild Cultist: **HP** 33; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

Llewellyn Ab Eire, Male Half-Elf Cultist: **HP** 42; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: darkvision 60ft.
Equipment: padded robes, dagger, Guild rapier.

Thurgrum Snorrison, Male Dwarf Cultist: **HP** 40; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: darkvision 60ft, detect stonework, +4 save vs. magic.
Equipment: padded robes, dagger, Guild rapier.

Berthold Recht, Male Human Cultist: **HP** 37; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

Selena Le Forte, Female Human Cultist: **HP** 42; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

Bertram Rusk, Male Human Cultist: **HP** 42; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

Boris Tamskyr, Male Human Cultist: **HP** 34; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

Nevas Fazio, Male Human Cultist: **HP** 68; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 4; **AL** C; **CL/XP** 11/1700; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

Hubert Downey, Male Human Cultist: **HP** 72; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 4; **AL** C; **CL/XP** 11/1700; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

Antonius de Montegna, Male Human Cultist: **HP** 75; **AC** 9[10]; **Atk** dagger (1d4) or rapier (1d6); **Move** 12; **Save** 4; **AL** C; **CL/XP** 11/1700; **Special**: none.
Equipment: padded robes, dagger, Guild rapier.

Guildmaster Gebhardt Berezon, Male Human Cultist: **HP** 78; **AC** 7[12]; **Atk** dagger (1d4) or *+1 freezing rapier* (1d6+1 plus 1d6 cold); **Move** 12; **Save** 2 (+2 ring); **AL** C; **CL/XP** 11/1700; **Special**: none.
Equipment: padded robes, dagger, Guild *+1 freezing rapier*, *ring of protection +2*, *potion of invisibility*.

Cultists' Tactics: Once battle ensues, the four masked cultists closest to the door — **Berezon**, **Montegna**, **Downey**, and **Fazio** — make a run for it, abandoning their fellows. They hope that the characters will be too focused on the demon to notice their flight, and fooled by their simple robes into thinking they are lesser members. Their main concern is with saving their own hides; they fight defensively and flee at the first opportunity. If any of them get upstairs they raise the alarm and raise the Guild's defenses. The other cultists draw their weapons and attack the characters with zeal. If the battle is going too easily, the guards from **Area G101** arrive to join the battle. If the characters are still having too easy a time of it, the remaining 4 mercenary guards arrive 6 rounds after the first group. The moment the *crystal skull* is destroyed and Mhaazoul vanishes, any remaining cultists stop fighting. They are too horrified at what has happened to continue the battle, though if there are mercenary guards in the room they continue the battle.

Mhaazoul, Nascent Demon Lord (Weakened State): **HD** 7; **HP** 40; **AC** 0[19]; **Atk** 2 claws (1d8), gore (2d6), kick (1d6), tail slap (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, immune to electricity and poison, influence fate (1/5 rounds, reroll any single attack or save), magical abilities, magic resistance (30%), resists acid, cold and fire (50%). (see **Chapter 3: New Monsters**)
Magical Abilities: constant—*detect good*, *ESP*; at will—*fear*, *polymorph self* (humanoid only); 3/day—*animate dead*, *charm person*, *dimension door*, *feeblemind*, *lightning bolt*; 1/day—*teleport*).

Mhaazoul's Tactics: During the fight, Mhaazoul tries to call the characters' attention to the *crystal skull* as best he can. For example, if the cultists are present, Mhaazoul bellows at them "Protect the *skull* you fools!" in order to draw the characters' attention to it. As much as Mhaazoul would like to simply grab a weapon and destroy the *skull* himself, the magic prevents him from doing so, thus the necessity of creating a chain of events that would lead others to do his work for him. By calling the invaders' attention to the *skull*, Mhaazoul sees his chance. As soon as anyone attacks the *skull*, Mhaazoul puts on quite a believable show, bellowing "No! Defend the *skull*!" and other such overly dramatic declarations. Mhaazoul fights defensively and escapes to **Area G106** via his *dimension door* spell if the fight goes against him personally.

Once the *skull* is destroyed, Mhaazoul uses his next available action to escape via his *dimension door* ability, leaving only the sound of his derisive laughter echoing around the room. He escapes to a spot just outside the

Guildhall to attract the attention of the citizenry of Penmorgh. Annoyed at his lengthy and needless imprisonment by the Guild, Mhaazoul takes this opportunity to ruin their reputation and gain some small measure of revenge against them. In another flash, he uses his *dimension door* to appear well outside the gates of Penmorgh and flees like the wind for the Tower of Bone.

Buboe, Quasit: **HD** 3; **HP** 22; **AC** 2[17]; **Atk** 2 claws (1d2 plus poison), bite (1d3); **Move** 14; **Save** 14; **AL** C; **CL/XP** 7/600; **Special**: magical abilities, magic resistance (25%), non-lethal poison reduces dexterity by 1 point for 2d6 rounds (save avoids), regenerate (1hp/round).

Magical Abilities: at will—*invisibility* (self only); 1/day—*fear*.

Buboe's Tactics: Mhaazoul's quasit minion Buboe hangs out of the combat, hiding invisibly to save his own skin. As soon as Mhaazoul vanishes a high-pitched wailing can be heard from somewhere in the room. This is of course Buboe, realizing that his master, like so many before him, has abandoned him.

If the Characters Do Not Interrupt the Ceremony

Chances are just as likely that the characters find **Area G103** while a ceremony is not in progress. In this case, the battle is much easier for them and much more convenient for Mhaazoul! In this instance, he has no annoying cultists getting in the characters' way to prevent them from destroying the *skull*.

If the characters enter from **Area G102** they see the bloodstained altar and the eerie *crystal skull* hovering above it. They cannot see Mhaazoul until they are within 15ft of the pit at **Area G104**. **Mhaazoul** is in **Area G104** staring up at the *crystal skull* and mulling over his plans, while **Buboe** hovers invisibly nearby. If the characters enter from the Nightshade Thieves Guild, they find **Area G106** first. Mhaazoul has a 75% chance of hearing the characters approaching down the tunnel at **Area G105**. As soon as the characters round the bend in the tunnel they can see the hulking form of Mhaazoul — whether or not he is facing them depends on whether or not he heard them.

Tactics: The tactics of Mhaazoul and Buboe are identical to the tactics used above.

Destroying the Skull

The key to banishing the demon, or so everyone believes, is to destroy the *crystal skull*. In fact, this frees the demon on this plane, though only Mhaazoul and Buboe know this. As long as the *crystal skull* is intact, if Mhaazoul is killed, he subsumes to mist and slime but he is not dead or destroyed. At that point he heals 1 hp per round until he is back to his full hit point total. Once the *crystal skull* is destroyed, Mhaazoul loses the ability to heal.

The skull floats in the air 15ft above the altar. It cannot be moved at all though it seems to waft and bob gently in the air. It casts a sickly red-violet light that flares violently whenever Mhaazoul is struck in combat.

The easiest way to destroy the skull is with a *demon-forged* weapon, which shatters the skull with a successful strike against AC 0[19]. There is only one such *demon-forged blade* in Penmorgh, currently in the hands of Yakohz Borne, leader of the Nightshade Thieves Guild. Mhaazoul sent the thieves to find the sword but they have not yet told him they have found it. Another option is a *holy* weapon, such as the sword in the Guild's vault (**Area G100**). While not as effective as a *demon-forged* weapon, a *holy* weapon does 1 point of damage against the *skull* with each successful strike against AC 0[19]. In the hands of a paladin, the holy sword does 4 points of damage with each strike. Whatever weapon deals the final blow that destroys the *skull* is itself destroyed in the process and rendered useless. The crystal skull has 10 hp.

After the Battle

Once the cult has been unmasked and the demon released, this section of the adventure is over. The party have solved the mystery and put a stop to the murders. But what of Buboe and the Merchant Guild, and the demon prince on the loose?

Buboe

Immediately after the battle Buboe appears and begs for mercy. He cowers and covers his head and beseeches the characters to "spare poor sweet Buboe." This creature is pathetic and pitiable, pawing at the feet and knees of the characters as he rolls on the ground fawning and calling them sweet masters and crying noisily. He looks up pitifully and cowers at any aggressive behavior. He flees if attacked.

Buboe has been fighting his evil nature for quite some time. He has been treated badly for centuries and when he is cast aside and left behind *again* it is the last straw. Buboe knows where the demon — whom he identifies as Mhaazoul — is going. He knows Mhaazoul is going a place called the Tower of Bone, but he does not know where that is. He is only too happy to help the characters and to tell them anything and everything he knows about Mhaazoul and his plans, but only as long as they are nice to him.

The most important information Buboe can give the party is that the *crystal skull* contains some of the essence of Mhaazoul himself. One can use a shard of the shattered *skull* to track Mhaazoul like a compass. While it cannot show them exactly where Mhaazoul is, when placed on a map of Southvale at the spot where the characters are, the crystal turns like a compass needle that points toward Mhaazoul. Buboe also warns them that the demon might have ways of hiding from normal vision, but if they peer through the *crystal skull* shard they will be able to see where he is hiding.

If the characters trust Buboe and place a shard on a map of Southvale, although the movement is subtle, they see that the crystal shard is turning very slowly on the map. True to Buboe's word, it is tracking Mhaazoul who seems to be making his way northwest toward Guildford.

If the characters kill Buboe rather than listen to him, Pearsey can provide the information about the shard of the *crystal skull*.

The End of the Merchant's Guild

Thanks to Mhaazoul's appearance outside the Guildhall, the entire building is in chaos. Guards, clerics, soldiers, and Guildsmen are all bustling about, shouting, and trying to come to terms with what has been going on. Returning to the main hall, the scene is, if anything, more chaotic than before as a large number of townsfolk have gathered there in addition to the clerics, guards, and Guildsmen. Many of the common citizens are demanding blood, decrying the entire Guild as corrupt and evil.

Leaving his men to piece together the story and quell the crowd, Captain de Guise of the watch gathers the characters along with the leaders of the three main churches and Pearsey in the dining hall. There he demands that they tell the tale of what happened in the catacombs beneath the Guildhall. They all sit in rapt attention, Pearsey included, as the party recounts their story.

When the party is finally led from the room the situation in the hall has quieted down somewhat. The civilians have been ushered out of the house and the guards are in the process of interviewing the remaining Guildsmen and searching the house. Though the situation is indeed dire, the hour is late and even the priests encourage the party to take a night of rest before they depart. A messenger is sent along with the party to their lodgings to take a list of any equipment the party might need for their departure.

Any of the remaining eight junior cultists are arrested and sentenced to summary execution for their crimes. Thanks to their power, influence, and lineage, however, any of the four remaining senior cultists are only imprisoned. If any of the cultists still live, the characters have gained powerful enemies in Southvale.

On the Chase

Whether or not they decide to rest for the night, when the characters decide to depart they find quite a crowd gathered to see them off. A soon as they exit the building, the crowd begins the cheer. The party is met by the three chief clerics who were present at their debriefing in the Guildhall. They offer the party the thanks of the entire city, the blessings of their gods, and a number of more concrete tokens of appreciation.

Each of the characters' mounts is present, well fed and laden with goods. Each mount bears two weeks' worth of excellent-quality trail rations, 150ft of rope, 10 flint and steel, 3 *potions of healing and* 2 *potions of extra healing*. Additionally, each character is given a leather purse containing 500gp, and the party as a whole is presented a with a *scroll of restoration*. Any character who lacks a mount is presented with one best suited to their person, of the finest quality of course. Any gear or equipment that the party specifically requested the night before (within reason) is also present.

Before they mount up, Pearsey approaches them. He has been casting spells and doing calculations and he reckons that Mhaazoul must take part in a restoration ritual during an imminent planar conjunction, but he is unable to pinpoint the exact moment when it will occur. It is absolutely essential however that they reach him beforehand, but Pearsey counsels that they not be rash when they do locate Mhaazoul. If they have a chance to rest and re-supply before battling the creature they should take it. He then thanks them for what they have done and bids them luck on their journey.

Chapter Five: Catch Me If You Can

Having tricked the characters into freeing him, Mhaazoul is now trying desperately to reach the Tower of Bone, which is hidden away in an enchanted wood about a hundred miles west of Penmorgh. Once there, his minions restore him to full strength, allowing him to fully tap the power of the Tower and wreak havoc on both this world and others.

The characters should feel that things are rushed but should not feel so panicked that they storm the Tower the moment they spot it. Once they spy the Tower, Buboe — if he is with the characters — identifies it is Mhaazoul's destination.

Guard patrols in the south force Mhaazoul to take a rather more circuitous route to avoid delays, traveling far north to the town of Bradfield and hoping to come to the wood from the north. The delay caused by taking the more roundabout route should make the characters think they can catch him before he reaches his destination, but it is paramount to getting the enjoyment out of this adventure that they don't.

Travel Distances

Trip	Distance
Penmorgh to Bradfield	56 miles
Bradfield to Black Marsh	75 miles
Black Marsh to Tower of Bone	40 miles
Black Marsh to Homewood	50 miles
Homewood to Tower of Bone	18 miles
Bradfield to Stonebridge	58 miles
Stonebridge to Tower of Bone	44 miles
Stonebridge to Homewood	50 miles

Minion Chart

Result	Location
Annis Hag Covey	Any
Medusa Covey	Any
Orog Tribe *	Any
Hack and Slash	Any
Evil Treants *	Forest
Serpentfolk Troupe	Forest
Troglodyte Tribe *	River
Water Elemental	River

*This encounter can occur more than once.

Minions

Like any good chase, the characters should come close to nabbing their prey only to have it slip away again. Luckily for Mhaazoul he has a number of minions throughout the countryside who are anxious to do his bidding. Any time the characters are getting too close for comfort, a group of Mhaazoul's minions appears to slow them down. There is no hard-and-fast rule for when or where this happens, the Referee should really just play it by ear. If you want to kick things up a bit, or if your players are getting restless or cocky, throw an encounter at them. At least one of the water-based encounters should occur to allow Mhaazoul to get far enough ahead to set up for the characters' arrival in Stonebridge.

The table below lists a number of groups of the demon's minions. The Referee can pick these at random or simply take them in order down the list.

This chart covers the entire journey from Penmorgh to the Black Marsh, not just to Bradfield.

Annis Hag Covey

Unlike the other minions listed, Mhaazoul has not had to make false promises to win the loyalty of the annis hags **Otholc**, **Sisehcal** and **Soporta** as they have been loyal minions of Orcus for centuries and they gladly relish the opportunity to wreak havoc at the behest of one of their lord's brood.

Otholc, Sisehcal and Soporta, Annis Hag: **HD** 8; **HP** 62, 60, 53; HP **AC** 1[18]; **Atk** 2 claws (2d8), bite (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special**: hug and rend if both claws hit (automatic damage with 3 attacks, only break free with giant strength), *obscuring mist*, polymorph into humanoid form. (***Monstrosities*** 237)

Ogre (3): HD 4+1; **HP** 31, 29, 25; **AC** 5[14]; **Atk** weapon (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Giant, Hill: HD 8; **HP** 56; **AC** 4[15]; **Atk** club (2d8) or boulder (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: hurl boulders.

Medusa Covey

The medusa **Helfrith** was once a mortal woman, cursed for her crimes to forever live as a hideous beast in the wilds far from other people. With the help of her three daughters — **Hephaesta**, **Vardella**, and **Niosa** — they skulk in the wilds hunting any being that happens upon the ruins in which they make their lair.

Mhaazoul has promised to restore Helfrith to the beauty she once was, and to make her daughters, who have never known any life but that of a medusa, human as well.

Helfrith, Greater Medusa: **HD** 8; **HP** 60; **AC** 3[16]; **Atk** dagger (1d4), snake-hair (1d4 plus poison) or shortbow x2 (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special**: gaze turns to

stone, lethal poison, poisonous blood. (***The Tome of Horrors Complete*** 375)

Equipment: shortbow, 20 arrows, dagger

Hephaesta, Vardella, Niosa, Medusa: **HD** 6; **HP** 44, 39, 35; **AC** 8[11]; **Atk** dagger (1d4), snake-hair (poison); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: gaze turns to stone, lethal poison.

Orog War Party

The lands of Southvale were once divided among dozens of races and tribes, the most powerful of which were the **24 orogs** of the Dragon Toe clan. When the humans and other "noble races" came these monstrous races were displaced, forced into the mountains, the Giantlands, and the Wildlands beyond. Mhaazoul has promised the orogs a huge swath of Southvale as their reward for serving him.

Orog (24): **HD** 3; **AC** 2[17]; **Atk** battleax (1d8+1) or javelin (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: darkvision 60ft. (***The Tome of Horrors Complete*** 421)

Hack and Slash

One of the more bizarre encounters any characters is likely to have in the course of their adventuring career is the mysterious warrior known as **Hack-and-Slash**, a notorious warrior-bandit roaming the countryside waylaying travelers and terrorizing innocents. One tale relates that a particularly skilled would-be victim cut Hack-and-Slash in half with a powerful blow but each half continued to attack. Horrified, the man fled, leaving his companions to face the bifurcated bandit alone.

This story is factual, but the whole truth however is far more bizarre than anyone suspected. Hack-and-Slash is not a single individual but rather a pair of goblins, twin brothers in fact. Like most goblins they managed to eke out a living through scrounging and petty crime, but their fortunes changed dramatically the day they stumbled across a dead warrior near their warren. The man had apparently been injured in a battle and succumbed to his wounds before reaching help. Slash is quite sharp for a goblin and immediately saw the potential that this discovery presented for him and his brother.

The gear they claimed — a massive bastard sword and a human-sized suit of full plate — were far too large for either of them to use alone, but they trained long and hard together and soon mastered a singularly bizarre fighting style unique to this pair of goblin scoundrels.

Clad in the top-half of the armor, Hack stands on his brother's shoulders, fitting the pieces of armor together with the bottom-half worn by his brother. The armor is far too large for the goblins to fill it, which leaves ample room for a system of ropes and pulleys mounted inside which allows Slash to add his strength to his brothers, enabling them to wield their bastard sword as one.

Hack and Slash actually have nothing at all to do with Mhaazoul. They prey upon travelers in the area and happen upon the characters in their larcenous travels.

Hack, Goblin: HD 8; **HP** 56; **AC** 6[13]; **Atk** dagger (1d4); **Move** 9; **Save** 8; **AL** C; **CL/XP** 8/800; **Special**: –1 to hit in sunlight, darkvision 60ft.

Equipment: dagger

Slash, Goblin: HD 8; **HP** 61; **AC** 6[13]; **Atk** dagger (1d4); **Move** 9; **Save** 8; **AL** C; **CL/XP** 8/800; **Special**: –1 to hit in sunlight, darkvision 60ft.

Equipment: dagger

Hack-And-Slash (Together): HD 8; **HP** 60, 56 (divide damage equally; see **Sidebox**); **AC** 2[17]; **Atk** *+1 bastard sword* (1d8+1 plus wounds, 1hp for 1d4+1 rounds per hit); **Move** 9; **Save** 8; **AL** C; **CL/XP** 8/800; **Special**: –1 to hit in sunlight, darkvision 60ft.

Equipment: *+1 platemail of arrow deflection, +1 bastard sword* (wounds bleed for 1d4+1 rounds, dealing an additional 1hp of damage)

Running Hack and Slash

Outwardly, there is no indication of the strange goings-on within the armor.

Each round at the start of their turn, each goblin has a 75% chance of controlling his part of the armor using the pulleys and levers to make their bizarre contraption work. Hack usually handles the sword arm, while Slash is the puppetmaster moving the knight. If one of the goblins fails his check, that section of the knight fails (the sword swings wildly, or the knight stumbles away), although they can still attack but with a –4 penalty to hit and damage. If both goblins fail the check in a single round, the knight falls prone.

Any damage done to the knight is divided equally between the goblins. Any single hit that deals more than 20 points of damage seemingly cuts the warrior in half, sending Hack and the knight's armored torso toppling to the ground. The goblins have trained at length for this eventuality and so continue to fight as a single unit thereafter, each grabbing hold of the bastard sword's hilt and swinging it in unison. They take a –2 penalty to attacks and damage because of the weapon's size. If one is slain, the other drops the sword in favor of his dagger.

Evil Treants

Many years ago the wilds of Southvale were thick with an evil variety of treant. The walls of the Guildhall in Penmorgh and much of the furniture therein is fashioned from the wood of these **evil treants** that were slain in a massive effort to rid the country of the menace. Though those efforts were largely successful there are still isolated groves of these creatures dotted about the countryside, some of which are allies to Mhaazoul. He has promised them aid in obliterating the good treants and dryads, their most hated enemies.

Evil Treant (4): **HD** 7; **AC** 2[17]; **Atk** 2 strikes (2d6); **Move** 6; **Save** 9; **AL** C; **CL/XP** 7/600; **Special:** control trees (60ft range, move 3, max number 2).

Serpentfolk Troupe

The **serpentfolk** are something of a mystery even to Mhaazoul. They are not common in Southvale to begin with, and none of the promises he made to them seemed to pique their interest in the least, yet they agreed to aid him nonetheless. What they hope to gain from the deal is unknown but Mhaazoul doesn't intend to find out as he plans to destroy them quickly once he is restored.

Serpentfolk Guards (9): HD 4; **HP** 31, 30, 27, 25x2, 24, 23x3; **AC** 3[16]; **Atk** 1 bite (1d3) and 1 weapon or 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom. (see **Chapter 3: New Monsters**)

Equipment: leather armor, spear, bandolier-pouch with 1d4 gems worth 100gp each.

Serpentfolk Spellcaster: HD 5; **HP** 35; **AC** 3[16]; **Atk** 1 bite (1d3) and 1 weapon or 2 claws (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** immune to mental domination, mild venom, magic-user spells (4/2/1). (see **Chapter 3: New Monsters**)

Spells: 1st—*charm person, magic missile* (x2), *sleep*; 2nd—*invisibility, phantasmal force*; 3rd—*fireball*.

Equipment: robes, pouch of material components *potion of invisibility*, *potion of fire resistance*, *potion of extra healing*.

Troglodyte Warband

Like the orogs, Mhaazoul has taken advantage of the **troglodytes'** resentment and anger over the loss of their territory to bend them to his service. He has promised them control of the river once he is restored to power.

Troglodyte (18): HD 2; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d4+1) or by weapon (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** stench (save or lose 1 point strength for 1d6 rounds, lasts 10 more rounds), chameleon skin.

Troll (2): **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Water Elementals

The **2 water elementals** inhabiting the river were a lucky find. Summoned by a former lord of the Tower of Bone, they were held in a huge glass tank like common fish. Mhaazoul had some of his minions move the beasts to the river many years ago in case he was ever forced to flee this way. His gamble has paid off as they are more than happy to cover his retreat. Mhaazoul has promised to return them to their native plane once he is restored.

Elemental, Water (2): **HD** 12; **HP** 90, 81; **AC** 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** +1 or better weapon to hit, can overturn boats.

The Town of Bradfield

About halfway to the Tower of Bone, Mhaazoul begins to realize that he can't outrun the characters the way things are going. Their dogged determination is wearing him down, forcing him to regroup and rethink his plan.

Following the map, the characters find that Mhaazoul has stopped in the town of Bradfield. Making their way into town, they find a huge crowd gathered in the market square where they are being harangued by a mad-looking preacher about some hideously evil danger coming to the town.

The town of Bradfield is full of folks on the edge. They have seen a lot of trouble over the years. During the giant invasion two centuries ago the giants were turned back near Guildford and they ravaged Bradfield on their way through. There has also been a problem with thieves for years. Because of this, Bradfield hires mostly experienced fighters for the watch with common warriors just filling out the ranks. The city's population is made up of 4,223 individuals (4,054 humans, 84 mountain dwarves, 43 halflings, and 42 others).

Some notable NPCs found in Bradfield are **Mayor Mikaelah Bastich** and **Captain of the Guard Lars van Leuwan** (Lawful Ftr11).

B1: The Warder's Repose Tavern

A quaint establishment on the outskirts of town, The Warder's Repose is the most popular spot for visitors traveling from the south. The proprietress is **Marla Darden**. She is an outsider herself, having moved to Bradfield from Penmorgh a few years ago to take over the inn upon the death of her brother, the former owner. She misses the city very much and is anxious to hear news from Penmorgh, even going so far as offering free meals, or even free rooms, to travelers with a surfeit of new gossip to relate.

B2: Wagoner & Wheelwright

The road from Guildford is a rough and uneven one, insuring that most vehicles which come from that way find themselves in need of **Bran Helmford's** services when they arrive in Bradfield. Helmford is gregarious and outgoing, seemingly lacking the legendary gruffness normally attributed to his dwarven race. Perhaps it is the steady stream of customers, and hence gold, that keeps his sprits high. Whatever the reason he is always good for a joke and a pipe full of tobacco.

B3: Town Hall

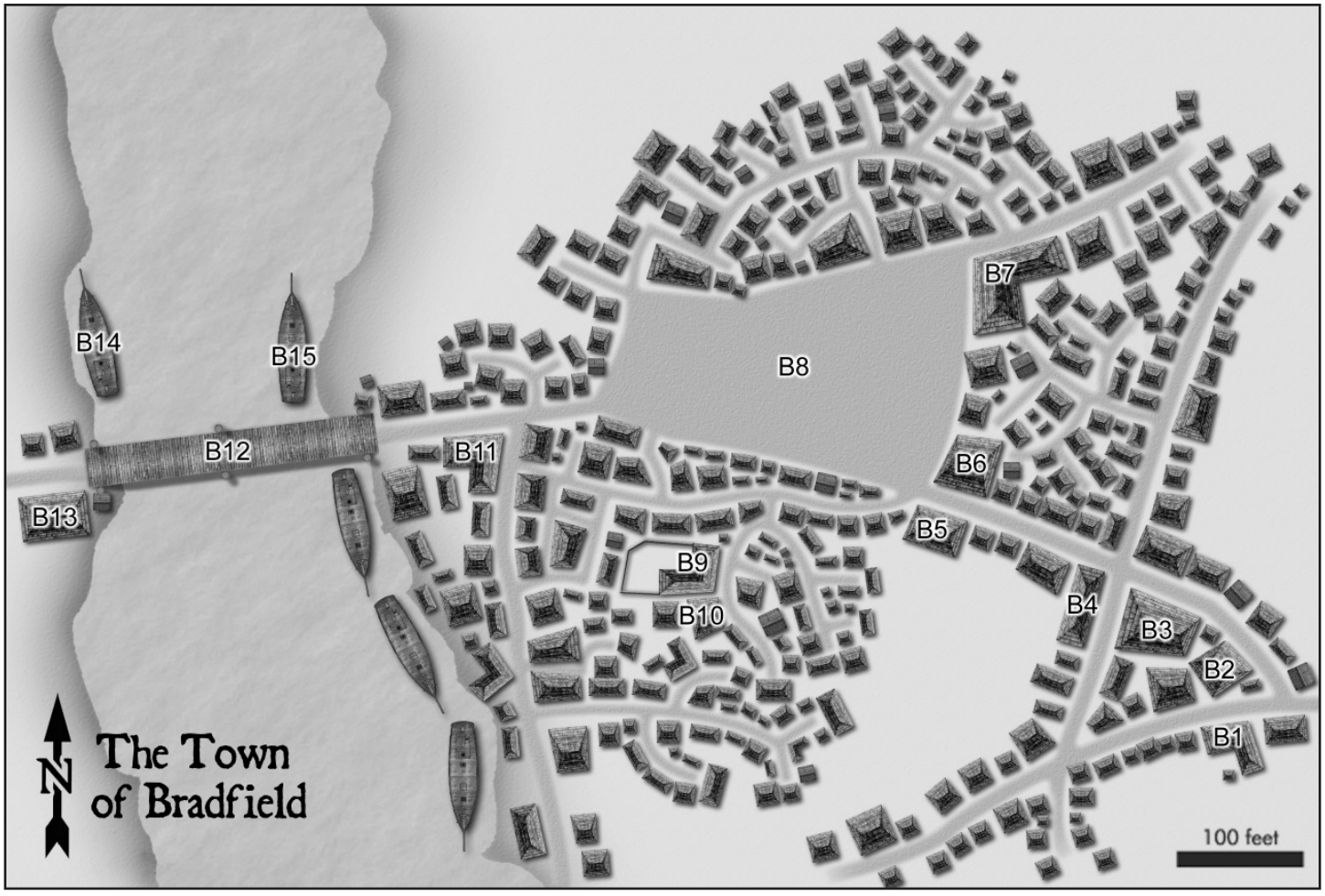
Bradfield's town hall was once and impressive structure, a neo-classical masterpiece in white stone and fluted columns, but it has suffered from decades of neglect. For the most part Bradfield runs smoothly, as it has done for centuries, and the building is rarely used for lawmaking sessions or court proceedings. Were it not for the annual autumn dance that is held in the main hall of the building it would see virtually no use at all.

B4: General Store and Provisioners

Artemis Dennet has a captive market and he knows it. His prices are almost punitive, upward of 150% of book values on even common items. Several people have tried to open shops to compete with Dennet, but whenever this happens he simply lowers his prices ridiculously low — 50% or less of book value — until the competition has no choice but to close down, at which point Dennet's prices skyrocket once more. He is the epitome of the slick and greedy merchant. Were he in a large city he would no doubt be incredibly wealthy, but for reasons he refuses to discuss he chooses to remain in Bradfield.

B5: Armorer

The dwarf armorer **Hrolf Stronginthearm** produces surprisingly high-quality merchandise for very reasonable prices. His goods are easily on par with the better smiths in most large cities, but Stronginthearm is content with the quiet and the slow pace of life in Bradfield. He is a quiet, thoughtful dwarf. He often takes several minutes to consider what he wishes to say, but when he does speak it is always with great care and wisdom.



B6: Cutler

Tomas Cutler is a passable maker and repairer of blades, but little more. While he can make and repair weapons, his stock-in-trade are the common knives, cleavers, and daggers of everyday life. In truth he has only ever made seven daggers worthy for use as weapons. In a city like Penmorgh, Tomas would be little more than an apprentice, but in Bradfield he happily plies his workaday trade with little desire to improve his skills. There is no shortage of kitchen knives to be made or repaired and he is perfectly content with that.

B7: The Red Dragon Public House

The Red Dragon Pub is actually not a single house at all but comprises three once-separate buildings that have over the years been combined into one sprawling, maze-like structure. Though it is called a public house there are a dozen guest rooms upstairs available for rent. The proprietor **Angus Tulloch**, a big, burly, red-faced and red-haired man, serves some of the finest ale in Southvale, a few pints of which makes navigating the labyrinthine corridors and numerous staircases of the Red Dragon an adventure in and of itself.

B8: Market Square

Apart from the few businesses mentioned individually, there are no other permanent shops in Bradfield. In years past Bradfield was little more than a market town, a convenient place for merchants and farmers from the surrounding countryside to gather to trade their wares. As the town grew this tradition carried on, but now rather than gathering only once every few weeks there is a constant market going on in the huge square in the center of town. Some merchants come and go with the crops or the seasons, others sell their wares year-round. Some merchants have little more than a tent, the back of a cart, or even a blanket on the ground, while others have built wooden stalls or even miniature shops, many of which have stood in the same spot for decades.

B9: Stables

The owner of Bradfield's stables, **Manfred**, is almost universally disliked but highly respected around the town. Manfred is scrupulously honest, following the absolute letter of the law, crafting intricate and airtight contracts for long-term services, but he always seems to be able to find loopholes and obscure regulations that play to his advantage.

Mounts left at the stable are very well cared-for and fed, all of which is stipulated in the contract that anyone leaving a mount at the stable must sign. Manfred never reneges on or violates a contract in any way, but always seems to come out on top. The second a stabling term is ended and further payment is not forthcoming he claims the mount as is his right under the law. Unfortunately, he is the only stabler in the town.

B10: Blacksmith

John Smith is a competent smith and without doubt the best in his trade here in Bradfield, but he has little skill beyond horseshoes, cartwheels, and barrel-hoops. Still, for workaday ironwork his wares are as good as any. The bulk of his trade comes from fitting and replacing horseshoes for the stables next door.

B11: The Riverbend Inn

Though it doesn't seem overly large on the map, the inn is actually quite sizable. At five stories it is the tallest building in town and has a total of thirty rooms. Though it is not the only inn in the town, it is by far the most popular though it lacks the cozy comfort of the Warder's Repose.

Operated for generations by the Vermeer family, its current landlord is **Delmet Vermeer**, the tenth individual in his family to run the inn. He

is getting on in years and the actual day-to-day running of the inn has fallen largely to his daughter **Elspeth**, who in all likelihood will take over officially as the new landlord in the next few years.

B12: Bridge

This broad wooden bridge offers the only passage across the river for more than 20 miles in either direction. It is broad enough for vehicular traffic to pass in both directions and there is even a separate pedestrian walkway on the northern side protected by a handrail. River gates prevent passage beneath the bridge as does a lift-gate at the bridge's western end.

B13: Tollhouse

Toll keeper **Kell Blackmoore** enforces all tolls and tariffs in the town, including bridge tolls, docking fees and taxes.

The tollhouse is also the headquarters for the town watch, which is headed by **Lars van Leuwan**, a retired adventurer and minor national hero. Before Van Leuwan's arrival, Bradfield was a lawless town run by corrupt officials. In the 10 short years since his arrival he has cleaned up Bradfield and helped make it a model of peace and prosperity.

Any vehicle or mount passing over the bridge must pay a toll of 1cp per foot or 3cp per axle as well as a toll of 1% of the value of any trade goods. Vessels passing under the bridge pay a flat toll of 1gp as well as the same 1% of goods. Vessels that dock here to trade are subject to further taxes as decided by Blackmoore. She is strict about the rules, but fair.

B14: The *Skiprock*

Captained by the halfling **Mirt Sibley**, this keelboat is the only remaining vessel that can be made river-worthy in less than a few days following the dracolisk's attack (see below). Having completed his business here in Bradfield, Mirt is willing to take the characters and a mount each aboard, but his price is steep. He demands 2gp per mile for each person and 1gp per mile for each mount. No amount of negotiation can get him below 1gp per mile for each person and 5sp for each mount.

Regardless of the agreed upon price, the characters are unable to travel beyond Stonebridge onboard the *Skiprock* (see **Stonebridge** below), though neither they nor Mirt know this when they hire the vessel.

Area B15: The *Nereid*

Mhaazoul hired the boat while in his preacher guise and told them to be ready. When he steps aboard and drops his disguise, the captain and his crew are not inclined to disobey. Rowing as if their lives depend on it, which they do, and raising full sails, the *Nereid* sets off to the south at a record speed.

The Dracolisk

Though the characters might be inclined to think that the preacher sermonizing the crowd is somehow aware of Mhaazoul's looming presence, their opinion on the matter is radically altered when the preacher points directly at them and cries "The evil has come! It is among you! They bring destruction upon all your heads!"

The preacher is Mhaazoul in disguise using *polymorph self*. The characters have no time to defend themselves, to refute the claims or reveal the preacher's identity, for as soon as Mhaazoul makes his declaration, a **red dracolisk** swoops down from the clouds in the direction from which the characters came and attacks the town, breathing gouts of flame.

Dracolisk, Red: **HD** 11; **HP** 76; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12 (fly 24); **Save** 4; **AL** N; **CL/XP** 14/2600; **Special**: breath weapon (3/day, 30ft-cone of fire, 4d8 damage, save half), petrifying gaze (30ft range, save avoids). (***The Tome of Horrors Complete*** 201)

Tactics: The dracolisk is instructed to delay the characters, not kill them. He really doesn't care if the dracolisk obeys or not, assuming quite rightly that it will attempt to kill the characters eventually, but the collateral damage and chaos from the initial delaying actions offers Mhaazoul the chance to get away by boat down the river. It is a sign of Mhaazoul's growing desperation that he is risking travel on the river given how close it takes him to the Border Keep.

Terror in Bradfield

The situation is absolute chaos. People are running everywhere shouting "Dragon!" and shrieking in terror. From the first moments of the attack, the square is choked with smoke. The locals mostly just flee, but some stay to fight the dracolisk. No one actively aids the characters.

The smoke filling the market square offers the dracolisk concealment (–2 to hit). The dracolisk is not affected by the smoke and can attack normally. Every few rounds the dracolisk perches itself on the roof of the Riverbend Inn to survey the situation and select his next targets.

During the battle there are a number of turning points that determine exactly how badly the locals view the characters. Each round, roll on the **Random Helpless Idiot Table**. If the characters save the helpless idiot they gain the indicated number of points on the **Local Yokel Anger Table**, if they fail to do so, they lose a like number of points instead. If they make no effort at all to save the idiot, they lose double the listed number of points.

Keep careful track of the running points tally and after the battle refer to the **Local Yokel Anger Table**. After the stunning "sermon" by the disguised Mhaazoul the characters start with a total of –4d6 points. The characters can improve their score following the battle as indicated on the **Save Our Bacon Table** below. The characters should not be advised of this, however; it should be the results of their actions alone that determine how things shake out. The players should not be aware of their point total, or even that they have a numerical gauge of their popularity. Instead, this should all be conveyed through the role-playing of the townsfolk.

During the chaos of the dracolisk's attack, Mhaazoul makes his escape on the keelboat the *Nereid*, forcing the terrified crew to row as if their lives depended on it. To cover Mhaazoul's escape, the dracolisk sets the bridge and the remaining boats alight. However, the captain of the *Skiprock* manages to save his vessel and will take the characters and one mount each downstream for a fee when the battle is done. The *Skiprock* has a dozen men on board in addition to the captain. Many of the villagers formed a bucket chain and managed to save the bridge before it collapsed, allowing the *Skiprock* to pass safely beneath it. The boat takes an hour or two to make river-worthy following the dracolisk's attack, offering a good opportunity for the characters to start to repair their reputation a little.

The Town of Stonebridge

Delayed on their river voyage by Mhaazoul's minions, the characters arrive in Stonebridge to find a scene of utter devastation. A half-dozen stone giants lie dead amid the broken ruins of the great bridge for which the town is famous. On the southern side of the bridge can be seen the hulks of several half-submerged vessels and the bodies of some two-dozen men — the crew of the *Nereid* are floating dead in the water along with several townsfolk. The bodies of several other Stonebridgers litter the town near the bridge.

The damage to the bridge looks bad but, while it is sufficient to prevent the *Skiprock* passing beyond it, the damage is actually little more than superficial. Were it not for the unit of imperial soldiers who were in the town as part of their patrols in the area the giants would doubtless have succeeded in completely destroying the bridge.

The giants are more of Mhaazoul's minions. While several of their number took over the task of rowing the *Nereid* upriver to the Tower of Bone, the rest set about destroying the bridge and any vessels south of it. With the giants powering it, the *Nereid* can now be quickly and easily rowed up the river to the Tower of Bone rather than being slowly pushed or pulled up the river. If the characters have any hope of catching Mhaazoul now they'll have to abandon the river and travel overland.

Terror In Bradfield

Random Helpless Idiot Table

Roll	Result	Points
1–3	"Mommy! Mommy!"	1
4–5	"My baby! Save my baby!"	2
6–7	"She's gonna blow!"	2
8	"Stop that pram!"	3
9	"It's suicide to go in there!"	3
10	"I can't move my leg"	3

"Mommy! Mommy!": A child has stopped, frozen with terror, in the middle of the street. She stares up at the dracolisk and won't stop screaming. Of course, the dracolisk goes right for her.

"My baby! Someone save my baby!": A hysterical woman is being consoled, screaming about her baby trapped in a burning building, or about to get toasted by the dracolisk in some suitably horrible way.

"She's gonna blow!": A local taverner, or distiller has some volatile stock which is going to go up soon, killing many people in the ensuing explosion, unless someone does something about it.

"Oh my gods, somebody stop that pram!": A baby carriage has broken loose and is rolling free, right into the path of the chaos. Not only is it in danger from the dracolisk but also from the mob. The infant is totally unaware of the danger and when saved will either laugh innocently or be asleep.

"It's suicide to go in there!": Someone's old granny/pet cat/spellbook/favorite cheese/etc. is stuck in a burning structure and needs to be saved.

"I can't move my leg": Someone is trapped in some fallen debris. This is either in a place where danger is imminent, such as in the path of the dracolisk, or in a building that is about to burn down or collapse at any second.

Local Yokel Anger Table

Total	Result	Prices
41+	Hero worship	20–35%
31–40	Open affection	35–50%
21–30	Major approval	50–65%
11–20	General approval	65–80%
1–10	Mild approval	80–95%
0	Ambivalence	100%
–1 to –10	Mild dislike	105–125%
–11 to –20	General dislike	125–150%
–21 to –30	Major dislike	150–175%
–31 to –40	Open hostility	175–200%
–41+	Utter hatred	NA

Prices: This column indicates the modifier to prices that the characters can expect to pay. These apply to Bradfield only.

Save Our Bacon Table

Result	Points
Using a healing spell or potion on an injured local	3
Resurrecting a dead local	5
Killing the dracolisk	10
Staying to help in the rebuilding	1/day (per character)
Donating cash*	1/500gp

* Donating cash is not cumulative. So if the characters donate 400gp one day, 600gp the next day, and 1500gp the third day, they gain a total of 4 points (0 points for 400gp, 1 point for 600gp, and 3 points for 1500gp), not 5 points for a 2500gp total donation. People are fickle and have short memories, especially when it comes to money.

The Referee could also allow the characters a chance to address a large group of villagers (at least 200) to bolster their reputation. Their chance to convince the people is equal to their current point total (45 points equals 45% chance, for example). The characters gain 1 point for every 5 points that the check succeeds (if they have a 45% chance and roll a 20 on d%, they gain 5 points). The characters can raise their rep no higher than **General Approval** using this method.

The characters should really not tarry here long as they are now several hours behind Mhaazoul. If they consult their crystalline compass they see that Mhaazoul travels south for a while before changing direction to the north once again. He is being rowed northwest from the Black Marsh along the river to the Tower of Bone.

Stonebridge is an old town, its oldest part being the wide stone bridge that gives the town its name. It is not populous however, lacking either local resources or a favorable geographical location to foster trade. It relies heavily on revenue from tolls, both for land vessels passing over the bridge and keelboats passing beneath it. The small town is home to 1,768 (1,715 humans, 35 halflings and 18 mountain dwarves).

Notable NPCs in Stonebridge are **Mayor Edgar Fritch** and **Captain of the Guard Rein Thiswhey** (Lawful Ftr7).

Concluding the Chapter

Once the characters have traversed the wilds and made their way to the borders of the Fae Copse they find that Mhaazoul has stopped once more. Though the map indicates that Mhaazoul is located somewhere in the woods, and is no longer on the move, there is no sign of the demon or where he may be hidden.

If the characters look at the woods through the fragment of the *crystal skull* that they possess they can clearly see the Tower of Bone rising from the woods even though it is many miles away. If Buboe is with the characters he suggests this if it does not occur to any of the characters.

Now that they know where the demon is, and with Pearsey's calculations, the characters know that they have a few days before the planar conjunction occurs. This is enough time to rest, re-arm, and formulate a plan of action.

Chapter Six: To the Tower of Bone

Having tracked Mhaazoul to the Wood Between Worlds and located the Tower of Bone, the characters know that they have several days before the planar conjunction occurs which allows Mhaazoul to return to full strength and seize control the Tower. The Border Keep might seem a good option, but it is currently closed to travelers because of skirmishes with the giants, making nearby Homewood the best place to go. There is nothing but common sense preventing them from attempting to assault the Tower now, but the Referee should make it clear to them that they have a few days to prepare themselves. Mhaazoul isn't going anywhere for a while.

Fae Copse and the Wood Between Worlds

The forest known as Fae Copse is the lifeblood of Homewood. The people of Homewood have been foresting here for centuries with no visible long-term impact on the forest for the trees seem to grow back again as quickly as they are harvested.

This is due in large part to the dark heart of the Fae Copse, the mysterious Wood Between Worlds. No one knows it by that name of course, or even realizes that it is anything but a region within the Fae Copse, but the Wood Between Worlds is a region of potent planar magic. By following the right path a traveler can pass through the wood without incident as he might in any other forest, but a single turn from the path can take him to any of a thousand other nations, times, and even other worlds.

One of the dangers of the wood is that time moves differently in many of the other worlds. A traveler can pass briefly through another world and age 10 years without even noticing. The location, indeed even the existence, of the wood is known to very few people in this world.

Characters have a 1-in-6 chance to notice that birds that fly over the woods disappear from sight, sometimes reappearing in a different spot and sometimes not at all. The magic that affects the woods also affects the air above it. Flying over the woods does not prevent the effects of the forest and makes the passage no easier. Also, any attempt to bypass the woods by means of *teleport*, *gate*, and other magical means always fails, often with catastrophically terminal results.

Random Encounters

Roll 1d6 every 4 hours; a roll of 1 indicates an encounter in the Fae Copse and the Wood Between Worlds.

Day	Night	Creature
01–09	—	2 behirs
—	01–09	15 bugbears
10–18	10–16	3 medusas
—	17–22	2 rakshasas
—	23–30	3 quickwoods
19–23	31–35	3 flensers
24–30	36–40	Thessalgorgon
31–37	—	4 squealers
—	41–43	1 storm giant
38–42	44–48	Daemon, cacodaemon
43–46	—	2 storm giants
47–50	49–52	Skeleton warrior
51–53	53–55	1 blood reaver devil
54–59	56–59	2 stirge demons
60–65	60–65	1 purple worm
—	66–70	8-headed hydra
66–71	71–76	1 blue mantidrake
—	77–81	2 dragon horses
72–80	82–89	3 formian males
81–89	90–00	6 phase spiders
90–00	—	7 cave bears

Bear, Cave (7): **HD** 7; **AC** 6[13]; **Atk** 2 claws (1d6+1), bite (1d10+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: hug (if both claws hit, 3d6 additional damage). (***Monstrosities*** 38)

Behir (2): **HD** 12; **AC** 4[15]; **Atk** bite (1d8) or constrict (hold); **Move** 15; **Save** 3; **AL** C; **CL/XP** 13/2300; **Special**: constrict and claw (on next round following hold, 6 claws 1d6 damage each), lightning breath (1/turn, 24 damage, save half), swallow whole on natural 20. (***Monstrosities*** 44)

Bugbear (15): **HD** 3+1; **AC** 5[14]; **Atk** bite (2d4) or by weapon (varies+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: surprise on 1-3 on a d6.

Daemon, Cacodaemon: **HD** 12; **AC** –3[22]; **Atk** sword (2d6) or 2 claws (1d6); **Move** 12; **Save** 3; **AL** C; **CL/XP** 18/3800; **Special**: immune to acid and poison, magic resistance (60%), harmed only by silver weapons, spells (3/day—*darkness*, *ESP*, *fear*, *hold person*), telepathy 100ft. (***The Tome of Horrors Complete*** 117)

Devil, Blood Reaver (Garugin): HD 9; **AC** 1[18]; **Atk** dual-headed barbed flail (1d10+3 plus stun) or 2 claws (2d6+3); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special:** +1 or better magic weapons to hit, immune to fire and poison, magical abilities (at will—*teleport*, *invisibility*, *wall of fire*; 1/day—*lightning bolt*), regenerate (5hp/round), resist cold and acid (50%), siphoning aura (20ft radius, save or lose 1d6hp/round), summon devils.

Dragon Horse (2): **HD** 8; AC –1[20]; **Atk** 2 hooves (1d8); **Move** 30 (fly 60); **Save** 8; **AL** L; **CL/XP** 12/2000; **Special**: keen vision, limited empathy, magical abilities, magic resistance (30%), never surprised, sense alignment. (***The Tome of Horrors Complete*** 204)

Flenser (3): HD 8; **AC** 3[16]; **Atk** 2 claws (1d6) and bite (1d6+2); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** paralysis. (***Monstrosities*** 171)

Formian Male (3): HD 8; **AC** 1[18]; **Atk** bite (1d6+1), sting (1d2 plus non-lethal poison); **Move** 12; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** non-lethal poison (4d4 damage, save for half). (***Monstrosities*** 177)

Giant, Storm (1 or 2): **HD** 15; **AC** 1[18]; **Atk** two-handed sword (7d6) or boulder (7d6); **Move** 15; **Save** 3; **AL** L; **CL/XP** 16/3200; **Special**: *control weather*, throw boulders.

Hydra: **HD** 8; **AC** 5[14]; **Atk** 8 heads (1d6); **Move** 9; **Save** 8; **AL** N; **CL/XP** 10/1400; **Special**: none.

Mantidrake, Blue: **HD** 9+2; **AC** 3[16]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (flying 18); **Save** 6; **AL** C; **CL/XP** 10/1400; **Special**: breath weapon (60ft line of lightning, 5d8 damage, save for half, usable once every 1d4 rounds), spikes (6 spikes per round, 180ft range). (***The Tome of Horrors Complete*** 372)

Medusa (3): **HD** 6; **AC** 8[11]; **Atk** dagger (1d4), snake-hair (poison); **Move** 9; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: gaze turns to stone, lethal poison.

Purple Worm: **HD** 15; **AC** 6[13]; **Atk** bite (2d12), sting (1d8 plus poison); **Move** 9; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: lethal poison, swallow whole (4 or greater than minimum attack roll or natural 20).

Quickwood (3): **HD** 7; **AC** 2[17]; **Atk** 7 roots (entangle) or bite (2d6); **Move** 6; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special**: fear aura (absorb target spell with save, 10ft radius/spell level fear affect, save avoids), grasping roots (entangles and drags victim, 60ft range, 30ft/round, save avoids), immunity to electricity, immunity to fire, remote sensing from oak tree within 360ft (clairaudience/clairvoyance), surprise on 1-4 on d6. (***The Tome of Horrors Complete*** 448)

Rakshasa (2): **HD** 7; **AC** –4[23]; **Atk** 2 claws (1d3), bite (1d6); **Move** 15; **Save** 9; **AL** C; **CL/XP** 12/2000; **Special**: +1 or better weapon to hit, affected only by 8th and 9th level spells, illusory appearance, spells MU (3/2/1), spells Clr (1), vulnerability to blessed crossbow bolts (treated as +3 weapons).

Skeleton Warrior: **HD** 12; **AC** –1[20]; **Atk** *+1 two-handed sword* (1d10+2); **Move** 12; **Save** 3; **AL** C; **CL/XP** 12/2000; **Special**: +1 or better weapon to hit, *fear* aura for those less than 5HD (save avoids), find circlet possessor, magic resistance (60%). (***The Tome of Horrors Complete*** 495)

Squealer (4): **HD** 12; **AC** 2[17]; **Atk** 2 claws (1d6), bite (1d8); **Move** 15 (climb 12); **Save** 3; **AL** N; **CL/XP** 12/2000; **Special**: rend with claws (with bite, save or be held tight, automatic 2d6 claw damage), sound imitation of creature previously heard, surprise on 1-2 on 1d6 in woodland environment. (***The Tome of Horrors Complete*** 518)

Thessalgorgon: **HD** 8; **AC** 0[19]; **Atk** 8 serpentine bites (2d6 plus 1d6 acid), gore (2d6); **Move** 15; **Save** 8; **CL/XP** 12/2000; **Special**: breath weapon (5/day, 60ft long, 40ft wide gas cone, petrification, save avoids), immunity to acid, regenerate (2hp/round). (***The Tome of Horrors Complete*** 553)

Navigating the Wood Between Worlds

The Tower is around 25 miles from the village of Homewood in the middle of the Wood Between Worlds. An average character can make the trip in a day at most. About an hour after entering the Fae Copse the characters enter the Wood Between Worlds.

Every hour the characters are in the wood they have a 20% chance of getting lost and passing through other time zones, regions, or worlds. This has an effect on the characters' ages as they lose and gain time in these different areas. The Referee should keep track of the total amount of age the characters gain or lose. Characters begin to notice age changes gradually as more wrinkles, graying hair and general aches and pains. Growing younger has the opposite results.

The party has a 50% chance of backtracking to negate the last aging effect. Success means the characters can keep trying to backtrack, negating any additional aging effects in sequence, or they may try to pick up the path anew. If any attempt to backtrack fails, it reduces the chance of successfully backtracking by a cumulative 5%.

This aging also affects mounts, familiars, and supplies. Any food that gains too much time spoils. Food that loses a lot of time might revert to seeds at the Referee's discretion. The characters might note the time change by having a mount, familiar, or even a companion die of old age. Anyone who dies from old age this way stays dead, backtracking does not bring them back to life. This is natural — if accelerated — aging, not time travel. Characters killed in this manner can be *raised* or *resurrected.*

All characters suffer the same amount of age gain and loss; do not roll separately for each character. Roll 1d8 on the following table to find the number of years that characters age.

Navigating the Wood Between Worlds

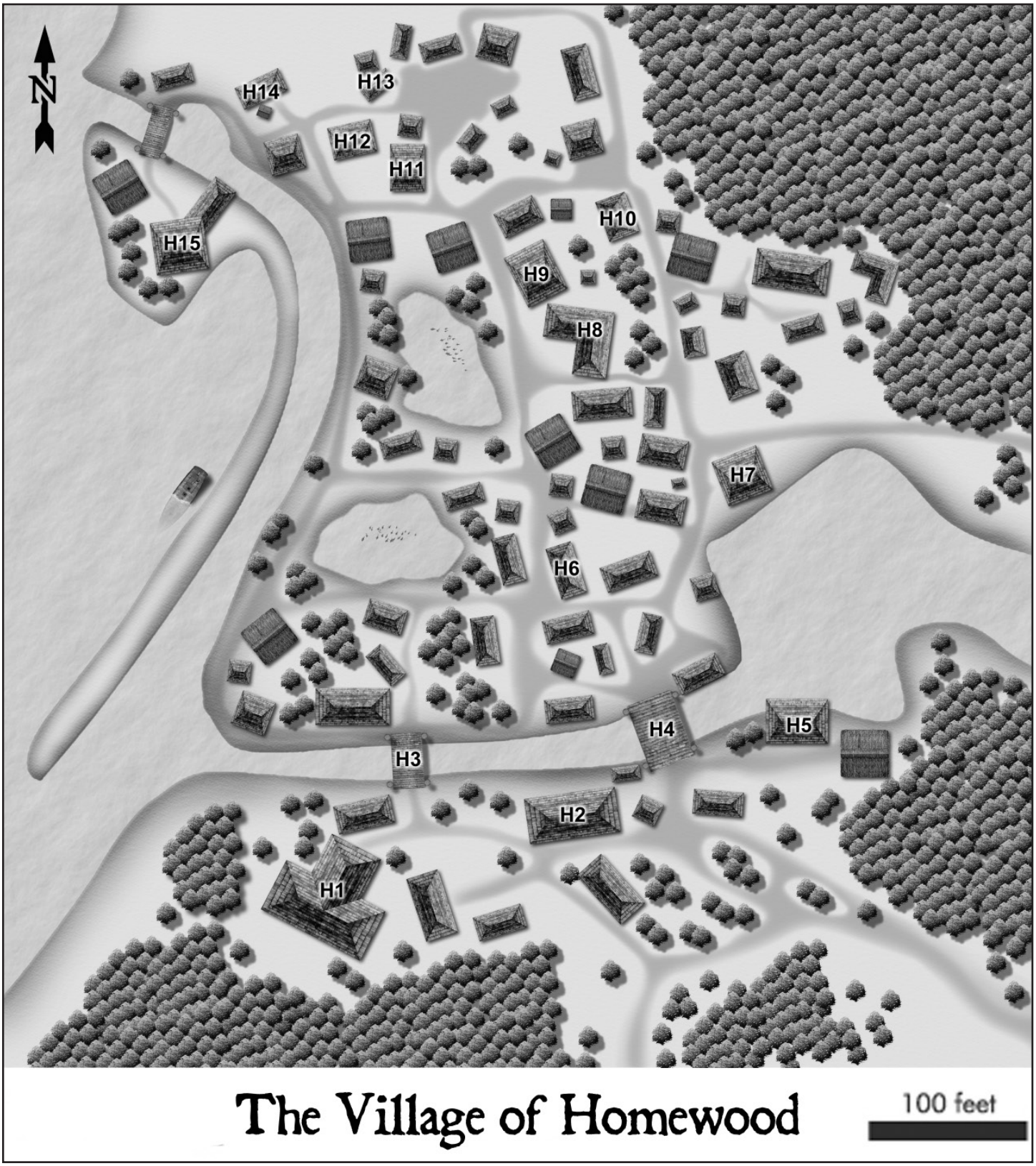
Roll	Result	Age Adjustment
1–3	Minor deviation	2d4 days
4–6	Moderate deviation	2d4 weeks
7	Major deviation	2d4 months
8	Hopelessly Lost	2d4 years

Age adjustment: The amount of time added to or subtracted from each character's age. Roll 1d6 to determine whether the adjustment is positive or negative; odd = negative (younger), even = positive (older).

The Village of Homewood

Located at the southern tip of Lake Eire in the foothills of the mountains bordering the Giantlands, Homewood is a town used to peril. Where the sight of a group of armed and armor-clad adventurers striding into a village like this might normally cause quite a stir, the folk of Homewood barely bat an eye, except for the children, of course, who run after any adventurers calling out for exciting tales of adventure and a coin looted from a dragon's cave.

The folk of Homewood are generally good natured and welcoming, making it a perfect place to rest and re-supply before attempting an assault on the Tower. If the characters are intent on hiring some muscle to aid



their assault on the Tower, they can muster up five 1st-level fighters and a 3rd-level fighter (Referee to determine abilities) in the town willing to lay their lives on the line for some gold.

The people of Homewood know nothing of the Tower, but they do know about the Wood Between Worlds. They've seen children wander in and come out a day later aged 30 years or more just as they've seen people go in the woods and come out again years later having not aged a day. Most that enter the woods simply don't come out at all. One who does enter and leave the wood as he pleases is the ranger Keho (see **Area H13** below).

Homewood is quite wealthy for its size because of the extreme value and importance of the timber harvested here. Every building is solidly built of good-quality wood. Only 170 individuals live in the village (156 humans, 7 halflings, 5 dwarves and 2 elves).

Notable NPCs in the village are **Mayor Hurnum Vale**, **Rivermaster Willem Vale**, **Priestess Ehlovyn Valingard** (elf Clr7 of Muir), **Sheriff Hargit Webster** (Ftr3) and **Constable Dang** (dwarf Ftr1).

Area H1: Town Hall

Easily the largest structure in town, greater even than the mill, the hall can hold the entire population of the Homewood with room to spare. The mayor is convinced that Homewood is destined to grow substantially and planned the hall to handle the expected new citizens. Vale looks to be right, as the Duke of Southvale has of late started handing out land grants in the area to encourage growth.

Additionally, the town watch is headquartered in a couple of rooms in the back and the town jail is in the cellar. Like the building itself the jail is quite sturdily built and would prove as tough to break out of as one found in any large city.

Area H2: Stables

All visitors must commend their mounts to the care of **Maxwell**, the only stabler in town. Given his monopoly on the trade, Max's prices are double the norm, but the mounts are well cared for, groomed and fed. Max fancies himself a shrewd bargainer but he is actually quite lacking in the skill. If characters haggle, they can easily cut the price in half.

The stables can handle 20 horses at any given time under the care of Max and his **3 stable hands**.

Area H3: Foot Bridge

This stone bridge is far too narrow for carts to travel. Next to the mill it is the oldest stone structure in the village. It is a favorite spot of young lovers to pledge their troth and for the children of the village to play "troll bridge," a favorite game among Southvale youth.

Area H4: Cart Bridge

This sturdy wooden bridge is much wider and newer than the foot bridge and can easily accommodate cart traffic, though only a single cart at a time may pass over it.

Area H5: House of River Master Willem Vale

Willem Vale, brother of Hurnum, is the town rivermaster. Second in power only to the mayor, the rivermaster is responsible for all waterborne vessels and trade passing through the village, including the coordination and movement of thousands of logs passing downriver from Lake Eire.

Unlike his brother Hurnum, who is scrupulously honest, Willem is not above taking a few coins to look the other way when some unlisted bit of cargo or another makes its way onto a boat or a crate or two somehow go missing.

Area H6: Blacksmith

While the dwarf **Gurt Gurtson** does not make weapons or armor he is an accomplished smith and is quite capable of repairing damaged or broken items. Gurt works with the large double doors of the smithy flung open so that his shop acts as something of an impromptu town square.

Particularly ubiquitous are the half-dozen old men who never seem to shift from the bench out front, and the nameless flea-bitten evil-smelling cat that haunts the smithy on an endless hunt for the mice that foolishly seek shelter among the barrels of coal and piles of iron bars.

Area H7: Temple of Muir

Though all gods are honored in Homewood, Muir is the town's patroness and the majority of the townsfolk worship here. The temple has four rooms. The large main temple area takes up nearly two-thirds of the building with a vestry and a small two-room apartment at the rear of the building for the use of the priest or priestess.

High priestess **Ehlovyn Valingard** chooses not to live here, considering it somewhat sacrilegious to share a house with her god, and instead maintains a house in the town. She uses the apartment as a makeshift hospital for Homewood's sick and injured.

Ehlovyn can be found here most of the day when she is not tending to the needs of the people of the village elsewhere. If Ehlovyn can be convinced that the characters are on a mission of good and not simply a treasure hunt she provides them with a few useful potions and holy water (as determined by the Referee) if they are in dire need.

Ehlovyn Valingard, Elf Priestess of Muir (Clr7): HP 33; **AC** 4[15]; **Atk** *+1 heavy mace* (1d6); **Move** 12; **Save** 9; **AL** L; **CL/XP** 8/800; **Special:** darkvision 60ft, +2 save versus paralyzation and poison, spells (2/2/2/1/1), turn undead.

Spells: 1st—*cure light wounds* (x2); 2nd—*bless*, *speak with animals*; 3rd—*cure disease*, *remove curse*; 4th—*cure serious wounds*; 5th—*raise dead*.

Equipment: *+1 chainmail*, *+1 heavy mace*, silver holy symbol of Muir, 2 flasks of holy water.

Area H8: Homewood Inn

This two-story half-timber structure is The Homewood Inn, the only lodgings in town. Even if it was in competition with a score of others, though, it would doubtless still be the most popular hostelry in Homewood. **Dembrose Wharvey** and his family are friendly and generous, welcoming every guest as a visitor in their home.

The common room can sleep 20 people on pallets on the floor for a cost of 1gp per night. There are seven rooms, each with two single beds, available for 3gp per bed. The only way to get a private room is to rent both beds, otherwise there'll likely be a stranger sleeping across from you. These prices include a good quality breakfast and dinner in the price, you're on your own for lunch.

Area H9: Hanni Burskit, Provisioner

Hanni Burskit is every inch the stereotypical halfling — genial, outgoing, and personable — but this is something of an act that she plays up to her advantage. She is actually a shrewd and capable businesswoman and a sharp and inscrutable negotiator.

Homewood sees its fair share of adventurers and Hanni knows her market. In addition to the normal wares of rope, dry goods, tools and the like, she also stocks common weapons and adventuring gear, all at only 110% of book price. Hanni lives in a suite of rooms overtop of the shop.

Area H10: House of Ehlovyn Valingard, High Priestess of Muir

This small, simple house is the abode of **Ehlovyn Valingard**, cleric of Muir. There is actually a small apartment for the high cleric at the back of the temple, but Ehlovyn considers herself somewhat unworthy to sleep in her god's house.

The house is just that, a house, lacking any of the comforts that make it a home. Save for a simple bed, chest, and washbasin there is no furniture. Ehlovyn entertains few visitors, and those who do enter the place often mistake it for an empty house.

Still Ehlovyn is content with her life. She really only uses the house to sleep in, spending virtually every waking moment in the temple or tending to the spiritual needs of the community.

Area H11: The House of Mayor Hurnum Vale

This impressive three-story house is the home of **Hurnum Vale**, Mayor of Homewood. Vale is a well-respected man who runs the affairs of the town well. Under his guidance Homewood has prospered. Vale is a dedicated leader and despite the fine home and loving family he can most often be found in the town hall tending to the business of running the village. Vale's wife **Hilenna** and their **3 daughters** can be found here most of the time.

Vale has something of a feud going on with Granny Bodkin, whose garden backs onto his own. The strange "weeds" she grows have a distressing tendency to overrun Mrs. Vale's perfectly manicured garden with startling speed and aggression.

Area H12: Granny Bodkin's Cottage

This crooked, dilapidated cottage is the home of **Granny Bodkin** and her black-furred goat familiar **Skean**. Granny is the local healer, herbalist, and midwife. Many folks over the years have offered to repair her home, but she always steadfastly refuses. She actually enjoys the crooked chimney, the props holding up the wall, and the grass and pair of small trees that grow on the roof.

Granny Bodkin only charges for her services what the customer can pay. She is more than happy to accept a bag of old clothes as she is a bag of gold if that is all the patient can afford, though woe be to the wealthy client who stiffs the old witch.

Every evening Granny Bodkin, who is nearly 90, can be found in the tavern with a pipe in her mouth, her feet up on the table, and a whole pitcher of beer in her hand. As she so succinctly puts it "If'n I was to bother with them little mugs and such I'd jest be havin' to get up more of'en."

Granny Bodkin (MU10): HP 27; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *+1 sickle* (1d6+1); **Move** 6; **Save** 6; **AL** C; **CL/XP** 12/400; **Special:** +2 saves vs. spells, wands and staffs, spells (4/4/3/2/2).

Spells: 1st—*charm person*, *light*, *magic missile*, *shield*; 2nd—*detect evil*, *ESP*, *locate object*, *pyrotechnics*; 3rd—*dispel magic*, *protection from evil 10ft radius*, *slow*; 4th—*plant growth* (x2); 5th—*hold monster*, *transmute rock to mud*.

Equipment: gardening clothes, leather gloves, sun hat, *+1 sickle*, pet goat named Skean.

Skean, Goat: HD 1; **AC** 7[12]; **Atk** gore (1d6); **Move** 18; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** +4 damage on charge.

Area H13: The Homewood Green Tavern

The Homewood Green, known to the locals simply as "the tavern," is the only pub in the village. Each night it is full of locals swapping the same stories and laughing over the same jokes they've heard a hundred times before.

Homewood is quite near the border though and the tavern sees its fair share of adventurers passing through town. The sight of a group of well-armed people walking into the place causes barely a stir among the crowd save for the customers making an effort to prevent their drinks being swept off the table by an errant scabbard.

The only adventurer in Homewood at the moment is **Keho the ranger**. He is a common sight in these parts, generally making his way through town once or twice a year as he patrols the borderlands. He is familiar with many of the paths of the Wood Between Worlds and acts as a guide if the characters ask him to join. He asks for only a half share of loot but demands that in return he gets first choice. He is not steadfast on this and can be convinced to accept a standard share instead.

Keho's dark hair is cut short and he wears several days' growth of beard stubble. His main distinguishing feature is his long moustache. A pipe hangs from the corner of his mouth. His gear is sturdy and well worn, with several items of old military gear mixed in with traditional adventuring garb. A string of goblin-ears hang from his belt and he wears a single giant's tooth on a fine chain around his neck.

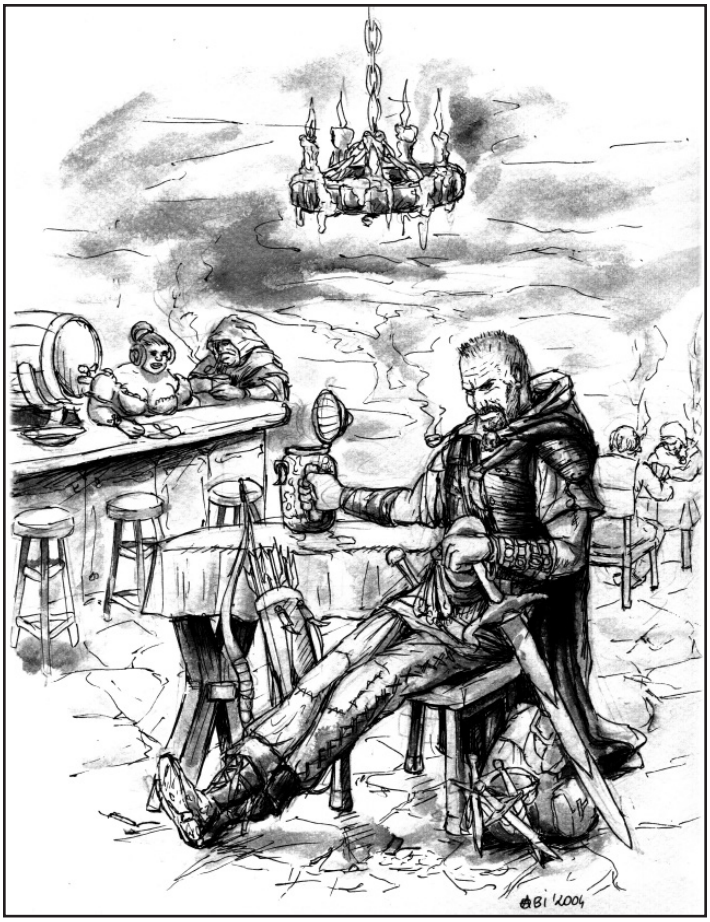
Keho (Rgr9): HP 71; **AC** 6[13]; **Atk** +2/+3 *longsword vs. undead* (1d8+2, 1d8+3 vs. undead) or longbow x2 (1d6); **Move** 12; **Save** 6; **AL** L; **CL/XP** 9/1100; **Special:** alertness, +9 damage vs. giants and goblin-types, spells (Clr, 1), tracking.

Equipment: *+1 leather armor, +2/+3 longsword vs. undead*, longbow, 20 arrows.

Area H14: The House of John Baker the Miller

This squat stone building is the home of **John Baker**, the town miller, and his sons. The Baker family is actually quite well off because of the mill, but John was never showy and lives the simple life of an honest workingman as do his sons. There are rumors (true) that several pots of gold are buried in the Bakers' cellar.

Treasure: Six pots, each containing 150gp, are buried in the northeast corner of the cellar.



Area H15: The Mill

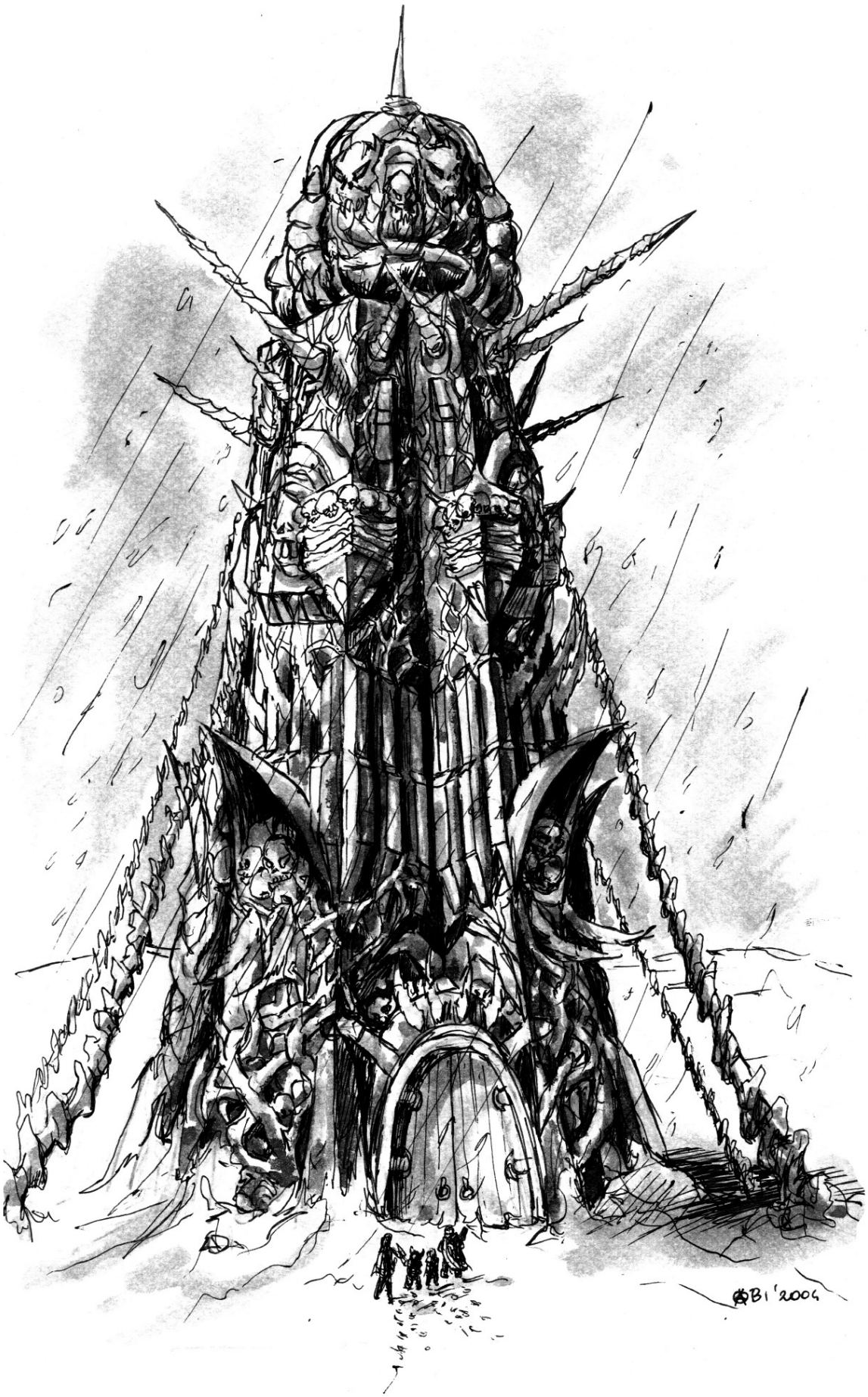
Like most towns, the mill is the life of the community. Both timber and grain are milled here making it doubly valuable to the citizens of Homewood. Its wheel spins day and night, year round.

The mill sits on a long, narrow island that separates a small cut from the main body of the river. The cut serves as a place to moor keelboats where they are safe from damage from the logs floating in the river.

The Clearing Around Tower of Bone

The dense trees of the woods suddenly give way to a clearing nearly a mile across. The clearing must be in another world, or at least another time, for while it is summer in the world outside, the clearing is several feet deep with snow. Rising from the clearing's center is the Tower of Bone itself, its nearly 300ft bulk fashioned from thousands of skulls and bones, affixed together with mortar made from powdered sinew and blood. The lines of mortar look almost like veins and seem to throb slightly as if a pulse were coursing through them. There is something fundamentally unsettling about the Tower, almost as if it exudes the essence of undeath.

The Tower is entirely windowless. The only breaks in its bony surface are the immense double-doors on the south side of the structure, and the huge dome that tops it, apparently held in place by four massive, clawed fingers. Each of these fingers also extends down the sides of the Tower forming spine-like extrusions that disappear into the snow, anchoring the Tower to the ground on which it stands.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If Buboe is with the party, he tells them that the door just magically opened the last time he was here. If pressed for details, he says nothing more than it was a long time ago and that master is now long dead. However, if the characters try to use Buboe to get the door to open it does not work. Now that Mhaazoul, a rightful heir of Orcus, has entered the Tower it has no interest in demons of lesser lineage.

A few hundred yards to the south of the Tower are the remains of the aboveground outbuildings of an ancient dwarven settlement, partially hidden beneath the snow. These buildings are ruins but offer some refuge from the dragon (see below) and provide cover. One of them is still in good shape and would seem to offer the best protection from the dragon's attacks (they provide improved cover). In this building is a staircase leading down into the depths. This is one of the entrances to the old dwarf city of Durandel. This staircase winds down, ending at the point marked by a star on the map of Durandel and the caverns.

The Main Doors

The doors to the Tower are massive: 30ft high, 10ft wide and 5ft thick of cut stone, polished to a matte but mirror-flat finish. There are no locks or visible locking mechanism of any kind. In fact there is a huge iron rod barring them from the other side. To open them, the door guardian in **Area T2** lifts the bar and pulls the doors open. When the bar is in place, treat the door as a solid 5ft-thick stone wall.

Breaching the Doors

The bar which blocks the doors is made of solid iron and weighs almost 20,000 lbs., as do each of the doors. The doors, which open inward, can only be moved by an individual or group capable of shifting such a massive weight.

Due to the nature of the enchantments placed on the Tower, the main doors are completely immune to all magical attempts to open them. Spells such as *passwall, knock, transmute rock to mud*, etc., have no effect on the Tower.

Though it is both difficult and ill advised, the characters should not be prevented from pursuing this route, but it should quickly become clear that there must be an easier way. After the characters spend 12 rounds trying to open the front doors, **Rhovainon the bone dragon** attacks. Unlike the dracolisk in the town of Bradfield, Rhovainon is a full-blooded dragon and is instructed to kill any intruders in the area.

Rhovainon also attacks any character who *flies* or *levitates* in an attempt to reach the summit of the Tower or who manages to climb more than half way up the side.

Rhovainon, Bone Dragon (Large Old): **HD** 12; **HP** 60; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d12 plus level drain); **Move** 12 (climb 18); **Save** 4; **AL** C; **CL/XP** 15/2900; **Special:** breath weapon (line of cinders and bone fragments, 60 damage), darkvision 120ft, death aura (400ft, 1HD save or die), immune (poison, sleep, paralysis and disease), level drain (1 level), magic resistance (40%), magical abilities. (see **Chapter 3: New Monsters**)

Magical Abilities: 1/day—*detect good*, *darkness 15ft radius*, *fear*, *protection from good 10ft radius*.

Climbing the Tower

The exterior of the Tower is a cakewalk for any seasoned climber. The incorporation of skulls and bones provides a cornucopia of hand and footholds making scaling the Tower a breeze. However, when a climber reaches a height of 75ft the skulls and bones animate and begin clawing, punching, biting and kicking in an attempt to knock any climber off.

At this point the climb becomes far more difficult. The climber must make a saving throw to stay on the wall; even if he succeeds, he is now limited to half his movement as he fends off the attacking limbs. Each round he remains on the wall, the climber takes 1d4 points of damage from numerous bites, claws and slams and must make a saving throw or fall.

If the climber falls, the snow surrounding the base of the Tower cushions the victim somewhat (1d4 points of damage per 10ft fallen). When the climber hits the ground, the fingers of the skeletal hands adorning the Tower point and all of the skulls begin to laugh hysterically for several minutes.

The Dome

If a character somehow manages to reach the dome atop the Tower, she finds that the effort was in vain as there is no visible break or join in the dome's surface. In truth, the dome can made to open, its four segments pulled outward by the massive claws, but until the holder of the *Bone Tower Staff* wills the dome to open, it remains a single solid and unbroken surface.

Getting the Characters into Durandel

It should quickly become clear that a frontal assault on the Tower is impossible. The only really viable option at this point is for the characters to enter the ruins of the dwarven city of Durandel and make their way in through the Tower's cellar. A few possibilities on how to get the characters there are suggested below.

The easiest method is to have the characters take shelter from Rhovainon in the old ruins. If and when the dragon attacks, the ruins are the closest viable refuge in the clearing. Rhovainon's attacks begin to collapse the structure, forcing the characters to descend the stairs to avoid being killed.

Any elf or dwarf has a 75% chance of recalling a tale recounting the arrival of the Tower and the destruction of the city of Durandel. All others have a 25% chance of remembering this legend.

Any dwarf also has a 3-in-6 chance of noticing that among the rubble pushed up around the base of the Tower are large pieces of stone which could only have come from a natural cave, suggesting a cave system below the ground.

Finally, if Buboe is with the characters, he tells them about the "secret way" that he learned from Mhaazoul. He leads the characters to the ruins and the staircase down to Durandel.

Chapter 7: Durandel

Their efforts to enter the Tower by other means thwarted, the characters find that the only viable route in is to go underground, seeking a path through a ruined dwarf city and cave complex to find their way into the cellar of the Tower.

Though the players should never feel railroaded into following this path, it really is the best and only viable route into the Tower. As much of this module is devoted to describing the city of Durandel and the cavern complex, much of the adventure experience is lost if it is bypassed, not to mention all the gold and experience they are passing up.

The city and caverns are filled with undead creatures, unintentionally created by ambient death radiation seeping from the Tower. These undead creatures are far more powerful than normal zombies (see the **Tower Zombies** sidebox).

The Ruins of Durandel

This section of Durandel represents but a small portion of the once-great city, encompassing a section of the mines and a variety of working and living quarters concerned solely with the support of the miners and their tasks. The vast majority of the city — including living quarters, laboratories, vaults, workshops, temples, smithies and more — remain sealed off behind walls of rubble.

Unless otherwise noted, the ceilings of this section of the city are a mere 8ft high and strong wooden doors block all doorways.

Several locations on the map are marked with a "**B**," indicating a location where a cave-in has occurred, blocking further passage. The blockages can be cleared with 320 man-hours work per blockage, meaning that a four-person crew working 10 hours per day could clear one in 10 days.

R1: Empty Chamber

This unadorned 20ft-by-20ft chamber might possibly once have been a guard post but little remains intact now. A built-in stone bench runs the entire length of the western wall. It is too low for comfort for anyone taller than 5ft. There are two exits from the room, one to the north and one to the east. There are some hunks of metal are imbedded in the stone arches. Though corroded into unrecognizable lumps now they were once undoubtedly the hinges of long-gone doors.

The eastern entrance leads to a short corridor that is entirely blocked with rubble. Clearing the rubble is a monumental task (requiring thousands of man-hours), but beyond this blocked corridor lies the bulk of the great dwarf city of Durandel.

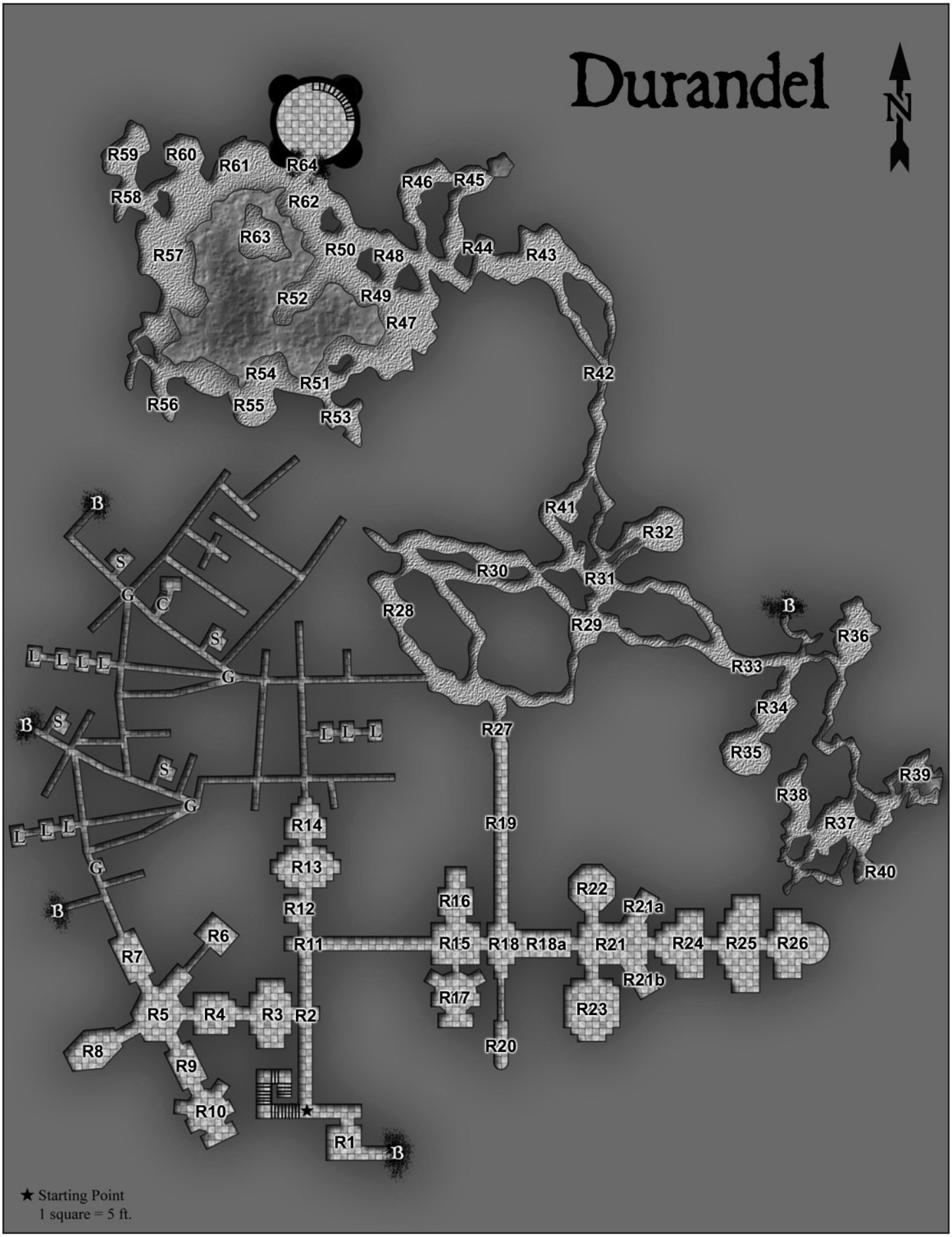
Tower Zombies

Tower zombies are variant juju zombies (see ***Tome of Horrors Complete*** by **Frog God Games**). Tower zombies look like normal zombies, but they are not. Although they are nearly mindless, there remains in them some spark of who they once were. A tower zombie is stuck in perpetual repetition of whatever occupation it followed in life. It is a pathetic creatures with no free will other than the driving compulsion to simply go through the motions of its former life. Because of the tower zombie's false intellect, it continues to act in a manner equivalent to the alignment of the original creature. This is only a façade, however, since there is no real thought or morality behind any of its actions.

Tower zombies are the creation of the Tower of Bone, its unholy emanations despoiling everything around it and twisting it into a cruel mockery of life. Tower zombies lack any true intellect but retain a façade of the minds they possessed during life. As such they tend to fight as they did while they lived. A tower zombie that was a trained soldier relies on strategy and tactics for example while one that was a fighter attacks fiercely and mercilessly. A tower zombie that travels more than a mile from the Tower crumbles into dust and is forever destroyed.

Tower zombies possess one unique ability granted them by the overwhelming power of the Tower of Bone: they are hard to kill.

Once reduced to zero hit points, a tower zombie falls to the ground, unable to continue fighting, but it continues moving. The only way to kill the zombie is to reduce it to –10 hit points. Within 2d12 hours, the creature rises again at full hit points.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★ Starting Point
1 square = 5 ft.

R2: Guard Post

There is little to differentiate this small guard post from the hallway in which it sits, save for the **8 tower zombie dwarf guards** who occupy it and the small alcove to the west. The dwarves are listless and do not move at all unless someone approaches their post. They let dwarves pass freely, but actively attempt to prevent any non-dwarves from passing through their post.

An open passage leads east to **Area R3** and a huge, barred, stone gate blocks the passage north to **Area R11**.

Located in the alcove is an iron lever set into the wall and a large iron ring hanging from a chain. The ring is used to raise a general alarm, the lever releases the bar holding the stone gate in place. The chain and lever are hidden in the shadowy recesses of the alcove. Once the lever is pulled and the bar released, a single character can swing the massive door easily in spite of its great weight.

Tower Zombie Dwarf Guard (8): HD 4; **HP** 29, 27, 26, 25x3, 24, 22; **AC** 2[17]; **Atk** axe (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tactics: After 3 rounds of combat, one of the dwarves attempts to pull the ring, thus sounding a large alarm bell hanging in the main hall (**Area R15**). The chain and ring are very old and corroded and have not been used in years. There is a 50% chance that it breaks instead of raising the alarm when pulled. If the alarm bell is rung all the dwarves in the city are on guard and prepared for attack for 5d6 minutes, after which time they completely forget what occurred and return to their normal state. When on-guard, all dwarves of the city attack any interlopers on sight.

R3: Locker Room

The ceiling of this room rises to a height of some 15ft or so, allowing room for the dozens of clotheslines that crisscross the room overhead. Many of the lines are broken, having long since scattered their contents across the floor of the room, but a few remain in place, though the clothes on them have for the most part disintegrated years ago. To the north and south are two large alcoves, each of which holds a bank of metal lockers stacked 10-wide and 4-high, thus explaining the need for the sliding library-ladder which is attached to a track along the top of the locker bay.

The lockers are either empty or contain old and useless clothing and personal effects.

R4: Bath

The walls, ceiling, and floor of this room are covered with a fine, silver-veined white marble unique to this region. A large, marble bath capable of comfortably seating a dozen bathers is set into the center of the floor. Though the bath is completely dry, and by the look of it hasn't seen water in many centuries, there are five dwarves seated in it. They are naked and going through the motions of bathing, even in the absence of water. One of the dwarves occasionally scrubs himself with a pumice stone. Most of his flesh is worn away and several patches of scraped bare-bone can be seen.

The **5 tower zombie dwarves** take no notice of the party unless a general alarm has been raised, in which case they immediately attack. The first round, they throw ancient, rock-hard blocks of soap, pumice stones, and even a wooden ducky at the invaders (–4 to hit for improvised weapons, 1d3 points of damage). Following this they enter combat using their slam attack. They have no greataxes.

Tower Zombie Dwarf Guard (5): HD 4; **HP** 25, 23x2; **AC** 2[17]; **Atk** soap blocks (1d3) or slam (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

One of the dwarves has a large silver ring set with a red stone (ruby) on one finger (125gp). If this dwarf is involved in melee combat for more than 5 rounds, the ring is destroyed by the constant pummeling of his fists — bending the metal and shattering the stone — reducing its value to a mere 7gp worth of materials. The rest of the dwarves have nothing.

R5: Ore Sorting Room

A network of chains, pulleys and iron tracks are set into the ceiling of this large, plain, hexagonal room 20ft overhead. Six huge iron sorting-bins hold massive piles of stone and ore are hung from heavy chains attached to pulleys that run along a track system set into the ceiling.

Gathered around an ore cart in the center of the room are **4 tower zombie dwarf workers**. They are sorting through the ore, selecting certain samples and tossing them to the appropriate bin, heedless of whether they remain there or fall to the floor. Several tons of ore have spilled out and cover much of the floor making footing unstable. The floor here is difficult terrain.

There are also **2 tower zombie dwarf guards** in the room who immediately attack anyone enters the room. The dwarves who are sorting the ore continue to do so while battle occurs around them unless an alarm has been raised or unless an enemy enters its threatened area, at which point it joins the fight.

Tower Zombie Dwarf Worker (4): HD 3; **HP** 23, 21x2, 16; **AC** 2[17]; **Atk** pick (1d8); **Move** 12; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tower Zombie Dwarf Guard (2): HD 4; **HP** 28, 24; **AC** 2[17]; **Atk** axe (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R6: Mining Supplies Locker

The door leading to this room was once quite sturdy but is now somewhat rotted with age. The lock is completely corroded into a single, solid mass and is impossible to pick.

Once a supply locker, this room is in utter disrepair. Several sets of wooden shelves hold all manner of

mining supplies but time has not been kind. Many of the shelves have collapsed under the weight of goods and the accumulated years.

Most of the supplies are destroyed and useless, but some of the objects can be salvaged. A character has a 20% chance of discovering a useable object from among the following list: 3 10ft lengths of chain, a crowbar, 2 bullseye lanterns, 7 pitons, and 4 shovels. Each time a character fails a check there is a 20% chance that another shelf of supplies collapses. Anyone who causes a shelf to collapse suffers 2d4 points of damage from the falling equipment (save for half damage).

R7: Guard Room

This room is obviously a guard post. It is simple in design and utterly devoid of any decoration or superfluous architecture. A built-in stone bench lines the two long walls. There are six niches built into the walls above each bench designed to old weapons. All are empty except for one that holds a heavy crossbow and a quiver of 20 quarrels. The crossbow is old but in relatively good repair.

The crossbow functions normally for the first 9 shots. On the tenth shot, the bowstring snaps, rendering it useless until repaired. Replacing the bowstring requires several minutes of work and cannot be done in combat.

The ceiling in this area is barely 6ft high. This is more than adequate for a dwarf but most other creatures are forced to crouch or kneel to pass through this area and suffer –4 to attacks.

There are **10 tower zombie dwarf guards** on duty in this room. They are expecting attack from the mines and not **Area R5** and so all are surprised by anyone entering from that direction.

A large iron ring hangs from a chain at either end of the room. These are used to activate the alarm bell hanging in **Area R15**. Immediately upon commencement of battle, one of the dwarves attempts to pull one of the rings, thus raising a general alarm. However, the chain connecting these rings to the alarm bell is broken and no alarm is raised.

Tower Zombie Dwarf Guard (10): HD 4; **HP** 28x2, 27x3, 25, 24x2, 23, 22; **AC** 2[17]; **Atk** axe (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R8: Tool Stores

This is a purely utilitarian room, bereft of decoration. Built-in stone shelves line the walls of this room all the way to the ceiling 20ft overhead. There is no ladder here to reach the higher shelves. The floor of the room is littered with broken wooden hafts of hammers, picks, mallets, and the like. A coating of powdery rust and bits of corroded metal covers the floor.

Until recently, an iron door protected this room until the arrival of the arrival of **2 rust monsters**. They easily ate their way through the door and have spent several months feasting on the tools that once filled this room. The tools were infused with the unchecked power of the nearby Tower of Bone and provided rich repast indeed, enabling the rust monsters to grow to phenomenal size. Forced to ascend to the upper shelves of the room to find more metal upon which to feed the rust monsters have become adept climbers. When the party enters the room, the rust monsters are resting on the uppermost shelves, sleeping off a rich meal. Characters have a 1-in-6 chance to spot them among the shadows of the ceiling.

There are a number of broken and headless wooden tool hafts in the room that can be used to bludgeon the rust monsters. These makeshift clubs are old and relatively weak. If an attacker rolls a natural 1 when attacking with one of these improvised weapons, it breaks and becomes useless.

Rust Monster (2): HD 8; **HP** 61, 57; **AC** 2[17]; **Atk** 2 antennae (0); **Move** 12 (climb 9); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** cause rusting.

Tactics: Two rounds after any character bearing any sort of metal item enters the room the rust monsters pounce. The rust monsters' diet of magic-rich metal has given them a taste for it. They target the character with the armor or weapons bearing the greatest magic first, followed by the individuals with the heaviest metal armor, then those with the most metal weapons or items.

R9: Ore Stores

This is obviously the room where ore from **Area R5** is brought for further procession en route to the smelter and forges. The iron track system on the ceiling in **Area R5** terminates here over top of a large, low, iron-topped stone table in the center of the room.

Standing around the table are four burly undead dwarves, pounding its surface repeatedly with huge, iron ore hammers in a pantomime of reducing ore-rich rock to more manageable size. There is obviously some form of magic in place that prevents the noise from leaving this room as the din is almost unbearable. They have obviously been at their task for many years as each dwarf stands knee-deep in powder-fine mound of stone dust.

Each round that a character remains in this room when even a single one of the **4 tower zombie dwarves** is hammering on the table, she must

make a saving throw or be struck deaf. Each dwarf wears a thickly-padded leather helmet, obviously meant to protect their hearing, which has proven insufficient over the intervening years as the dwarves in this room are totally deaf and do not respond to any verbal or sound-based attempts at communication and do not become alert if the bell in **Area 15** is struck. They ignore any action by a character short of a physical attack or any attempt by a character to enter **Area R10**, whereupon all the dwarves immediately attack the party.

Tower Zombie Dwarf Guard (4): HD 4; **HP** 26, 25x2, 23; **AC** 2[17]; **Atk** axe (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R10: Smelter

The room is roughly circular with three large, rectangular alcoves leading from it. The furnace situated in the large alcove directly opposite the door to the room is massive, easily large enough for a full-size man to fit into. It is used for extracting iron and other base metals. The two smaller alcoves, one to each side of the room, contain smaller furnaces for extracting gold, silver, and other precious metals from the ore samples.

This is obviously the smelter, where the ore from **Area R9** is heated and reduced to pure metal. Magic has kept the forge blazing for centuries and the heat in this room is stifling. The two smaller furnaces are each staffed by **2 tower zombie dwarves** while the large blast furnace has **4 tower zombie dwarves** working it. The dwarves who work in this room have been deeply affected by their years of exposure to the great heat in this room. Their skin has been charred a deep brown — almost black — and baked to a wood-hard solidity granting them a greatly increased natural armor (+2 armor bonus).

The smelters at which they work contain quite possibly the purest samples of metal in the world, though the dwarves are not above lobbing handfuls of this metal at trespassers. Anyone hit by such an attack suffers 1d8 points of damage in the round in which they were initially struck and 1d4 points of fire damage in the following 2 rounds. The metal cannot be extinguished but it can be scraped off or doused by pouring water on it or by submersion in water for a full round.

The molten metal in the room's three furnaces has been carefully tended and smelted for centuries while absorbing latent magical energy from the Tower of Bone. It is not only incredibly pure but also tremendously useful in the manufacture of magical items. There are 24 ounces of molten gold in the northeast furnace, 42 ounces of molten silver in the northwest furnace, and 120 ounces of molten iron in the large southern furnace. There are molds in the room which allow the molten metal to be cast into bars of anywhere from 6 ounces to 10 lbs. Each handful that is thrown by one of the dwarves uses 6 ounces of metal. Thrown metal must be taken to a smith and cast to be usable regardless of whether it hits the target or not.

Tower Zombie Dwarf Worker (6): HD 3; **HP** 22, 20, 19x2, 18, 17; **AC** 0[19]; **Atk** axe (1d6) or molten metal (1d8 plus 1d4 for 2 rounds); **Move** 12; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Treasure: The gold ore is worth 20gp per ounce, the silver ore is 2gp per ounce, and the iron ore is worth 1gp per ounce. The ore requires nearly a week to cool and solidify once removed from the magical fire in this room.

R11: Stone Gate and Guard Post

This area is a guard post very similar to **Area R2** above. There is little to differentiate this small guard post from the hallway in which it sits, save for the **8 tower zombie dwarf guards** who occupy it and the alcove to the west. An open passage leads south to **Area R2** and barred, stone gates block the passage to the east leading to **Area R15** and the passage north leading to **Area R12**. The dwarves do not move at all unless someone approaches their post.

Located in the alcove is an iron lever set into the wall and a large iron ring hanging from a chain. The ring is used to raise a general alarm, while the lever releases the bar holding the stone gates in place. This alcove is well lit and both the iron ring and the lever are easily seen. The lever is in good repair and even though the gate seems to be in working order, no amount of force can shift the northern gate even once the bar is released.

Tower Zombie Dwarf Guard (8): HD 4; **HP** 27x2, 26, 25x3, 23, 21; **Atk** axe (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tactics: Immediately upon commencement of battle here, one of the dwarves attempts to pull the ring, thus ringing a large alarm bell hanging in the main hall (**Area R15**). Unlike the rusted chain hanging in **Area R2**, this one is in good repair and does not break when pulled. See the description of **Area R2** for an explanation of what happens when an alarm is raised.

R12: Rock Troll Pantry

This room is a gruesome sight. Several corpses and bits of corpses hang from iron hooks suspended from the ceiling. Apparently due to the ambient energy of the Tower of Bone the carcasses are twitching, trying to wriggle free from their hooks. There are two kobolds, a giant rat, some sort of large insectoid creature (a cave fisher), and what might be a bugbear — there isn't really enough left of it to say for sure. A limbless kobold has a pair of long, curved carving knives sticking out of it that were no doubt used to cut off the creature's missing appendages.

The trolls have secured the stone door leading south to **Area R12**. More than two-dozen massive iron spikes have been driven into the crack between the door and its frame and several massive logs have been braced against the door and spiked into place.

R13: Rock Troll Living Room

Whatever purposes this room once served, a group of trolls has made it their own. They have actually created what could almost be described as a comfortable abode here, fashioning chairs, a table, and even a number of huge beds from support beams scavenged from the mines. A huge iron cauldron sits bubbling over fire in the eastern corner of the room. Based on the noxious smell issuing from the cauldron it is probably best not to ponder the contents.

This is the central lair of a family of **4 rock trolls** that moved into the area some years back. The trolls are sitting around a table gambling. The rules of their game seem mainly to involve tossing a handful of stones onto the table and then arguing about it until someone thumps someone else and the whole process starts all over again. These trolls have not lived in the vicinity of the Tower of Bone for very long but it has begun to affect them as they are more intelligent than the average rock troll.

Stone shelves built into the west wall hold a number of items the clan has collected. Most of it is quite valueless items such as chipped stoneware jugs, a few jagged-edged knives, a huge stone bowl, but among the junk littering the shelves are some items of value (see **Treasure** below).

The trolls do not take kindly to adventurers invading their home and immediately attack the party. Any character that falls in battle finds himself in the cooking pot before too long.

The number of beds and chairs in the room suggests that at least three more trolls make their home here. Three of the trolls are out hunting for food and can currently be found sleeping in the caves (**Area R34**).

Troll, Rock (4): **HD** 8; **HP** 62, 61, 58, 55x2, 51, 45, 37; **AC** 0[19]; **Atk** 2 claws (1d6), bite (1d8); **Move** 12 (burrow 9); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: regenerate (3hp/round), rend for additional 2d6 damage if both claws hit, vulnerability to sunlight (turn to stone, save each round exposed). (***The Tome of Horrors Complete*** 571)

Treasure: Amid the useless items on the stone shelves are 10 large silver platters. Though they have been roughly treated they are antiques of a rare design and are still quite valuable (100gp). An old earthenware flagon sitting on the top shelf holds a mix of coins (12pp, 73gp, 112sp, 37cp).

R14: Rock Troll Porch

This room is absolutely disgusting. Bones and scraps of half-eaten meat lie rotting, mixed with bits of clothing and armor from a number of hapless creatures that fell to some creature's predation, and a haphazard collection of discarded items scavenged from the mines.

What purpose this room once served is unclear, though the huge stone gate blocking the entrance to the mine suggests that it was a guard post like **Area R7**. The bar that once held the door in place has been torn off, replaced with a massive support beam salvaged from the mines, which is held across the door in a pair of crudely constructed but surprisingly sturdy wall brackets. A threadbare curtain separates this room from **Area R13** to the south, from which the sound of the raucous speech of several individuals can be heard.

Most of the remains belonged to goblins, though there appears to be the bones of at least two humans and an elf as well as a number of dwarves among the rubbish. The goblin remains are those of the goblin tribe which once inhabited the caves. Most of the dwarf remains belonged to undead dwarves which the trolls were forced to prey on during a long winter, but one set of dwarf bones, along with the two humans and the elf, belong to a party of adventurers who made their way into the city about a hundred years ago.

Kept here are **10 pet slime crawlers** serving to manage the worst of the trolls' waste and to secure the entrance to their home. The slime crawlers ignore the trolls but attack anyone else who enters the room.

Slime Crawler (10): **HD** 1; **HP** 8x2, 7x3, 6, 5x2, 4x2; **AC** 4[15]; **Atk** tentacles (1d3 plus constrict), bite (1d4); **Move** 9 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: constrict (automatic 1d3 damage), slippery (–4 penalty for attacks intended to grab or hold). (***The Tome of Horrors Complete*** 504)

Treasure: A character searching the remains of the adventurers turns up a *+1 longsword* and a *wand of web* (31 charges).

R15: Common Room

Two arches, supported at each end by a pillar as thick around as a dwarf, curve overhead to form an elegant 30ft-high vaulted ceiling. At the summit of the arch hangs a mammoth bronze bell, easily twice the height of any dwarf in the city. At least a dozen chains can be seen leading from the bell and disappearing into numerous holes in the ceiling arranged around its top. The walls of this room have been hung with ornate tapestries depicting scenes from dwarf mythology.

Half a dozen round tables are spread about the room, each with four solid, straight-backed wooden chairs positioned around it. Most of the chairs are empty, but a few hold unarmed dwarves in various states of rest and relaxation. Four of them are engaged in a game of chance, going through all the motions of throwing dice and making bets from the stacks of coins on the table, even though they actually have no dice.

A wide, arched opening leads north to **Area R16**, a smaller arched opening leads east to **Area R18**, and a closed door leads south to **Area R17**.

Three of the dwarves are intently studying a map of the mines laid out on the table in front of them. If the map is removed, the dwarves continue to act as if it is still there and show no reaction whatsoever. The remaining two dwarves seem to be either asleep or dead, lying face down and motionless on their respective tables and covered with a thick layer of dust. The residents of the room do not stir no matter what occurs in the room, including the ringing of the huge bronze bell and do not react even if attacked.

Treasure: Each of these tapestries — though rather average in make and workmanship when created — are several centuries old and are quite valuable as antiques. They mostly relate the bawdy tales of Snorri Horrnison. Each of the six tapestries is worth 300gp. The gambling dwarves have a pot of 73gp and 127sp on the table.

R16: Records Room

The walls, floor and ceiling of this large room are clad in an impressive, glistening snow-white marble. A large, heavy, square desk crafted of black oak sits in the absolute center of the main portion of this room. The absolute order and tidiness of the desk is in sharp contrast with the disarray and chaos in the rest of the room. The east and west walls consist of stones shelves rising from the floor to the ceiling 20ft above. Every inch of the shelves is crammed with scrolls, books, and piles of paper. A sliding library-ladder is attached to each wall, allowing access to even the highest shelves. The room is warmly lit from a pair of still-burning lamps situated on the large desk.

The lamps are lit by *continual light* spells. The desk has a **locked drawer** that contains a ledger detailing the earnings of the mine over several years preceding the destruction of the city, and an assessment of the projected yields for the next several years. Any dwarf who has a chance to study the documents for a few days can decipher their meaning and veracity. The mine was a productive one and looked to be so for many years to come. Though it would require a great deal of work to clear out and re-open the mines, it would be well worth the effort to do so.

At the north end of the room, a short run of steps leads up to a low-ceilinged alcove. The only furniture here is a much smaller and more

untidy desk than that in the main room, its surface almost completely hidden under precariously balanced stacks of paper, some several feet high. What can be seen of the desk's surface is covered in ink stains and ancient food crumbs. Apart from a few tattered scraps of quill-pens and a rather plain-looking penknife, there is nothing of value. The papers on the desk are of little use, and any attempt to move or remove any of them brings the whole precariously-balanced lot tumbling down, causing them all to crumble into useless scraps and dust.

The shelves of this room contain literally thousands of scrolls, ledgers, books, and papers, the entire records of the mine's operations for nearly two centuries. These records would prove incredibly useful to anyone attempting to revive the mine's operations. However, these mounds of paper have become home to a massive colony of **yellow mold**. Anytime that the papers on the shelves are disturbed, a patch of the mold bursts forth with a cloud of poisonous spores. The mold could be burned out, of course, but there is no way to do so without also consuming the documents in the blaze.

Yellow Mold: HD n/a; **AC** n/a; **Atk** 1d6 damage plus spore cloud; **Move** 0; **Save** n/a; **AL** N; **CL/XP** 3/60; **Special:** killed by fire, poisonous spore cloud (10ft diameter, save or die).

Treasure: On the desk's immaculate surface is a silver inkwell (125gp), three silver-tipped pens (50gp each), and a mithral-bladed pen-knife (200gp), all arranged absolutely parallel to the desk's edges.

R17: Vault and Counting Room

A sturdy iron door blocks the only entrance to this room. The lock is rusted into a solid mass and cannot be picked.

Similar to **Area R16**, the surfaces of this room are clad in white marble. But where that room was occupied by a handful of workers, this room holds a serious-looking group of **9 tower zombie dwarf guards** who seem none too impressed by the appearance of the invaders, whom they attack on sight.

Tower Zombie Dwarf Guard (9): HD 4; **HP** 29x2, 28x3, 27, 25, 24x2; **Atk** axe (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

This room is identical in shape though utterly different in function to **Area R10**. Rather than small furnaces, the two alcoves to either side of the room hold impressively substantial vaults.

Treasure: The eastern vault contains 17 silver bars (10 lbs. each; 50gp each), and the western vault holds nine gold ingots (1 lb. each; 50gp each). To the south is a huge stone coffer affixed with a heavy iron lock. It holds 37 copper bars (25 lb. each; 5gp each).

R18: Center Hall

Around the perimeter of the ceiling, which arches 30ft overhead, are a number of grotesque gargoyles, many of them cracked and broken, leering down.

Most of the gargoyles are utterly commonplace and pose no threat to the party, but among the stone statues are **12 gargoyles** who have taken roost here, preying on the occasional living creatures which intermittently find their way here from the caves to the north. The bones of several creatures — mostly kobolds and orcs — can be found among the rubbish littering the room. These bones have been well gnawed and most have been broken to extract the marrow within.

Gargoyle (12): HD 4; **HP** 32, 30x3, 29, 28x2, 26x4, 20; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, fly.

Tactics: The gargoyles are quite adept hunters and do not simply pounce on their prey at the first opportunity. Instead they wait for an advantageous situation before attacking, preferring to wait until a single character is away from the rest of the group and then swooping down to pluck her up and return to the roost to feed.

R19: Portrait Hall

This long corridor is lined with dozens of exquisite portraits of dwarves. The portraits span several styles of art and generations of artists, but even the most recent of them is many centuries old.

These are of important dwarves and rulers of the city of Durandel. Most of the paintings are disintegrating and of no real worth, though five of them are in good shape and would be quite valuable if they can be removed and transported without destroying them.

Treasure: Each of the five salvageable paintings is worth 500gp. One of the pictures, that of a golden-haired old dwarf with an impressively long beard, is actually the only surviving portrait of Durand Strong-Arm, founder of the city. This painting is worth easily 3000gp on its own despite the poor condition.

R20: Meditation Chamber

A 10ft square vestibule leads to a 30ft-long, 10ft-wide unadorned room which ends in a curved wall. The only furniture in the room is a 3ft-high stone basin in the vestibule that holds a number of spherical fist-sized rocks.

Kneeling on the floor in the room are **5 tower zombie dwarves**, facing the curved wall and engrossed in some sort of meditative trance. Each one is humming softly and cradles one of the spherical rocks in his hands. They ignore anyone who enters the room, even if physically attacked. Only if someone speaks while in the room do the dwarves react, instantly leaping up from their reverie and attacking with the rock that each holds, all the whole continuing the meditative humming.

The humming of the meditative dwarves is actually quite dangerous. Each round that a character is in the room, she must make a saving throw or be affected as if by a *confusion* spell. The *confusion* effect remains as long as the character can hear the dwarves humming.

Tower Zombie Dwarf Guard (5): HD 4; **HP** 27, 25x2, 24, 23; **AC** 2[17]; **Atk** axe (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), humming (save or affected by *confusion* spell), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Treasure: Each of the seemingly normal round stones is actually a rare form of geode, the inner surface of which is lined with ruby and emerald crystals. Each rock yields 3d6 small gemstones (5d4gp each). In addition to the stones held by the dwarves in this room there are 7

stones in the basin in the vestibule. A thief can make a Delicate Tasks check to open these stones to get to the gemstones inside; a dwarf has a 50% chance. All others have a 20% chance. Failure — or simply trying to break the rocks open — reduces the fragile gemstones inside to a powder worth 5gp.

R21: Statuary Hall

Nearly two dozen statues, most broken and shattered, line the length of the room along the northern and southern walls, and many misshapen gargoyles leer down from around the perimeter of the room. Like the statues at ground level, many of these stone grotesques are in poor condition.

All of the gargoyles in the room are utterly commonplace and pose no threat to the party — but you don't have to tell the players that! Keep them on their toes by describing to them how the gargoyles' eyes seem to follow them through the hall, or distract them with a falling bit of debris.

R22: Dining Hall

This oddly-shaped room once served as the dining hall for this portion of the mines. It is 55ft long and roughly rectangular with two large alcoves jutting off at an angle in the northeast and southeast corners. From the southeast corner a slow, rhythmic pounding noise can be heard.

Four long tables fill the room.

Though this hall could easily seat a good 80 dwarves or more at full capacity only **9 tower zombie dwarves** currently occupy it, seated sporadically around the tables on long wooden benches. Each dwarf seems intent on consuming a meal, though the only evidence of food is a few bones and a sickly grayish dust on the trencher in front of each diner. Each dwarf still goes through the motions of eating and drinking as if a sumptuous feast were set before him.

Tower Zombie Dwarf Worker (9): HD 3; **HP** 24x2, 23, 22, 20x2, 17, 15, 14; **AC** 2[17]; **Atk** axe (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Development: Upon the arrival of the party the nearest dwarf rises and heartily welcomes them, insisting that they join in the feasting. Any refusal to sit and eat only encourages a more insistent invitation. If the party still refuses to join the feast, all of the dwarves in the room rise and attack.

Any failure to actually consume the sickly dust on the proffered trencher or to drink the acrid sludge in the accompanying flagon also causes the dwarves to take offense and attack.

Imbued with the necromantic energy of the Tower of Bone, the gray dust and the beer dredge are powerful toxins. There are 12 doses of the former and 14 of the latter that can be gathered from the trenchers and mugs in the room, minus any that are consumed by luckless characters, of course. Anyone consuming any of the dust or residue must make a saving throw or be nauseated (–2 to hit and damage) for 2d4 days or until cured. Consuming both means a character automatically suffers a –3 to-hit and damage penalty until cured (no save).

R23: Forge

Dozens of shovels, picks, hammers, mallets, crowbars, and other common tools are stacked and leaning against the walls. In the center of the room is a massive, round central forge surrounded by a circle of more than a dozen anvils and workbenches covered with abandoned tools. Even though the forge is not lit, there is a warm glow and a fiery heat emanating from it. The torn and broken bodies of some 10 dead dwarves litter the floor, each clutching a pick as a makeshift weapon. The lack of bloodstains despite the deep piercing wounds on the bodies suggests that perhaps they turned on each other after becoming undead.

This room was one of the many forges located around Durandel. This forge was largely responsible for manufacturing, repairing, and maintaining the tools and equipment integral to the mining process as well as supplies for the dining hall.

The dwarves did not in fact turn on each other, they were slain by **4 salamanders** — permanently summoned to aid the dwarf smiths many centuries ago — which live in the forge. They were forced to slay the dwarf smiths with whom they worked when they became undead and turned on them. Unable to free themselves from their bond to this forge, the salamanders have become quite mad over the years and are beyond any form of reason. As soon as any character approaches within reach of the salamanders' spears, they burst forth from the forge and attack.

Salamander (4): HD 7; **HP** 52, 48, 47, 41; **AC** 5[14] (torso), 3[16] (serpent); **Atk** constrict (2d8 plus 1d6 heat), spear (1d6 plus 1d6 heat); **Move** 9; **Save** 9; **AL** C; **CL/XP** 8/800; **Special**: constrict (damage each round until dead), heat.

R24: Armory

The many unusual and bizarre shapes which fill the room turn out on closer inspection to be armor stands, weapons racks, and strong wooden chests covered by tarps and a thick layer of dust. One extremely tall tarp-draped form stands in the center of the room.

This room was once one of the many small armories that are dotted around the city. In the center of the room is what looks to be a very large suit of armor but is actually an **iron golem**, cunningly fashioned to appear exactly like a set of full plate. The golem attacks as soon as any being approaches within 10ft of it.

Golem, Iron: HD 16; **HP** 80; **AC** 3[16]; **Atk** weapon or fist (4d10); **Move** 6; **Save** 3; **AL** N; **CL/XP** 20/4400; **Special**: +3 or better weapon to hit, healed by fire, immune to most magic, poison gas, slowed by lightning.

Treasure: Most of the items in this room are ruined with age, but a *+2 mace* is hidden under a harmless and easily removable layer of corrosion. Enough salvageable pieces are scattered about the room to assemble a suit of plate mail for a dwarf.

There are **four locked, iron-reinforced wooden chests** in the room: The first chest holds 24 arrows; the second holds 30 crossbow bolts; the third holds 24 sling stones; the fourth holds 100 darts.

R25: Brewery

This low-ceilinged alcove is filled with all manner of strange gear. This odd collection of barrels, pots, cisterns, tubes, beakers, and bizarre brass and glass devices can be identified as a brewery. Though unused for centuries, the tools and equipment are quite useable.

There are a number of casks which once held the dark, heavy dwarf ale still popular in Southvale which time has reduced to treacle-like syrup. A pint of this syrup added to a gallon of water reconstitutes into ale. The resultant brew is not particularly fine but it is drinkable. A normal person can get by on a quart of this ale per day as opposed to the gallon of water normally required. There are 12 pints of syrup in total.

R26: Kitchen

A rotting burlap curtain blocks the entrance to what was once the kitchen. The stove is long-cold, having not been used to cook a meal for centuries. Dozens of trenchers, bowls, cutlery, and mugs are piled several feet high in the dry washbasin and covered in a thick layer of dust.

In the southernmost corner of the room are six large barrels containing fruits and vegetables that have rotted and dried to dust with age.

Occupying this room is a single **tower zombie dwarf cook**. She wields an immense cleaver and is intent upon her work at a large butcher-block on a table in the center of the room. The animal she was butchering is beyond recognition as the largest single piece of the carcass, flesh and bone alike, is no bigger than a pea. She has her back to the door and ignores intruders unless they enter the kitchen, at which point she bellows "Git yer miserable orc-loving arses outta me kitchen!" Those are the only words she remembers. She attacks, swinging her cleaver like a hand axe.

Tower Zombie Dwarf Cook: HD 3; **HP** 23; **AC** 2[17]; **Atk** cleaver (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R27: Guard Post

This was obviously once a guard post very like those in **Areas R2** and **R11**, and was evidently central to the city's defenses as the bodies of 8 long-dead dwarf guards lie in the dust of the floor here. Though the dwarves have been dead for a very long time, the dust covering the corpses is thicker on some than others, suggesting that they fell over a period of many years and not at the same time.

Located on the eastern wall is a weapons rack that has been picked clean. The large iron ring and chain used to raise the general alarm is missing. The iron lever that releases the gates is rusted in place. Somebody has at some point attempted to free the immovable lever.

A character examining the door discovers that a piece of the stone door has fallen out and been replaced, allowing it to be removed and replaced at will. It is expertly disguised to appear as nothing more than one of many cracks in the door's surface. When removed, it reveals a hole in the door just large enough for a dwarf or halfling to wriggle through. The hole was crafted by a group of goblins that inhabited the caves a few decades back. They used to send runners into Durandel to retrieve artifacts. Eventually, the tribe fell to attrition. Their lair has since been claimed by a tribe of kobolds that has yet to discover this secret entrance.

The Mines of Durandel

There is little activity in the mines. Thanks to the unsecured entrance to the caves most of the undead dwarves who populate the city have fallen prey to creatures such as the rock trolls and cave fishers. Still, many of the areas farther away from the caves still contain dwarves who, like their kin in the city, are trapped in an endless mockery of their previous lives. Many continue to dig new tunnels, though with no one to prop up or shore them properly most have collapsed over the years, trapping or destroying those dwarves who dug them.

In the deepest depths of the mine stands a small cavern with the partially uncovered *Obelisk of Chaos* planted here by Orcus so many millennia ago. However, the long tunnels and ways of reaching this tiny cyst in the earth have long since crumbled, and the route to it died with the miners who discovered it, so its location is beyond the scope of this adventure.

Rather than a series of numbered room locations, there are only a few different keyed encounters indicated on the map that correspond to the descriptions below.

Tower Zombie Mine Crews

Several crews of dwarf miners still work the mine, digging and mining in a charade of their former lives. Many have been destroyed over the years, crushed by cave-ins and collapsing tunnels or falling prey to beasts from the cave complex to the east. There is a 10% chance per minute of encountering one of these wandering mine crews. Characters can track one of the crews by the sounds of their mining activities. There are 11 of these mine crews still working the mines, with **4 tower zombie dwarf workers** in each one. Once all **44 miners** have been destroyed, no more are encountered. These remaining dwarf miners — though undead — remain fiercely protective of their claims and attack interlopers on sight.

Tower Zombie Dwarf Miners (4 or 44 total in mines): HD 3; **HP** 22, 20, 19x2; **AC** 2[17]; **Atk** pick (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

G: Guard Post

There are several guard posts located throughout the mines. With the close proximity of the cave complex and the dangerous beasts which populated it even during the city's heyday, these guards are much more skilled and alert than those manning posts in Durandel proper. The **8 tower zombie dwarf guards** stationed here immediately attack anyone or anything that approaches them apart from the undead dwarf miners that frequent the area.

Tower Zombie Dwarf Guard (8): HD 4; **HP** 29, 28x4, 26, 25x2; **Atk** axe (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), humming (save or affected by *confusion* spell), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

S: Stores

These simple chambers were storage rooms. Over the years the once-sturdy wooden shelves have collapsed, littering the floor with detritus. Most of the equipment once stored here has either fallen into complete disrepair or been looted years ago. However, there may be a few salvageable common items in each room at the Referee's discretion.

C: Mine Captain

Dagfa Durbhis was the commander of the northern mines of Durandel. Under his guidance the mines flourished. He found new seams of gems

and gold and brought much prosperity to the city. When the Tower of Bone arrived and the city looked certain to be overrun by undead, Dagfa refused to leave, saying that he had taken an oath to the city and he would die defending it. Dagfa died in the tunnels of his mine, defending the city with his last breath and beyond.

This chamber was the home of Dagfa Durbhis. Unlike the other miners he maintained no residence in the city proper. He loved the stone like no other dwarf. He believed in leading by example and his rooms are perhaps the most frugal of all those in the mines. A simple bed covered with a tattered blanket, an unlocked footlocker — holding only a couple of sets of basic clothes and a sturdy pair of boots — and a small table and simple chair are the only furnishings in the room.

Dagfa instantly attacks anyone he finds in the mines aside from the dwarf miners.

Dagfa Durbhis, Tower Zombie Mine Captain: HD 10; **HP** 76; **AC** 2[17]; **Atk** +2 *battle axe* (1d8+2); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Room Occupants

1d20	Room Occupants
1–7	Unoccupied
8–13	2 miners
14–18	4 miners
19–20	8 miners

Tower Zombie Dwarf Miner: HD 3; **AC** 2[17]; **Atk** pick (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Footlocker Contents

1d20	Contents
1–7	Just some dirty old clothes and stinky boots.
8–12	The lock has been broken and the footlocker looted
13–16	Slim pickings (see below)
17–19	A good haul (see below)
20	Jackpot! (see below)

Slim pickings: A small burlap pouch holds a meager assortment of coins; mostly silver (2d4gp, 3d8sp, 2d4cp).

Good haul: In addition to some old clothes and valueless personal effects there is a small bag containing a fair number of coins, mostly gold, and perhaps even a gem or two (2d4pp, 6d10gp, 4d8sp, 3d6cp, 1d4–1 gems worth 3d10gp each).

Jackpot!: A nice but threadbare set of clothes and a serviceable pair of dwarf-sized boots are the least of the items found in this locker. A small iron casket holds a large number of coins and several gems (4d8pp, 10d10gp, 8d8sp, 3d4cp, 2d4–1 gems worth 5d12gp each).

L: Living Quarters

The dwarves who worked the mines would often spend several weeks in them when following a promising seam, choosing to live, eat, and sleep in these frugal chambers rather than returning to their homes in the city each night. These chambers are roughly 15ft long, 10ft wide, and 8ft in height. The walls and floor are very roughly finished. Three sets of bunk beds and six accompanying footlockers are the room's only furnishings.

Rather than itemizing each room individually, consult the following charts to determine if the room is occupied and to determine the contents of the footlockers. There is a 75% chance that a footlocker is locked.

Cave Complex

Though this is essentially a natural system there is evidence of some working of the stone over the years. In particular, several areas appear to have been widened and the ceilings raised to allow easier passage. In most cases this was performed by the dwarves of Durandel in one of their tentative attempts to add the caves to their city but a few were carried out by orcs, goblins and other species who have at one time or another called the caves home.

Ceiling height is uneven, normally varying anywhere from a mere 7ft up to 15ft or so, with an average height of somewhere around 10ft or so. The caves here are relatively dry and there are far fewer stalagmites and stalactites than normally found in most natural cave systems.

Random Encounters in the Cave Complex

1d100	Creature
01–12	**4 tower zombie dwarf guards**
13–24	**4 tower zombie gnolls**
25–36	**3 bulettes**
37–42	**4 tower zombie bugbears**
43–55	**1 draconid**
56–70	**2 otyughs**
71–83	**8 gargoyles**
84–87	**1 undead ooze***
88–94	**8 tower zombie gnolls**
95–00	**1 purple worm***

*There is only one of this creature in the area. If this encounter is rolled more than once, ignore it and re-roll.

Bulette (3): HD 7; **AC** –2[21]; **Atk** 2 claws (3d6), bite (4d12); **Move** 15 (burrow 3); **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** burrow, leaping (no bite, attack with four claws), surprise.

Draconid: HD 15; **AC** 3[16]; **Atk** 2 bites (2d6 plus poison); **Move** 9 (climb 3); **Save** 3; **AL** N; **CL/XP** 17/3500; **Special:** breath weapon (once every 1d4 rounds, 10ft wide, 10ft high jet of fire, 3d6 damage, save half), lethal poison, resists fire (50%), *web* (6/day, 50ft range). (***The Tome of Horrors Complete*** 202)

Gargoyles (8): HD 4; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, fly.

Otyugh (2): **HD** 7; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1 plus disease); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: bite (90% chance of disease causing death within 3d6 days). (***Monstrosities*** 367)

Purple Worm: **HD** 15; **AC** 6[13]; **Atk** bite (2d12), sting (1d8 plus poison); **Move** 9; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: lethal poison, swallow whole (4 or greater than minimum attack roll or natural 20).

Tower Zombie Bugbear (4): HD 4; **AC** 2[17]; **Atk** bite (2d4) or longsword (1d8+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tower Zombie Dwarf Guards (4): HD 4; **AC** 2[17]; **Atk** axe (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tower Zombie Gnolls (4): HD 6; **AC** 2[17]; **Atk** bite (2d4) or longsword (1d10); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Ooze, Undead: **HD** 6; **AC** 9[10]; **Atk** strike (2d4 plus 1d6 cold); **Move** 9 (climb 9); **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: engulf (automatic strike damage, save avoids if target didn't attack), skeletons (1d6 per round). (***The Tome of Horrors Complete*** 416)

R28: Gargoyles

A colony of **12 gargoyles** has made their home here, feeding on the vermin and occasional kobold that happens by. These gargoyles were once part of a larger group that lived in **Area R18** of the city. When prey became scarce most of the colony moved out into the cave system where they have adapted to life among the unworked stone.

The kobolds have figured out this location of the colony and never come this way anymore. Consequently the gargoyles are ravenous and immediately set upon the party as soon as they enter the area.

Gargoyle (12): HD 4; **HP** 32, 30x2, 29, 27x2, 25, 22, 20, 19x3; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, fly.

R29: Cave Fishers

Once dominant in the caves for many years, the cave fishers have been nearly wiped out, hunted both by the kobolds in **Areas R36–R40** and the rock trolls in **Areas R12–R14**. Still, these insectoid beasts are a dangerous foe and adept hunters. Hidden amongst the cracks and ledges in this high-ceilinged area are **8 cave fishers** waiting to snare prey which happens beneath them, snatching them with their filament grapple and pulling them up to be devoured.

Cave Fisher (8): **HD** 3; **HP** 23, 22, 20x3, 19, 17x2; **AC** 3[16]; **Atk** filament, 2 claws (1d6); **Move** 6; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: filament (60ft range, 10ft/round drag, AC 2[17], 10hp). (***The Tome of Horrors Complete*** 87).

R30: Unstable Wall

The kobolds in **Areas R36–R40** have been fighting a losing battle against the rock trolls. At first the beasts were easy to avoid, but in the past year or so the trolls have been demonstrating an astounding degree of intelligence. In the past year alone the kobolds have lost almost two dozen of their tribe to the trolls' voracious appetites.

In an effort to combat the troll threat the kobolds have created a **large and dangerous trap** in this area, undercutting the wall that separates the northern and southern passages through **Area R30** so as to collapse a section on any troll who happens through the area. The trapped wall is divided into two 40ft sections, each rigged to trigger and collapse independent of the other. The collapsing wall hits all targets in the 40ft section of the corridor, doing 8d6 points of damage (save for half).

R31: Piercer Colony

Saturated with the latent energy from the Tower of Bone, these piercers have grown massive, each of the stone-hard beasts being almost as tall as a full-grown dwarf. Just as with the colony of gargoyles in **Area R28** and the cave fishers in **Area R29**, the kobolds have learned how to avoid the attacks of the piercers after initially suffering several losses to them.

These **20 piercers** have entered a dormant state, waiting patiently for their next meal to stroll past below. Unlike normal piercers, these move at a very fast rate. Those that miss their targets can scamper up the walls to the ceiling 20ft overhead and fling themselves down again in a single round. Also unlike normal piercers, these are able to distinguish an easy target from a difficult one and aim for the least-armored individuals first.

Piercer (20): **HD** 4; **HP** 26x3, 24x2, 23x3, 22x3, 20x5, 19x2, 18, 17; **AC** 3[16]; **Atk** drop and pierce (4d6); **Move** 1; **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: drop.

R32: Kobold Outpost

The two entrances and passages leading to this chamber are quite small and narrow. Halflings and dwarves can manage it with little difficulty, but it is tough for others to squeeze through into the chamber, though they can manage it with a few scrapes in 3 rounds.

This low-ceilinged room is a kobold outpost, used to mount expeditions into the great cavern to the north or as a bolt hole against the rock trolls and other enemies. Currently a kobold scouting party has taken refuge here. They are **Bangi, D'frarachk,** and **T'gyblam**. They were on their way back from an unsuccessful looting expedition into the great cavern when they came upon the rock trolls sleeping in **Area R34**. Unprepared for a foe of this magnitude, they retreated to the safety of this outpost to formulate a plan.

The kobolds are high-strung and nervous and attack any non-kobold who enters the cave. However, like all the kobolds they are desperate and gladly accept an ally in the fight against the rock trolls. If an effort is made to reason with the kobolds here, they call a truce and parley with the party, hoping to elicit a promise of aid in their struggle.

Bangi, Kobold: **HD** 7; **HP** 50; **AC** 7[12]; **Atk** short sword (1d6); **Move** 6; **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: –1 to hit in sunlight, darkvision 60ft.
Equipment: short sword

D'Frarachk and T'Gyblam, Kobolds: **HD** 4; **HP** 29 and 25; **AC** 7[12]; **Atk** short sword (1d6); **Move** 6; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: –1 to hit in sunlight, darkvision 60ft.
Equipment: short sword

R33: Acidic Gas Trap

A natural reservoir of acidic gas has built up behind the north wall of this area. This gas used to seep out unchecked, rendering this area unlivable. Many years ago, however, the goblins who used to live here fashioned a trap out of it, damming the gas and rigging-up a triggering mechanism and fashioning an intricate and effective trap. The greatest benefit is that once triggered the gas builds up again naturally, effectively resetting the trap 1d4 hours after it is triggered. The trap is currently active. The kobolds that live in the area to the east have learned the secret of the trap and how to avoid it. They pass easily though this area with no fear.

Triggering the trap causes the acidic gas to spray out and hit all targets in the room for 2d6 points of damage (save for half).

R34: Sleeping Rock Trolls

In this area, **3 rock trolls** from **Area R13** have a party of kobold hunters trapped in **Area R35** and were trying to dig the kobolds out when they triggered the acid gas trap in **Area R33**. The trolls have been sleeping here for several hours while recovering from the damage from the trap.

Troll, Rock (3): **HD** 8; **HP** 69, 62, 59; **AC** 0[19]; **Atk** 2 claws (1d6), bite (1d8); **Move** 12 (burrow 9); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: regenerate (3hp/round), rend for additional 2d6 damage if both claws hit, vulnerability to sunlight (turn to stone, save each round exposed). (***The Tome of Horrors Complete*** 571)

R35: Trapped Kobold Hunting Party

This kobold hunting party, consisting of **24 warriors** and their leader **Pooshti** were tracking a couple of particularly cagey giant rats when they were set upon by the rock trolls in **Area R34**. Despite their superior numbers they feared too many losses against the trolls and ran for their lair in **Area R36** only to find it barricaded. They took shelter in this old chamber where the rock trolls cornered them.

Though the kobolds have many tough and experienced warriors in their ranks, the innate fear and cowardice inherent in their race has prevented them from making a direct attack on the rock trolls. Though they could possibly even take out the trolls, there would most assuredly be losses on the kobolds' side, and no kobold wants to be the one who dies even if the rest should live.

Pooshti, Kobold Leader: **HD** 4; **HP** 27; **AC** 4[15]; **Atk** short sword (1d6); **Move** 6; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: –1 to hit in sunlight, darkvision 60ft.
Equipment: chainmail shirt, shield, short sword.

Kobold (24): **HD** 1d4hp; **AC** 7[12]; **Atk** spear (1d6) or shortbow x2 (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special**: –1 to hit in sunlight, darkvision 60ft.
Equipment: leather armor, spear, shortbow, 20 arrows.

R36: Storage Area

This area appears to be used as a storage room. There are numerous crates, boxes, sacks, and barrels everywhere in the room with no visible sense of order. A pungent and sickly smell pervades the room suggesting that most of the containers hold foodstuffs and that a large amount of it is not properly fit for consumption.

Aware that there were rock trolls active in the area, the defenders of the lair set up a barricade against their incursions. Normally the kobolds would have opened the barricade to allow their hunting party back into the lair but with the rock trolls hot on their heels it was too great a risk to do so. The kobold barricade is a surprisingly sturdy one constructed mostly of planks reinforced with metal strapping made from the flattening hoops from old barrels.

The kobolds here, **Oorguul**, **Arzzk**, and **Angishk** and **24 kobold defenders**, attack outsiders on sight, but the characters can attempt to persuade them to put aside their arms and parley. If the characters can convince the defenders of their sincerity, they are shown to **Area R38** to meet the leaders of the tribe — king Bruuguul and queen Caashk.

The passage leading to **Area R37** is quite tight and narrow, requiring creatures to crawl on their hands and knees to pass through it. No creature larger than a human can make it through this passage at all.

Oorguul, Arzzk and Angishk, Kobold Warrior: **HD** 3; **HP** 22, 21x2; **AC** 4[15]; **Atk** hand axe (1d6); **Move** 6; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: –1 to hit in sunlight, darkvision 60ft.
Equipment: chainmail shirt, shield, short sword.

Kobold (24): **HD** 1d4hp; **AC** 7[12]; **Atk** spear (1d6) or shortbow x2 (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special**: –1 to hit in sunlight, darkvision 60ft.
Equipment: leather armor, spear, shortbow, 20 arrows.

R37: Kobold Living Area

A couple of low fires burn in this room, the smell suggesting that dung rather than wood is the prime source of fuel. With the noticeable lack of livestock it is probably best not to guess from where the dung came.

Around the fires huddle a number of kobold women and children. They seem terrified by the party. These women and children are non-combatants and can be easily slain. If they are killed, no amount of diplomacy is able to reason with the other kobolds that attack and kill the party on sight, fighting to their last breath. This one atrocity seems to be the only thing that can overcome the kobolds' innate lack of courage.

R38: Kobold "Royals"

Even if the party attacked and killed kobold warriors, the king and queen can be reasoned with, but if any of the civilians in **Area R37** were killed, they attack, fighting fiercely and to the death.

King Bruuguul is desperate to deal with the rock troll threat. If the party parleys with him he agrees to provide guides to lead them safely to the north and to the Tower of Bone. With such a guide the party has a much greater chance of avoiding encounters in the great cavern if they choose to do so. In return, Bruuguul requires that the party slay all of the rock trolls and bring him their heads. Bruuguul and his kobolds are as good as their word and make all efforts to hold up their end of the bargain.

King Bruuguul, Kobold King: **HD** 11; **HP** 79; **AC** 4[15]; **Atk** +2 *longsword* (1d8+2); **Move** 6; **Save** 4; **AL** C; **CL/XP** 11/1700; **Special**: –1 to hit in sunlight, darkvision 60ft.
Equipment: *+1 chainmail shirt, +2 longsword*.

Like his wife, Bruuguul believes in leading by example. Unlike Caashk however, the king sees little likelihood of the kobold race ever gaining respect among the so-called "civilized races." Instead he feels that only though training and strength can the kobolds ever claim a niche in the world other than dark little rat-holes like this. Though Bruuguul himself

is brave almost to a fault, even his most able warriors seem to lack the courage necessary to truly shine.

Queen Caashk, Kobold Queen: **HD** 9; **HP** 68; **AC** 6[13]; **Atk** +2 *battle axe* (1d8+2); **Move** 6; **Save** 6; **AL** C; **CL/XP** 9/1100; **Special**: –1 to hit in sunlight, darkvision 60ft.
Equipment: *+1 leather armor, +2 battle axe*.

Queen Caashk hopes to be a model for what she calls "proper modern kobold behavior." Caashk believes that the kobold race has been marginalized for far too long and hopes that by presenting a modicum of civility and decorum she can begin to change her people's fortunes and place in the world. She is civilized, beautiful (by kobold standards at least) and quite intelligent. She designed the collapsing wall trap in **Area R30** and made improvements to the poison gas trap in **Area R33** allowing her kobolds to pass through with little fear of setting off the trap. She is fiercely loyal to her tribe and mate and fights alongside them to the death if need be.

R39: Pet Ooze

A large pool of seemingly clear water is the only feature of this chamber. One would suspect that this is the kobolds' source of fresh water, but in truth this is the kobolds' rubbish tip. All organic garbage is tossed into the pool for **Drippy**, **Leaky**, **Slimy**, and **Sticky** — the kobolds' "pet" gray oozes.

Ooze, Gray (Drippy, Leaky, Slimy and Sticky): **HD** 3; **HP** 21, 20, 19, 15; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: acid (destroys metal, save avoids), immune to spells, heat, cold, and blunt weapons.

R40: Fresh Water

A tiny pool of clear water is the only feature this small, low-ceilinged room. Like the corridor leading from **Area R36** to **Area R27**, the entrance to this room is tiny and low, requiring larger creatures to crawl to get through it.

R41: Undead Ooze

One of the foulest creatures inhabiting these caverns is the **undead ooze**. Even the rock trolls fear this ghastly thing. It was once a common gelatinous cube but its feasting on the remains of the undead creatures created by the Tower of Bone has mutated it horribly. Perhaps the most dangerous aspect of the thing is its cunning. While not overly intelligent by human standards, it is far more intelligent than any slimy ooze or undead monstrosity has any right to be. It fights with a certain amount of cunning, even going so far as playing dead to lull attackers in to where it can engulf them.

Ooze, Undead: **HD** 12; **AC** 9[10]; **Atk** strike (2d4 plus 1d6 cold); **Move** 9 (climb 9); **Save** 3; **AL** C; **CL/XP** 14/2600; **Special**: engulf (automatic strike damage, save avoids if target didn't attack), skeletons (1d6 per round). (***The Tome of Horrors Complete*** 416)

R42: Giant Gelatinous Cube

This **gelatinous cube**, though grown to massive size, is still an ordinary member of its species, but a freakish happenstance has made it appear to be much more. A single skeleton is trapped precisely in the center of the beast's body while the inorganic material in the cube — including a number of rusty old swords and daggers — swirl about the skeleton's carcass in the slow currents within the cube's viscous mass. To an observer it looks to be a skeleton floating slowly through the air surrounded by a halo of rusty blades. Any missile weapon that hits the cube seems to stop several feet from the skeleton and slowly be pulled inward to join the swirling nimbus of weapons surrounding it. Any melee blow meets resistance several feet from the skeleton with no visible effect on it as if it struck a force field of some sort.

This encounter is a tremendous opportunity for the Referee to really scare the players, using atmosphere and description to play with their perceptions.

Gelatinous Cube: **HD** 7; **HP** 48; **AC** 8[11]; **Atk** slam (2d4 plus paralysis); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: immune to lightning and cold, paralysis for 6 turns (save avoids).

Great Cavern

This cavern is absolutely massive, many hundreds of feet across with a ceiling arching 100ft or more overhead. Most of the central portion of the cavern floor is taken up with a large lake with a single island in the center. Several groups of huge, dirty humanoid monsters are engaged in battles throughout the cavern, hacking at each other with broken and rusted weapons. Strangely, though, there is the familiar sound of steel on steel, and occasionally steel meeting flesh, but there are no grunts of effort, no battle cries, and no screams of agony. Apart from the sound of the weapons themselves the warriors below fight in utter silence.

Control of the cavern is always in a state of flux between factions of bugbear and gnolls. Currently the bugbears hold the eastern portion of the caves (**Areas R43** through **R52**) and the gnolls the western half (**Areas R54** through **R62**). Both sides view all outsiders as enemies and attack them on sight.

R43: Guard Post

Guarding this otherwise bare room are **7 tower zombie bugbears**. Their attention is devoted entirely to the passageway leading through to the main cavern and they pay no heed to anyone entering the chamber from the south.

The kobolds take advantage of the lack of attention given to the south entrance to routinely sneak through this room to loot the stores and caches in the main cavern. If the party has a kobold guide they can pass through this room without incident if they follow the guide's instructions.

Tower Zombie Bugbear (7): HD 4; **HP** 28, 25x2, 23, 20x3; **AC** 3[16]; **Atk** bite (2d4) or flail (1d8+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R44: Weapons Cache

The broken hafts and fragments of rusted blades suggest that this was once a weapons cache but it has been effectively looted of all valuables. In fact this room provided the vast majority of the magical arms and armor currently in the possession of the kobold tribe. The bugbears of course are totally unaware of the theft.

If the party has a kobold guide with them he insists on rummaging through the rubbish for 2d6 rounds. Each round there is a 5% cumulative chance that the guards from **Area R48** come to investigate.

R45: Water Supply

The small pool in an alcove in the northeastern corner of this room was once the bugbears' secret ace-in-the-hole. While the gnolls were forced to take their water from the lake, thus opening themselves up to the bugbears' archers, the bugbears were at no such disadvantage. Of course, this is no longer an issue as both bugbears and gnolls alike require neither food nor water.

R46: Bugbear Chieftain

This rough and sparsely-decorated chamber is the abode of **Ashthrak, the tower zombie bugbear chieftain**. During life he lived a crude and simple life bereft of the trappings of luxury and wealth which he felt weakened the spirit. Apart from a pile of moldering furs that presumably served him as a bed, the only fixtures are a simple stone basin and a brass brazier. Ashthrak would often sit for hours contemplating the flames of the brazier, awaiting guidance from the spirits. He keeps it lit still and he can most often be found atop the pile of rotten furs in a mockery of the meditation he once practiced.

That Ashthrak is engrossed in meditation is of course an illusion as he is, like all the tower zombies, nearly mindless. He is still an adept fighter and waits for the most opportune moment to make his attack. The polished curved surface of the brass brazier allows him to observe every point in the room that he cannot see in his normal field of vision, including both entrances to the room as well as behind him.

Ashthrak, Tower Zombie Bugbear: HD 7; **HP** 44; **AC** 3[16]; **Atk** bite (2d4) or longsword (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R47: Living Area

This open space is obviously the bugbears' main living area, though the term "living" can hardly be applied to such undead monstrosities. A few old fire pits dot the area and are interspersed with bundles of rags, scraps of armor, tattered sleeping rolls, fragments of broken weapons, and heaps of ancient and well-gnawed bones.

Every few days the bugbears and the gnolls meet in battle, once more living out their never-ending battle for control of the caves. The surviving bugbears return here afterward, dragging their slain comrades with them. Over the course of a few days the slain rise again and the whole cycle begins anew. The party has come upon the great cavern in the midst of these battles and so the living area is currently empty. No amount of searching turns up anything of value here.

R48: Guard Post

The huge natural pillars that surround this area make it a natural strongpoint. Manning this post as they have done for centuries are **4 tower zombie bugbears**. They are alert and expecting attack from any angle. These guards do not leave their post except to investigate noises in **Area R44** unless the party is unsuccessful in dissuading their kobold guide from rummaging there.

Tower Zombie Bugbear (4): HD 4; **HP** 28, 26, 25, 22; **AC** 3[16]; **Atk** bite (2d4) or flail (1d8+1) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: flail, longbow, 20 arrows.

R49: Guard Post

Similar to **Area R49** above, this is another bugbear guard post. It is watched by **8 tower zombie bugbears**. This location is less well defended by natural features but the nearness of this arm of the lake to the living area demands that it be well-defended to stave off any possible waterborne attack by the gnolls, or at least it did when the residents of the cavern still lived and entering the water did not mean almost certain destruction. Even though the guards mill about the area, they never approach within 5 feet of the water.

Tower Zombie Bugbear (8): HD 4; **HP** 27, 26, 24x4, 20, 16; **AC** 3[16]; **Atk** bite (2d4) or longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: longsword, longbow, 20 arrows.

R50: Skirmish

Several gnolls and bugbears are involved in a massive melee in this part of the cavern. Save for the clash of weapons and the clink of armor, the combatants are disturbingly silent. The battle ranges all through this area, precluding any chance of successfully traversing around the northern edge of the lake without getting involved in the battle.

Tower Zombie Gnoll (8): HD 7; **HP** 47, 43x2, 39x3, 35x5, 33, 31, 28, 25, 22; **AC** 3[16]; **Atk** bite (2d4) or halberd (1d8+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tower Zombie Bugbear (13): HD 4; **HP** 32, 28x3, 25, 23x2, 22, 19, 15x2, 12, 10; **AC** 3[16]; **Atk** bite (2d4) or longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: longsword, longbow, 20 arrows.

R51: Guard Post

The narrowness of the shoreline here makes this a natural strongpoint and ideal location for a guard post similar to the one at **Area R48** above. The **4 tower zombie bugbears** here also act as guards for the gnoll prisoners in **Area R53**. These guards do not leave their post unless there is a disturbance with the prisoners.

Tower Zombie Bugbear (4): HD 4; **HP** 25, 24, 21, 17; **AC** 3[16]; **Atk** bite (2d4) or longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill

or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: longsword, longbow, 20 arrows.

R52: Bugbear Archers

From their post on this promontory **8 tower zombie bugbears** can launch arrows into both of the skirmishes at **Areas R50** and **R54** as well as gnoll living areas and guard posts at **Areas R54**, **R57**, **R61**, and **R62**.

Their supply of arrows is rather limited — they currently have 32 in a common pile — and they are conservative in their use. When their supply is exhausted, one of their number ventures forth to collect the spent shafts. These arrows have been tempered by continual exposure to the Tower of Bone's energy and only break when a natural 1 is rolled on an attack roll. Otherwise, all spent arrows can be recovered and reused. This power is integral to the shafts and remains active even if they are removed from the cavern.

Tower Zombie Bugbear (8): HD 4; **HP** 29, 25x2, 24x3, 17, 13; **AC** 3[16]; **Atk** bite (2d4) or longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: longsword, longbow.

R53: Gnoll Prisoners

A heavy ironbound wooden door has been salvaged from somewhere and put to use here to seal off this area to form a prison cell.

Stripped of their arms and armor, **10 tower zombie gnolls** have been crammed into this small, rough cell for centuries. If the party is able to free these prisoners, they can then sneak past the guards in **Area R51** during the ensuing battle. The guards ignore the party in favor of the prisoners and likewise the prisoners attack the guards over any other foes.

Tower Zombie Gnoll (10): HD 7; **HP** 19x3, 16x4, 11, 9, 6; **AC** 3[16]; **Atk** bite (2d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R54: Skirmish

Similar to **Area R50**, a skirmish is in progress between **10 tower zombie gnolls** and **8 tower zombie bugbears**, though this one appears to have been going on for some time as six gnolls and five bugbears have already fallen. For the sake of simplicity, assume that all remaining combatants are at full strength when the characters approach. The battle ranges all through this area, precluding any chance of successfully traversing around the southern edge of the lake without getting involved.

Tower Zombie Gnolls (10 total, 6 "dead"): HD 7; **HP** 44, 36, 33, 32 (6 currently at 0 hp); **AC** 3[16]; **Atk** bite (2d4) or halberd (1d8+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tower Zombie Bugbears (8 total, 5 "dead"): HD 4; **HP** 31, 27, 22 (5 currently at 0 hp); **AC** 3[16]; **Atk** bite (2d4) or longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400 **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R55: Guard Post

The shelter of this alcove makes it a natural location for a guard post. Occupying this post as they have done for centuries are **4 tower zombie gnolls**. They are alert and expecting attack from any angle and have at some point in the distant past erected barricades at the alcove's northern end to protect them from the bugbear archers at **Area R52**. These barricades provide cover to the gnoll guards.

There is a large, rough table and four simple chairs in this chamber. In addition to the gnolls' own equipment, there are 13 of the magically hardened arrows fired from the archers in **Area R52** scattered about the room, including two in the back of one of the guards.

Tower Zombie Gnoll (4): HD 7; **HP** 41, 37, 31, 27; **AC** 3[16]; **Atk** bite (2d4) or halberd (1d8+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

R56: Dead Prisoners

This narrow passage has been sealed off with a roughly-made iron gate to form a cell, the floor of which is littered with the corpses of several bugbears. The tattered state of their bodies and clothing suggests that they were raised as undead like the others in the cavern and were slain afterward, and after several attempts it would appear that they were damaged badly enough that they are no longer capable of rising into undead form again.

R57: Living Area

This large space is the gnolls' main living area. Like **Area R47** — the bugbears' living area — several old fire pits are positioned about the area. Unlike the bugbears' living area, there is very little in the way of other possessions here apart from a few dilapidated bedrolls.

R58: Chieftain's Outer Room

Hatur, the tower zombie gnoll chieftain seems to have enjoyed a greater degree of luxury and the amenities of civilization than did his bugbear adversary. This outer chamber of his living quarters is well appointed with several pieces of fine antique Burgundian furniture, no doubt looted from some unfortunate caravan many centuries ago. The wardrobe and dressing table are empty.

A couple of heavy brocade curtains, gray with age and filth, block the passages leading north to **Area R59** and east to **Area R60**. The curtains have fared far worse than the furniture and are worthless.

Treasure: The furniture is in decent condition and would fetch a fair price. The pieces in the room consist of a large lacquered table (500gp), 6 matching high-backed chairs (150gp), a marquetry dressing table (300gp), and a carved oaken wardrobe (500gp).

R59: Hatur the Gnoll Chieftain

A huge four-poster bed sits in the center of the room, its posts almost touching the ceiling 8ft or so overhead. The mattress and bedding have

rotted with age, but the bed itself is in good repair (500gp) and is of the same style and make as the furniture in **Area R58**. Apart from a broken and worthless side-table, the only other piece of furniture is a large, elegantly made club chair, its burgundy leather still amazingly supple after all these years (400gp).

Seated motionless in the chair is **Hatur**, the chieftain of the gnoll tribe, facing the doorway and staring blankly ahead. While most gnolls are quite thin by human standards, particularly in the limbs, Hatur is built like an ogre. He has incredible masses of muscle packed onto his enormous body. A massive battle axe hangs from his hand over the arm of the chair.

Hatur, Tower Zombie Gnoll Chieftain: HD 10; **HP** 74; **AC** 3[16]; **Atk** bite (2d4) or +2 *battle axe* (1d8+2); **Move** 12; **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: +2 *battle axe*.

Tactics: He seems to take no notice of the party whatsoever. It is impossible to tell whether he is undead and unmoving or truly dead until he leaps up to attack the adventurers which he does as soon as any character approaches within 5ft of his position.

R60: Weapon Cache

This was once a weapons cache, though now most of the weapons here are too old and broken to be of any use. Other than a pile of 33 spears in the center of the chamber, there is nothing of value here.

R61: Living Area

This was once a little-used offshoot of the gnoll living area, but the bugbear archers at **Area R52** forced the gnolls to move to this location, taking advantage of the shelter provided by the island in the lake. Every square foot is taken up with rotten piles of rags and bedrolls.

The gnolls who "survive" the battles with the bugbears return here afterward with the bodies their slain comrades. Over the course of a few days the slain rise again and the whole cycle begins anew. The party has come upon the great cavern in the midst of the battles and so the living area is currently empty. No amount of searching turns up anything of value here.

R62: Gnoll Sappers

Originally these **10 tower zombie gnolls** were attempting to breech the iron portal blocking the passage to the north, but all were slain by the archers at **Area R52**. Upon rising as undead they continued their attempts to breech the wall. Their location here, blocking passage north along the shore of the lake, has made them also something of an impromptu guard post as they do not allow any non-gnolls to pass their position.

Tower Zombie Gnoll (10): HD 7; **HP** 45, 42, 38, 34x2, 30x3, 27, 22; **AC** 3[16]; **Atk** bite (2d4) or halberd (1d8+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

The Lake

One of the more subtle hazards of the cavern is the lake. Once it teemed with fish but the residents of the cavern fished it out. This would not have been much of a problem at all save for the fact that they were in the habit of tossing the remains of the fish back into the lake once they were done eating. Under the influence of the Tower of Bone these fish have begun to swim again, making entering the lake — or indeed even approaching too close to its shores — quite hazardous.

The bugbears or gnolls go about their business in the cavern and never approach within 5 feet of the lake's edge.

Each round that a character is immersed in the lake, is within 5ft of the water's edge, or is within 10ft of the surface of the lake — such as within a boat or flying overhead — she is attacked by dozens of skeletal fish. The fish are capable of leaping quite far out of the water to make their attacks, dealing 1d6 points of damage per round regardless of armor (save for half damage). Characters attempting to swim in the lake take 1d6 points of damage per round with no saving throw from numerous bites by the undead fish.

R63: The Island and Branwyr's Tomb

The island in the middle of the lake rises sharply in the center. Atop the summit of the hill a stone cairn has been raised. The stone can be seen even from the shore of the lake. Any dwarf character instantly recognizes the stone as the funerary marker of someone of great importance.

This is the final resting place of **Branwyr**, the dwarf hero who gave his life in a futile attempt to save the city of Durandel. The large, flat stone that tops the cairn bears in intricate runic inscription. Anyone who is literate and speaks dwarven is able to read:

> *On this spot we commend to rest our brother Branwyr, Protector of Durandel and Hero of the Dwarf People.*

Shifting the stone reveals the body of Branwyr within. He seems peaceful and at-rest with his arms across his chest, a brass key clenched in his left fist and his mighty axe is clenched in the right. This key opens the iron portal at **Area R64**.

Branwyr appears to be genuinely dead and no amount of poking or prodding causes him to rise. However, as soon as the key is removed from his hand, Branwyr rises from his grave infused with the power and corruption of the Tower. Instantly, he grows in size and his flesh armors with the very stones that formed his cairn, protecting him as if he were wearing *+2 plate mail*. He immediately turns on the party and attacks, bellowing with incoherent rage. If Branwyr's axe was removed while he lay in the tomb it vanishes from wherever it currently is — even from the hands of another character — and reappears clenched in his right fist.

Branwyr, Protector of Durandel, Tower Zombie Dwarf: HD 12; **HP** 86; **AC** 1[18]; **Atk** +2 *flaming battle axe* (1d8+3 plus 1d6 fire); **Move** 9; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: +2 *flaming battle axe**, brass key.

* Branwyr's axe returns to normal size when he is defeated.

R64: Magical Iron Barricade

A massive iron portal blocks the passage to the north into the Tower of Bone. How the portal may be breeched is an absolute mystery though as there is no visible locking mechanism, no latch, no bar, and no hinges and the portal itself seems to be embedded directly into the surrounding rock. A small plaque, etched in dwarf runes, says simply:

> *Branwyr died defending this portal, and in death now defends its key.*

The portal is 5ft thick and magically reinforced and bound making it as hard as mithral. The lack of any locking mechanism makes any attempt to pick it impossible, and the massive size and weight pretty much precludes any attempt to break the portal down. The key resides within the tomb of Branwyr (see **Area R63** above).

To open the portal, the brass key from Branwyr's tomb need only be touched to the intricate sigil cut into the surface of the door — the key bears an identical sigil engraved into its handle. The portal instantly collapses back into its original cubical form with the key embedded in the surface. Whether the portal can be used again or is rendered useless once removed from the opening is entirely up to the Referee's discretion. If allowed, the portal replicates the effects of a *wall of iron*.

Chapter Eight: The Tower of Bone

Having made their way through the ruins of Durandel and the caverns, the characters finally enter the Tower of Bone itself. Now they are faced with the daunting task of scaling a tower that is not wholly within this world to take on a demon and his minions before the foul creature is restored to full strength to wreak havoc on this world and others.

Unless otherwise noted, all interior doors in the Tower are made of bone reinforced with metal and are locked.

The History of the Tower

What is the Tower of Bone? The history of Durandel recounts that the Tower simply appeared one day, burying its roots in the ground and unleashing an undead horde in the caverns below. Legend recounts that Orcus himself crafted the Tower for some unknown purpose, and the necromantic energy that seeped unchecked from the Tower for centuries certainly bears the taint of the Demon Lord of the Undead, but how may that energy be harnessed and can it be turned to more positive ends? Wreathed as it is in legend and myth, its true history is far longer and more complex than any imagine.

Orcus and the Making of the Tower

A close scrutiny of planar history seems to hint that Orcus crafted at least two great artifacts: the infamous *Wand of Orcus* and the mysterious Tower of Bone. While all mortal races cower in fear at the mention of the hideous skull-tipped *Wand of Orcus*, the Tower of Bone seems to have passed entirely beyond all mortal memory.

Though Orcus' greatest claim to fame was his legendary *Wand*, just as powerful an artifact was the Tower of Bone. Just as Orcus placed a part

Powers and Abilities of the Tower

The Tower of Bone was crafted by the hand of Orcus himself as both a mobile fortress from which to wage his ceaseless war in the Abyss and also as a factory to churn out an endless supply of undead legions.

The Tower rarely if ever speaks, and will do so only to someone who has mastered it. Only the bearer of the *Bone Tower Staff* may attempt to master the Tower and likewise the Tower may only initiate a battle of wills with the bearer of the staff. The Tower rarely initiates such a battle for control though, preferring instead that its full powers and abilities remain secret until a suitable Master is found.

The Tower has the following abilities:
At will—*animate dead*, control undead, detect undead (1-mile radius).
3/day—*hold person*.

The Tower has not made its abilities or intelligence known to either Tol Mordroth or Malakov, but has been using its abilities to keep them at odds with each other, whispering half-truths and rumors to each as they sleep. It employs its powers against intruders if they threaten its existence, its purpose, or the life of Mhaazoul.

The Tower is dedicated to a single overriding purpose: the creation of undead creatures. Bereft of fresh corpses from which to fashion undead it allows the latent energy that is normally used to animate the dead to leak out into the surrounding area, thus creating **tower zombies** (see the **Sidebox**). Though these creatures are not under its control, the Tower cares not at all. It is simply satisfying enough that more undead have been created.

Theoretically, the Tower can traverse the planes any time, but if the Tower has a master it may only do so at the master's will. Bereft of a master, the Tower may leave a dimension at any time though it does so randomly for lacking the guiding hand of a master it has no way of choosing its own destination.

The Tower pines for Orcus as might a neglected pet and eagerly embraces Mhaazoul as its new master given the demon's heritage.

Corruption: Dominating the Tower is not easy, particularly as the Tower is clever enough to trick the character who attempts to dominate it. Dominating the Tower first requires succeeding on three successive grapple checks against it. The Tower has 15 HD (and thus rolls 15d6 vs. the character's HD x 1d6). If a character fails a check, that doesn't mean that the Tower resists the character's wishes, unless those wishes are entirely opposed to Orcus' will or goals. Instead, the Tower does as its master commands, tricking the character into thinking that they have mastered the Tower.

Every time the character fails a control check, the Tower has the option of either opposing the character's wishes or attempting to corrupt him. When it chooses to corrupt the staff bearer, the character must make a saving throw with a –6 penalty to even be aware that anything is occurring.

If the character fails 3 grapple checks in a row with the Tower, his alignment shifts one step toward Chaotic. If he is Lawful, he becomes Neutral with all the penalties this might bring (a Paladin loses his abilities, for example). If the character succeeds 3 times in his grapple check, his alignment shifts one step closer to Lawful (Chaotic becomes Neutral, for example).

Once a character becomes Chaotic, the Tower has a 25% chance each day of assuming control of the character, at which time he becomes little more than a puppet doing the Tower's bidding under the control of the will of Orcus. He can no longer shift his alignment away from Chaotic. The staff bearer's soul is now forfeit to Orcus, and there is no release for him from his servitude save death — and maybe not even then.

Similarly, only a Lawful character can take full control of the Tower. He must first succeed on the three grapple checks (as described above) and then has a 25% chance each day of assuming control of the Tower. Because the Tower is so opposed to such control by a Lawful creature, it has a 5% chance each day of breaking free of its Master. It also has a 5% of breaking free each time its Master commands it to use its abilities.

of his own essence within the wand, so too did he invest the Tower with a portion of his own essence. Just as Orcus wielded the mighty wand in battle, he made his home within the Tower, which functioned as a mobile fortress and allowed him to travel across the abyss and even to other planes at will. From his throne in the Tower Orcus sent endless legions of undead against his enemies in the endless Abyssal wars.

Orcus' rise to power earned him many enemies. Relations between Abyssal lords are uneasy at the best of times, but the hatred between Orcus and Demogorgon is the stuff of legend. Some mythology states that the construction of the Tower of Bone was a combined effort accomplished between the three Great Banes: Orcus, Demogorgon, and Ades, and only when the Demon Prince of Undead betrayed the others and snared the Tower wholly for himself did the legendary schism between the three form.

For eons these three warred with each other, but cocooned safely within the walls of his purloined Tower of Bone with the arsenal of artifacts at his command, neither Demogorgon nor Ades could make any serious headway against their hated foe. Likewise with his forces split, Orcus could not fully commit himself to destroying either of his greatest enemies. A deadlock ensued for many millennia until a fateful pact was drawn.

Knowing that neither of them could hope to defeat Orcus alone, Ades and Demogorgon forged a secret alliance of their own to defeat their mutual foe. Normally, such pacts between lords of the Ginnungagap rarely bear fruit, as both sides are so untrusting and untrustworthy that neither commits his resources fully, instead holding back troops both for defense and in order to take advantage of the "ally's" weakness. This alliance was different, though, for in their mutual hatred of Orcus they forged a solid if impermanent agreement.

With the combined forces of his two greatest enemies arrayed against him, Orcus saw his greatest opportunity to destroy them both once and for all and he committed the entirety of his undead and demonic legions to the melee. The battle raged for centuries. With Orcus held in battle by Demogorgon and Ades, a group of their fanatical demons attacked and seized the Tower and took possession of the *Bone Tower Staff*. The two dark lords knew that they could not hope to destroy the Tower; they instead desired only to sever Orcus' link to the Tower and to place it out of his reach. Their minions cast a powerful spell concocted by their masters and sent the Tower spinning randomly through the planes, hopefully forever beyond its maker's reach. Feeling a part of his essence wrenched from his being, Orcus fled the field of battle to lick his wounds and to marshal his forces while he began his search to reclaim the Tower.

It is thought that the Tower traveled to many places in its wanderings, ever piercing both space and time, and many a would-be despot came to be made and unmade by its foul influence. Orcus followed the trail of broken lives and shattered kingdoms left in its passing but could never reach it in time before it slipped from his grasp. The curse of foul Demogorgon and cold Ades was too potent to allow him to recapture it. Finally Orcus determined that until he could find a way to break the power of his rivals (who had long since given up their alliance and gone back to pursuing their own nefarious ends), the Tower was indeed lost to him.

Never to be completely thwarted, Orcus did enact one final bit of depraved brilliance. Remembering the essence he had implanted within a certain obelisk on a certain mortal world of the Material Plane. He also fondly recalled a certain young demon lord he had murdered shortly thereafter and obtained the essence that this upstart had incorporated into his own *Obelisk of Chaos*. Not willing to invest any more of his own power into the Tower or its search, Orcus shifted the link he bore with the Tower from his own being to that of the stolen *Obelisk of Chaos* and foreswore his claim to it to defeat his rivals' curse. The Tower and obelisk were now inextricably entwined, and when the Fates should decree that the obelisk should come to light, then so too would the Tower be called home.

Orcus then decreed to his followers that whosoever could claim the Tower and master it could call it his own with the demon lord's blessing. However, though Orcus may have given up his link to the Tower, he had not done so to the obelisk. For anyone to actually claim the Tower would require that they too possessed the essence of Orcus, that they were a true heir to his bloodline and were thus beholden to him. The Tower's wandering presence no longer tugging at the edge of his conscious and the matter put to rest in his mind, Orcus turned to other plots and scheming and thought no more of his lost Tower.

For a while many still sought the Tower, and occasionally someone — demon, monster, or man — would find it and lay claim to it and its power for a time, but none was a true heir of Orcus and the time of the obelisk's discovery had not yet come. Always it brought about the doom of those who would claim it and moved on its ceaseless wanderings of realities. But there was one who did not seek the Tower, rather he sought the Tower's anchor — Mhaazoul, 666th child of Orcus, sought the obelisk that he might call the Tower to him.

Mhaazoul, wishing to ascend as a demon lord in his own right, spent many centuries searching for the obelisk until he finally located the secret of its location beneath a human realm called Southvale in the Material Plane. But it was buried beneath hundreds of feet of solid rock and needed to be given some way to be brought forth that Orcus' decree might come to pass. With this thought in mind, the demon turned his eyes toward the nearby mountains where there dwelt a prosperous clan of dwarves, forever delving among the roots of the mountains.

Mhaazoul began making subtle inroads among the shamans and godspeakers of the giant clans of the Forlorn Mountains, speaking of their destiny to drive the dwarves from the mountains and lay claim to their rich halls, and after centuries of battle and constant attrition of the dwarven clan they succeeded. The Great Mountain Clan of Targ was broken and scattered, their citadel at Hazad-Burgh no more. The dwarves spread far and wide from their lost home in the mountains, but one branch of the Targ was given new direction. A blind dwarven prophetess spoke to the dwarven thane Durand Strong-Arm of a wealth of mineral veins to be found and exploited beneath a mystical wood in the lowlands. Durand led his followers into the Fae Copse and began a dig that soon discovered valuable lodes of metals, including mithral, and Durandel was established. When the blind prophetess died in her sleep shortly thereafter, none thought it anything but the weight of her advanced years catching up to her. But then none had ever before seen someone in the throes of demonic possession.

Durandel flourished for two centuries, growing rich off of its mines and delving ever deeper to expand them. This continued until the miners discovered, embedded deep in the bedrock, a strange stone obelisk bearing runes of power and evil. The discovery of the *Obelisk of Chaos* fulfilled the prophecy of old and called home The Tower of Bone which appeared in the Fae Copse above, its foundations penetrating into the dwarven city of Durandel. The fell power of the Tower was unleashed on the city, and soon waves of undead plagued its inhabitants.

When the Tower appeared, the four spine-pillars burrowed into the earth to anchor the structure in place. In doing so they pierced the caverns to the north of the dwarven city of Durandel, allowing undead creatures from within the Tower to pour forth and attack the city. When the undead began attacking Durandel, the dwarves tracked them to the source, the breach leading to the Tower of Bone. The dwarves held out for some time, but they could never get ahead of the number of undead they faced (their own dead joined the ranks of the invaders soon after falling) and they could never find a way to dislodge the Tower.

In an effort to cease the flow of undead monsters and save the city, the greatest dwarven craftsmen in the city created a magical iron portal, many of them giving their lives in the process. The portal looked like nothing so much as a simple iron cube barely half-a-foot to a side with a brass key protruding from a hole on one side.

The great dwarven hero Branwyr and his comrades were charged with delivering the portal to the breach to seal it. Many of the company died battling their way through the caverns full of undead but Branwyr and a handful of warriors managed to reach the portal alive. When Branwyr placed the cube in the opening and removed the key, the massive portal sprang instantly into place, anchoring it into the walls and sealing the breach.

But Branwyr had been mortally wounded in the battles to reach the cavern. As soon as the portal was in place, he succumbed to his wounds and died, clutching his axe in one hand and the key to the portal in the other. His comrades carried his body to the island in the middle of the subterranean lake and interred him there in a hastily constructed tomb along with the brass key he still clutched in his clenched fist. With his fall, the last of the fight left the dwarves of Durandel, and the last remnant of survivors fled their halls once again never to look back.

With the Tower of Bone finally secured in the Material Plane, Mhaazoul needed only to find the means to have himself permanently called to that

plane so that he could take up residence within the Tower and claim it as his own as true heir of the demon prince Orcus. To this end Mhaazoul implemented the final part of his plan and unleashed magical *crystal skulls* to the Material Plane that he might be summoned and then "banished" in order to be able to claim his legacy once and for all. One of his skulls was found by the Merchant's Guild of Penmorgh, and he was called to the Material Plane to serve the guildmasters, and here he has languished for a century and more awaiting the day when some heroes would finally come to rid the world of him and grant him the key to his true ascendancy in doing so. That day has come, and now Mhaazoul returns to the Tower of Bone, a nascent demon lord, ready to embrace his heritage and claim his birthright as the true heir of Orcus.

Cellar

T1: Storage Cellar

The portal from **Area R64** of the cavern complex leads through a breach in the wall of the Tower of Bone, allowing access to the Tower's cellar. When the Tower arrived in the area, the spine-like tendrils burrowed into the earth to anchor it. However, it arrived too close to the cavern and the violence of the tendrils' burrowing shattered the wall leading to the great cavern.

Though it is a mere cellar, the room's size is on par with a great chamber in a dwarf city. The room is nearly 40ft across, the ceiling almost 60ft overhead and there is no sign of any supporting structures, buttresses, or bracings of any sort. A staircase curves up along the eastern wall, disappearing into an opening at the top that leads to a landing. The only exit from this room is through the door on the landing. Huge piles of broken crates and barrels litter this room, often rising to heights of 10ft or more.

The door on the landing leads to **Area T2** on the ground floor. Many of the broken crates in this room were actually coffins that held the hundreds of bodies that formed the initial wave of undead invaders into the caverns and city to the south. A pair of ancient vessels of mercury have become warped from many years exposure to the Tower's radiations and become **8 mercury oozes**. The oozes slither and glide among the detritus of the room, waiting for an opportunity to strike. Each ooze attacks the same target, preferably the last person to ascend the staircase.

Ooze, Mercury (8): **HD** 5; **HP** 38x2, 35, 32x3, 27, 25; **AC** 7[12]; **Atk** strike (2d4 plus poison); **Move** 12 (climb 9); **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: mercury poisoning (drain 1 point of constitution and 1 point of dexterity per strike, save avoids). (***The Tome of Horrors Complete*** 414)

Ground Floor

T2: Entry Hall

The door opens into a large, round room some 40ft across with the ceiling arching a good 40ft overhead. While not quite as mammoth as the cellar beneath, this room is still impressively large. A massive central statue, carved in the shape of a handsome armored figure with its hands raised overhead to hold up the roof, stands in the center of the black-and-red checked marble floor.

The main doors of the Tower stand on the south wall. The door leading to the staircase that descends to the cellar is at the north side of the room — behind the statue — directly below a landing that tops a curved staircase that is above the one from the cellar. Unlike the stairs into the cellar, this set is protected by a carved bone balustrade, though this flight of steps is equally as narrow as the ones below and prevent climbers passing each other while on the stairs.

The statue in the center of the room is the Tower's **door guardian**. Its massive strength and size are easily sufficient to both lift the iron bar from the door and to open the portals at the behest of the Tower's master. Though the statue's feet are anchored in place it can turn its torso quite far and its arms can extend, allowing it to strike anywhere in the room including behind it and any point along the staircase.

Door Guardian (Stone Golem): HD 12; **HP** 60; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, immune to most magic, slowed by fire.

Second Floor

The walls, floors and ceilings of this level are plain but well-finished stonework. The ceilings on this level are 10ft high.

T3: Vestibule

The door from the landing leads to a 15ft-long, 10ft-wide vestibule sealed by a door at the south end. The east and west walls have a number of small vertical openings very much like arrow slits though nothing can be seen through them but a dark, empty room.

The arrow slits are actually covered by an illusion that shows the room beyond to be empty regardless of who or what is within. The door is of the type common to the Tower, though it is sealed with an intricate double lock. Opening the door requires that both locks be opened at the same time. If a character attempts to open the lock, **Maurits Felldrake** from **Area T5** begins firing at the characters through the arrow slits. The illusion of the empty room renders him effectively invisible.

Third Floor

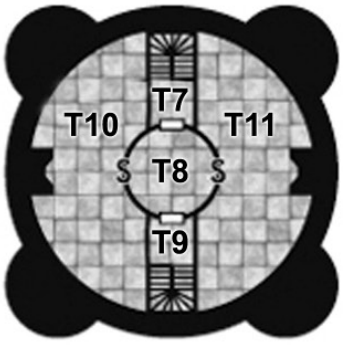
The walls, floors and ceilings of this level are plain but well-finished stonework. The ceilings on this level are 10ft high.

T4: Guard Barracks

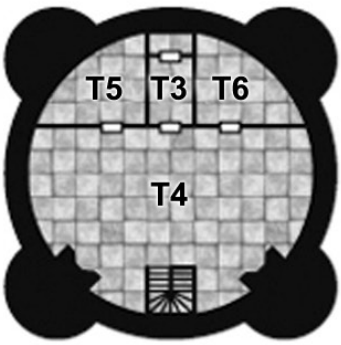
This roughly semi-circular room is obviously a barracks. A number of bunk beds line the walls, a pair of chests at the foot of each. In the center of the room is a large but plain table surrounded by half-a-dozen chairs. Two large fireplaces — long cold — sit in the southeast and southwest corners of the room. There are three doors spaced along

Tower of Bone

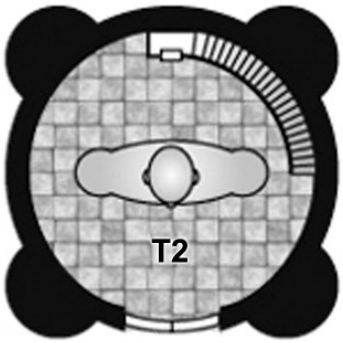
1 square = 5 feet



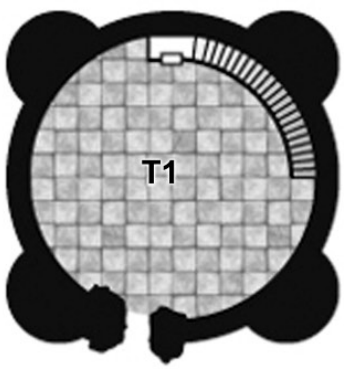
Third Floor



Second Floor

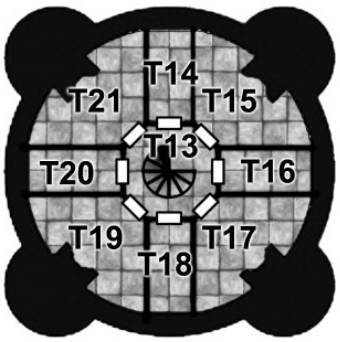


Ground Floor

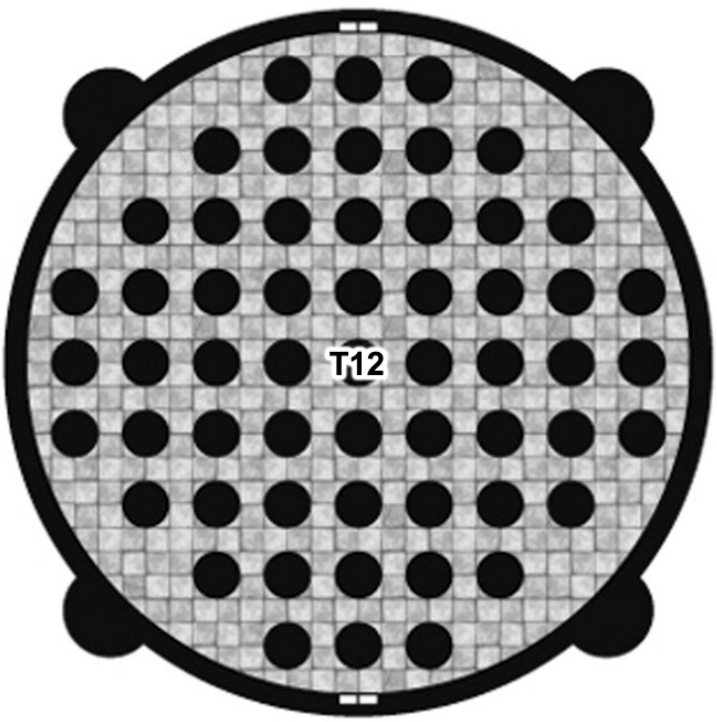


Cellar

Sixth Floor



Fifith Floor



Fourth Floor

the straight northern wall, the center door being the one through which the adventurers most likely entered the room. In the center of the south wall is a spiral staircase leading upwards.

Seated around the table are **4 tower zombie human guards**, undead like most of the poor creatures inhabiting Durandel and the caverns to the south. They were involved in a game of cards but rise and attack as soon as anyone enters the room. There are bunks and footlockers for 24 individuals in this room. The footlockers are unlocked and empty save for some old useless clothes and dirty boots.

Tower Zombie Human Guards (4): HD 6; **HP** 44, 40, 33, 31; **AC** 5[14]; **Atk** longsword (1d8) or heavy crossbow (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to magic missile, +1 or better weapon to hit, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: chainmail, longsword, heavy crossbow, 20 bolts.

Treasure: One of the footlockers has a false bottom. Within are several bags of coins totaling 347gp, 613sp, and 223cp.

T5: Captain's Chambers

Maurits Felldrake was a powerful warrior in life and remains so in death. His room is simple as befitted a man of Felldrake's disposition. Apart from the bed, little different from the bunks used by his men, the only furnishings are a small, simple table and chair, and his footlocker.

Maurits Felldrake, Tower Zombie Human: HD 11; **HP** 83; **AC** 3[16]; **Atk** +3 *longsword* (1d8+3) or heavy crossbow (1d6+1); **Move** 12; **Save** 4; **AL** C; **CL/XP** 13/2300; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: +2 *chainmail*, +3 *longsword*, heavy crossbow, 40 bolts.

Treasure: The footlocker contains two sets of fine quality clothing, a pair of sturdy riding boots, and an elegant deep-blue cloak trimmed in silver with a matching headband. These items are of good quality and design though most of it is entirely non-magical. The exception is the pair of boots, which are *boots of speed*. Also in the chest is a large brass key. The cut end of the key is almost incomprehensively complex, an impression which is accentuated by the simple unadorned ring at the handle end.

T6: Armory

This small room is lined with weapons and armor racks. All of this equipment is in good repair and is usable. The contents of the armory include: 273 arrows, 97 crossbow bolts, 26 javelins, 14 spears, 7 longswords (2 of which are *+1 longswords*), 13 short swords, 14 hand axes, 3 bastard swords, 2 sets of *+1 chainmail*, and a set of plate mail armor.

Third Floor

The walls, floors and ceilings of this level are plain but well-finished white stonework. The ceilings on this level are 20ft high.

T7: Landing

Though the characters entered a staircase at the south end of **Area T4**, they enter the next level at the north end, one of the strange dimensional effects common to the Tower. The only feature of the 10ft-by-10ft landing at the top of this staircase is a door opposite the stairs.

The ornate key that was in Maurits Felldrake's footlocker in **Area T5** fits the lock of this door perfectly. Although the lock appears to be incredibly complex it proves quite easy to pick. The trick here is that if the lock is picked or opened with the complex cut end of the key it sets off a **poison gas trap**! A cloud of poison gas is released which floods the landing (save or die). The only way to safely open this door is to use the ring on the handle end of the key to open the lock.

T8: Vestibule

Passing through the door, the characters find themselves in a round room 20ft across. The walls of the room are hung with rich burgundy velvet drapes. Pushing the drapes aside reveals 3 doors in addition to the one through which the characters entered the room.

The eastern and western doors are standard tower doors. The southern door is identical to the one in the north wall leading to **Area T7** and like that door the key from **Area T5** opens it. A **poison gas cloud** that fills the room is released if the door is opened with the ring end of the key or if the lock is picked (save or die). To open this door without setting off the trap the cut end of the key must be used.

T9: Landing

This 10ft-by-10ft landing is identical to the one at **Area T7**. The stairs here lead downward but actually deposits one on the next level of the Tower.

T10: Training Room

This semi-circular room is some form of training area. A number of dueling dummies are arranged around the perimeter and the middle of the floor is left open for sparring. There is a large fireplace in the center of the west wall opposite the door. Currently sparring in the room are **9 tower zombie human guards**. The guards attack the characters as soon as they enter.

Tower Zombie Human Guards (9): HD 6; **HP** 42, 39x2, 35, 31, 30, 29x2, 25; **AC** 5[14]; **Atk** longsword (1d8) or heavy crossbow (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to magic missile, +1 or better weapon to hit, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Equipment: chainmail, longsword, heavy crossbow, 20 bolts.

T11: Mess Hall and Common Room

A pair of trestle tables, each capable of seating four to a side on long benches, are located in the northern part of the room. The tables are littered with plates, cutlery, mugs, and the general debris of a meal hastily abandoned. The southern half of the room holds a couple of smaller tables, each surrounded by four rough chairs, as well as three comfortable armchairs. Against the straight western wall are located minotaur statues, two to the north of the doorway and two to the south.

This semi-circular room is the mirror of **Area T10**. The statues are actually **4 obsidian minotaurs** programmed to protect this room from invaders. Years of isolation and the ambient radiation of the Tower drove them mad and they eventually turned on the undead guards that once occupied this room. The remains of the guards are scattered about the place. The minotaurs are slow to react. They wait until all of the characters are in the room before attacking. Generally, three of the minotaurs attack while one blocks the doorway to prevent escape.

Minotaur, Obsidian (4): **HD** 12; **HP** 91, 88, 84, 79; **AC** –2[21]; **Atk** 2 claws (2d8 plus 1d6 fire plus ignite); **Move** 9; **Save** 3; **AL** N; **CL/XP** 16/3200; **Special**: breath weapon (every 1d4+1 rounds, 10ft cube of slow gas that lasts 1 round, save avoids), ignite (take 1d6 fire damage for 1d4+1 rounds, save avoids), immune to most magic. (***The Tome of Horrors Complete*** 403)

Fourth Floor

T12: The Forest of Pillars

As soon as the characters open the double-doors that lead to this room it should be immediately obvious that this vast space could not possibly be a normal part of the Tower as it is easily 140ft across — nearly 4 times the diameter of the rest of the Tower — and the ceiling rises at least 200ft overhead. A dull, reddish light suffuses into the room from some unseen source. Directly opposite the doors through which the characters enter the room is an identical set of doors that allow passage to the next level.

Apart from its incredible size, the most amazing things about this room are its vast columns. Dozens of columns, each 10ft across, are crammed into the room. Except for a few isolated examples, all of the columns have broken off and collapsed into the room, filling the space between their broken shafts with massive piles of debris. The shortest of the stumps of the broken columns is still 10ft high, with most of them are in the area of 20ft or 30ft in height. The tops of the broken columns hang from the ceiling high overhead like stalactites.

Movement through the room is extremely difficult because of the huge piles of debris (movement is halved). Characters moving through the room are forced to move cautiously. Anyone who chooses to move at a run or faster must make a saving throw or fall prone. A character who falls down while running through this room suffers 1d4 points of damage from the debris.

Note: Any spellcaster can make a saving throw to realize that entering this room with an extradimensional object is a very, very bad idea. This room is actually a massive extradimensional space. Any extradimensional objects opened into the room, such as a *bag of holding,* interact catastrophically, causing a huge explosion centered on the extradimensional object. Anyone and anything within a 30ft radius of the point of the explosion suffers 12d8 points of damage (no saving throw). Both the extradimensional object and its contents are completely destroyed and lost forever.

Far more dangerous than the room is **Felaquai the bone dragon**, mate of Rhovainon. Felaquai prefers to attack by swooping across the room from high up, attacking from the air, latching onto the far wall, scaling to the top, and then repeating the process. She doesn't really fly so much as glide across the room, which she can easily clear in a single round of flight. The broken pillars are close enough together to allow her to stand and walk across the broken tops and thus attack the characters on the ground. She is well above their heads and only missile weapons and spells can hit her normally.

Felaquai and Rhovainon's combined treasure is secured in a huge iron cauldron atop a pillar which is broken off 150ft above the ground.

Felaquai, Bone Dragon (Medium Adult): **HD** 11; **HP** 44; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d12 plus level drain); **Move** 12 (climb 18); **Save** 4; **AL** C; **CL/XP** 15/2900; **Special:** breath weapon (line of cinders and bone fragments, 44 damage), darkvision 120ft, death aura (400ft, 1HD save or die), immune (poison, sleep, paralysis and disease), level drain (1 level), magic resistance (30%), magical abilities. (see **Chapter 3: New Monsters**)

Magical Abilities: 1/day—*detect good*, *darkness 15ft radius*, *protection from good 10ft radius*.

Fifth Floor

The walls of this level are finished in a mirror-like black marble veined in silver. The floors are clad in a checked pattern of alternating black and white marble tiles with the same mirror-like finish as the walls. The ceilings of this level are intricately carved with relief patterns cut from fine white stone. The ceilings on this level are 20ft high.

There are four fireplaces on this level, all of which have fires burning within which never require tending or fuel.

T13: Vestibule

The stair climbing from **Area T9** begins to wind ever more tightly, eventually becoming a spiral staircase. After ascending for what seems like an incredibly long time the characters eventually find themselves in **Area T13**.

Eight doors are arranged evenly around the octagonal room, one on each of the walls.

A solid stone barrier prevents passage farther up the staircase. On the barrier are four small mosaic panels, each a different color and depicting a different animal: a green panel depicts a tiger; a red panel depicts a phoenix; a white panel depicts a dragon; and a blue panel depicts a turtle.

A single small, intricately-shaped tile is missing from each panel. A character can attempt to memorize the size and shape of the missing tile by rolling below his intelligence on 1d20.

To open this barrier and allow passage to the upper level of the Tower, the missing mosaic tile from each panel must be replaced. When all four tiles have been correctly replaced, the barrier vanishes. The barrier remains absent for 10 rounds, after which time it reforms. When it reforms the tiles that were removed from the large mosaics vanish, beginning the puzzle anew. Only the bearer of the *Bone Tower Staff* can open this wall from the other side (and can likewise open it from this side without the mosaic pieces).

T14: Hall of Water

The door of this 40ft long, 20ft wide vaulted room is unlocked and swings open easily. In fact there is no visible locking mechanism of any sort.

There are no other exits from this room and it is featureless except for a large mosaic on the far wall. The mosaic is constructed from thousands of irregularly-shaped tiles in a hundred different shades of blue and depicts a large turtle swimming. It is in fact a much larger version of the small blue mosaic in the previous room.

A character has a 5% chance per point he rolled beneath his intelligence in **Area T13** to remove the tile which matches the one missing from that room. For example, a character with a 16 intelligence who rolls 10 on a 1d20 in **Area T13** has a 30% chance of remembering which tile is correct (16–10 = 6x5% = 30%). If the character failed the intelligence check in **Area T13** or simply guesses, he has a flat 1% chance to find the correct tile.

If the wrong tile is removed, the **turtle mosaic guardian** springs to life and attacks anyone in the room.

If the correct tile is removed, the door magically slams shut and locks. Any attempts to hold the door open — such a spiking it in place — fail as the door simply vanishes from the open position and instantaneously reappears in the closed and locked position.

When the door slams shut, all water instantly vanishes from the room. Liquid in open containers immediately evaporates, the characters' mouths and eyes go dry, and they begin to suffer the effects of dehydration. Characters trapped in this room must make a saving throw *every round* or take 1d6 points of damage. Four rounds after the moisture is removed from the room, the characters' eyes dry up, rendering them blind. The characters' sight returns 1d12 minutes after exiting the room.

Turtle Mosaic Guardian (Stone Golem): HD 12; **HP** 60; **AC** 5[14]; **Atk** bite (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, breath weapon (every 1d4 rounds, 30ft cone of razor-sharp mosaic tiles, 8d8 damage, save for half), immune to most magic, slowed by fire.

T15: Malakov's Room

The first impression of this room is that it belongs to a cultured gentleman. A fine, solid four-poster bed is placed against the eastern wall. A matching suite of wardrobe, dressing table, chest, washbasin and a pair of club chairs by the fire complete the appearance. There is even a rather well-done painting of a hunting scene hanging over the fireplace.

A more thorough assessment, however, reveals small but disturbing details which shatter the illusion. Several scuffmarks on the posts of the bed could only have come from the repeated rubbing of a rope or manacle. A few small stains on the washbasin look suspiciously like blood. And while the hunting scene over the fire may be quite fine, a closer look reveals the quarry of the hunt to be human. To further add to this sense of the macabre, seated in one of the chairs by the fire is a skeleton clad in full plate armor, a two-handed sword leaning against the arm of the chair near its bony hand.

The skeleton is actually **Dreva the skeleton warrior**. It is not bound by a circlet but rather by the *Bone Tower Staff*. It can only be freed of its servitude if the staff is destroyed or if the bearer of the staff chooses to free it. When the characters enter the room, the thing rises and takes up the sword and bows slightly before launching its attack.

Dreva, Skeleton Warrior: **HD** 12; **AC** –1[20]; **Atk** *+1 two-handed sword* (1d10+2); **Move** 12; **Save** 3; **AL** C; **CL/XP** 12/2000; **Special**: +1 or better weapon to hit, *fear* aura for those less than 5HD (save avoids), find circlet possessor, magic resistance (60%). (***The Tome of Horrors Complete*** 495)

Treasure: There is a secret compartment behind the painting over the fireplace. In this compartment are Malakov's spellbooks, which appear to be written on vellum made from human skin, and which contain all of the spells on his spell list. The compartment also holds his collected treasure in a leather purse that is also crafted from human skin: 131pp, 437gp, 4 obsidian gems (10gp), and 2 bloodstones (50gp).

T16: Hall of Earth

This room is identical to **Area T14** except that the mosaic on the far wall is green and depicts a tiger which is actually a **tiger mosaic guardian**. The rules for finding and removing the tiles and for opening the locked door are identical.

If the correct tile is removed, the door slams shut and locks. All matter (aside from the characters and their gear) instantly vanishes from the room. The characters are surrounded by an endless, featureless void. The only solid objects apart from themselves and their gear are the mosaic tile wall and the locked door floating in the void 40ft away.

Lacking any solid matter, there is no gravity in the void. Characters simply float in place or continue to travel in whatever direction they launch themselves. The obvious solution is to push off the mosaic wall to reach the door. A character has a 1-in-6 chance of doing so successfully. Failure indicates that the character overshoots his mark and flies off into the void. A character that disappears into the void flies off into seeming emptiness. Luckily, the void is an enclosed space that folds in upon itself. After 3 rounds, a lost character reappears from the opposite direction, flying toward the characters. The hapless character can be retrieved by tossing him a rope. All this can of course be avoided by simply tying a rope to any character attempting such a leap.

Tiger Mosaic Guardian (Stone Golem): HD 12; **HP** 60; **AC** 5[14]; **Atk** 2 claws (3d8), bite (2d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, breath weapon (every 1d4 rounds, 30ft cone of razor-sharp mosaic tiles, 8d8 damage, save for half), immune to most magic, slowed by fire.

T17: Study

A large fireplace is directly opposite the door of this wedge-shaped room. The walls of the room are covered in floor-to-ceiling bookcases that even wrap up and around the fireplace. Apart from the shelves, the only furnishings in the room are a pair of huge overstuffed leather club chairs by the fireplace with a small, elegant drinks table between them.

There are titles on every conceivable topic spanning hundreds — perhaps thousands — of years and at least a few different worlds. There are no magic texts in this room, but several of the books show up as highly magical if *detect magic* is used. These books are in fact **18 animated objects**. If any of these animated books is removed from where it sits, all of them spring from the shelves and attack.

Animated Objects, Books (18): **HD** 1; **AC** 8[11]; **Atk** slam (1hp); **Move** 12 (fly); **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none. (***Monstrosities*** 13)

Treasure: Even though there are no magical texts in the room, many of the books are quite valuable. Of the 3000 or so volumes, most fetch only 1d4gp each, but all told there are some 223 valuable books worth 5d6gp each, and thirteen quite rare and precious tomes worth 3d6x10gp each. One of the apparently worthless books has been hollowed out. In the hollowed out interior are a *+3 dagger*, and a small silk bag containing 50pp and a large ruby (300gp). The book has been enhanced to block any magical emanation from within, which is why *detect magic* does not reveal it.

T18: Hall of Fire

This room is identical to **Area T14** except that the mosaic on the far wall is red and depicts a phoenix. It is a phoenix mosaic guardian. The rules for finding and removing the tiles and for opening the locked door are identical.

If the correct tile is removed, the door slams shut and locks. All heat instantly vanishes from the room and it instantly becomes dangerously cold. Liquid in open containers immediately freezes, and the characters trapped in this room immediately suffer 1d6 points of damage from the cold each round (save for half).

Phoenix Mosaic Guardian (Stone Golem): HD 12; **HP** 60; **AC** 5[14]; **Atk** 2 talons (3d8), bite (2d8); **Move** 6 (fly 9); **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, breath weapon (every 1d4 rounds, 30ft cone of razor-sharp mosaic tiles, 8d8 damage, save for half), immune to most magic, slowed by fire.

T19: Lab

A number of workbenches fill this cramped room, their surfaces covered with arcane and bizarre constructions of glass and brass tubing. Beakers full of mysterious liquids bubble and fume everywhere. Strange bottles, jars, boxes, and flasks line the shelves. In the center of the room a space has been cleared around a single workbench, its surface tilted at 45 degrees. On the angled surface of the table lies a massive, naked humanoid body that seems to have been sewn, wired, and nailed together from dozens of others. A beaker of some luminescent green liquid has been bolted to the creature's head, and numerous hoses and tubes seem to be feeding the sickly fluid throughout the thing's body.

Three rounds after the characters enter the room, or if the creature is disturbed, it rises from the table as a **flesh golem** and attacks. During combat a number of flasks and beakers are broken. Any time an attacker rolls a 1 in combat he has knocked over a combination of chemicals that react violently, causing an explosion centered on the attacker that does 3d6 points of damage (save for half).

Golem, Flesh: HD 8; **HP** 40; **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special**: +1 or better weapon to hit, healed by lightning, immune to most magic, slowed by fire and cold.

Treasure: The room contains enough materials to construct several alchemist's labs.

The Referee should select or randomly determine the nature of the 10 potions in all of the beakers and flasks in the room. None of them is labelled.

T20: Hall of Air

This room is identical to **Area T14** except that the mosaic on the far wall is white and depicts a dragon. It is of, of course, a **dragon mosaic guardian**. The rules for finding and removing the tiles and for opening the locked door are identical. This is the most dangerous mosaic room of all.

If the correct tile is removed, the door slams shut and locks. All air is instantly removed from the room. If you are feeling especially cruel, you can require that all characters in the room make a saving throw to instinctively hold their breath for a number of rounds equal to one-quarter of their constitution score rounded down. Otherwise, all the air is sucked from their lungs by the vacuum and they are immediately subjected to suffocation (1d6 points of damage per round for 3 rounds; on the 4th round, the character dies, no save). In the absence of air, no sound-based communication is possible, and spells with verbal components cannot be cast.

Dragon Mosaic Guardian (Stone Golem): HD 12; **HP** 60; **AC** 5[14]; **Atk** 2 claws (3d8), bite (2d8); **Move** 9 (fly 12); **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, breath weapon (every 1d4 rounds, 30ft cone of razor-sharp mosaic tiles, 8d8 damage, save for half), immune to most magic, slowed by fire.

T21: Tol Mordroth's Room

This chamber has the clutter and disarray of a student's dormitory. The bed is unmade, dirty clothing litters the floor, and half-eaten meals and half-full glasses cover every inch of the dressing table. A painting hanging over the fireplace in this room is well executed but unsubtle in its disturbing imagery. It depicts a woman, a prostitute by the look of what little clothing remains on her body. She has been gutted, her bowels spilling out over the bed on which she lies in a distressingly languid and sensual pose. Truly the work of a depraved mind.

Treasure: There is a secret compartment behind the painting over the fireplace. In this compartment are Tol Mordroth's spellbooks, which appear to be written on vellum made from human skin, and which contain all of the spells on his spell list. The compartment also holds his collected treasure in a large, blood-red silk purse: 206pp, 412gp, and an ornate belt decorated with sapphires, hanging from which is a silver scabbard (720gp) holding a small ceremonial dagger inset with patterns of polished bone (1050gp).

Sixth Floor

Anyone who ascends the staircase leading to the sixth floor of the Tower vanishes halfway up the stairs and appears at one of the points of the eight-pointed star inlaid on the floor of **Area T22**. A magical alarm goes off when anyone enters the stairway to the Observatory (**Area T22**), informing Tol Mordroth when the characters are close.

T22: Observatory

This area is obviously the topmost point of the Tower. The dome as seen from the outside should arch almost 50ft overhead but it has divided into sections that have been opened up to the sky. A hellish thunderstorm is raging overhead. Lightning splits the black clouds that have been whipped into a tempest by the raging winds. Sleet, stinging hailstones, and clumps of icy wet snow are driven from the sky like daggers.

The floor of this platform are made of bone-white stone, save for the large eight-pointed star inlaid in alternating segments of blood-red and midnight-black marble. In the center of the star is a 10ft circle of the same bone-white marble as the rest of the floor.

Thick, white pillar candles are positioned at the points

of the star, their flames somehow unwavering in the face of the raging wind. Two black-robed figures stand in the center of the star set into the floor, each holding aloft a staff and chanting wildly. Thirty feet above their heads, a massive demonic form hangs in the air, a nimbus of purplish energy coalescing around its writhing body which has already begun to regenerate, filling out and reforming before your eyes.

The storm is severe with all forms of precipitation. All ranged attacks suffer a –4 to-hit penalty. The precipitation reduces movement and vision ranges by half. All unprotected flames are extinguished and there is a 75% chance that protected flames such as a lantern are also extinguished.

The demon is, of course, **Mhaazoul**. The robed figures are **Malakov** and **Tol Mordroth**, a pair of necromancers in Mhaazoul's service. They took control of the Tower of Bone for their master several years ago. Mhaazoul secretly promised both the position of lieutenant and the opportunity to kill his rival. So they work together for the time being, the power and revenge that has been promised each of them serving to keep them from either killing each other now or joining forces to seize power.

Malakov is the more dominant of the necromancers. He secretly plans to slay Tol Mordroth at the culmination of the restoration ritual and trap Mhaazoul, forcing the demon to use its power for his benefit. Tol Mordroth is cowardly and easily intimidated. Were it not for a penchant for magic, he would doubtless have become a thief, or even an assassin. He plans to slay Malakov at the culmination of the ritual to prove his worth to Mhaazoul. He has no ambition at all save to be the demon's favored underling. As long as he is allowed to torture and kill at will he will be content to the end of his days.

Malakov (MU10): HP 33; **AC** 4[15] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *bone tower staff* (1d6+2, as *+2 returning staff*); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special:** +2 saves versus spells, wands and staffs, spells (4/4/3/2/2).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*invisibility*, *mirror image*, *phantasmal force*, *pyrotechnics*; 3rd—*dispel magic*, *fireball*, *lightning bolt*; 4th—*ice storm* (x2); 5th—*teleport, transmute rock to mud*.
Equipment: *bracers of defense 4[15]*, *bone tower staff**.
* See **Sidebox** or **Magic Items Appendix**.

Tol Mordroth (MU10): HP 36; **AC** 6[13] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *+2 flaming staff* (1d6+2 plus 1d6 fire); **Move** 12; **Save** 3 (+3, ring); **AL** C; **CL/XP** 13/2300; **Special:** +2 saves versus spells, wands and staffs, spells (4/4/3/2/2).

Spells: 1st—*detect magic*, *magic missile*, *shield*, *sleep*; 2nd—*darkness 15ft radius*, *detect good*, *phantasmal force, web*; 3rd—*fly*, *fireball*, *slow*; 4th—*confusion*, *ice storm*; 5th—*animate dead*, *feeblemind*.
Equipment: *+2 flaming staff*, *ring of protection +3*, *wand of dispel magic* (12 charges), scroll (*lightning bolt*, *invisibility*).

Mhaazoul, Nascent Demon Lord (Semi-Restored): **HD** 9; **HP** 50; **AC** –1[20]; **Atk** *+1 two-handed vorpal sword* (1d10+1, slices off victim's head with natural 19-20), gore (2d6), kick (1d6) and tail slap (1d8); **Move** 12; **Save** 6; **AL** C; **CL/XP** 16/3200; **Special:** +1 or better weapon to hit, immune to electricity and poison, influence fate (1/5 rounds, reroll any single attack or save), magical abilities, magic resistance (40%), resists acid, cold and fire (50%). (see **Chapter 3: New Monsters**)

Magical Abilities: constant—*detect good*, *ESP*; at will—*fear*, *polymorph self* (humanoid only); 3/day—*animate dead*, *charm person*, *dimension door*, *feeblemind*, *lightning bolt*; 1/day—*teleport*).

Staff

Bone Tower Staff

This staff is carven from a single bone from some gigantic creatures stained brown with age. Graven upon its naturally ridged shaft are many runes of evil and images of skulls, spines, and open fanged maws. The head of the staff resembles the trochanter, neck, and head of some disproportionately shaped thigh bone. It appears to have suffered much wear, with the head and neck showing areas where the periosteum has worn away to reveal the honeycombed matrix of the bone beneath, and in more than one place the bone's shaft appears to have been fractured and healed poorly, giving the staff a crooked, twisted shape.

The *Bone Tower Staff* is as a *+2 returning quarterstaff* that returns to hand, but it is far more than that. The staff is intrinsically tied to the Tower of Bone so that no one can master the Tower without the staff and no one can master the staff without the tower. Until it is returned to the Tower, it does not provide any additional abilities. However, once carried into the Tower, its wielder can attempt to become Master of the Tower as described under the Tower of Bone. Once the wielder of the staff has laid claim to the Tower, it reveals its additional powers, and the wielder can use them at will. If someone else takes the staff, he does not gain access to these powers until he has become Master of the Tower. The *Bone Tower Staff* provides the following abilities to the Master of the Tower:

- The Master of the Tower can summon the staff to his hand as long as it is somewhere within Tower. The staff appears instantly in the summoner's hand and cannot be barred by any physical or magical barriers.
- Cast *death spell* 3/day each
- Cast *animate dead*, *speak with dead* at will
- The wielder can control all of the various functions of the Tower of Bone itself as described earlier in this chapter. The Tower may or may not reveal all of these capabilities depending on if the Master of the Tower is of the line of Orcus or not. There may be functions of the Tower that it has not yet revealed.
- The staff can serve as the golden circlet for a skeleton warrior if the staff is present when the undead creature is created. With this function with wielder of the staff does not have to concentrate or remain within 300ft to control the skeleton warrior. When this function is quiescent due to their being no Master of the Tower, the skeleton warrior gains free will beyond that he must follow the last order given by the staff's previous wielder. The skeleton warrior can under no circumstances touch or attempt to damage or destroy the staff. The skeleton warrior can be freed only by destroying the staff or if the Master of the Tower releases him. The staff currently controls Dreva in **Area T15**.

Each time the Master of the Tower commands the Tower's abilities, he must engage in a battle of wills with the Tower (see **Powers and Abilities of the Tower**).

Tactics: Tol Mordroth is not surprised by the appearance of the characters due to a magical alarm at the base of the stairs to the Observatory. As the characters are taking in the situation, and while Malakov continues to chant, Tol casts *invisibility* and moves away from Malakov. Either this action, or the characters attacking, breaks Malakov's concentration on the ritual, and he turns to assess what has gone wrong. Needless to say, neither wizard is happy at this point. It should be noted that until the ritual is interrupted and Mhaazoul is freed from the cocoon of dark energy, he can neither attack nor be harmed or affected by attacks from the characters. Until then, he remains immobile, but it is obvious that the ritual is feeding him power from the Tower.

During the fighting, Malakov summons the skeleton warrior from **Area T15**. However, if Dreva has already been defeated, Malakov is aware of

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it through his staff.

Neither mage likes the other all that well. Tol Mordroth is not above using his *wand of dispel magic* in an area where Malakov is fighting. If the fight goes against Malakov, he tries to *teleport* away. Tol Mordroth breaks off his attacks and tries to kill Malakov if this happens.

At any point that Malakov is killed and a candle is extinguished, Mhaazoul is freed, and begins his assault on the party. Mhaazoul continues melee attacks until he loses two-thirds of his hit points. He then *teleports* to a position farthest away from the party while still on the Observatory. Mhaazoul has invested too much into this gambit to become Orcus' true heir and does not retreat from battle. Since Mhaazoul has been successfully called fully into the Material Plane, if he is killed by the party he is permanently destroyed.

Development: If the characters do not interrupt the ritual within 10 rounds (1 turn) after they enter **Area T22**, the ritual is complete. Mhaazoul is fully restored! The son of a demon prince walks in the flesh on the Material Plane!

Mhaazoul, Nascent Demon Lord (Fully Restored): HD 14; **HP** 80; **AC** –3[22]; **Atk** *+1 two-handed vorpal sword* (1d10+1, slices off victim's head with natural 19-20), gore (2d6), kick (1d6) and tail slap (1d8); **Move** 15 (fly 30); **Save** 3; **AL** C; **CL/XP** 20/4400; **Special**: +1 or better weapon to hit, immune to electricity and poison, influence fate (1/5 rounds, reroll any single attack or save), magical abilities, magic resistance (60%), resists acid, cold and fire (50%). (see **Chapter 3: New Monsters**)

> **Magical Abilities**: constant—*detect good*, *ESP*; at will—*darkness 15ft radius*, *fear*, *polymorph self* (humanoid only); 5/day—*dimension door*, *finger of death*; 3/day—*animate dead*, *dimension door*, *feeblemind*, *lightning bolt*, *mass charm*, *teleport*; 1/day—*cloudkill*.

Any attempt to kick over or extinguish a candle is impossible as long as Malakov lives and holds the *Bone Tower Staff*. Kicking a candle is like kicking an iron bar. Once Malakov is killed, however, the candles can be removed or extinguished and the ritual ruined. If Buboe is with the party, he cries out "Now! Now! The candles! Kick over the candles!" at the party when Malakov is slain. If they fail to act, he knocks one over himself.

The moment that a candle is disturbed, Mhaazoul is freed from the energy cocoon that envelops him, but the ritual is ruined. While his body has been restored, his strength and powers are no greater than they were when he was held in the Guild's cellar — and this angers him greatly. Summoning his *+2 two-handed vorpal sword*, he bellows with mindless wrath and launches an attack against the characters.

Concluding the Adventure

So Now What?

You can conclude and continue this adventure in a number of ways. Much of the city of Durandel lies hidden away behind walls of rubble, waiting to be discovered. Further from the influence of the Tower's necromantic emanations, surely other horrors than mere undead have claimed the city and must be vanquished. Outside the Tower and the city is the Wood Between Worlds. This offers unparalleled opportunities for expanding your game into other settings, times, and planes. The portals work both ways of course and so there are all manner of creatures, characters, and monsters which may find their way into the wood and the game world which may need to be dealt with.

At this point, the characters do not have the means to destroy the Tower of Bone (but if you play the bonus adventure ***Secret Levels***, then that may be rectified). Now that the location of the Tower of Bone has been discovered and its existence established as more than a myth there are doubtless many powers, some not of this world, that would wish to claim it — not least of which the Demon Lord Demogorgon and the God of the Underworld, Ades. With all those of this world who would claim the Tower, it could lead to political intrigues, international diplomacy, and even outright war.

Of course, word should also be sent to Penmorgh that the demon is dead. Pearsey at least should be notified. Having slain the beast that terrified Penmorgh for a century the characters are hailed as heroes indeed. The same can likely not be said for their reception in Bradfield, where a lot of damage control no doubt needs to be done to salvage their reputation there.

This all assumes, of course, that the characters were successful in destroying Mhaazoul. If Mhaazoul and his minions somehow won the day and destroyed the characters, he continues his reign of coercion and puppeteering as a full demon lord and the rightful heir of Orcus with the Material Plane as his home plane, until he can command an entire nation from behind the scenes.

An Unforeseen Consequence

The Merchant Guild no longer has Mhaazoul using his ability to bend fate in their favor and it is almost as if all the bad luck that that they avoided for a century comes back tenfold. The unexpected result of this is that all the money that they poured into the city suddenly dries up and all the good that they did for Penmorgh comes to an end. Another option is for the people of Penmorgh to contact the characters to find another of the *crystal skulls* to hopefully conjure the demon again and bind it to Penmorgh's service (if Mhaazoul was killed this will be impossible, but they do not know that). Knowing that it doesn't require little girls, they are willing to sacrifice the worst criminals to it to restore the city's fortunes. The task of raising an evil demon, the very one they defeated, in the service of a good cause should lead to no end of moral and ethical dilemmas. It could pit the characters against the city leaders (formerly innocent of involvement in Mhaazoul's corruption) and the Empire of Oceanus as well as they see their investment in Southvale threatened by the loss of its economic prosperity. This could lead to many adventures of international intrigue as the heroes take on the might of a sophisticated naval empire.

Regardless, the characters are now heroes of great renown throughout the length of the Sundered Kingdoms with many contacts and potential enemies among the powerful of the region. More adventure in this wild and untamed land is sure to come their wa

The Secret Levels

The Secret Levels was originally additional material written to go with the **Necromancer Games** adventure ***F3: Crystal Skull*** as a free web enhancement. However, the material was never released and remained hidden away, languishing in hard drives and e-mail accounts. The advent of the Fourth Edition and the drying up of the v.3.5 market ensured that it would remain so for a long time. With the purchase of **Necromancer Games** by **Frog God Games** and the update of old materials from v.3.5 rules to The Pathfinder Roleplaying Game and ***Swords & Wizardry***, it provided the perfect opportunity to dig up this old material, blow off the dust, and finally let it see the light of day. Just remember before you read it to say the password, "Buboe*."

*The word "Buboe" was the Product Update Password for web content of the original ***F3: Crystal Skull***. Located on the credits page of the original print addition, this word would have allowed buyers of the print adventure to gain access to password-protected updates and web enhancements made available on the **Necromancer Games** website. All of the **Necromancer Games'** adventures had these passwords, though not all of them ended up having additional material online.

Beginning the Adventure

The Tower of Bone does not abide by normal spatial laws, as evinced by the Forest of Pillars room and by staircases that enter floors from impossible directions. Even more amazing is the fact that several floors of the tower cannot currently be accessed at all. These floors are simply "folded away" and can be revealed only by the Master of the Tower. These rooms and their accompanying locations — labeled **Areas TS1** through **TS7** — are described below.

Neither Malakov nor Tol Mordroth knows about these secret levels. If the characters have gotten this far, then they have likely defeated Mhaazoul as well. However, you can still challenge your players with a jaunt into the Secret Levels of the Tower of Bone if you wish. Be forewarned, though, these levels are quite demanding. They can lead to the final destruction of the Tower of Bone, but they are just as likely to lead to the final destruction of the characters as well. You may need to provide the characters with a chance to rest and recuperate before taking on the final challenges. As with all adventures by **Frog God Games** and **Necromancer Games**, proceed with caution.

With the destruction of the wizards and the rising demon lord Mhaazoul, the characters find themselves atop the Tower with no one left to fight. Either the necromancer Malakov is lying dead upon the platform, or it is possible he fled the battle and survived. If it is the latter, the Tower has no more use for him with the destruction of Mhaazoul and uses its innate abilities to summon the *Bone Tower Staff* back to itself. In this case, the staff appears lying at the edge of the platform where he vanished as if it was dropped and overlooked in the confusion of battle.

How it happens is up to you, but in order for the party to experience the Secret Levels, one of them must pick up the *Bone Tower Staff* and become the new Master of the Tower. It is the will of the Tower to try to find a new master to pursue its ends, so the first character to pick up the staff is subjected to a battle of wills for dominance — in this case trying to force the character to exert his will over the tower. As mentioned previously, this battle is very subtle and requires a save with a –6 penalty for the character to even notice it is occurring. And regardless of the outcome of this battle of wills, the Tower has now bonded with the character as its Master. This has no game effect on the character other than that he now has the ability to access the Secret Levels. Unless the character is already Chaotic, the Tower has no wish to reveal any of its other abilities to its new Master yet. In fact, the character won't notice anything new or different at all … until he tries to leave the Tower, that is.

Accessing the Secret Levels

The characters should be in **Area T22** after their epic battle against Mhaazoul there. The holder of the *Bone Tower Staff* is aware that it gives him the ability to automatically *teleport* himself and anyone else or any objects in **Area T22** with him to **Area T13**. From there, all seems well until the party tries to descend the stairs from the Fifth Floor to the Fourth Floor.

Orcus' Throne Room

This room appears between **Areas T12** (the Fourth Floor) and **T13** (on the Fifth Floor). Descending the stairs brings the characters to the room's double doors rather than the double doors to **Area T12**. When the doors are opened, read the following description instead.

> This large room is featureless apart from the ornate black-and-white mosaic inlaid floor forming an image of the Demon Prince Orcus. The mosaic tiles are crafted from pieces of polished white or fire-blackened bone.

See **Player Handout B** for the floor mosaic in this room. If the characters refuse to enter and instead climb the stairs that they just descended, the Tower folds space once again and the characters find that the stairway ends at the same double door leading into Orcus' Throne Room. If they choose to use other means to escape the Tower (such as teleportation), they find that the stairwell they are on blocks their attempts. The Tower clearly wants its new Master to enter the throne room.

The double doors silently close behind the characters when they enter. Normally if the doors of the room are reopened inward, the room connects with the floor below it (the Forest of Pillars at **Area T12**). If the doors are opened outward, it connects with the floor above (**Area T13**). Currently, however, the Tower won't allow anyone to open or pass through the doors until the Labyrinth is activated (see below). Only then may the doors be opened, and they lead only to that location.

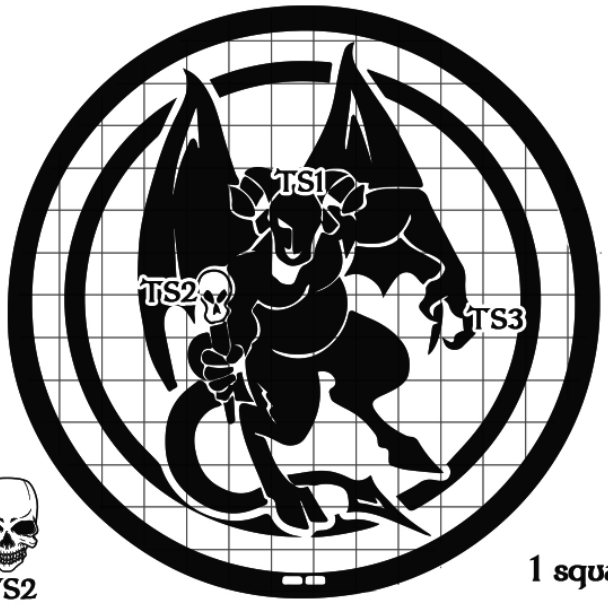
Area TS1: The Throne of Orcus

If the *Wand of Orcus*, the *Bone Tower Staff* or the hand of Orcus or his heir touch the image of Orcus' head in the mosaic read the following:

> A massive basalt throne rises slowly from the floor. The throne is carved with ancient sigils of evil that seem to squirm and twist under the viewer's gaze like veins pulsing beneath the skin. The seat of the throne is worn and polished from millennia under a demon prince's ponderous bulk and long, deep scratches in the arms attest to bouts of its master's past agitation.

The throne is designed for a much-larger creature but can comfortably accommodate a character as well. Anyone who sits in the throne is aware of everything happening within the Tower and receives a +10 bonus to his grapple check to dominate the Tower, provided of course that he also

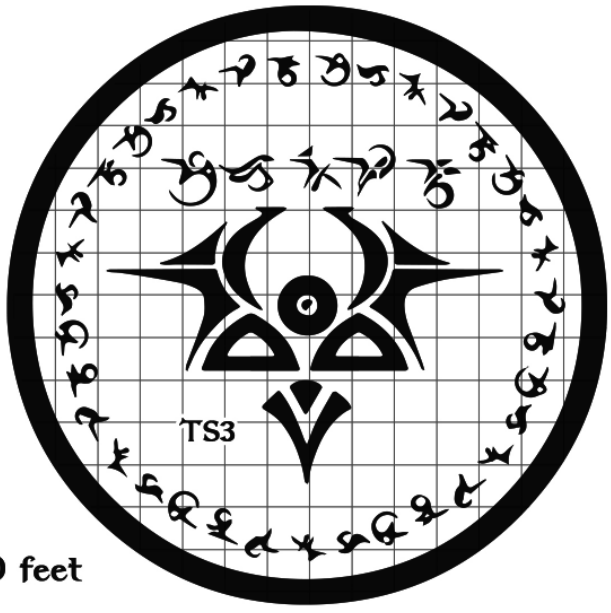
Orcus' Throne Room



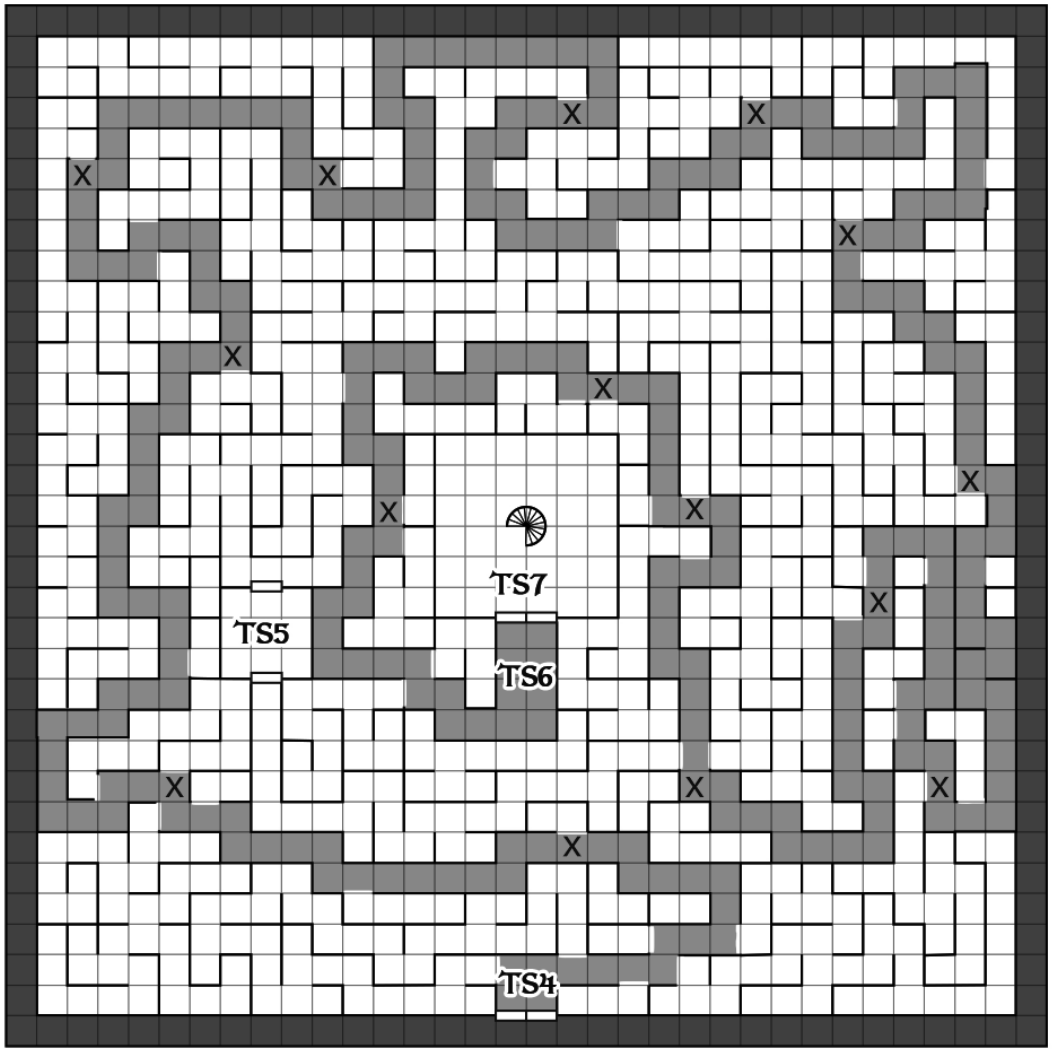
TS2

N

The Undead Creation Room



1 square = 10 feet



possesses the *Bone Tower Staff*. See **The Crystal Skull** for rules on dominating the Tower. The Tower still does not reveal any more of its powers to the characters at this time.

Area TS2: Treasure Room

This room is only reachable from Orcus' Throne Room. If the *Wand of Orcus*, the *Bone Tower Staff* or the hand of Orcus or his heir touch the image of the skull atop Orcus' *Wand* in the mosaic, the skull's mouth opens, revealing a short flight of steps down into a skull-shaped room.

A huge stone chest is bolted to the center of the floor. Four alcoves in the shape of bones lead off from the main chamber. The walls of the alcoves are lined with hundreds of skulls and each contains the corpses of numerous species and a niche. One niche has a stand designed to hold armor of some kind, and another has a pedestal seemingly intended for a book or tome, and the other two have brackets similar to those of a weapons rack.

The chest had no lock or visible hinge mechanism and so cannot be picked. It must be opened by touching it with the *Wand of Orcus*, the *Bone Tower Staff* or the hand of Orcus or his heir. The corpses in the alcoves are all inanimate. The niches were meant to hold the personal treasures of the Demon Prince himself. One is left to guess at legends as to what they may have been; the *Wand of Orcus* no doubt was one, and another was the *Bone Tower Staff*.

Treasure: The chest is large and contains only the tattered remains of a sack that appears to have burst open under the weight of coins (1552pp and 3870gp) which fill the bottom of the container.

Area TS3: Staircase and Animatorium

If the *Wand of Orcus*, the *Bone Tower Staff* or the hand of Orcus or his heir touch the image of Orcus' left hand in the mosaic, the arm extrudes itself from the floor and extends upwards, revealing a spiral staircase within. The arm does not reach the ceiling, yet there is a door at the top that leads to the Animatorium. The door opens into the center of the floor in this room.

Like the throne room below, the floor of this room is a mosaic formed of pieces of cut bone. The central design is a huge sigil topped by five smaller sigils in blood-red bone fragments, and the perimeter of the room is ringed by 36 even smaller sigils. Above 12 of these small sigils float dark-cowled shapes with glowing red eyes. Another, larger one of these ominous creatures floats nearby above the central sigil. Around the perimeter of the room are several stacks of corpses. They do not appear to be fresh but do not show signs of decay.

See **Player Handout C** for the sigil on the floor of this room. The dark forms floating above the smaller sigils are **12 wraiths**. The dark form hovering in the center of the room is an **oblivion wraith**. The Animatorium is where the majority of Orcus' undead legions were crafted in ages past. The corpses are inanimate and each bears the sigil of Orcus branded onto its flesh. Their flesh has hardened to a wood-like toughness by the long millennia. The wraiths and dread wraith do not immediately attack if the room is entered by the bearer of the *Bone Tower Staff*, which is good since the doorway in the floor enters within the dread wraith's reach.

The secret of this room is in the giant sigil on the floor. It is an ancient symbol of the Arvonliet, the identity of Orcus more than 10,000 years ago before he was struck down, twisted into his current form, and thrown into the Ginnungagap by the gods Thyr and Muir (see ***The Slumbering Tsar Saga*** by **Frog God Games** for details of this event). This room was constructed as a reminder to Orcus of the vengeance he owes the aforementioned gods and the Material Planes' world of the Lost Lands, as well as a symbol of his own resurrection, arising from the ashes of his defeat and banishment to reinvent himself as the Demon Prince of the Undead — or the demon prince of that which rises from its grave.

Upon entering this room, Orcus would perform a blasphemous ritual directed against Thyr and Muir. This ritual would energize the Tower and augment its abilities to create undead to reinforce his numberless hordes. However, if he wished to enter the Labyrinth of the Tower, he would not perform the ritual, which would activate the gateway into the Labyrinth from Orcus' Throne Room. It is unlikely the characters know to perform this ritual, and even if they did, any Lawful character trying to perform the proper ritual would require atoning for the evil deed. As a result, when they return to the throne room, the double doors no longer lead to the stairs between it and the rest of the Tower, but rather it now opens into the Labyrinth at **Area TS4**.

Unfortunately for the characters, not performing the ritual has a secondary effect of enraging the undead who guard this chamber. They are dedicated to participating in the ritual blasphemy toward the gods of good. If Orcus or his heir did not perform the ritual, they simply bided their time for the next occasion when they could act out their ritual depravity. But the characters get no such leeway. If the characters do not begin the ritual in this room within 1 minute, the wraiths move to attack. They fight until destroyed.

Wraith (12): HD 4; **HP** 31, 30x2, 27, 25x3, 22, 21, 20x3; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** drain 1 level per hit, silver (half-damage) or +1 or better weapons to hit, resistant to silver and magic arrows (1hp/hit).

Oblivion Wraith: HD 12; **HP** 92; **AC** 1[18]; **Atk** touch (3d6 plus attribute drain); **Move** 15 (fly 30); **Save** 3; **AL** C; **CL/XP** 15/2900; **Special:** +1 or better weapon to hit, drain attributes (drains 1 point from highest ability for each 5 or 6 rolled on damage), disintegrates objects (any object striking wraith, magical items can save to avoid). (***Monstrosities*** 352)

The Labyrinth

If Orcus' Throne Room is activated by the Animatorium, this room appears between it and stairways to **Areas T12** and **T13**. Opening the double doors from the throne room looks into the room at **Area TS4**.

From the low, dark corridors, dank stone walls, and musty earthen stench every sense, every instinct, indicates that this level of the Tower is actually built deep underground. Underground races feel right at home here and any powers or abilities that only function while underground also function on this level.

Indeed, this level is ostensibly several hundred feet above ground, and characters and creatures capable of burrowing though stone can do so through the walls, floor and ceiling. The boundaries of this level are finite, however, and after burrowing for a hundred feet in any direction — up, down or sideways — the burrower emerges no more than 10ft from where he began digging, even if he have traveled only in a straight line.

The purpose of this level of the Tower is to act as a testing ground for new undead creations crafted by the Animator. Hapless demons and mortals were tossed into the labyrinth to be hunted down by the Animator's latest batch of undead creatures in order to test the worthiness of his creations. What no one knows save Orcus himself is that he added the Labyrinth out of vanity. It was well known that every magical Tower required a labyrinth, and so he determined that his should be no exception. The fact that his Tower had no permanent home under which to build such a complex did not deter him in the least. He simply added it in the middle of the Tower where it suited his fancy.

Several spots on the map are marked with an **X**, indicating locations where a random encounter occurs.

Random Encounters in the Labyrinth

All of the undead random encounters bear the telltale marks of the Animator's hand. They have tubes leading to beakers full of sickly green and orange fluids that are held in place by wires and staples, and each has the rune of Orcus branded on its body.

d%	Creature
01–20	6 Tower zombie bugbears
21–40	2 Tower zombie ogres
41–50	3 Tower zombie minotaurs
51–60	3 wraiths
61–70	4 mummies
71–80	3 Tower zombie otyughs
81–85	Otyugh*
86–94	2 mohrgs
95–100	1 oblivion wraith

* This normal **otyugh** escaped imprisonment by burrowing into the walls. This encounter can occur only once.

Mohrg (2): **HD** 10; **AC** 0[19]; **Atk** fist (1d8 plus hold) or tongue (paralysis); **Move** 12; **Save** 5; **AL** C; **CL/XP** 13/2300; **Special**: first strike unless opponent is *hasted* or similar, hold for automatic tongue attack (save avoids), paralysis for 1d6 turns (save avoids). (***Monstrosities*** 334)

Mummy (4): HD 5+1; **AC** 3[16]; **Atk** fist (1d12 plus rot); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: +1 or better weapon to hit (50% damage), rotting disease (no magical healing, heal one-tenth normal).

Tower Zombie Bugbear (6): HD 4; **AC** 3[16]; **Atk** bite (2d4) or longsword (1d8+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tower Zombie Ogre (2): HD 5; **AC** 3[16]; **Atk** club (1d8+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Tower Zombie Minotaur (3): HD 4; **AC** 3[16]; **Atk** head butt (2d4), bite (1d3) and longsword (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to *magic missile*, resist fire (50%). (***The Tome of Horrors Complete*** 616)

Oblivion Wraith: HD 12; **AC** 1[18]; **Atk** touch (3d6 plus attribute drain); **Move** 15 (flying 30); **Save** 3; **AL** C; **CL/XP** 15/2900; **Special:** drain attributes (drains 1 point from highest ability for each 5 or 6 rolled on damage), +1 or better weapons to hit, disintegrates objects (any object striking wraith, magical items can save to avoid). (***Monstrosities*** 352)

Otyugh: **HD** 7; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1 plus disease); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: bite (90% chance of disease causing death within 3d6 days). (***Monstrosities*** 367)

Otyugh Tower Zombie (3): **HD** 7; **AC** 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1 plus disease); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: bite (90% chance of disease causing death within 3d6 days), hard to kill (reduce to –10 to permanently kill or rise at full strength in 2d12 hours), immune to electricity and cold, immune to magic missile, +1 or better weapon to hit, resist fire (50%). (***Monstrosities*** 367)

Wraith (3): **HD** 4; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special**: drain 1 level per hit, silver (half-damage) or +1 or better weapons to hit, resistant to silver and magic arrows (1hp/hit).

Area TS4: Door Guardians

When the double doors in Orcus' Throne Room are opened, they reveal a second set of double doors immediately behind them. These doors appear to be huge stone doors carved to resemble armed undead warriors, each with a keyhole located in center of its chest. However, no amount of tinkering allows a character to pick the supposed locks as these are not doors at all but **2 stone golems** tasked with guarding this room. They open if the Master of the Tower commands them to do so while holding forth the *Bone Tower Staff*. Otherwise, if anyone attempts to pick the false locks or if anyone attacks or damages either golem in any way, they animate and attack.

Golem, Stone (2): HD 12; **HP** 60; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, immune to most magic, slowed by fire.

Area TS5: The Lab

The first things that grab your attention are the walls. They are spattered with a truly staggering amount of blood to a height of more than 50ft. These walls have obviously seen the sanguine fluids of untold thousands of victims over countless centuries as the dried blood is actually several inches thick in places. The oldest layers glimpsed through the red pall are black with age.

The ceiling disappears into darkness an untold distance overhead, beyond the level of any light source. Hundreds of chains emerge from the darkness overhead, each one ending in a rusted, bloodstained hook. Several of the hooks are occupied by corpses that, judging by the expressions of agony permanently etched on their long-dead faces, must have been hung here while alive. Some unfelt breeze stirs the chains, causing them to sway and jangle together to form an unceasing and grisly wind chime that adds an unearthly aspect to the horrific scene.

A trio of blood-soaked tables is spaced about the room amid the piles of rags and discarded body parts that litter the floor. Each of the tables holds a corpse in the middle of a forest of tall beakers, retorts, alembics and other trappings of the alchemist's art. These vessels contain a puzzling array of sickly-colored fluids that are being fed into the body through a number of pipes and tubes.

Two of the bodies are inanimate, failed experiments, but in the third the Animator succeeded in creating a **mummy priest of Orcus**. The mummy shows no sign of life at first but attacks if anyone approaches within melee range or attempts to leave the room by either door.

Mummy Priest of Orcus: HD 12; **HP** 89; **AC** 3[16]; **Atk** fist (1d12 plus rot); **Move** 9; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special**: +1 or better weapon to hit (50% damage), rotting disease (no magical healing, heal one-tenth normal), spells (4/4/4/4/4/1).

Spells: 1st—*cause light wounds* (x2), *detect good*, *detect magic*; 2nd—*hold person* (x2), *silence 15ft radius*, *snake charm*; 3rd—*cause disease* (x2), *remove curse*, *speak with dead*; 4th—*cause serious wounds* (x3), *sticks to snakes*; 5th—*commune*, *finger of death* (x2), *insect plague*; 6th—*blade barrier*.

Equipment: *ring of fire resistance*.

Area TS6: Door Guardian

Similar to **Area TS4** above, the doorway here is blocked by what appears to be a pair of ornate iron doors cast in the form of a pair of undead warriors locked in mortal combat. Each has a keyhole in the center of its chest. They are actually **2 iron golems**. These do not open for the Master of the Tower as those at **Area TS4** do, but open only at the command of Orcus or his heir. If the characters attempt to pick the false locks or if either golem is attacked or damaged in any way, they animate and attack.

Golem, Iron (2): HD 16; **HP** 80; **AC** 3[16]; **Atk** weapon or fist (4d10); **Move** 6; **Save** 3; **AL** N; **CL/XP** 20/4400; **Special**: +3 or better weapon to hit, healed by fire, immune to most magic, poison gas, slowed by lightning.

Area TS7: The Animator's Room

This room forms a cube 60ft to a side. In the center of the floor a spiral staircase stretches to the ceiling 60ft overhead. The walls of this room are spattered with blood and several blood-soaked tables are scattered about with no apparent design covered in bodies and parts thereof. Tucked away in one corner of the room is a large, filthy bed. A split seam on the mattress reveals that it is stuffed with the hairy scalps and pelts of numerous different species.

The first thing one is likely to notice when entering the room is not the carnage nor the furnishings but rather the massive demonic creature — the **Animator** himself — bent over one of the tables, humming quietly to himself as he slices the body of an ogre into pieces. A sickening amalgamation of ape and boar and three times the height of a man, the creature is a nalfeshnee. It is dressed in a filthy butcher's apron smeared with blood, the pocket crammed full of a number of small and rusty blades. Perched comically on its tiny nose is a pair of round, impossibly thick spectacles. The Animator does not appreciate his work being disrupted, but he does not attack on sight. If the characters are extremely good at roleplaying this situation they might be able to avoid combat here, but the Animator attacks if his relatively short supply of patience is exhausted.

In place of the normal claw attacks of a nalfeshnee, the Animator wields a long, jagged-edged filleting knife in one hand and a huge, notched cleaver in the other. This is merely a bit of descriptive color, however, as the damage that these weapons do is equal to its normal claw damage. Upon examination after the creature is dispatched, the characters find that these items are quite useless as weapons and are worth nothing owing to their poor state of repair.

The Animator, Nalfeshnee Demon (Category IV): **HD** 7d10; **HP** 65; **AC** 4[15]; **Atk** filleting knife (1d6+1), cleaver (1d8+1), bite (2d4); **Move** 9 (fly 14); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special**: +2 on attack rolls, +1 or better weapon to hit, immune to fire, magic resistance (65%), magical abilities.

Magical Abilities: at will—*dispel magic*, *fear*, *polymorph self*; 1/day—*symbol of discord*; 1/day—*gate* 60% (roll 1d6 for category).

Development: The staircase in the center of the room seems to lead to the blank stone of the ceiling. However, if the Animator is slain, an opening appears at its peak allowing access into a darkened area beyond. Anyone climbing the stair enters into **Area TS8**.

Area TS8: Cavern of the Obelisk

The stair from the abattoir below leads into a chamber unlike any you have seen since you entered the Tower of Bone. It is a natural cavern deep in the earth with a few small stalactites and stalagmites marking the floor and 30ft ceiling. Clumps of rubble show where others stood that have been shattered by some violent force. Behind you are the remains of a cave-in that looks like it blocks what was once a tunnel into the cavern.

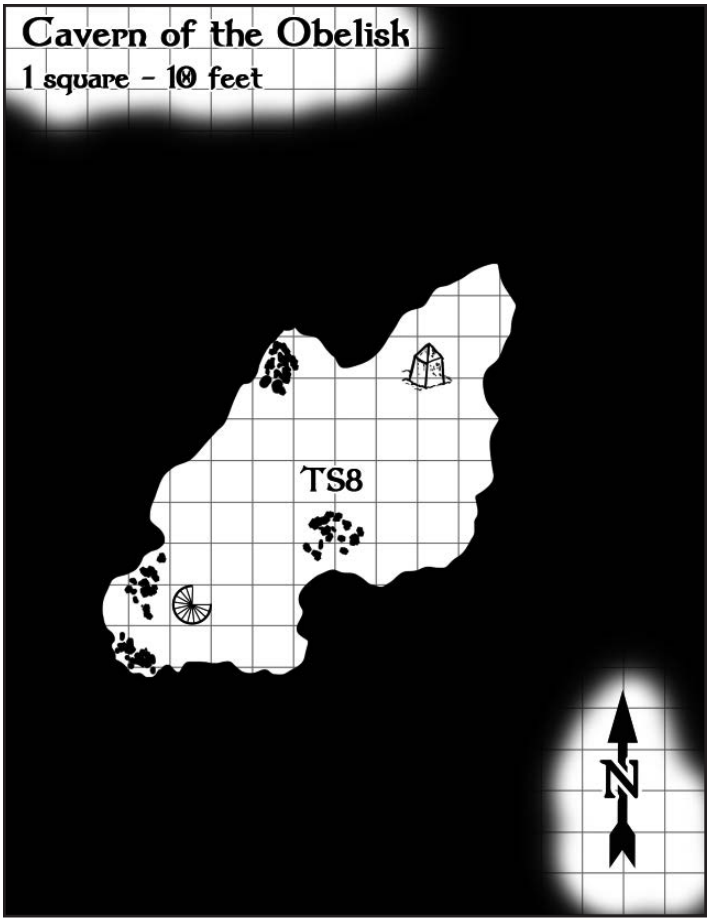
At the far end of the chamber is a disturbing sight. Emerging from the floor as if partially excavated at some point in the distant past is the upper end of a familiar object. It is an obelisk, apparently composed of some slick, black stone. It seems to pulse with an internal darkness that somehow provides illumination. With each pulse, the surface of the obelisk ripples like a pool of oil. Strewn upon the floor around the obelisk are dozens of skeletons, their beards and tools revealing their identity as dwarven miners.

The will of the Tower brings the characters to the very heart of its power where it hopes to feed them to the essence of the obelisk and raise them up as undead minions of the Demon Prince of the Undead. To do this, it leads them to the sealed cavern deep beneath the Durandel mines where miners of the Targ Clan discovered the *Obelisk of Chaos*. When it was discovered, the obelisk released a pulse of killing magic that slew all of the miners and then called the Tower of Bone to the Wood Between Worlds, sealing the doom of the dwarven city. Once the characters enter this chamber, the Tower seals the stair behind them. The only escape is to defeat the obelisk.

The obelisk itself stands about 30ft tall and is 3ft thick, but only the topmost 10ft is dug from the bedrock. The entire chamber is blanketed in a *darkness 15ft radius* spell effect generated by the obelisk.

The obelisk gives forth a 30ft-radius aura directed inward that activates only when a Lawful creature comes within 10ft. Lawful creatures cannot cross the circle to leave except with a successful *dispel magic* against a 15th-level caster. This only dampens the effect for 1d4 hours after which it functions again unless the obelisk is destroyed. In addition, the obelisk bears a magical **trap** that unleashes a powerful *death spell* (creatures with fewer than 7HD die, no save; creatures with 8–12HD save or die) centered on itself immediately followed by an *animate dead* spell that animates them as mohrgs. The trap activates when a good creature comes within 40ft. The trap resets itself every 24 hours.

In addition, when someone of a non-Chaotic alignment approaches within 30ft of the obelisk it summons its guardian creature, or rather its guardian creature sends in its first attack — a **zombie horde**. The surface of the obelisk ripples like thick oil, and the horde marches forth from it. The horde remains for 1 hour once summoned, but can be summoned again if the summoning is triggered again. If the horde is destroyed, the actual guardian of the obelisk appears. The destroyed zombie horde creeps together into a

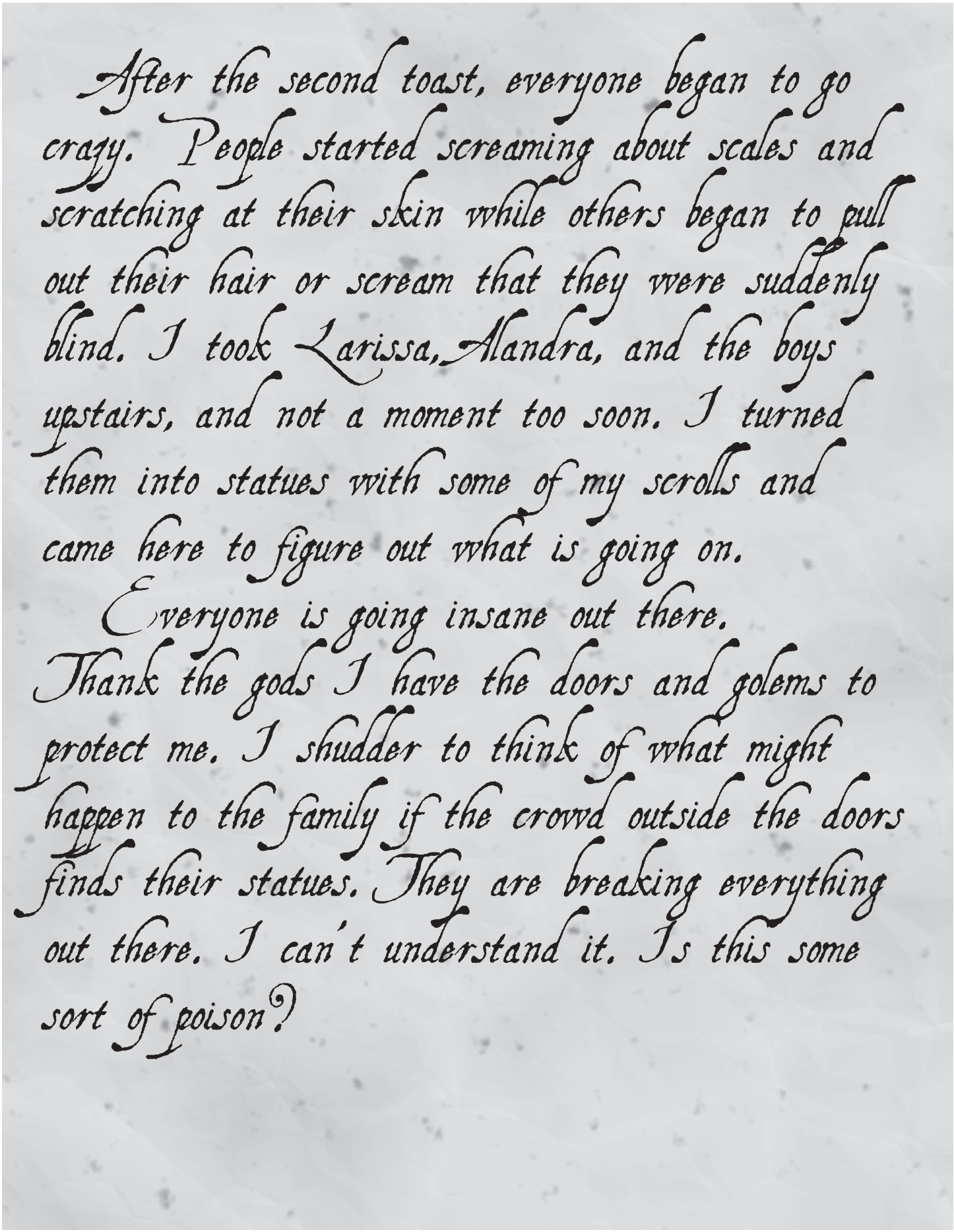


mass of broken and dismembered zombie corpses intermixed with the fragments of armor and weapons that they bore. This amalgamation of horror is an undead creature called a **corpse orgy** and is the true guardian of the obelisk, appointed by Orcus personally millennia ago.

Zombie Horde: HD 18; **HP** 123; **AC** 8[11]; **Atk** horde (6d6); **Move** 12; **Save** 3; **AL** C; **CL/XP** 18/3800; **Special:** horde (if reduced to 0 hp, the horde breaks up into 2d6 zombies that continue attacking), immune to *charm*, *hold*, and *sleep* spells, rend (if the horde deals 20 points of damage to a target, it inflicts an additional 3d6 points of damage).

Corpse Orgy: HD 14; **HP** 105; **AC** 2[17]; **Atk** 4 slams (2d6); **Move** 6; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** absorb body (dead creatures absorbed in 1 round, gains 12hp per corpse), pain shriek (2/day, 8d6 damage in 40ft radius, save for half), half damage from blunt weapon. (***The Tome of Horrors*** 107)

Development: To escape this cavern, the characters must destroy the *Obelisk of Chaos* that serves as the root of the Tower of Bone's power. If the characters have dealt with these before, then they know how difficult they are to destroy. Fortunately for them, striking the obelisk with the *bone tower staff* deals 50 points of damage automatically to the obelisk with each strike. When the obelisk is destroyed the *bone tower staff* shatters and the characters are instantly teleported to the surface in the Wood Between Worlds. Lying before them is the rubble of the Tower of Bone, which crumbled even as the obelisk itself fell, its power finally broken.



After the second toast, everyone began to go crazy. People started screaming about scales and scratching at their skin while others began to pull out their hair or scream that they were suddenly blind. I took Larissa, Alandra, and the boys upstairs, and not a moment too soon. I turned them into statues with some of my scrolls and came here to figure out what is going on.

Everyone is going insane out there. Thank the gods I have the doors and golems to protect me. I shudder to think of what might happen to the family if the crowd outside the doors finds their statues. They are breaking everything out there. I can't understand it. Is this some sort of poison?

What is this? I thought it was poison, poison in the food or wine, but I have used every potion and antidote I have and scales are still appearing on my arms. They look like silvery fish scales, but they are a bit thicker and flake off when I scratch them. My arms itch like crazy.

The scales are spreading.

It has to be the food, maybe the wine. Everybody went crazy after the second toast. If it isn't poison, what is it? A curse? Nothing in my books describes a curse anything like this. This is madness. I haven't eaten for two days; I have to eat soon or try to escape. I still hear screams and pounding beyond the doors. I am afraid to risk it.

Put this item in any fountain on the grounds. Whatever you do, do not touch it with your bare hand. Return with the Morrick family's secret wine and brandy recipes, and I will pay you four times the amount we already agreed on.

To Sir Bartol of the House of Streymur of the Line of Trebes:

Your reputation precedes you, good sir, and has reached my ear even in far Endhome. I know from your reputation for you to be a man of honor as well as valor, and I have need of both. Five years ago, my only son was to wed a girl of a small country village on the border between Sunderland and the Duchy of the Rampart. She was a fine lass of a good merchant family, and my son was a stalwart young man, ahead of his years in maturity and the pride of family — well set to succeed me at the helm of my shipping interests in only a few short years. Alas, but some foul curse befell the wedding party in the midst of the celebration. I myself was able to escape the effects of the curse that befell Morrick Mansion, but neither my son, nor his bride, nor his bride's family ever emerged from the cursed house. To the village, they were thought lost; to a father, a son is never lost without knowing for sure.

For these last five years I have hired group after group to brave the cursed grounds of Morrick Mansion, find my son, his bride, and her family to bring them out to safety if they could, and to bring the perpetrators of this foul crime to justice if they could not. To date, none of those I have hired for this task have returned. I have even stationed a man, Richard Arien, in the village with my full authority to pay the reward of up to 7,000 gold galleons for the successful completion of this task. I know that as a man of family honor, the gold likely has little attraction for you, but for the sake of my son and his innocent bride I beg you to undertake this quest. Travel to the village of Grollek's Grove when you finish with your matters in Penmorgh, and see my man Richard Arien there. Grollek's Grove lies in the Gundlock Hills at the crossroads of King's Way and Trader's Way. Please bring some peace of heart to an old man.

Truly in your debt if you would help me,
Alistair, Lord Beval and Baron Leudisfort

My Lord Bartol,

I have heard that you travel in the vicinity of the Moon Fog Hills this season. I know your current errand takes you farther west, but I wonder if you might be willing to return east at the conclusion of your current business and return to the vicinity of the Mistwoods. The Grand Duchy has certain business interests in and around the small town of Malthlyn, and these have recently been interrupted. Such is our concern that with our blessing, our business partners in Bard's Gate dispatched a company of rangers and our own Waymark cavalry to look into the matter and reestablish contact. We have lost contact with these as well. I do not know but that the nearby Oceanders occupying the Matagost Peninsula may have seen such a deployment as a military incursion, and I fear that our soldiers may have been waylaid or taken captive.

I ask you, Sir Bartol, as a knight of renown and without connection to a foreign body politic with whom the Oceanders could take umbrage, would you be willing to divert your return journey to Trebes through the Moon Fog Hills and the village of Malthlyn and, while there, ask about to find out what you can about our mining operations there and also the fate of our patrol? We do not ask for you to intervene on our behalf against the Kingdom of Oceanus, merely to find out what you can about the state of affairs in distant Malthlyn and return a good description of the situation by letter to my representatives in Bard's Gate. For this task, you will surely be well rewarded.

By my hand,

Lucius Qelliuroque

Harmost of Panetoth, Duke of the Waymarch, Voice of the Grand Duke in the East

Bartol, It seems there is more to the matter you were looking into than we first believed. Return to Penmorgh before midsummer next or I fear the tragedy will begin anew.

Pearsey

Three Months Ago: Miners have finally re-opened the old Mistwood Mines, and Mathens once again occupy the Mathen Estate. I fear what they may find in those mines.

Ten Weeks Ago: I have met Squire Mathen and his wife in Malthlyn. They seem to be amicable folks, although they know nothing about mining.

Two Months Ago: Slew a horrid crime against nature in the woods, and have seen sign of trolls and giants of late. Word from town is that the miners have not been seen in weeks and there is a horrid buzzing that was heard over the Mathen Estate. Screams were heard and folks fear the worst. It seems that the curse upon the Mathen family still looms even over their grandchildren.

Three Weeks Ago: I have become a virtual prisoner in this shack. The horrid buzzing comes every night now. Had I not come to my senses, the foul moth creatures would have slain me for sure. Luckily my bow was handy and I was able to take one of them down before fleeing for cover within my cabin. As it died, it burst with the most foul of stenches imaginable, turning out my stomach's contents. The next morning I found a patch of toadstools where the body of the beast had been.

Two Weeks Ago: Again they came for me, buzzing and twittering in the night, but I was ready for them this time, and another fell to my bow. I don't know how long I will last out here alone. Perhaps I should try to make a break for Malthlyn. Perhaps Akomi and Roarch will have some answers or at very least they will lend some strength.

Greetings and Salutations Great and Valiant Heroes,

It has come to my attention that you perhaps follow in the footsteps of that courageous knight Sir Bartol of Trebes, who so lately passed, in taking up his quests in and around the Sundered Kingdoms. If the tales I have heard be true, then you have done so with some skill and with great success. I applaud you for your efforts and the good deeds that you have undoubtedly done for so many. In light of these actions, I would beg of you to consider taking on a final task that the late knight had before him. This last summer he was my guest in the humble city of Penmorgh, capital of the Southvale, to investigate a series of gruesome murders involving young girls. The good knight found the source of the murders in a foul gang of villains, we did believe, and put them to rights with his vindicating sword.

We thought all was done, and the city of Penmorgh could at last know peace from this incessant bloody curse. Only after the good knight had left for points north to do other deeds of great valor and fair justice did I come upon information that maybe the source of these murders had not been completely excised. I sent him message imploring him to return to Penmorgh when he had finished his tasks to the north, but you well know the fate of this brave and honorable that will forestall him from responding to my request. I fear that come midsummer of the next year the cycle will start anew, that the young girls will begin dying again. The authorities of the city are not equipped to deal with a menace of this depth or they would have long since. No, it requires heroes of a different caliber, a caliber that I had found in Sir Bartol and that I hear may reside in you.

I ask you, good people, make journey to Penmorgh. My eyes and ears tell me that you are already upon the road towards it in distant Terrin Keld. There is time yet; the killings do not begin until midsummer. I know the winter must pass. The roads must become traversable. But when you are able, please make haste to me here. My tower lies just off the Southvale road some two miles from the walls of Penmorgh. I can promise you no reward or great adventure; men of Sir Bartol's caliber never required such. I simply bring you one old man's plea for help. Don't let the girls start dying again. Save them while you can.

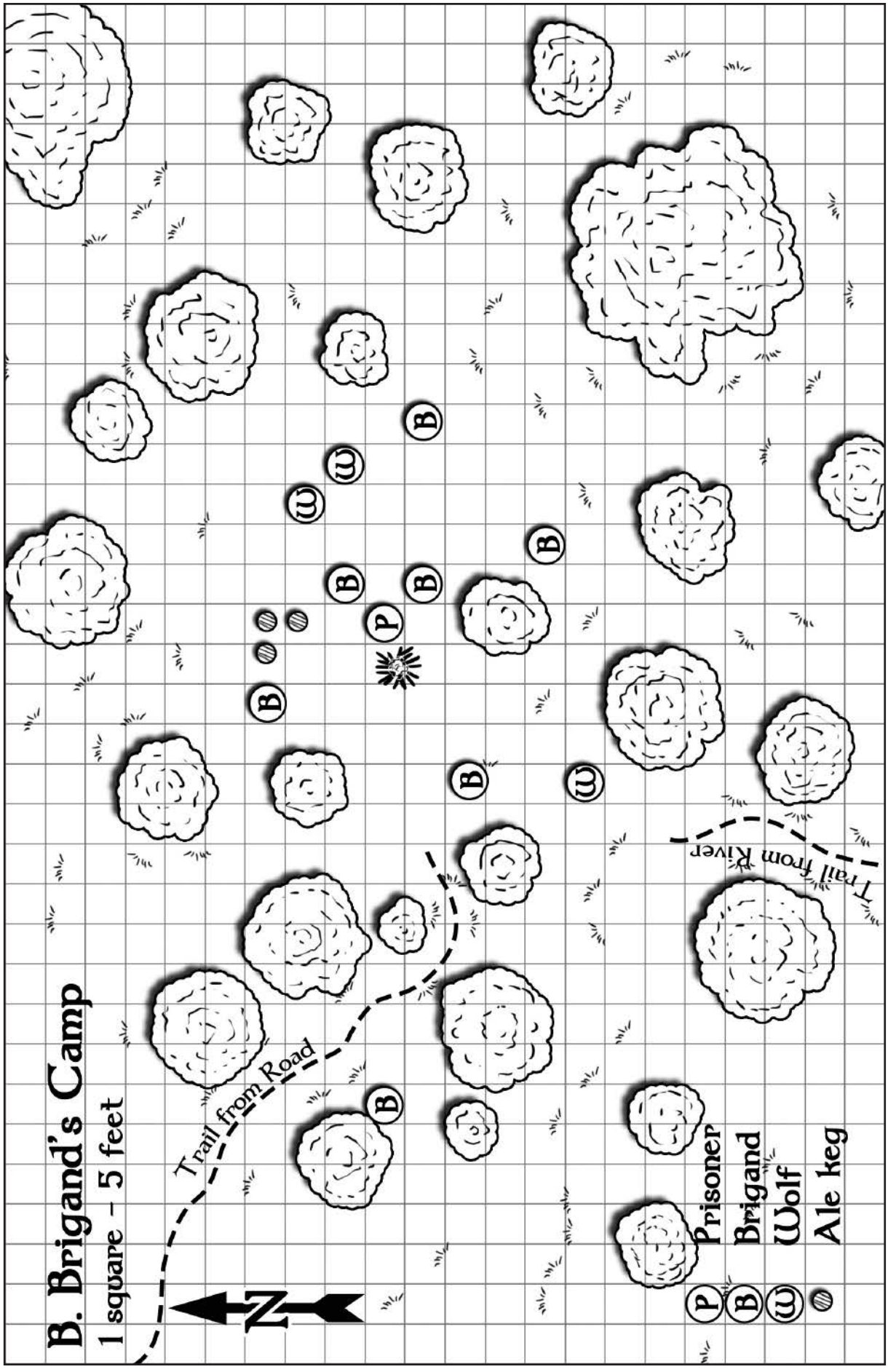
Most Sincerely,

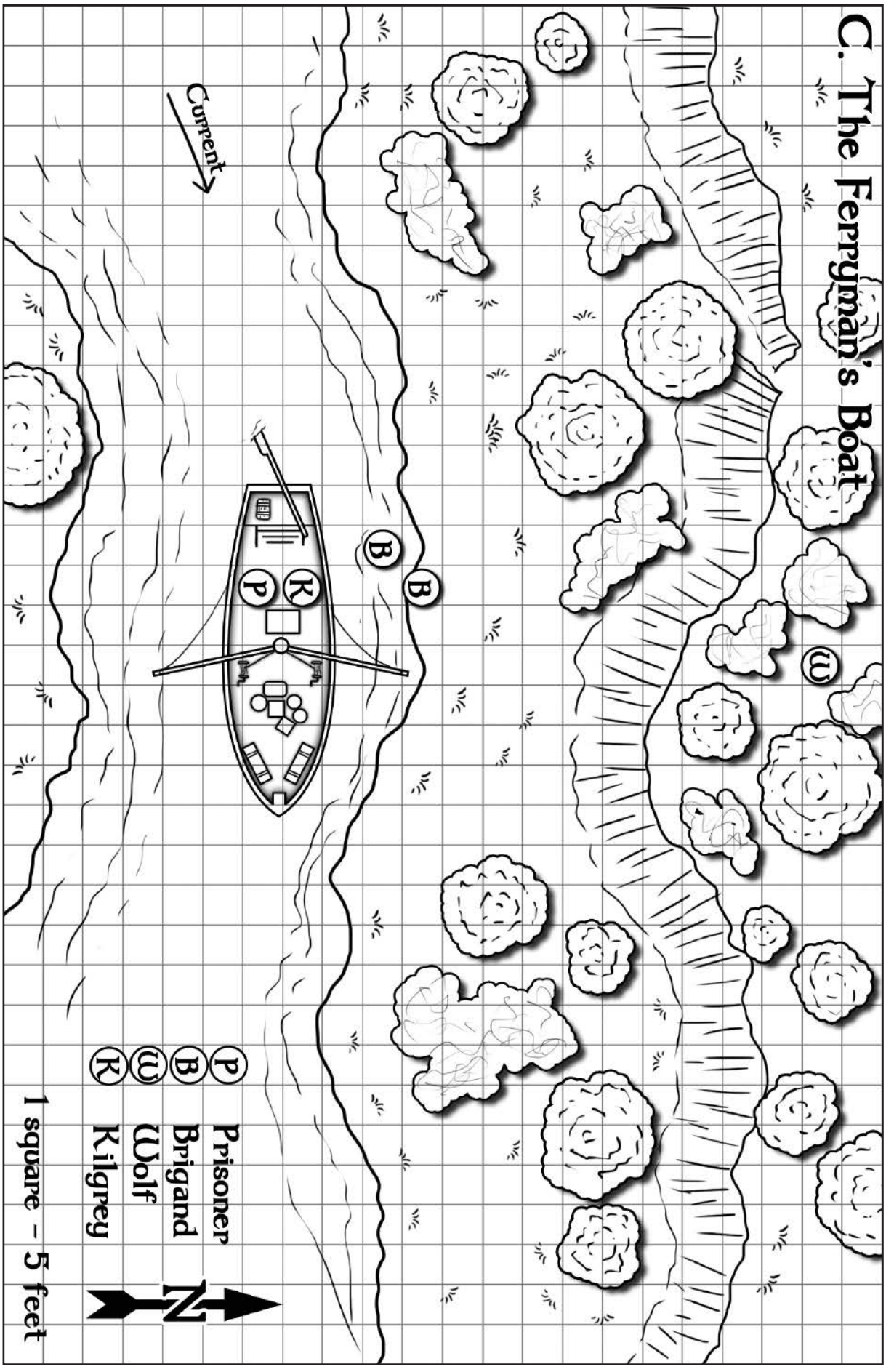
Pearsey of Penmorgh

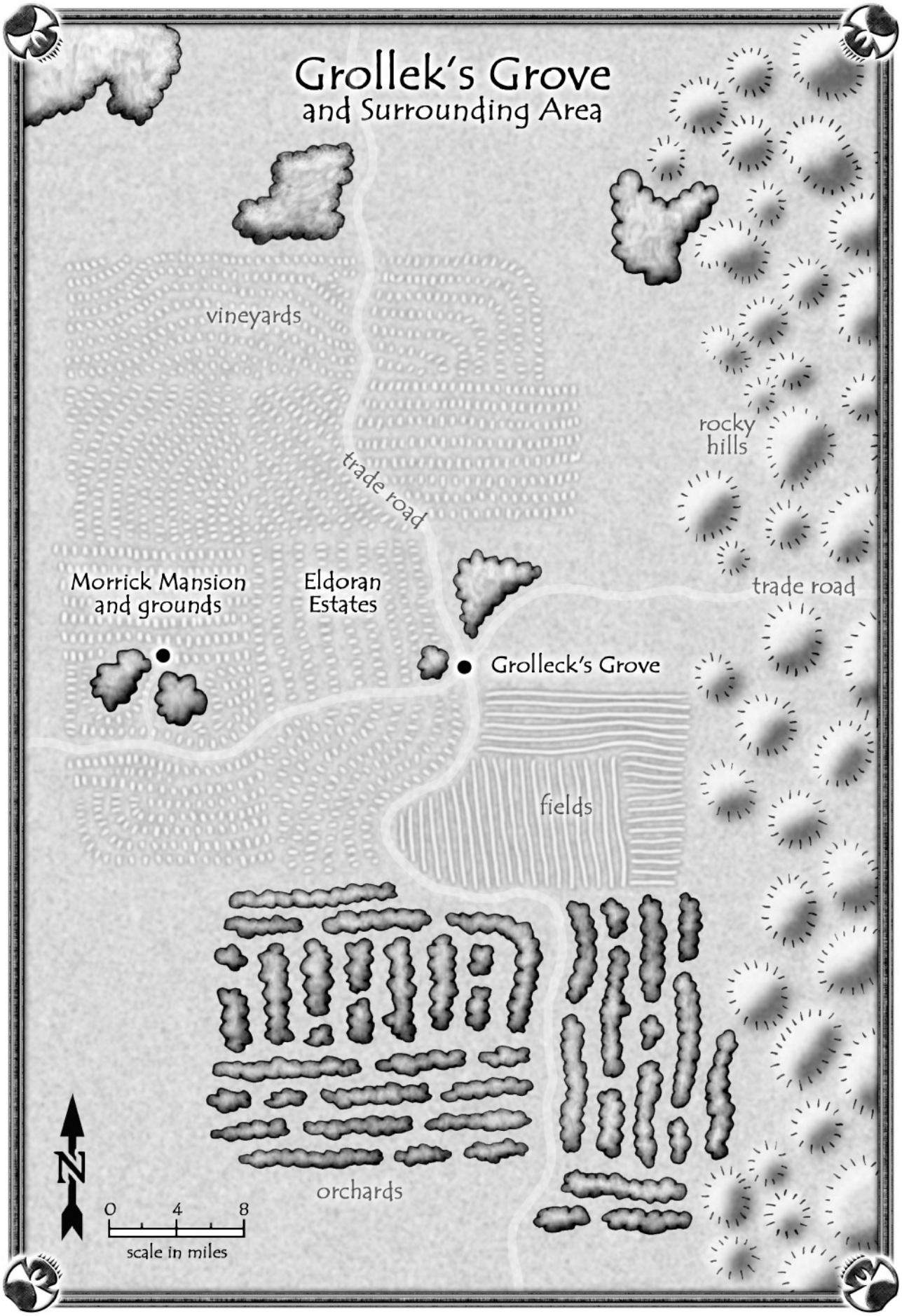
Players' Handout A

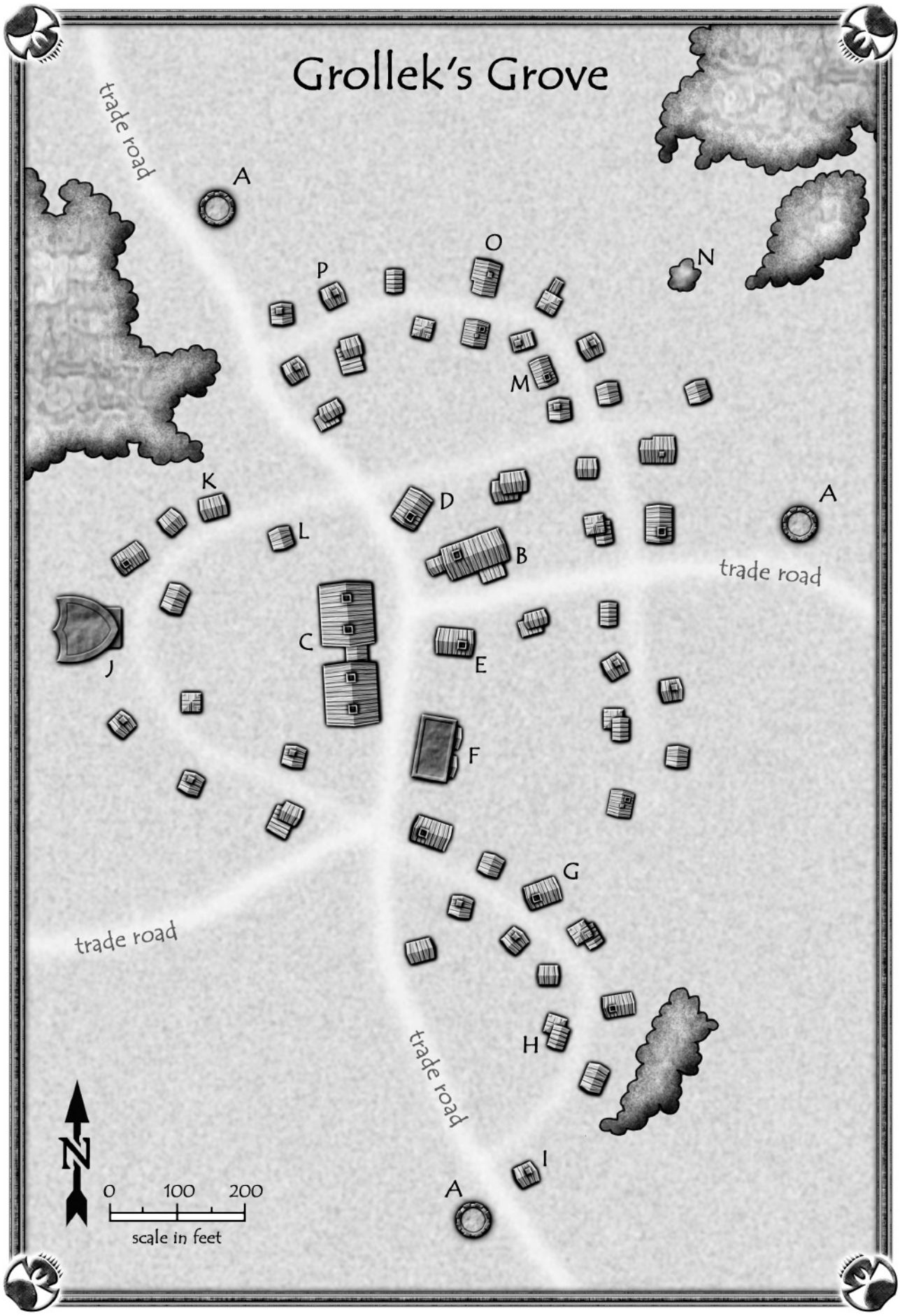
Players' Handout B

Players' Handout C


B. Brigand's Camp
1 square = 5 feet
N
Trail from Road
Trail from River
P Prisoner
B Brigand
W Wolf
Ale keg


C. The Ferryman's Boat
Current
P Prisoner
B Brigand
W Wolf
K Kilgrey
N
1 square = 5 feet


Grollek's Grove
and Surrounding Area
vineyards
rocky
hills
trade road
trade road
Morrick Mansion
and grounds
Eldoran
Estates
Grolleck's Grove
fields
orchards
N
0
4
8
scale in miles

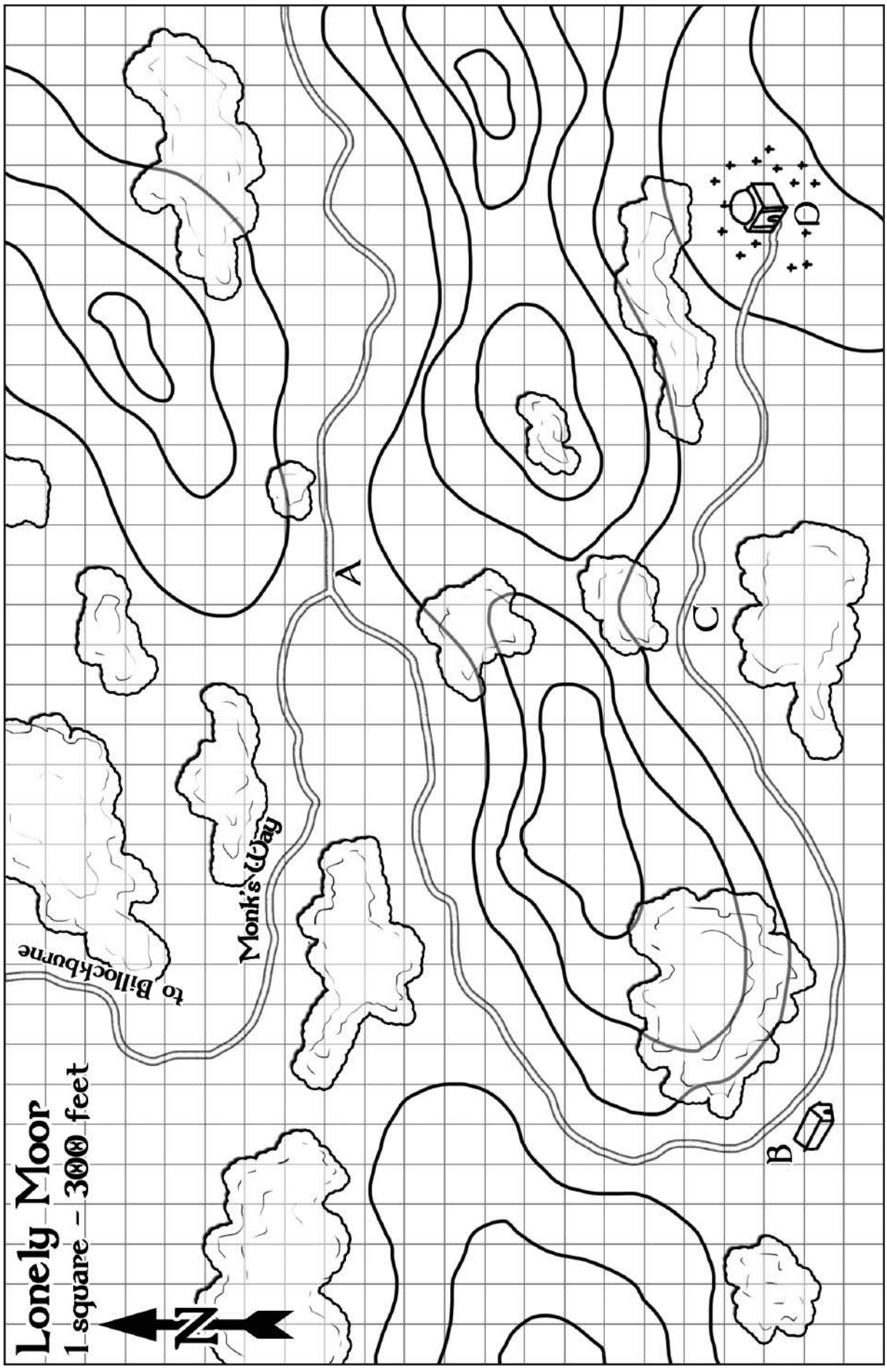

Grollek's Grove
trade road
A
O
N
P
M
K
D
A
L
B
trade road
C
J
E
F
G
trade road
H
trade road
I
A
N
0 100 200
scale in feet

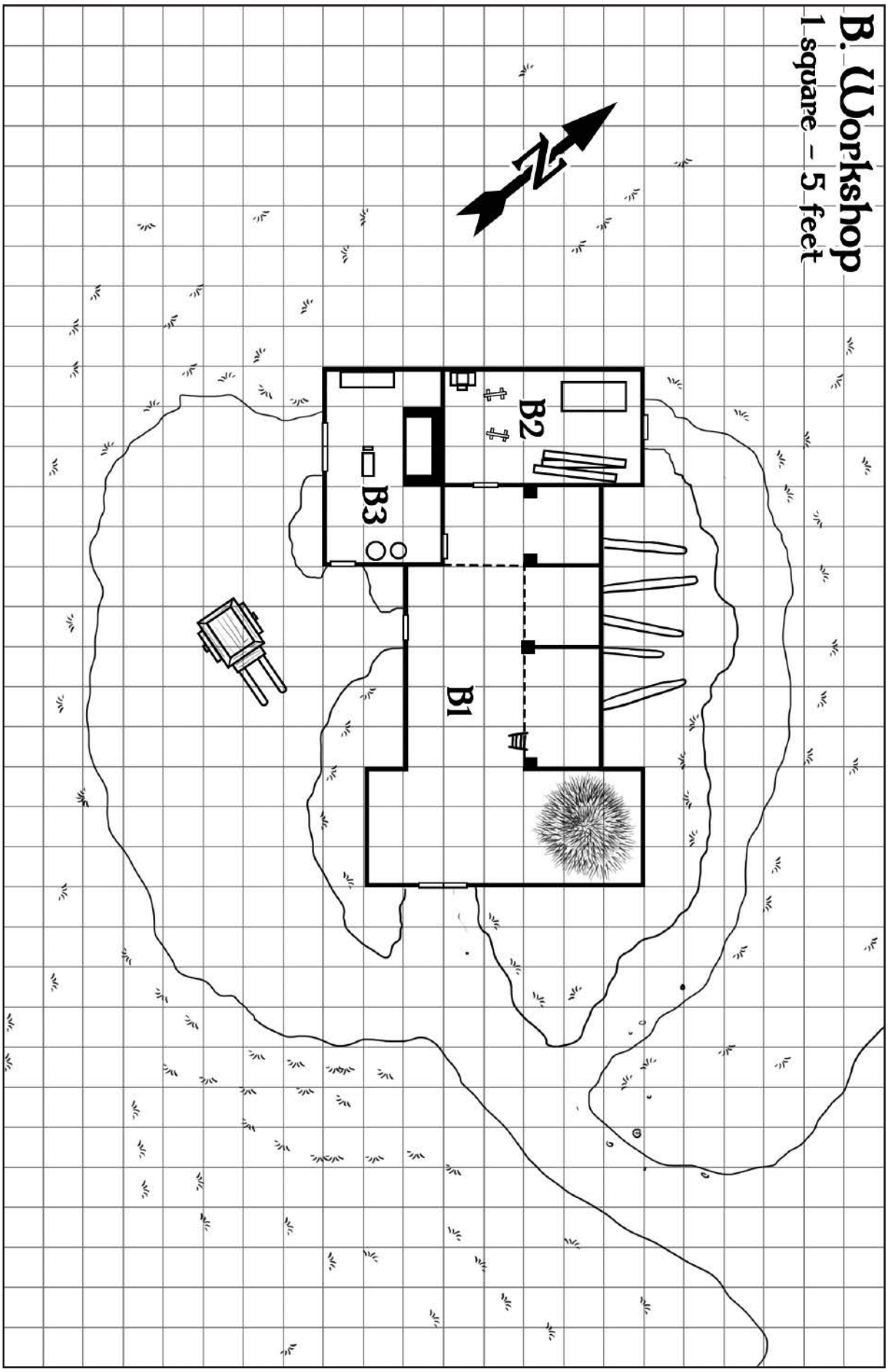
Lady Sheila Eldoran's Home (Area P)
N
second floor
p5
p8
p5c
p5b
p5a
p6
p7
first floor
Pb
p4
p2
p3
p1
Pa
1 square = 5 feet

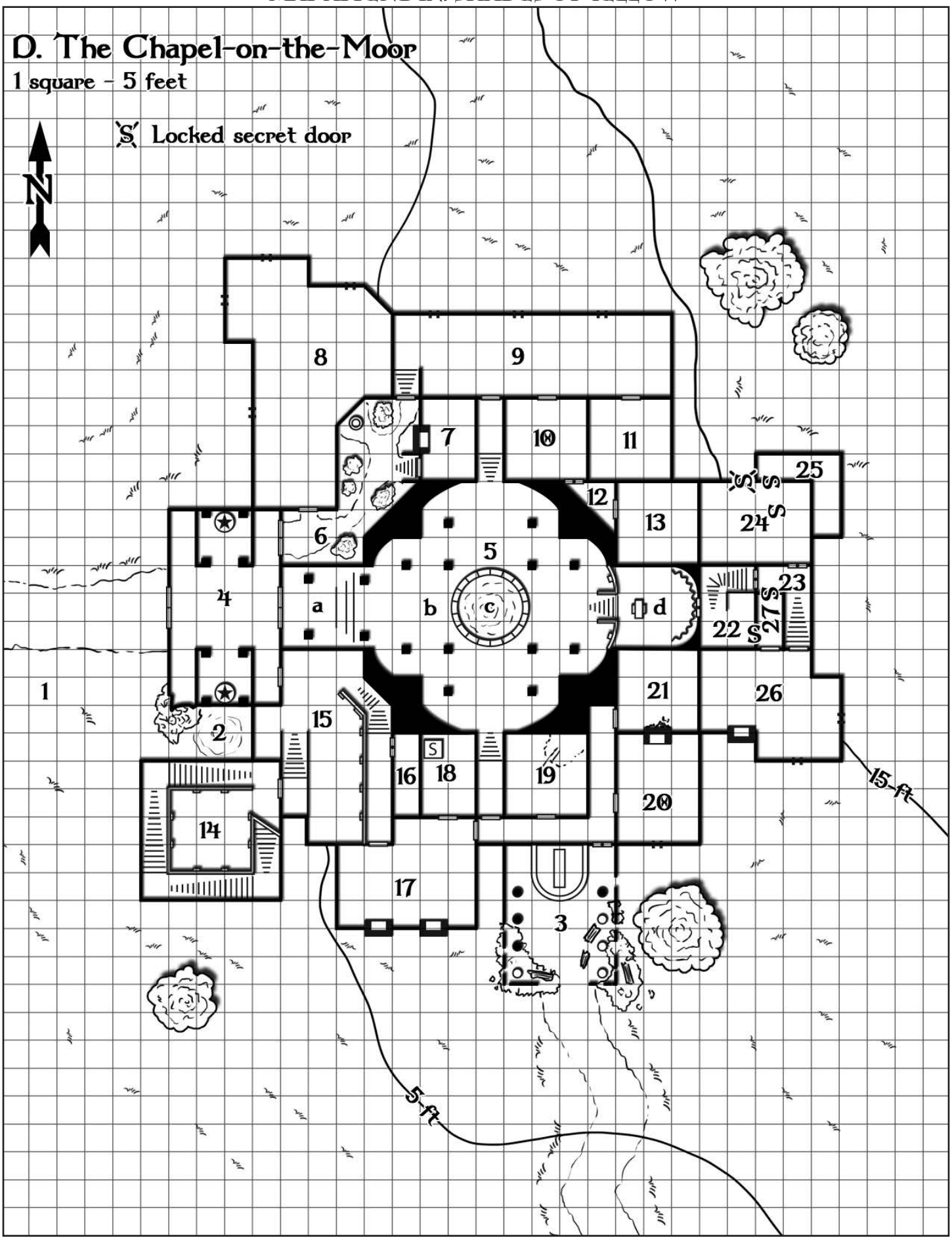
Mansion Grounds
vineyards
N
0
40
80
scale in feet
north
light forest
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17a
17b
18
19
20
21
22
23
24a
25

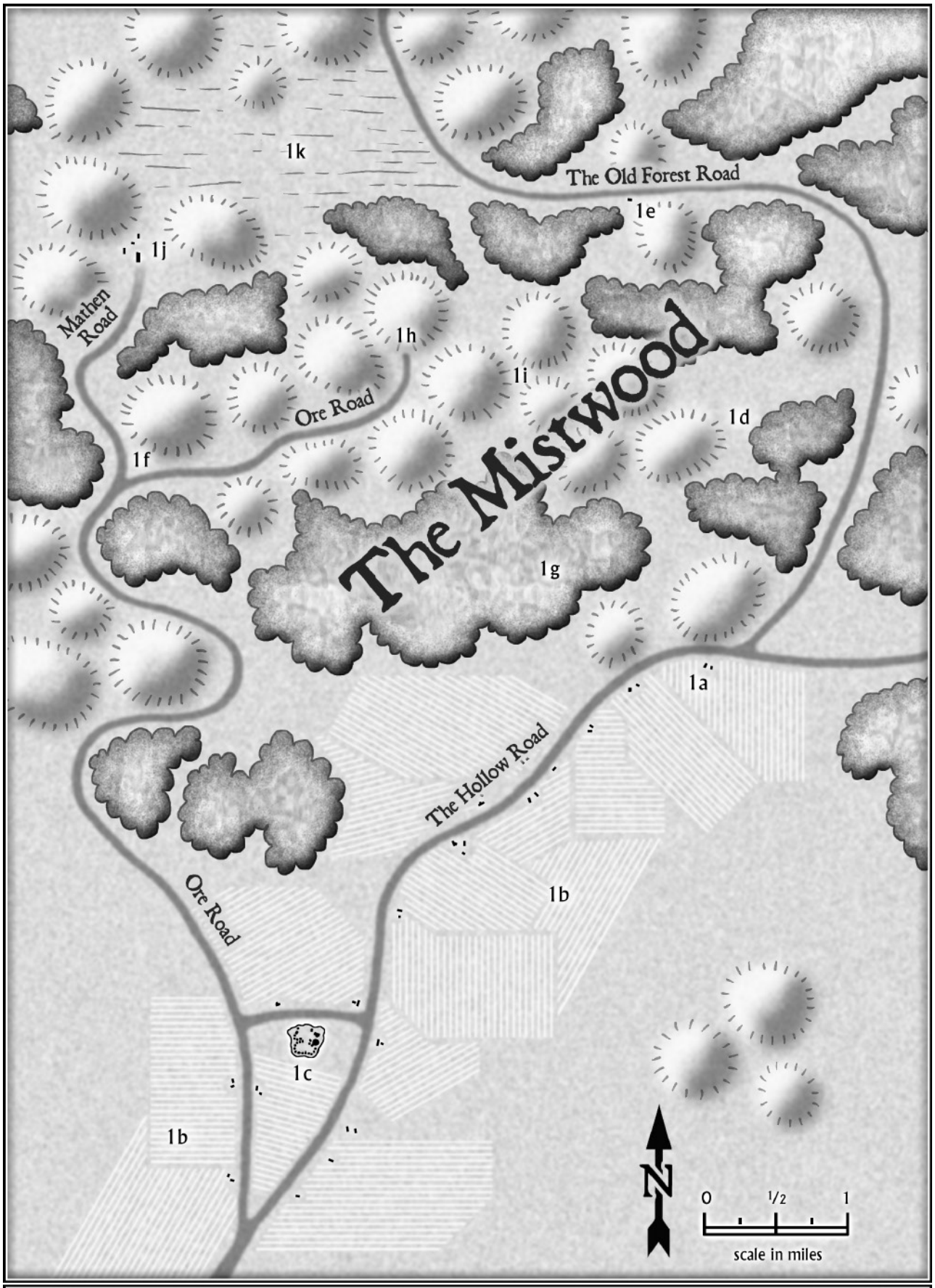
Vineyard Buildings
1 square = 5 feet
N
loft
stables
(area 8)
ground floor
shed
(area 10)
Winery
(area 9)
servant's quarters
(area 11)

second floor
ground floor
36
45
c
46
d
42
b
43
44
a
37
a
38
b
c
39
40
41
b
48
57
56
17
24a
54
b
52
51
51
a
49
a
53
22
34
35
32
c
d
33
27
b
30
31
29
a
28
26
first floor
Mansion Interior
1 square = 5 feet
N

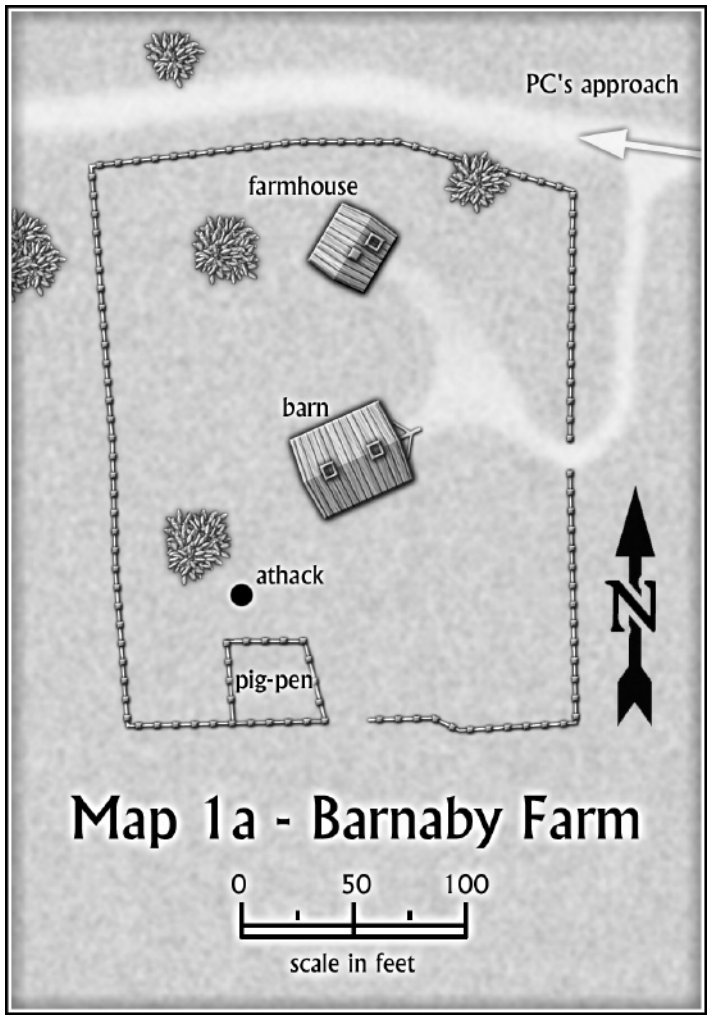

Lonely Moor
1 square = 300 feet
N
to Billockburne
Monk's Way
A
B
C
D

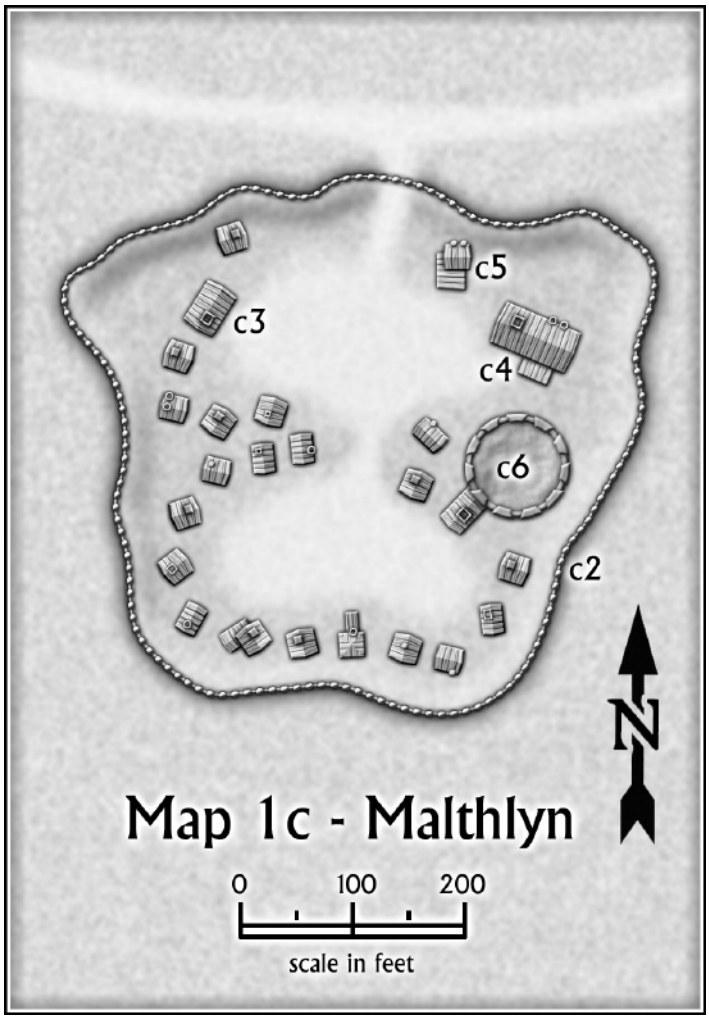

B. Workshop
1 square = 5 feet
B1
B2
B3

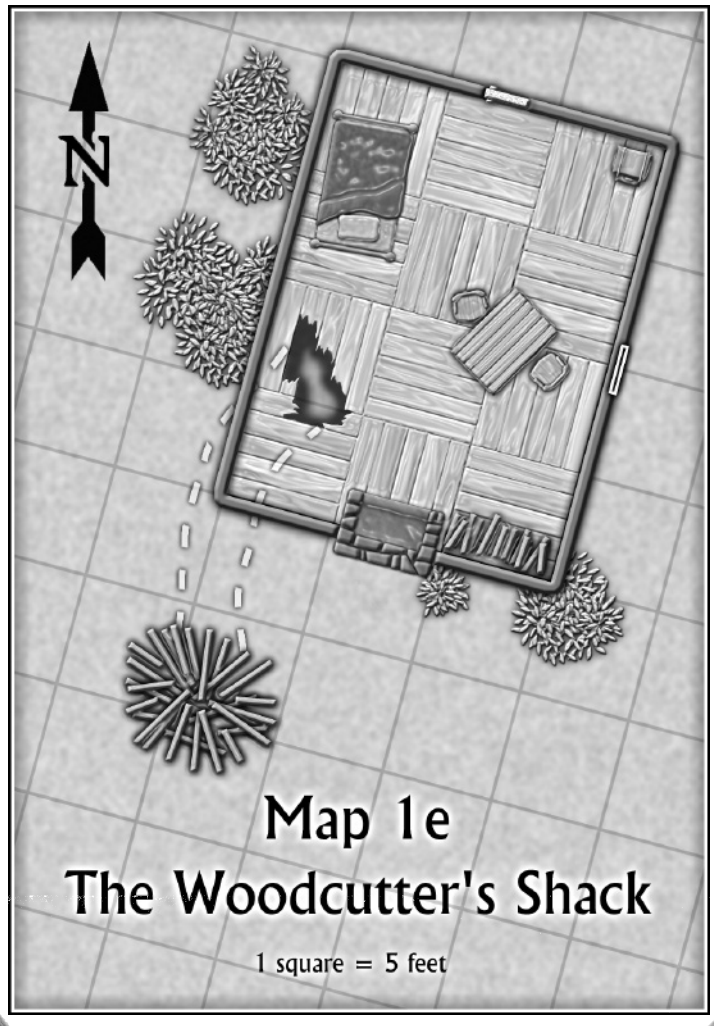

D. The Chapel-on-the-Moor
1 square = 5 feet
S Locked secret door
N
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
a
b
c
d
S
15-ft.
5-ft.

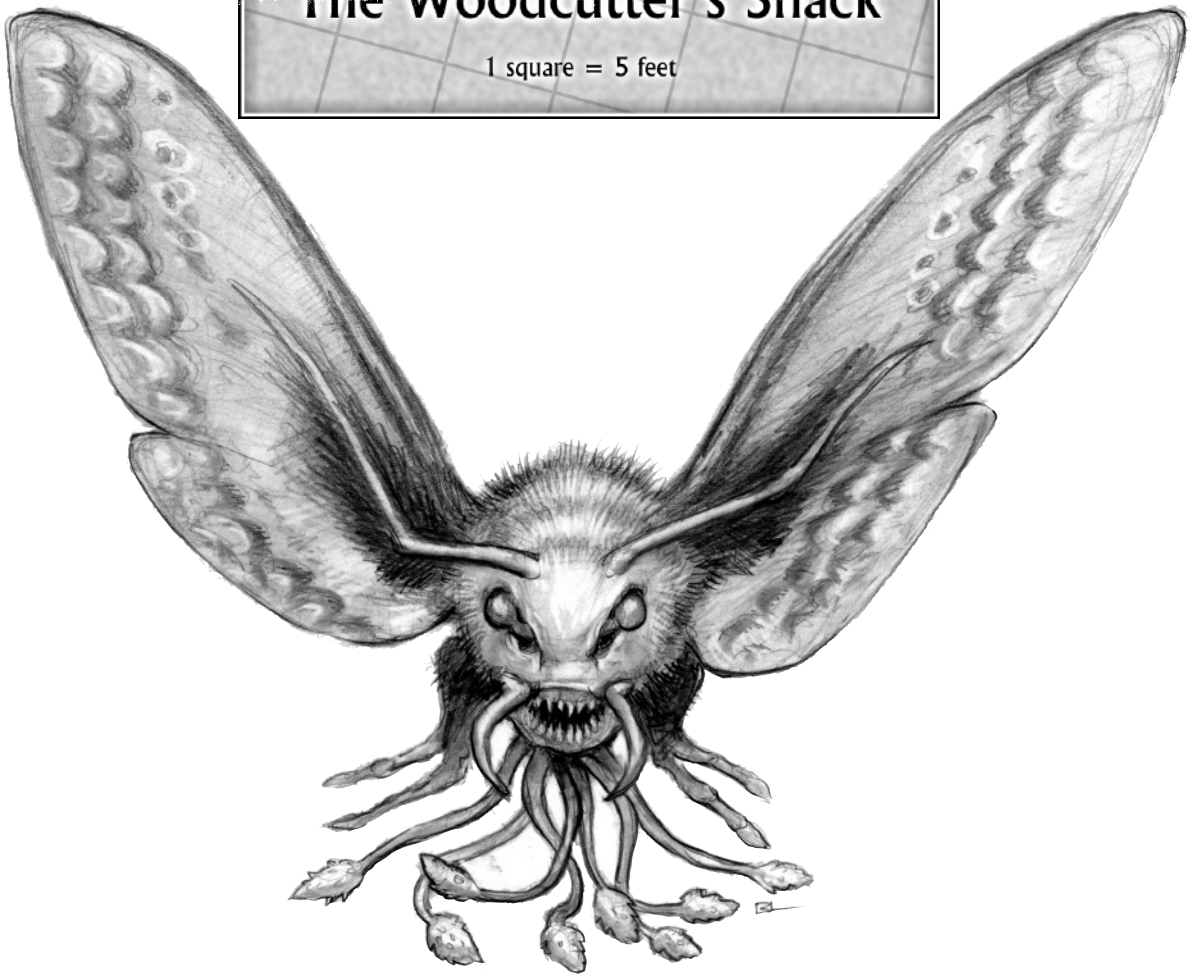


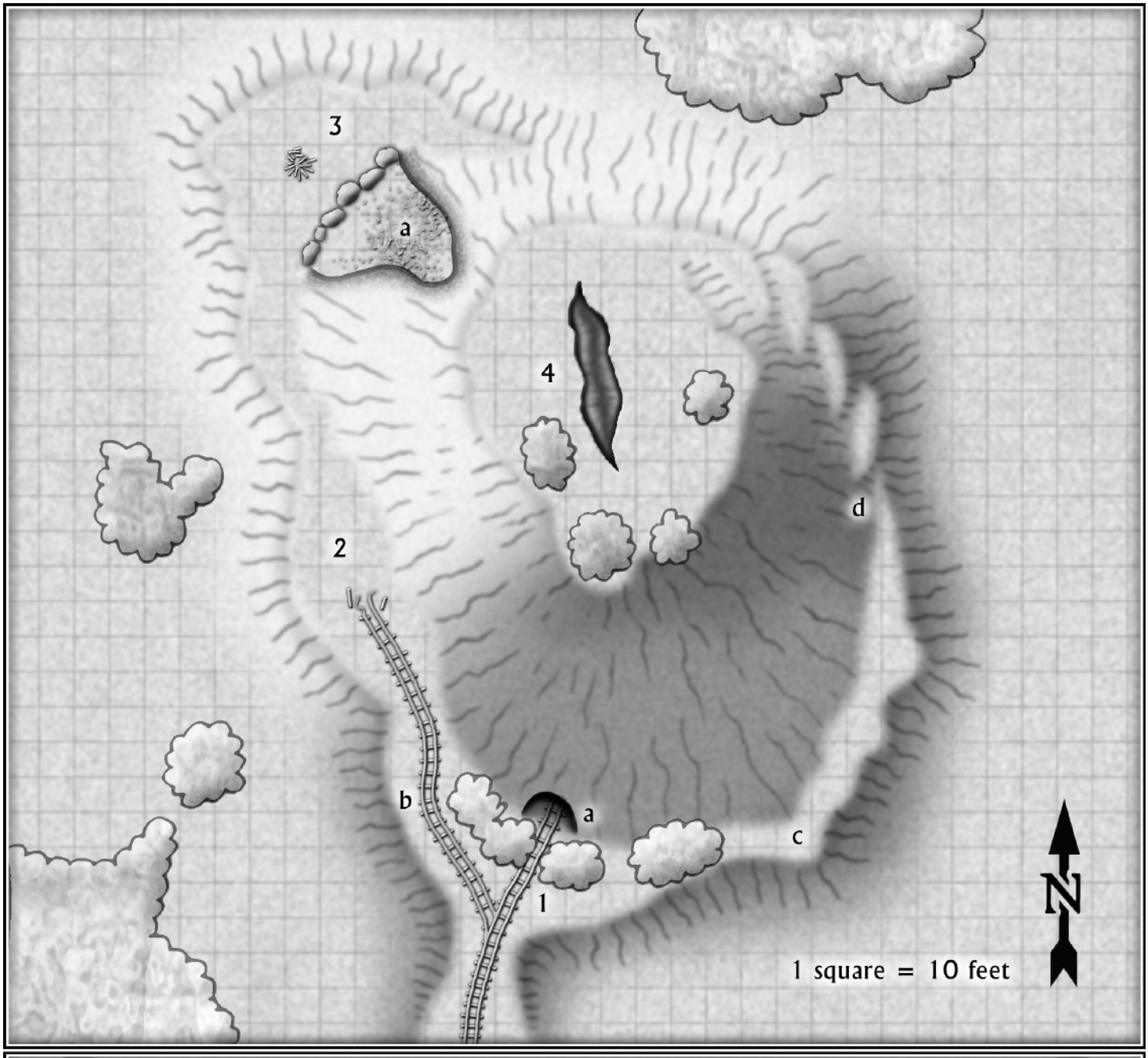
Map 1 - The Moon Fog Hills


PC's approach
farmhouse
barn
athack
pig-pen
N
Map 1a - Barnaby Farm
0
50
100
scale in feet

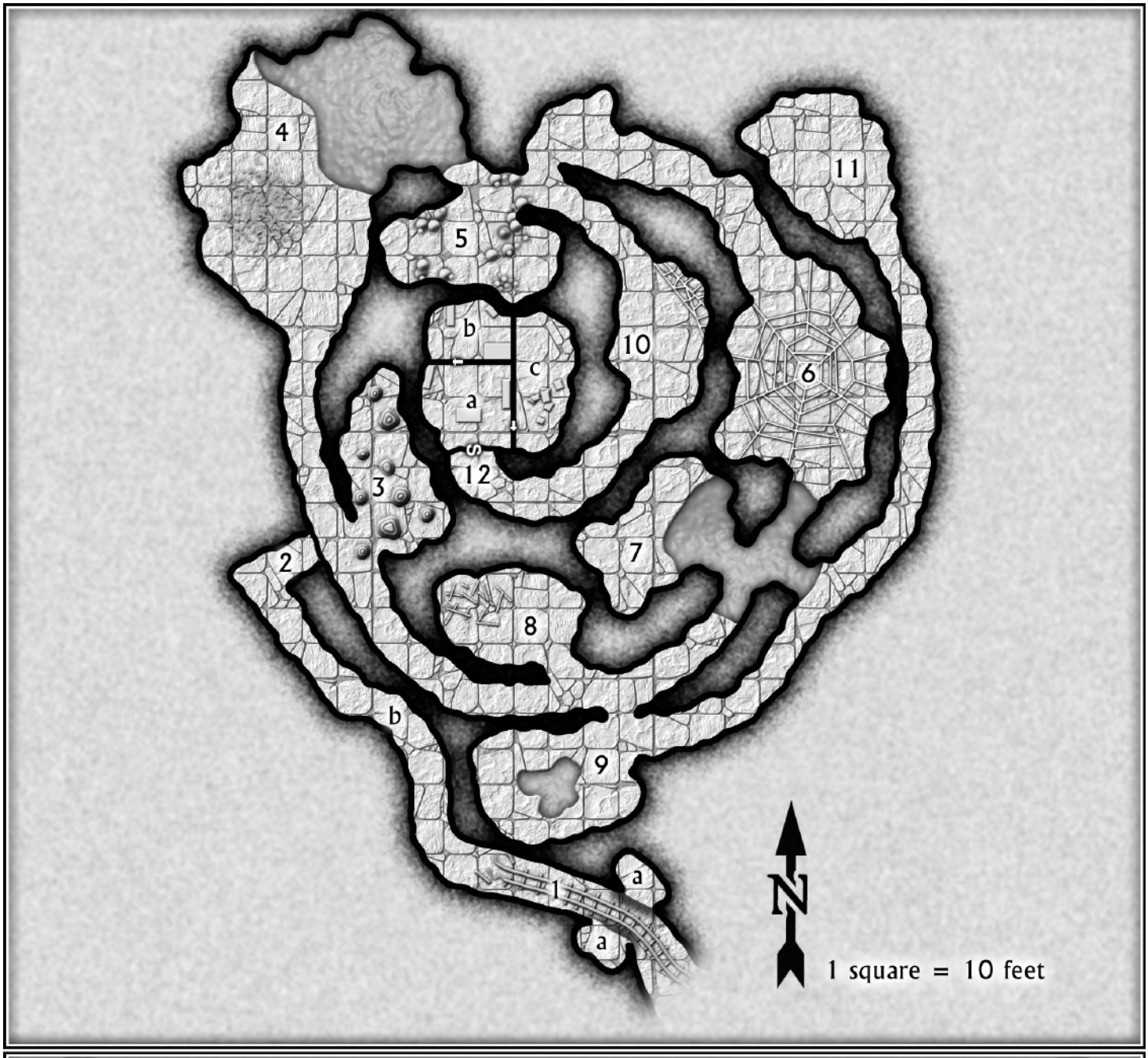

c5
c3
c4
c6
c2
N
Map 1c - Malthlyn
0
100
200
scale in feet


N
Map 1e
The Woodcutter's Shack
1 square = 5 feet

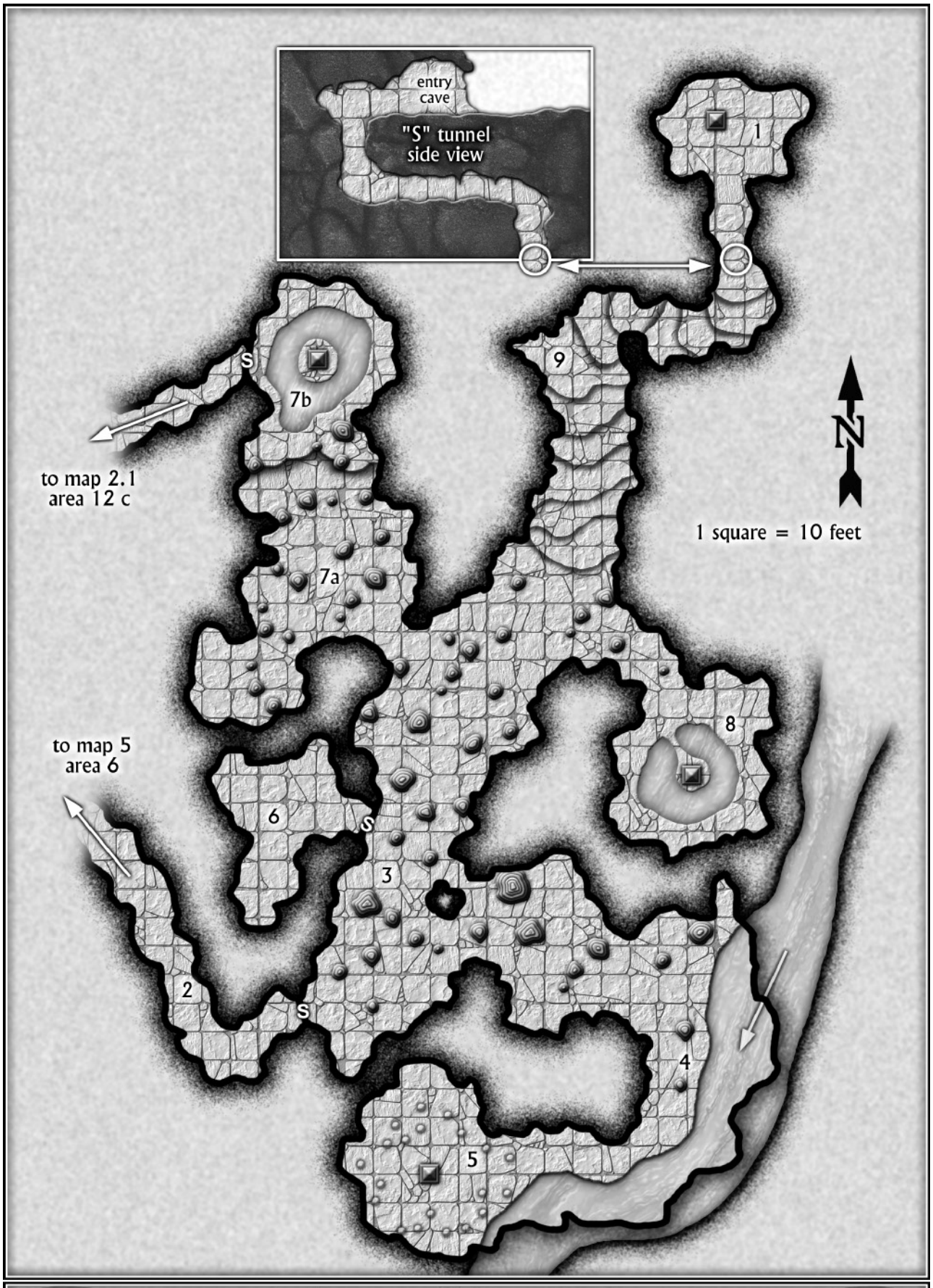




Map 2 - Outside the Mines



Map 2.1 - The Mistwood Mines

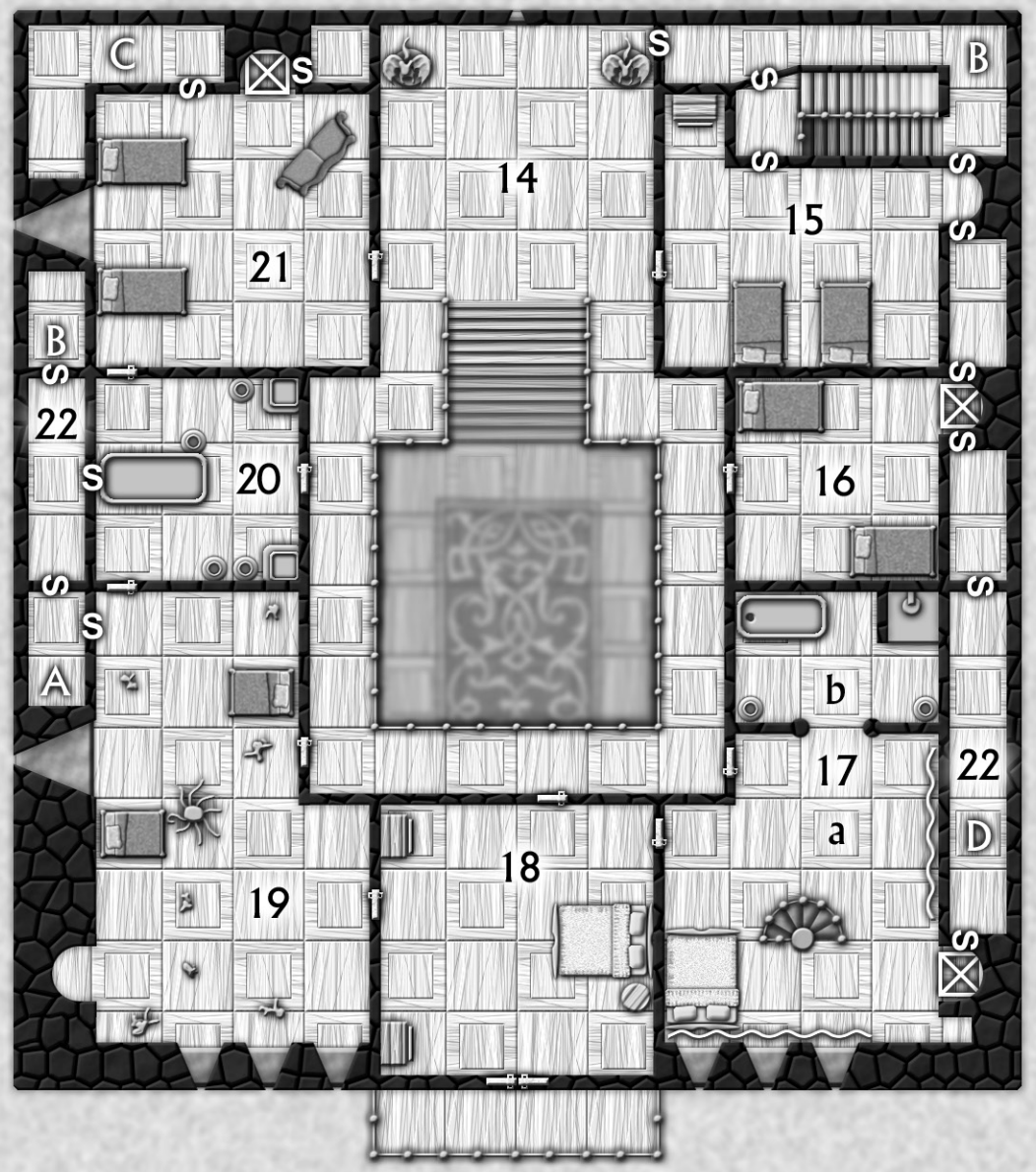


Map 3 - Carrion Moth Caverns

- Map 4 -
Mathen Grounds
4a
4b
scaffolding
Mathen Manor
4d
4c
N
0
50
100
scale in feet

- Map 4.1 -
Mathen Estate
first floor
N
1 square = 5 feet

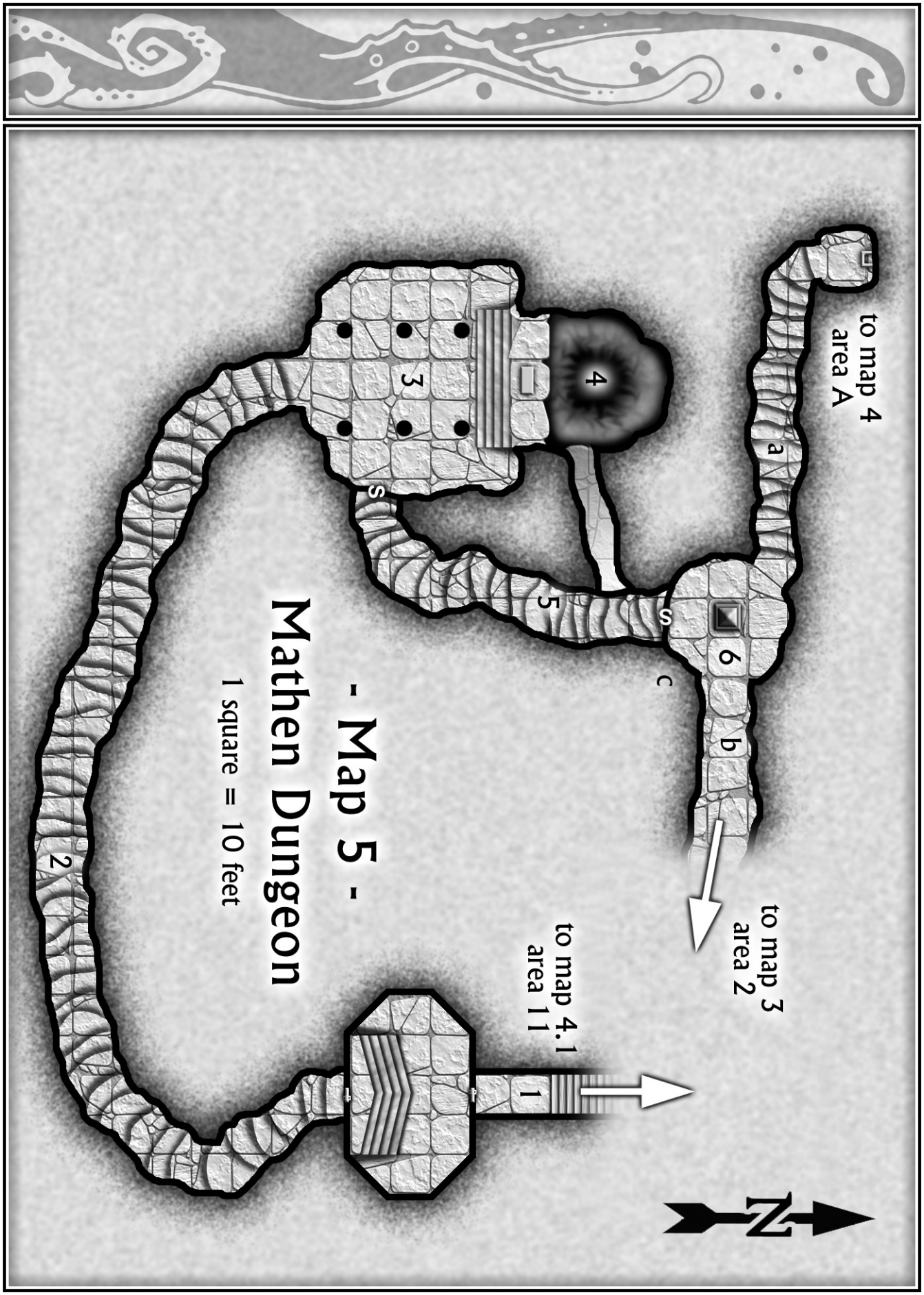
- Map 4.2 -
Mathen Estate
second floor

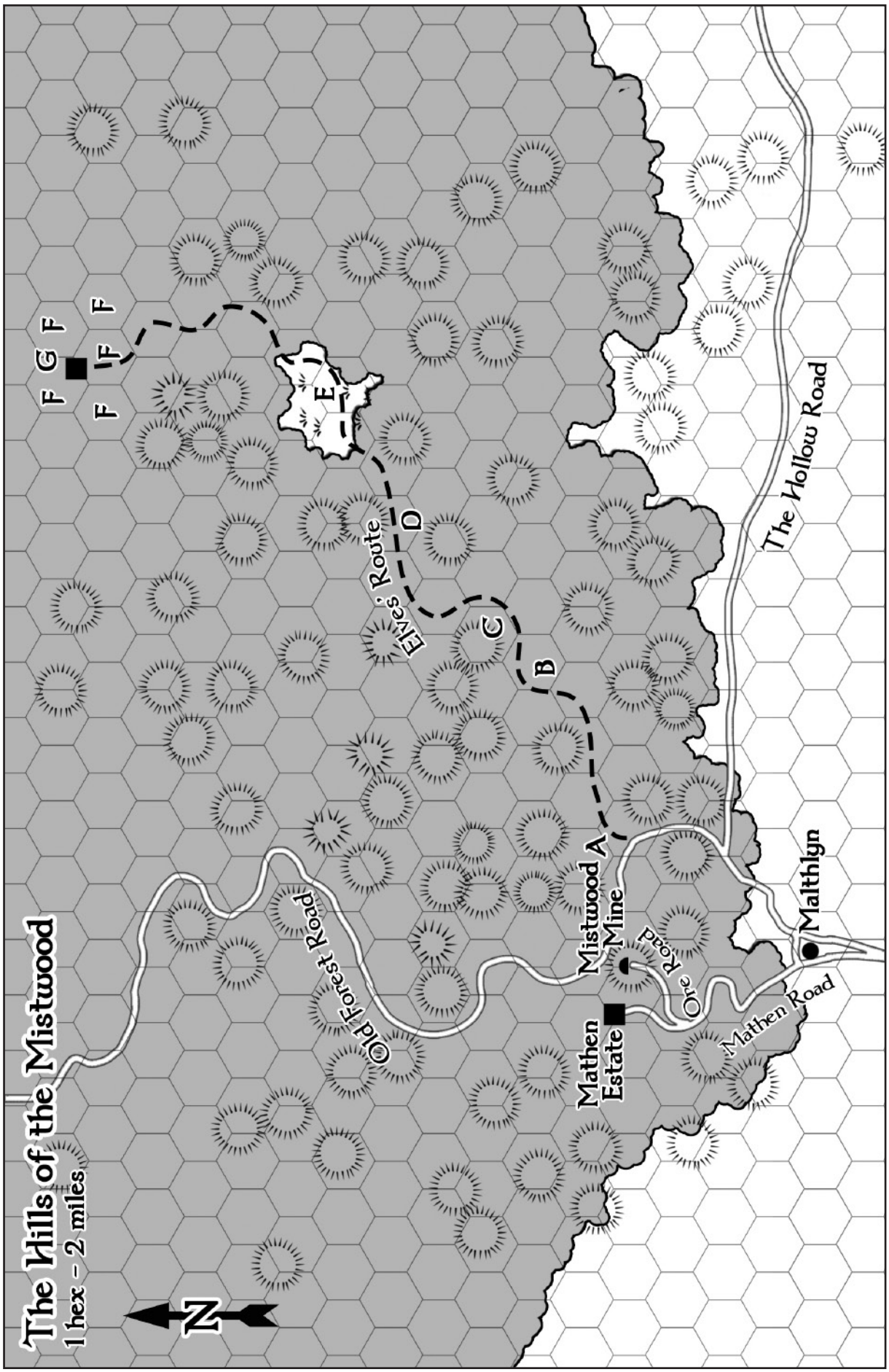


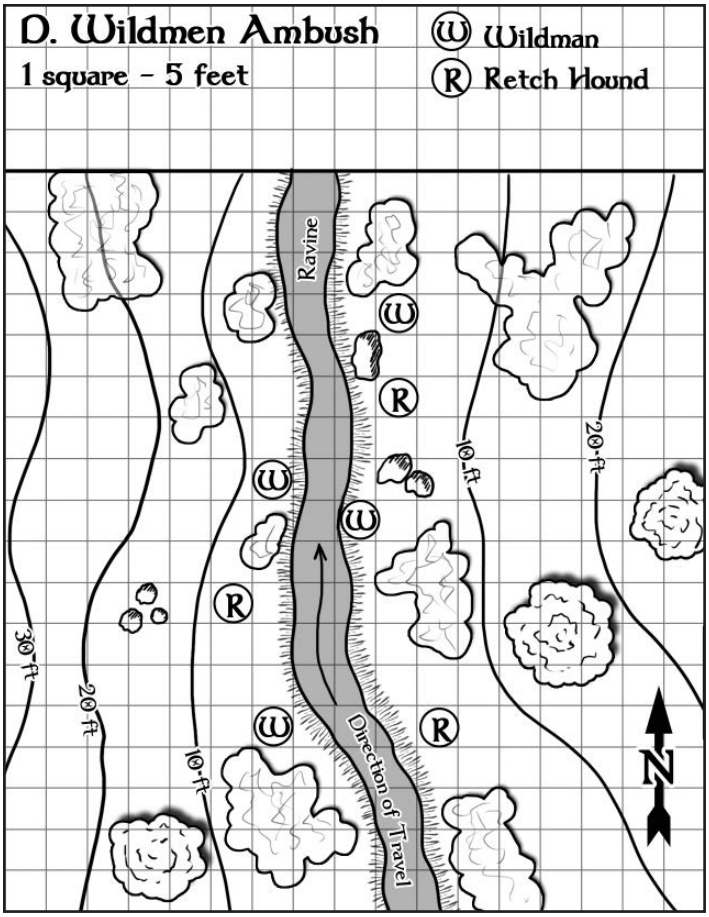
N

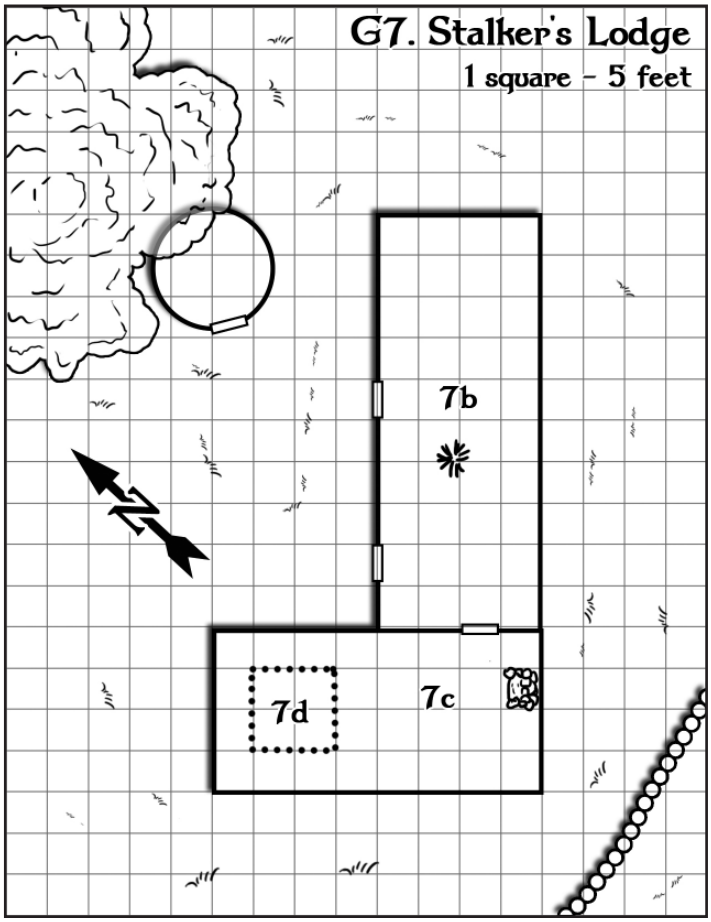
1 square = 5 feet

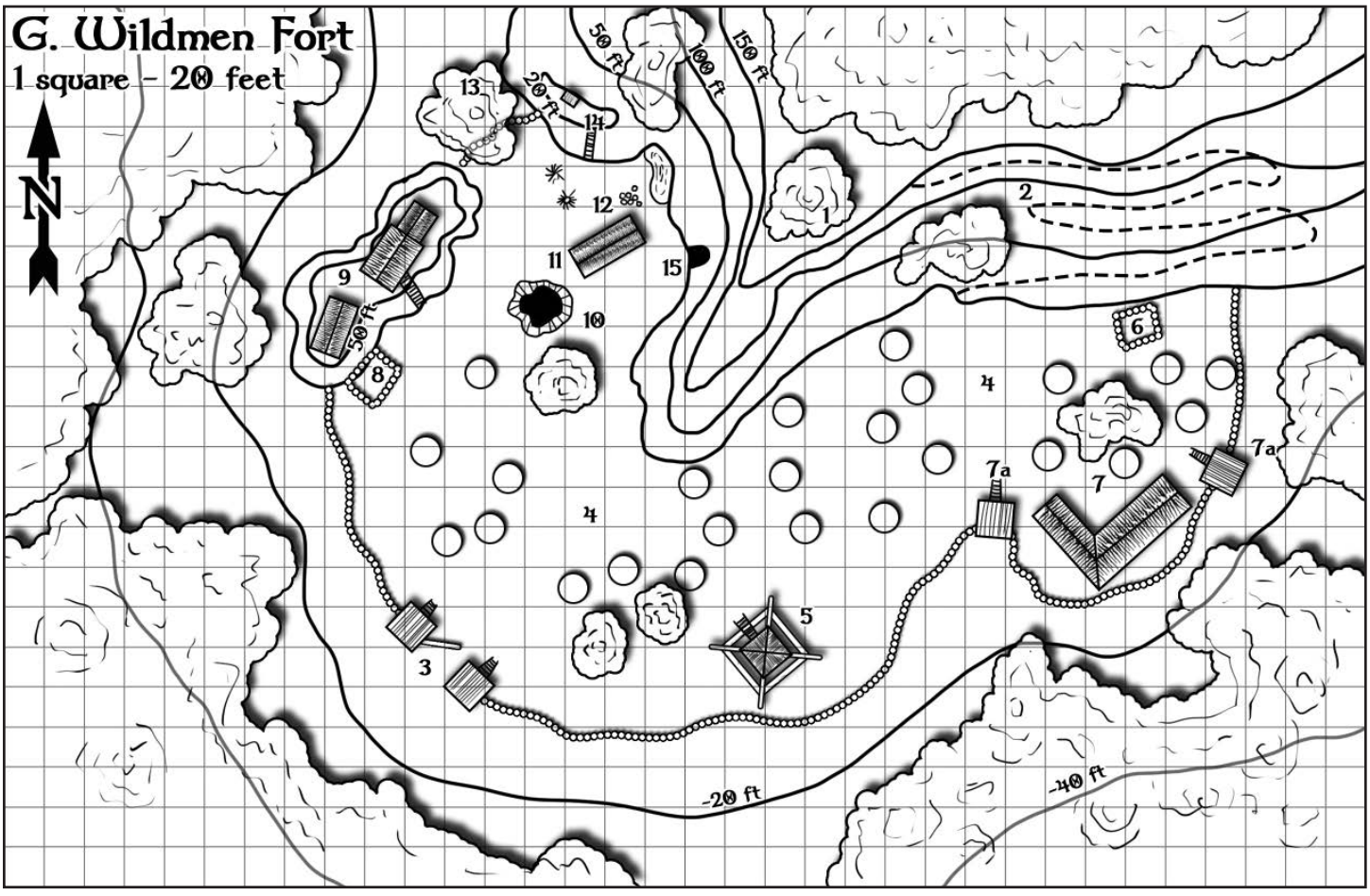
- Map 4.3 -
Mathen Estate
third floor
N
1 square = 5 feet
25
26
27
28
29
30
31
23
24
a
b
c
d
A
B
C
D
S

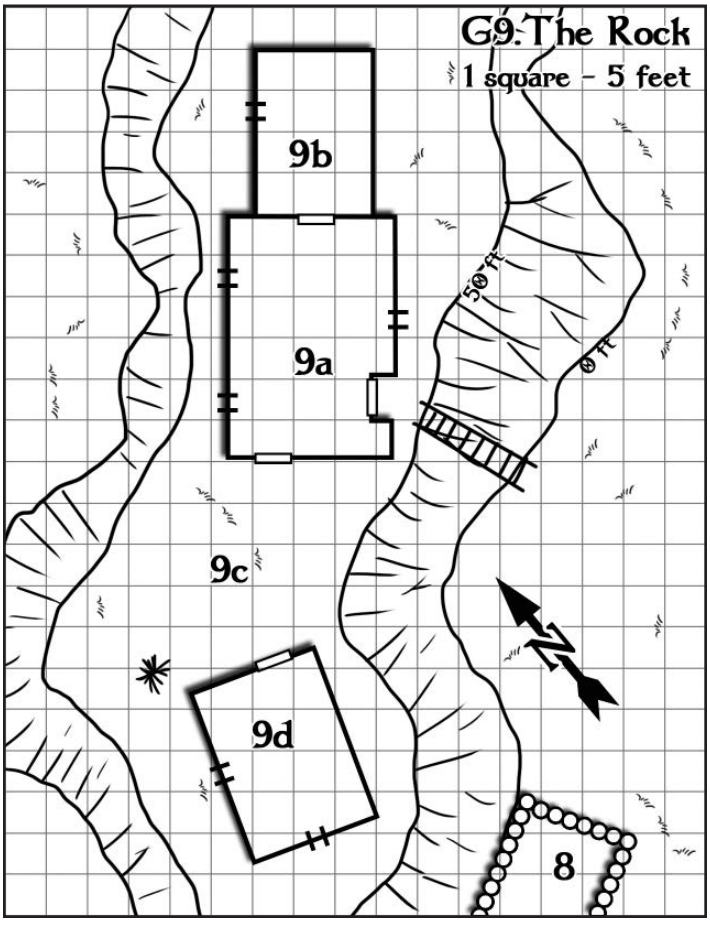

to map 4
area A
a
4
3
5
6
b
c
S
S
S
to map 3
area 2
to map 4.1
area 11
1
2
N
- Map 5 -
Mathen Dungeon
1 square = 10 feet

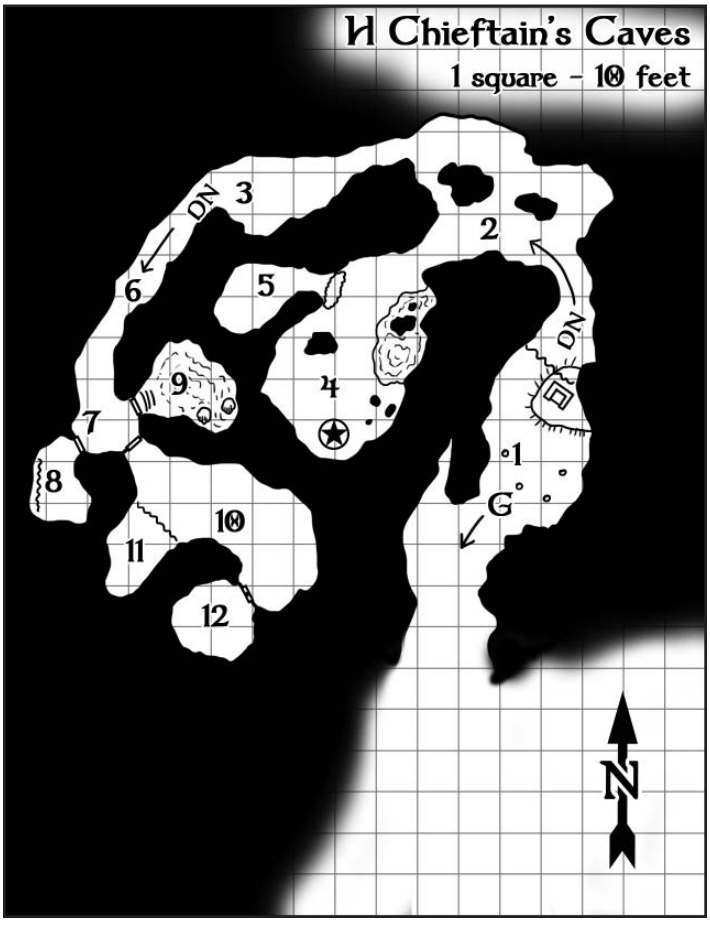

The Hills of the Mistwood
1 hex = 2 miles
N
Old Forest Road
Elves' Route
A
B
C
D
E
F
G
F
F
F
F
Mistwood Mine
Ore Road
Mathen Estate
Mathen Road
Malthlyn
The Hollow Road


D. Wildmen Ambush
1 square = 5 feet
Ⓦ Wildman
Ⓡ Retch Hound
Ravine
Direction of Travel
10-ft
20-ft
30-ft
N

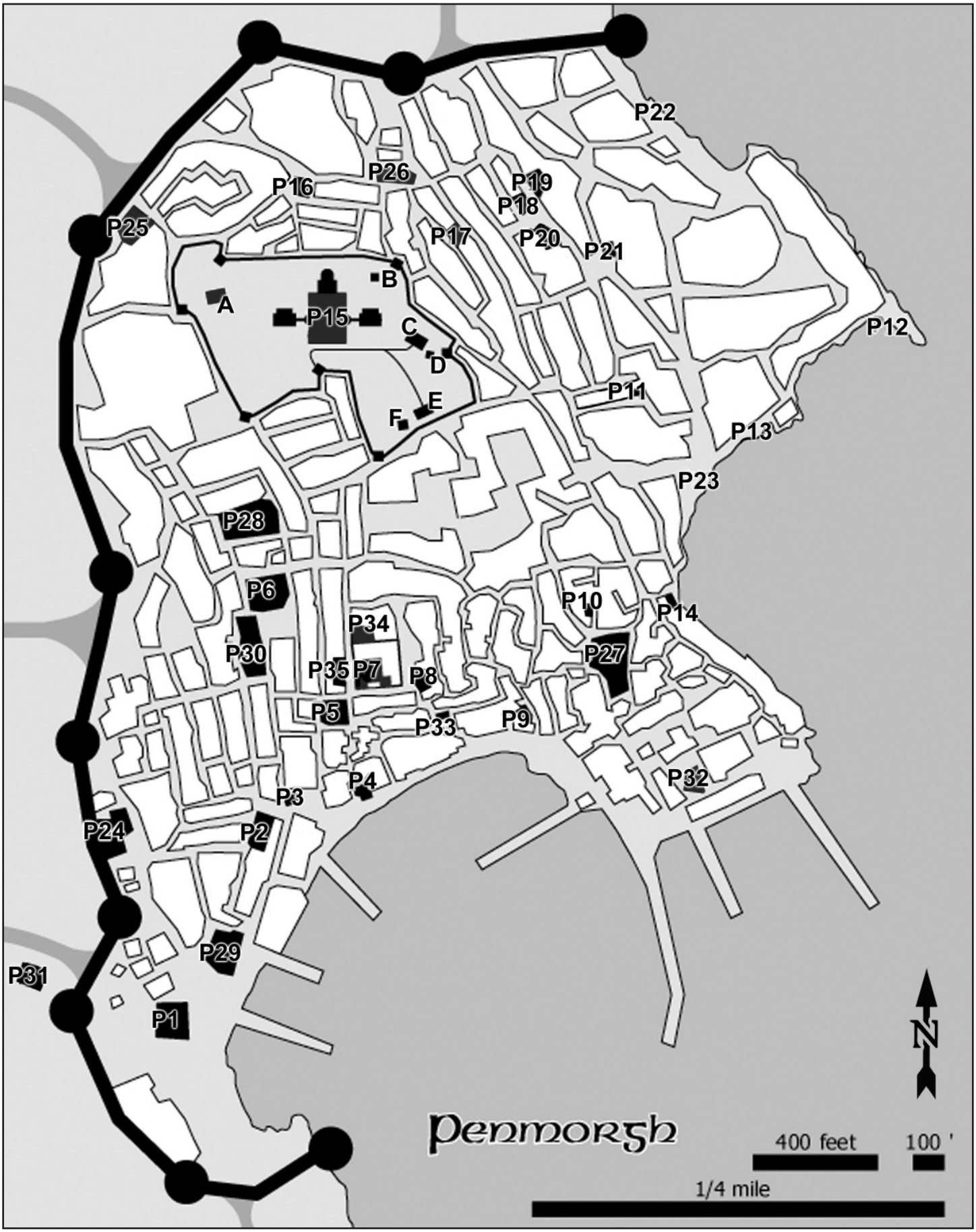

G7. Stalker's Lodge
1 square = 5 feet
7b
7c
7d
N

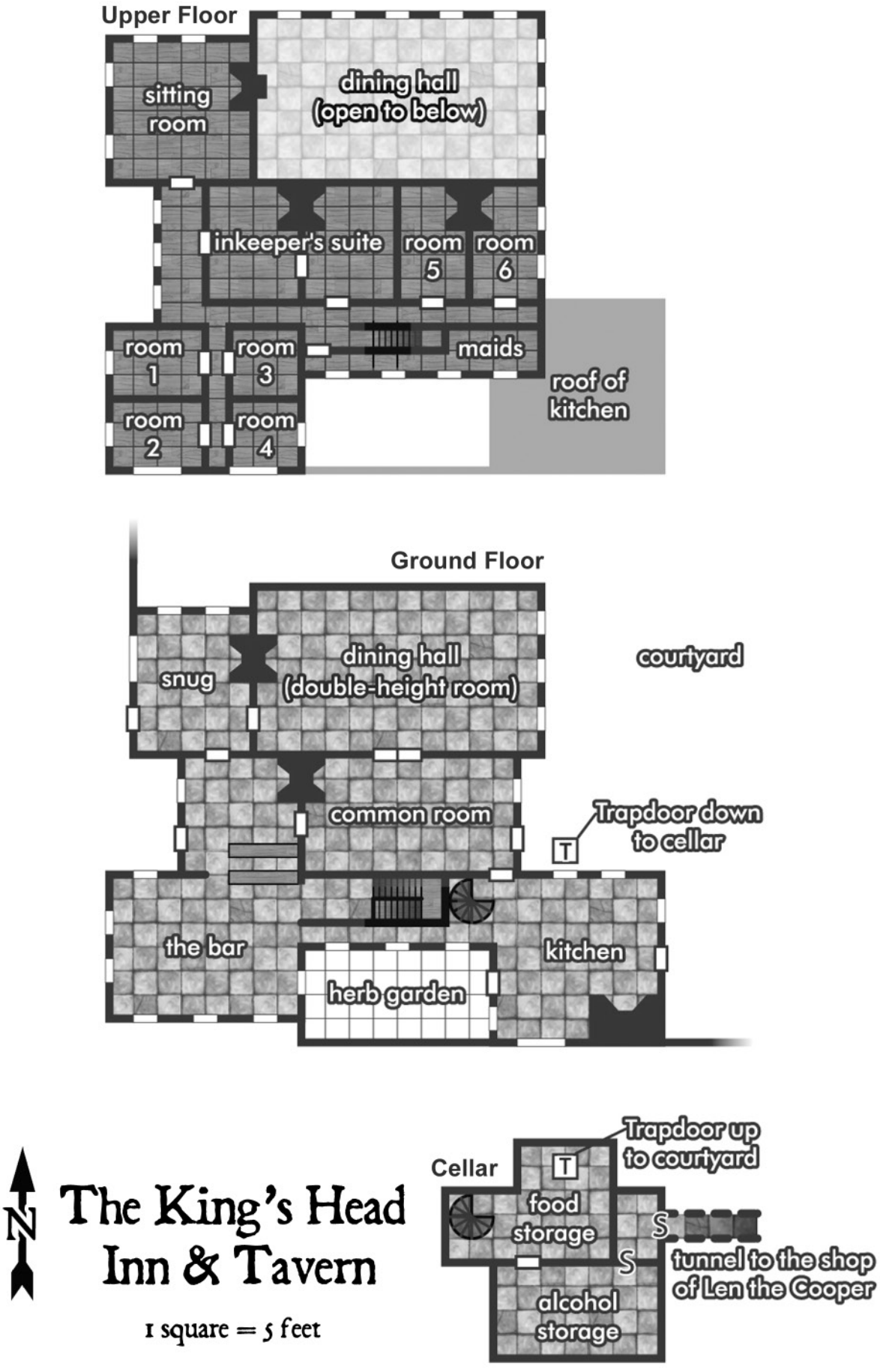

G. Wildmen Fort
1 square = 20 feet
N
50 ft
100 ft
150 ft
20 ft
50 ft
-20 ft
-40 ft
1
2
3
4
5
6
7
7a
8
9
10
11
12
13
14
15

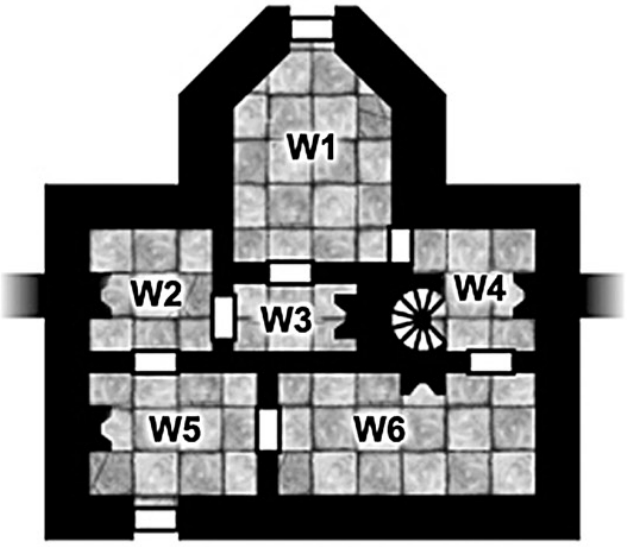

G9. The Rock
1 square = 5 feet
9a
9b
9c
9d
50 ft
0 ft
N
8


H Chieftain's Caves
1 square = 10 feet
DN
DN
1
2
3
4
5
6
7
8
9
10
11
12
G
N

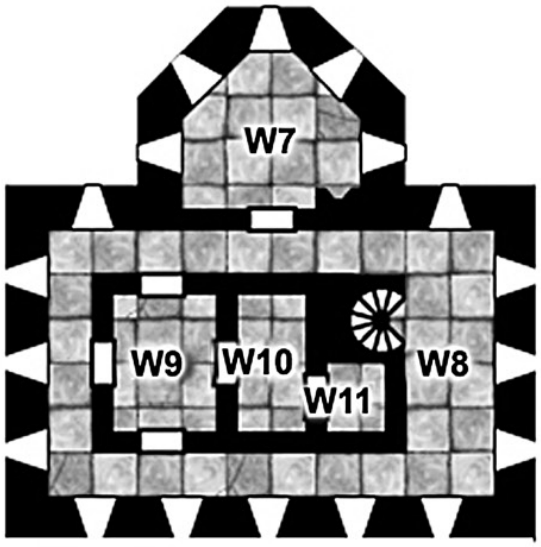
Weatherell
Wellesley
Tilley River
The Black Wood
Sherbourne
North Bay
Bradfield
L. Eire
Homewood
Guildford
Blackflow River
Fae Copse
Stonebridge
PENMORGh
Border Keep
Black Marsh
Marwood
Whitehaven
Penn
Pike Point
Southreach
Freeport
N
Southvale
50 miles


P22
P26
P16
P19
P18
P25
P17
P20
P21
B
A
P15
C
P12
D
P11
E
F
P13
P23
P28
P6
P10
P14
P34
P30
P27
P35
P7
P8
P5
P33
P9
P4
P32
P3
P24
P2
P29
P31
P1
N
Penmorsh
400 feet
100 '
1/4 mile

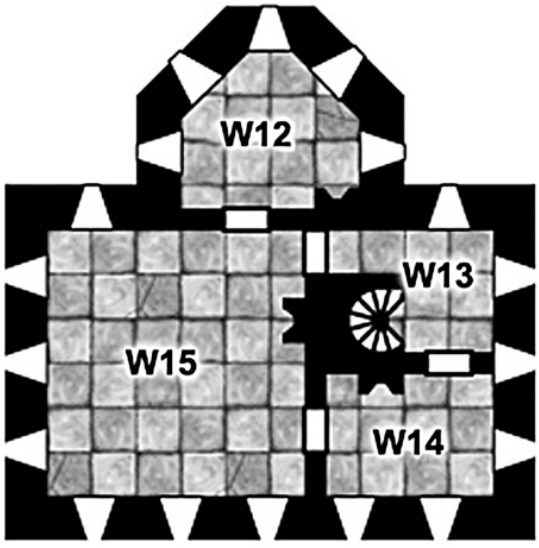

Upper Floor
sitting room
dining hall (open to below)
inkeeper's suite
room 5
room 6
room 1
room 3
maids
roof of kitchen
room 2
room 4
Ground Floor
snug
dining hall (double-height room)
courtyard
common room
Trapdoor down to cellar
T
the bar
kitchen
herb garden
N
The King's Head Inn & Tavern
1 square = 5 feet
Cellar
Trapdoor up to courtyard
T
food storage
S
S
tunnel to the shop of Len the Cooper
alcohol storage



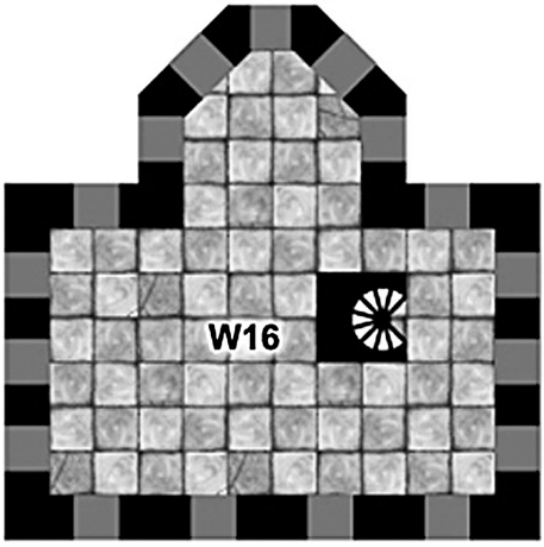
Ground Floor



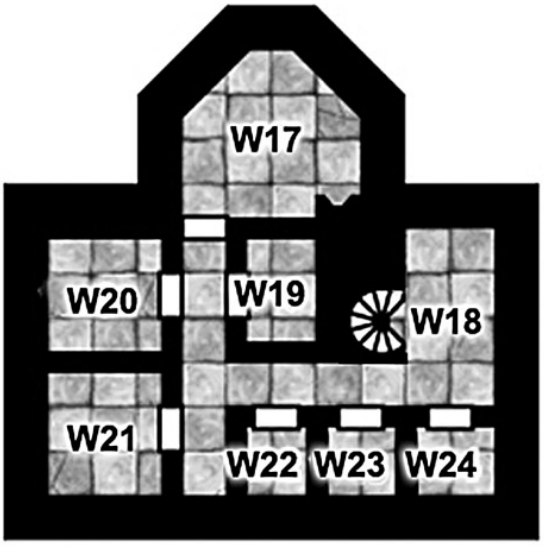
Second Floor



Third Floor



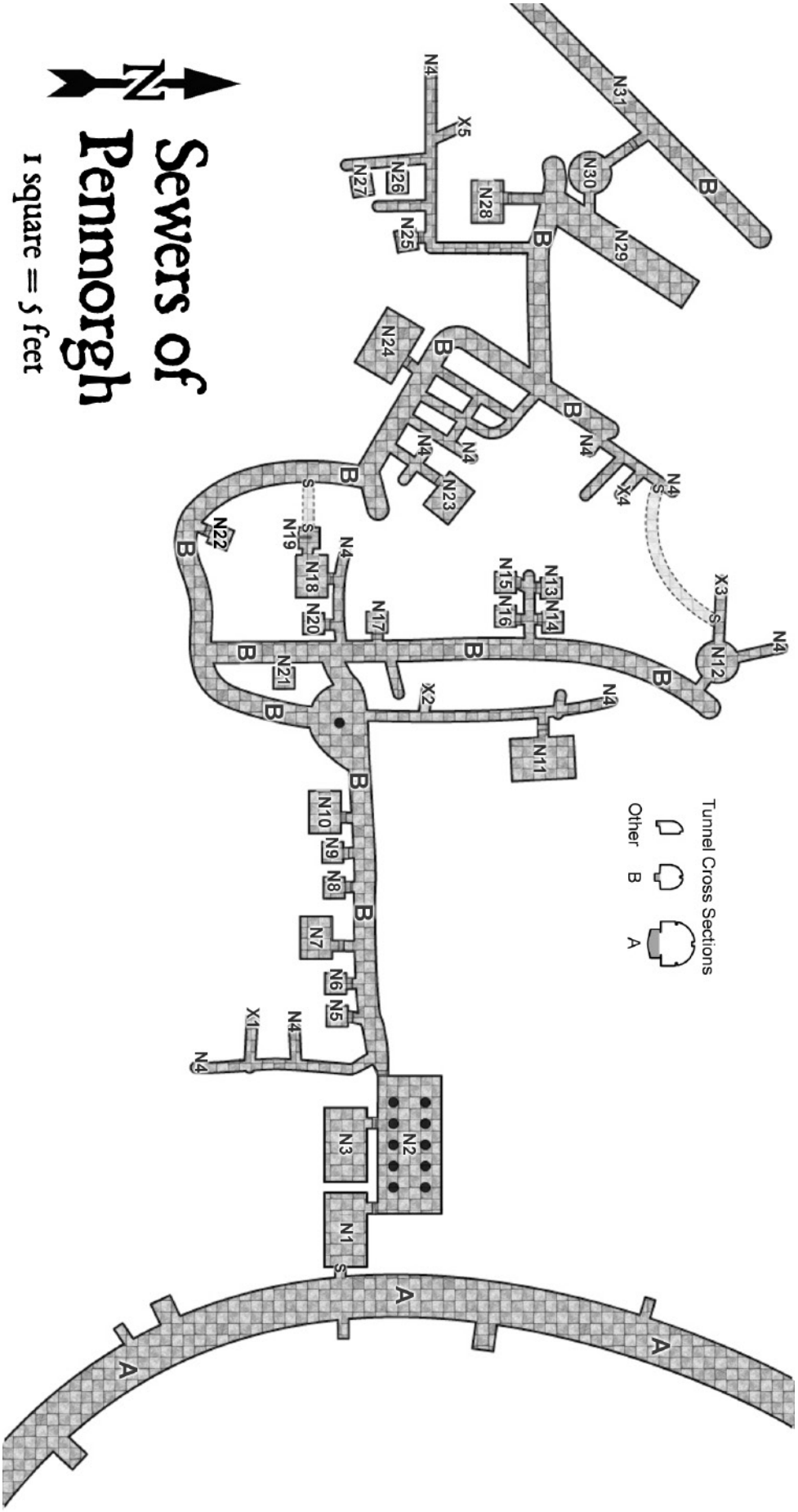
Roof

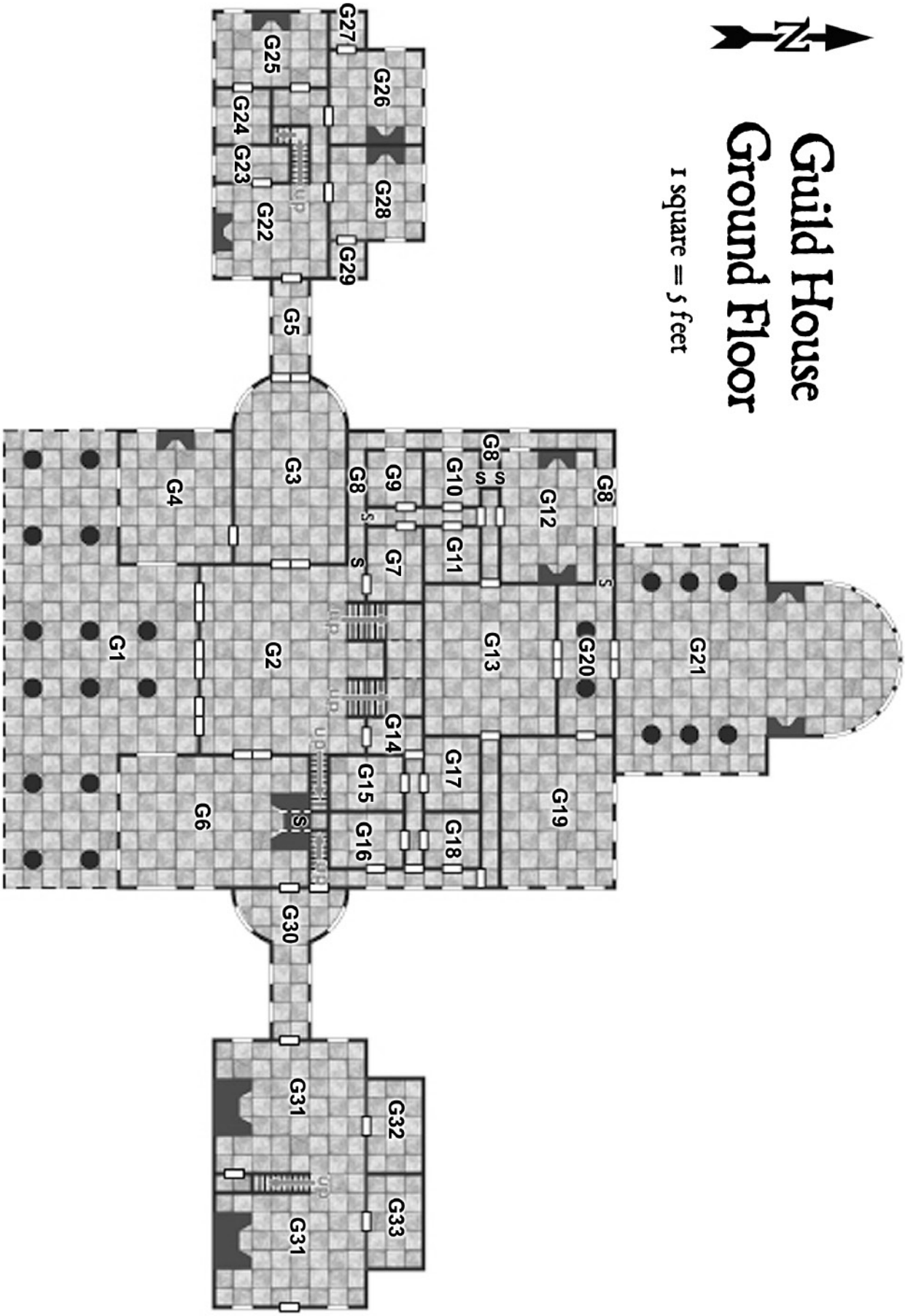


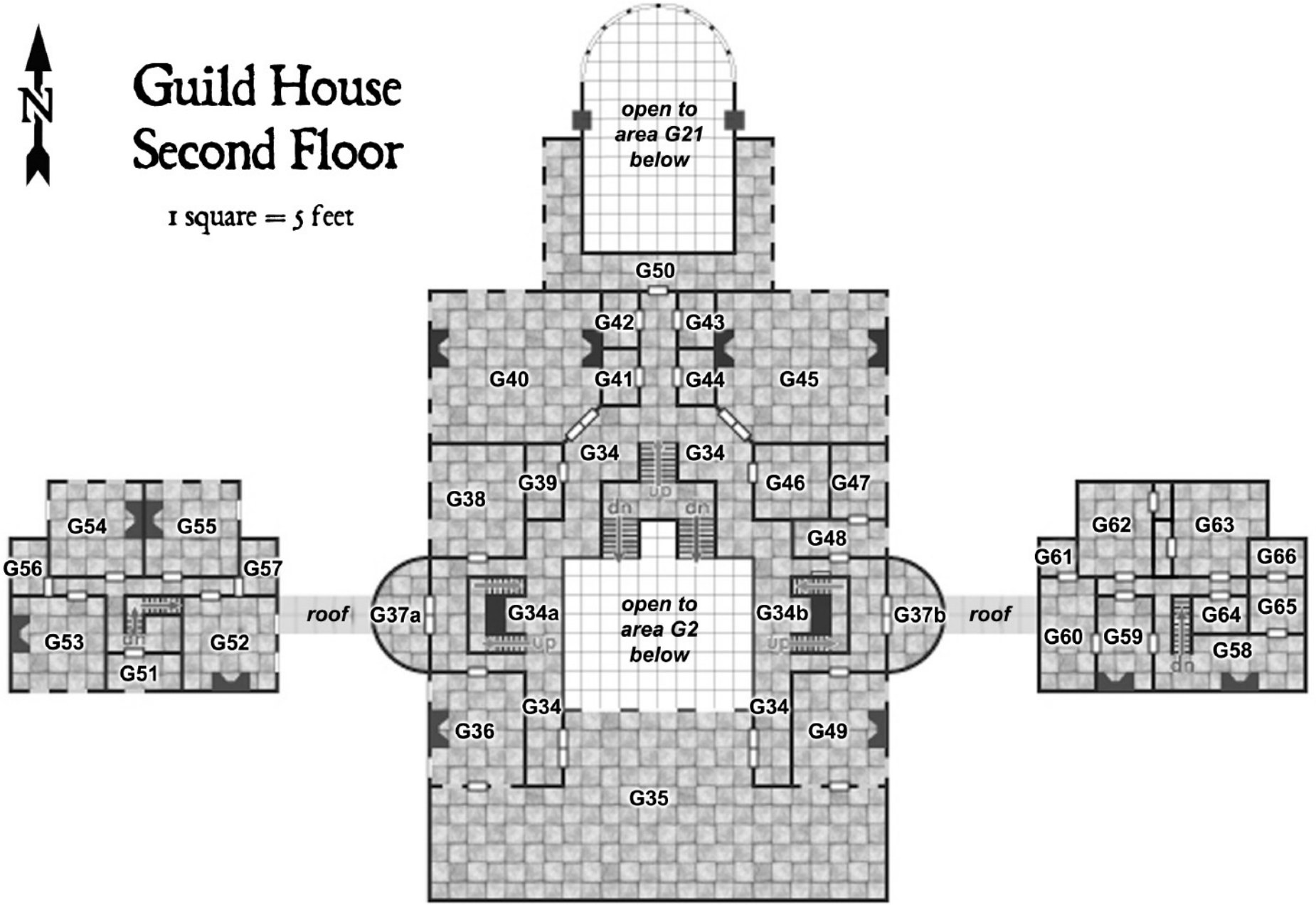
Cellar / Dungeon

Pearsey's Tower

1 square = 5 feet

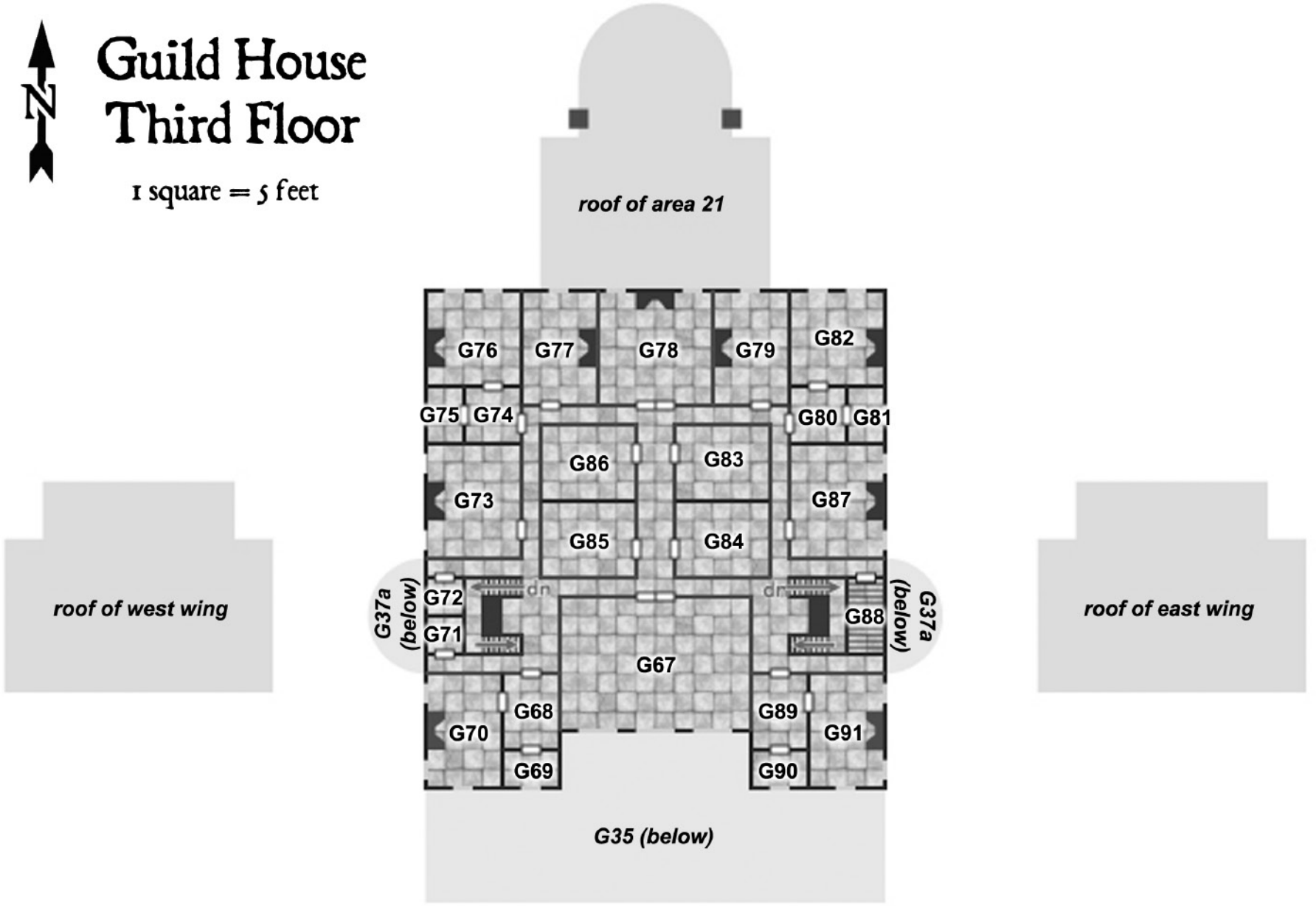

Sewers of Penmorgh
1 square = 5 feet
N
Tunnel Cross Sections
Other
B
A
N1
N2
N3
N4
N5
N6
N7
N8
N9
N10
N11
N12
N13
N14
N15
N16
N17
N18
N19
N20
N21
N22
N23
N24
N25
N26
N27
N28
N29
N30
N31
X1
X2
X3
X4
X5
S


N
Guild House
Ground Floor
1 square = 5 feet
G1
G2
G3
G4
G5
G6
G7
G8
G9
G10
G11
G12
G13
G14
G15
G16
G17
G18
G19
G20
G21
G22
G23
G24
G25
G26
G27
G28
G29
G30
G31
G32
G33
up
S

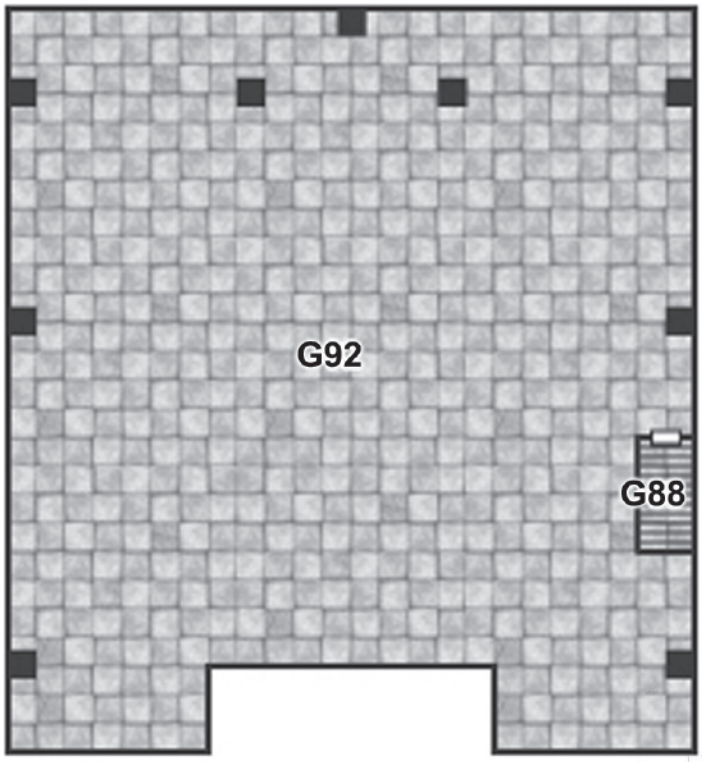

N
Guild House
Second Floor
1 square = 5 feet
open to
area G21
below
G50
G42
G43
G40
G41
G44
G45
G34
G34
G39
G46
G47
G38
up
dn
dn
G48
G54
G55
G56
G57
G62
G63
G61
G66
roof
G37a
G34a
open to
area G2
below
G34b
G37b
roof
G65
G64
G53
G52
G60
G59
G58
G51
dn
up
up
dn
G34
G34
G36
G49
G35

Guild House Third Floor

1 square = 5 feet

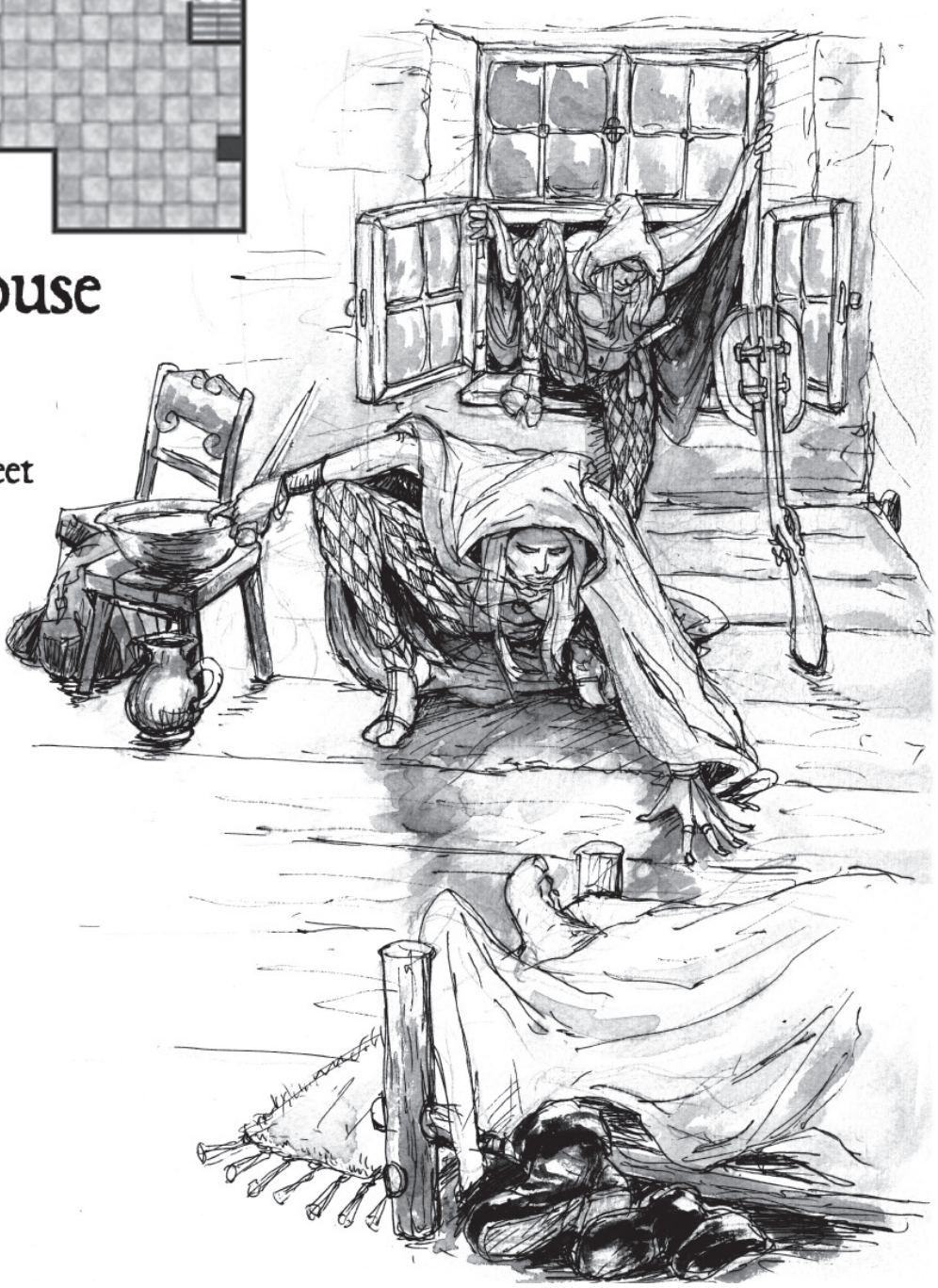


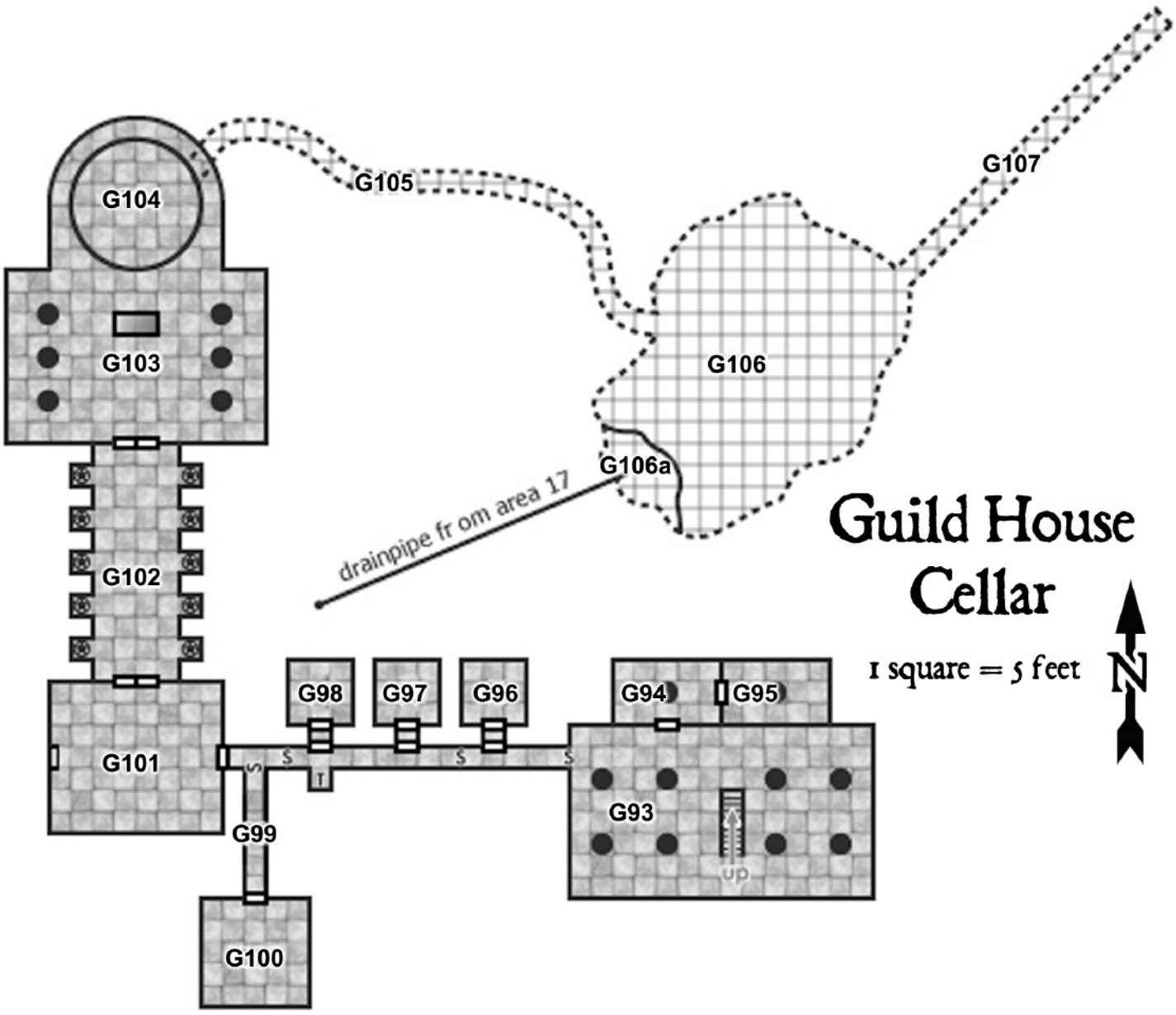
Third Floor

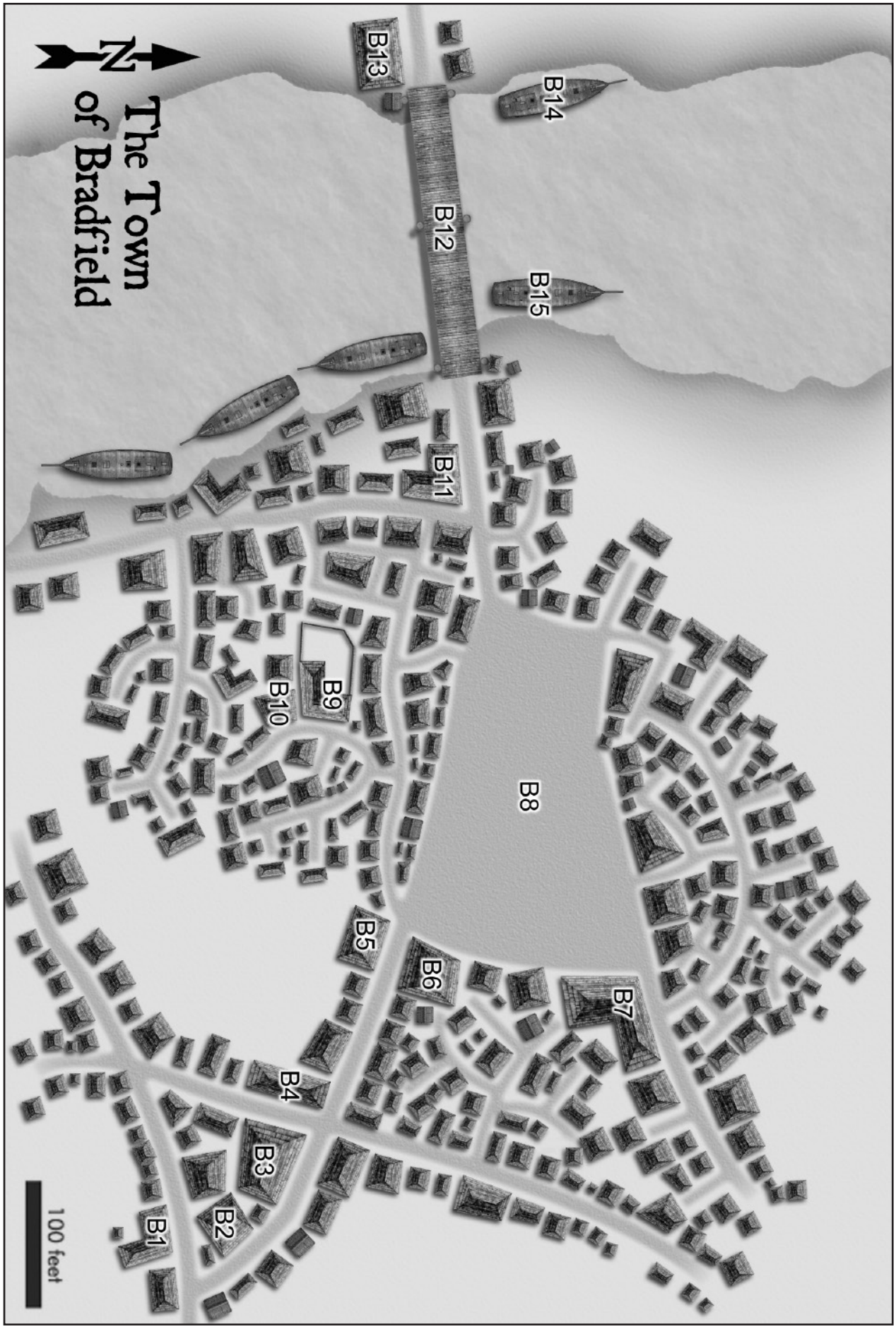


Guild House Attic

1 square = 5 feet




G104
G105
G107
G103
G106
G106a
drainpipe fr om area 17
Guild House
Cellar
1 square = 5 feet
N
G102
G98
G97
G96
G94
G95
G101
G93
G99
up
G100


The Town of Bradfield
N
B1
B2
B3
B4
B5
B6
B7
B8
B9
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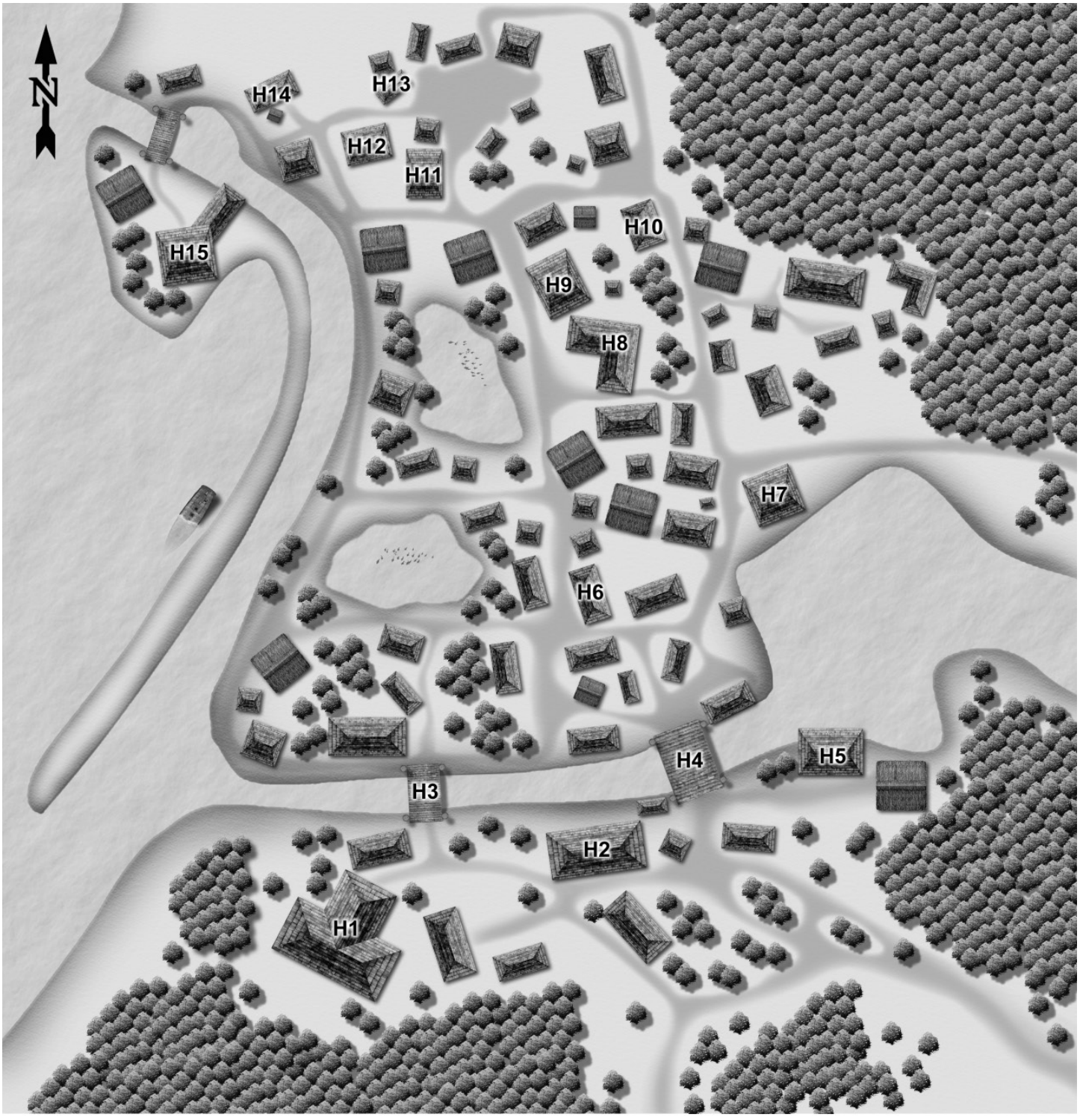
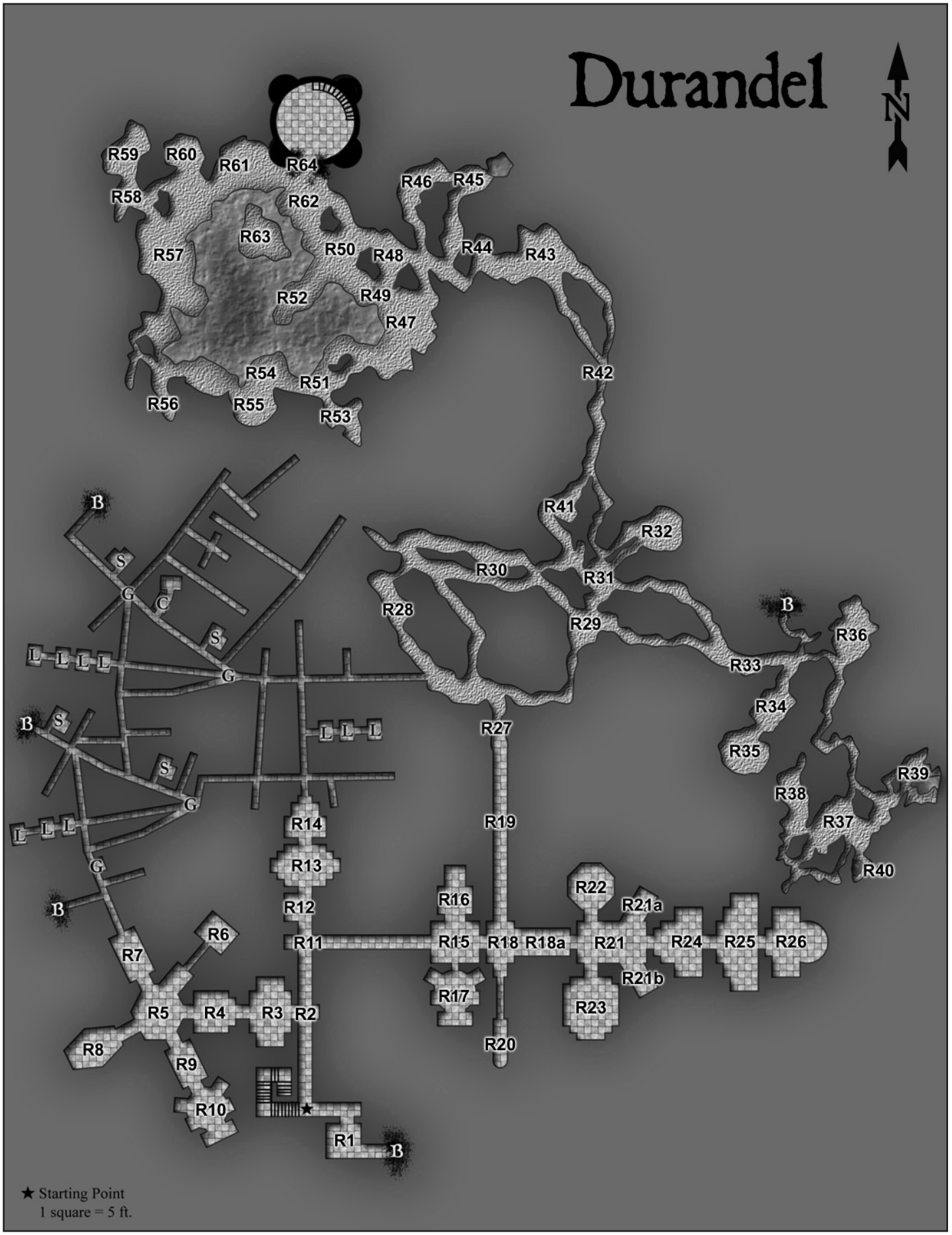
B11
B12
B13
B14
B15
100 feet



The Village of Homewood

100 feet


Durandel
N
R59
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R46
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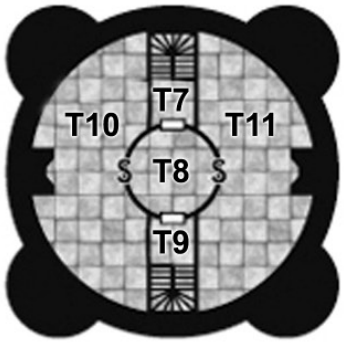
R19
R13
R22
R16
R21a
R12
R6
R11
R15
R18
R18a
R21
R24
R25
R26
R7
R21b
R17
R23
R5
R4
R3
R2
R20
R8
R9
R10
R1
★ Starting Point
1 square = 5 ft.

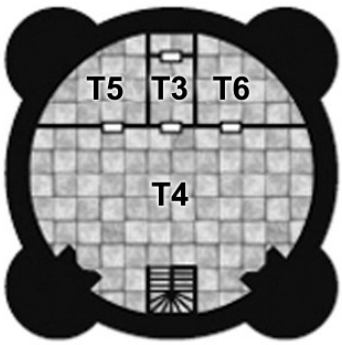
Tower of Bone

1 square = 5 feet

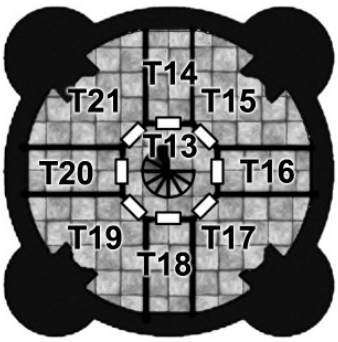


Third Floor

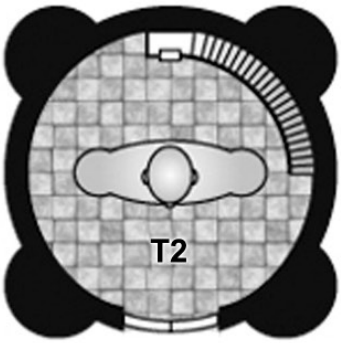
Sixth Floor



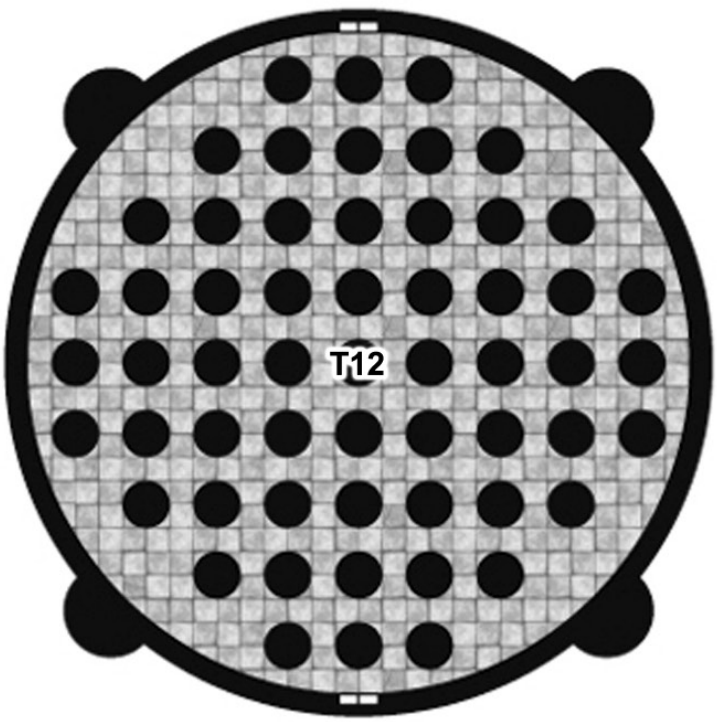
Second Floor

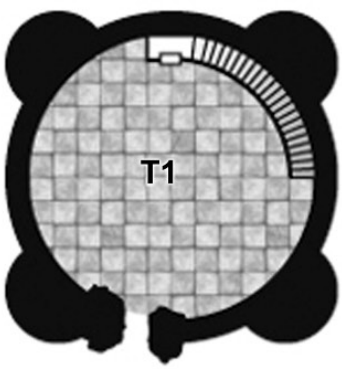


Fifith Floor



Ground Floor

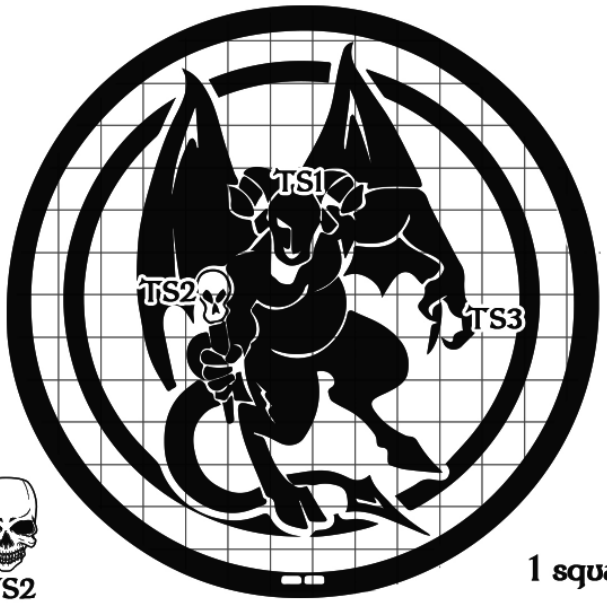




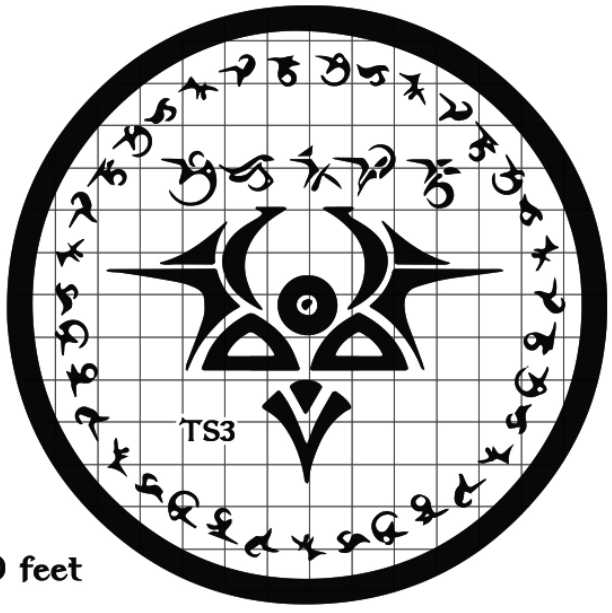
Cellar

Fourth Floor

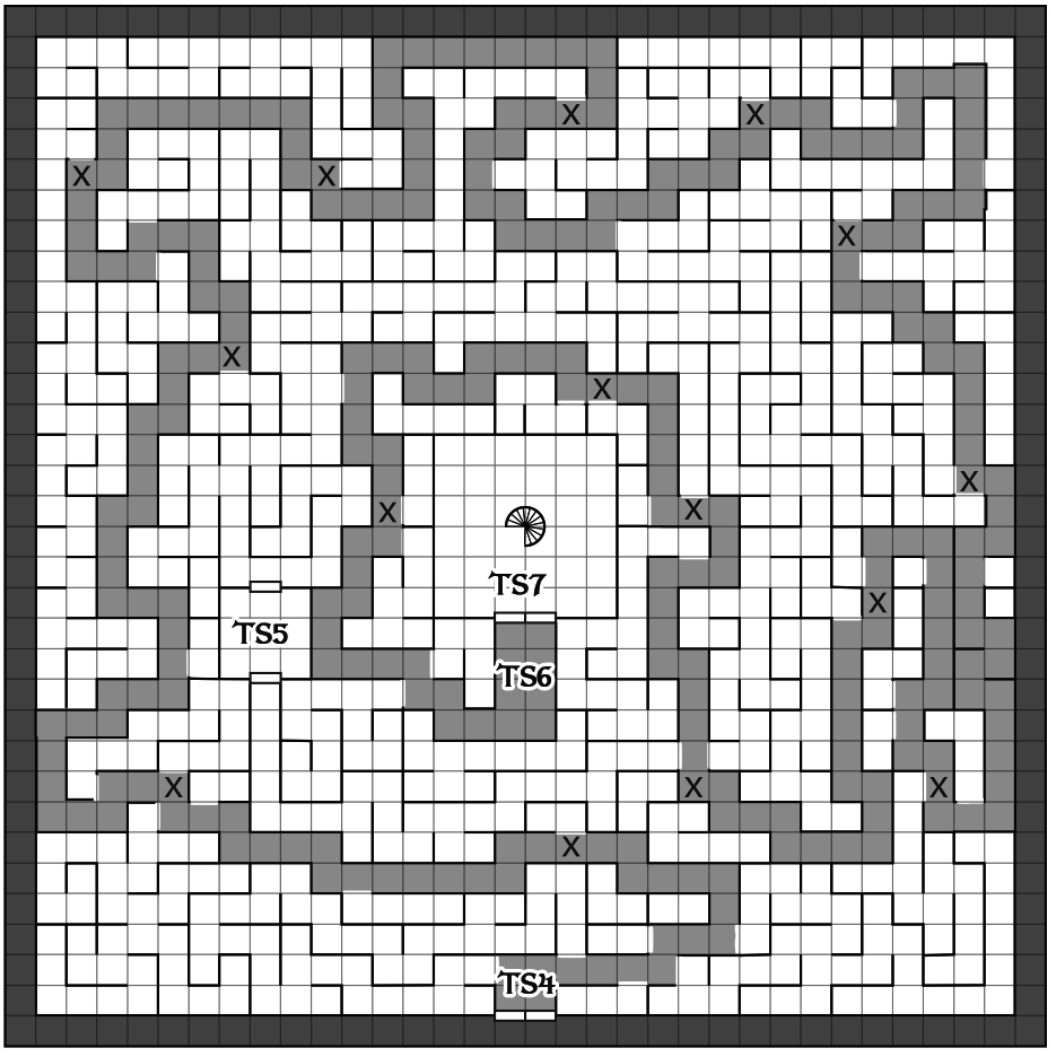
Orcus' Throne Room

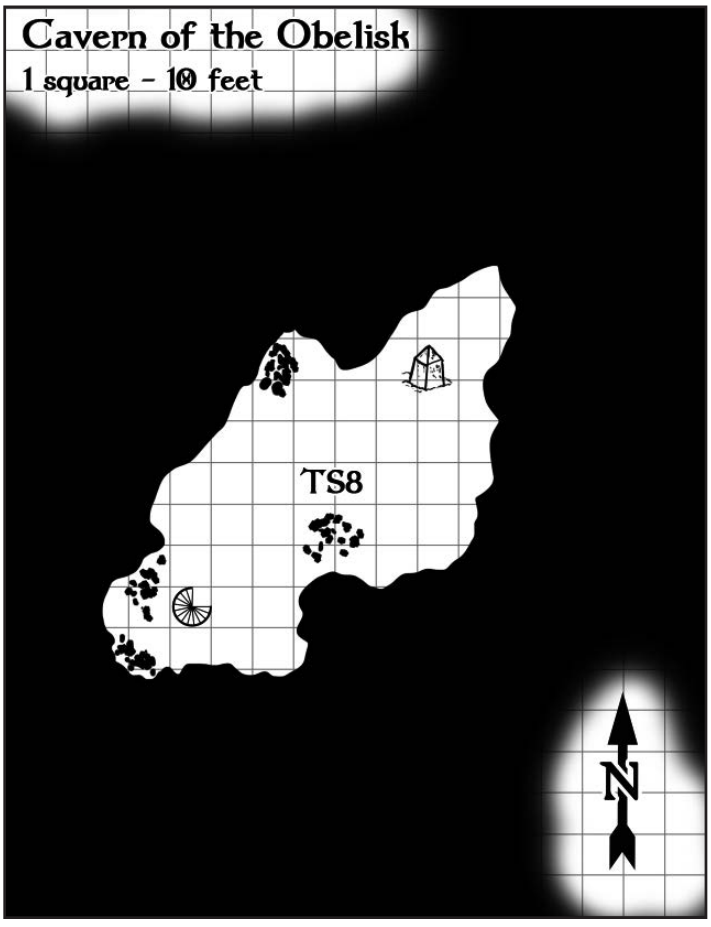


The Undead Creation Room



1 square = 10 feet




Cavern of the Obelisk
1 square = 10 feet
TS8
N

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Cults of the Sundered Kingdoms

The walls of Endhome provide sanctuary for many who dwell on the Sinnar Coast: a place to conduct trade, a warm bed at night, and a fire to sit beside with a jack of ale into the late hours of the evening, but across the Gaelon River lies chaos.

The Lost Lands Return!

Cults of the Sundered Kingdoms takes three classic Necromancer Games adventures: Patrick Lawinger's *Morrick Mansion*, Casey W. Christofferson's *Aberrations*, and Dave Brohman's *Crystal Skull*, plus the secret never-before-released lost Secret Level of *Crystal Skull*, and integrates them with three new original adventures written by Greg A. Vaughan into an adventure path that takes PCs from level 3 to 15+, perfect for the party that has finished exploring the dungeons beneath Barakus and is looking for the next road to adventure. You can play any or all of the six adventures as standalone sessions, or you can use them as a single contiguous campaign to explore a large region of the Lost Lands.

The First Lost Lands Gazetteer

In addition to the updated and expanded adventure path, *Cults of the Sundered Kingdoms* includes a campaign guide that expands upon the Sundered Kingdoms region of the Sinnar Coast and includes a full-color poster map. The gazetteer details the dozens of nations, cities, cults, wilderness areas, ethnicities, and geographic features of note within the area and provides a regional history, giving the first sneak peak at the Lost Lands' bigger picture hinted at and referenced throughout more than 15 years of Necromancer Games and Frog God Games products alike.

Be the master of your Lost Lands campaign; with *The Lost Lands: Cults of the Sundered Kingdoms* you can remind your players that there's more to fear in the Lost Lands than just the dungeons.

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ISBN 978-1-62283-237-8

Swords & Wizardry