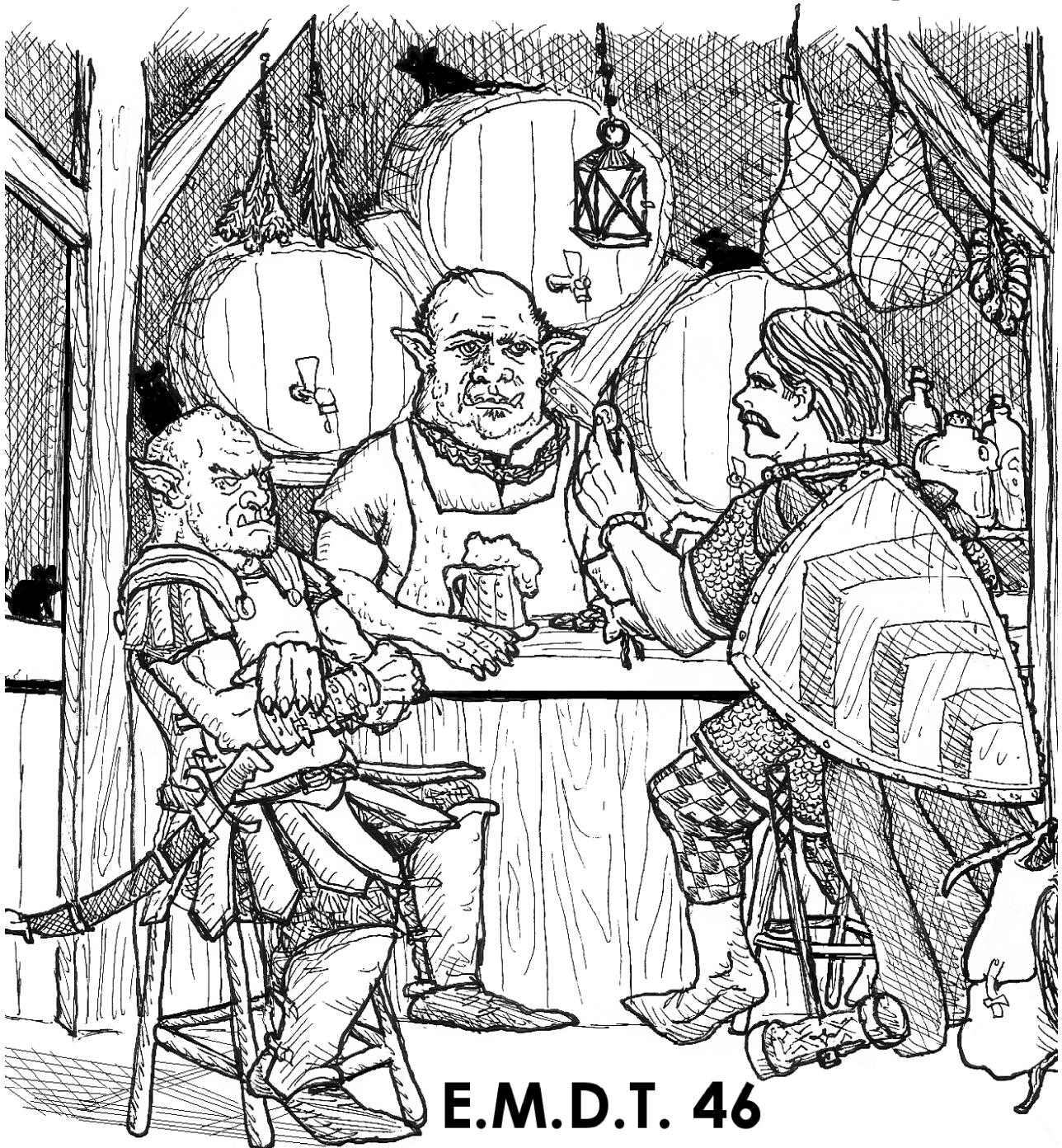


# Echoes From FOMALHAUT



E. M. D. T.  
First Hungarian  
D20 Society

## Issue #01: Beware the Beekeeper!



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D20 Society

## Issue #01: "Beware the Beekeeper"

by Gabor Lux (various), Istvan Boldog-Bernad and Sandor Gebei (p. 27)

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**"Fight On!"** These were the last words of a famous hero of old, and it is these words that shall serve as the motto of this zine. It is a project that has weighed on my mind for far too long, and this first issue feels like settling an old debt. Over the years, I have written for many fanzines (my first RPG writings were released in **Chaos Ultra**, a venerable Hungarian RPG diskmag), but I have never published my own, and it always felt like missing out. **Echoes From Fomalhaut** is a way to create something personal and tangible. It is primarily a physical product (with what I hope are worthwhile extras), but I hope this PDF edition will also be of interest to gamers who prefer things digital, or who would like to print their own home copies (a habit I wholeheartedly endorse!) It is also provided free of charge to people who have purchased the print edition. All the maps are included in a separate file archive.

The zine's contents will mainly be drawn from my home campaigns, with an emphasis on adventures and interesting locations. This inaugural issue is mostly focused on the idea of "good vanilla" (standard "adventure fantasy" with a heart), while future instalments will also deal with more out there stuff from the weird world of Fomalhaut and beyond. In time, I would also like to showcase other creators from the Hungarian old-school scene, whose work is mostly unknown to the international audience. This issue includes a set of morale and follower rules, excerpted from the RPG **Kazamaták és Kompániák** ("Catacombs & Companies"), and there is more to come.

As always, the decisions are yours. These materials are intended to inspire and serve as springboards for further development. To this end, not all cheques have been cashed in, and some of the mysteries have been left undisturbed. From the blank spaces shall spring the fruits of your own imagination, and that's how it should be. Fight On!

Gabor Lux  
Pécs, 1 may 2018

# Bazaar of the Bizarre

“[Nature] [Persona] is selling [Wares], [with Complications]”

Roll	Nature (1d2)	Persona	Selling	Complication (1d2)
1	agile	academic	advice	all exquisitely made
2	amorous	acolyte	antiques	apologises, returns money
3	arrogant	aesthete	armour	as a form of penitence
4	audacious	agent	armour	as bait
5	avaricious	apprentice	armour	as collateral
6	backstabbing	assassin	baskets	as distraction for thieves
7	beaming	auctioneer	baths	as insurance scam
8	benevolent	barbarian	blown glass	as last-ditch gambit
9	bereaved	bureaucrat	camels	as political protest
10	bloated	captain	cards	as side job
11	blunt	castrato	ceramics	at reduced prices
12	brutal	child	crystals	at wit's end
13	complaining	craftsman	dancing girls	awaiting certain doom
14	corrupt	cripple	documents	bearing secret identifying signs
15	cowardly	crone	doubts	but gets prices wrong
16	craven	crusader	dreams	but it is all a mirage
17	credible	dancing beast	drinks	but it is all a nightmare
18	dangerous	dancing girl	drugs	but it is not even his stand
19	deformed	dervish	dusts	but there is a higher bid
20	deranged	drunk	essences	but they are adulterated
21	devious	eunuch	eye-spoons	but they are already sold
22	devoted	exile	feathers	but they are cursed
23	dim-witted	explorer	fetters	but they are fakes
24	direct	factor	fine wines	but they are stolen
25	discreet	fakir	geometric	but they have just been stolen
26	disgusted	farmer	glass panes	but things don't add up
27	dishonest	fisherman	gourds	buy two, get three
28	distant	fool	guidance	carrying plague
29	distracted	freebooter	hair	change of heart imminent
30	domineering	gentleman	haircut	claiming false benefits
31	double-dealing	gladiator	heresies	closing up shop
32	downtrodden	god(dess)	him/herself	concealing real persona
33	dreamy	guard	horses	concealing real temperament
34	driven	haggler	houris	containing illicit additives
35	dull	hedonist	impressions	drawing small crowd
36	duplicitous	horse lord	incense	escaped slave
37	effete	horseman	indulgences	everything must go
38	elegiac	housemaid	instruments	free product samples
39	enigmatic	judge	intoxicants	from city property
40	envious	justiciar	jewelry	from demon dimension
41	feeble	khan	kingdom title	from foreign dimension
42	fidgety	lad	law books	from impounded property
43	flamboyant	lady	lizards	from pile of pillows
44	foul-mannered	lictor	manuscripts	from silk tend
45	frowning	lord	maps	from treasury
46	gaunt	lotus-eater	mascara	from Underworld
47	gossipy	lout	measures	in exchange for something
48	greasy	maid	metals	in generous supply
49	harried	matron	mirrors	in sting operation
50	heavy-set	merchant	mother of pearl	instead of true wares

51	helpful	merchant prince	mould	makes secret sign
52	hot-headed	monastic	noble title	member of secret police
53	humble	money-changer	objects of art	member of spy network
54	hungry	monster	oils	member of tax authorities
55	hypnotised	mother	opium	miscalculates price
56	indifferent	nomad	paintings	misgenders character
57	influential	northerner	paints	mourning misfortune
58	intoxicated	official	pendulums	now on sale
59	jovial	outcast	philtres	of cats
60	kindly	overman	pillows	of flowers
61	lecherous	palace-slave	privileges	of snakes
62	licentious	patrician	prophecy	offering a deal
63	lice-ridden	pauper	protection	on a condition
64	lithe	peddler	rare metals	on brink of insolvency
65	lordly	penitent	reflections	on the run
66	loud	pilgrim	rights	out of looted store
67	malleable	pirate	rugs	out of stock
68	miserable	poet	salts	pursued by bear
69	miserly	porter	secrets	pursued by cats
70	muscular	priest	seeds	pursued by lynch mob
71	obese	priestess	shave	pursued by mummy
72	offended	prophet	slaves	pursued by rival
73	oleaginous	prostitute	slaves (1d3 types)	pursued by undead
74	orderly	provocator	slaves (1d3 types)	sealed and packed
75	paranoid	sailor	slaves (1d3 types)	sighing in disgust
76	penitent	savant	slaves (1d3 types)	to attract new customers
77	perverted	scavenger	slaves (1d3 types)	to be rid of curse
78	philosophical	scribe	smoke	to blackmail clients
79	poetic	sell-sword	snacks	to corner the market
80	polite	servant	snakes	to enact devious scheme
81	prestigious	slave	soul	to facilitate arrest
82	professional	slum-lord	spectacle	to fulfil prophecy
83	proud	snake-charmer	stimulants	to hide them
84	prudent	spirit	stocks & deriv.	to plant wares on target
85	pushy	stranger	sugar water	to ruin competitor
86	reliable	strongman	sugared fruits	to shame rival
87	rueful	subordinate	sundials	to sponsor vice
88	severe	swordswoman	tea	wanted by enemies
89	shifty	taskmaster	teachings	where thieves wait
90	sincere	thane	textiles	while moonlighting
91	slovenly	thrall	art of the deal	while recruiting for cult
92	smiling	town crier	torture impl.ts	while spouting propaganda
93	stupid	trained beast	turbans	with a condition
94	sybaritic	tribal	veils	with bonus tea
95	testy	urchin	warning	with certain side effects
96	unassuming	vagrant	weapons	with certification
97	unctuous	virgin	weapons	with extra offer
98	untidy	workman	weapons	with generous discount
99	venerable	yogi	winning tips	with ulterior motives
100	wise	youth	worms	without licence





# Caravan Goods

Roll	Goods type
01-10	alcohol / drugs
11-20	animals
21-25	artwork
26-27	curios
28-37	dishes & household
38-40	exotic
41-50	materials
51-60	oil / wax
61-63	religious artefacts
64-69	slaves (2-3/100 gp)
70-73	spices
74-85	textiles
86-90	tools
91-92	treasure
93-00	weapons & armour



Smaller caravans consist of 2d4 carts or camels, larger ones of 2d4\*5, each carrying 1d6\*100 gp worth of goods. A 2<sup>nd</sup> level guard will accompany the caravan for every 100 gp carried, and a 3<sup>rd</sup> level one for every cart or camel. Smaller caravans have one leader, while larger ones have 1d3, their level to be rolled by percentile dice: 01-10 novice (1<sup>st</sup>), 11-25 seasoned (2<sup>nd</sup>), 26-55 veteran (3<sup>rd</sup>), 56-70 elite (4<sup>th</sup>), 71-90 mid-level (1d4+4), 91-00 high level (1d4+8). Most of these are fighters or thieves. Smaller caravans are 1:6 to be accompanied by travellers seeking safety in numbers, while larger ones are 1:2 to be followed by such. 1d6 travellers will be of interest, the rest being pilgrims and the like.



## The Rules of the Game

While much of old-school gaming originates from the same lineage, and its products remain largely cross-compatible, there is much devil in those details. Every table and every party has its own ideas and house rules, and it is a good idea to lay these assumptions out into the open. Therefore, the conventions governing this fanzine are thus:

- Unless otherwise noted, the materials published here were designed for **Advanced** rules.
- A thousand gold pieces is **worth a small fortune**. Monetary treasure is relatively scarce.
- Conversely, **XP for treasure** is gained through squandering it in hedonistic excess (or any kind of lavish spending which has no discernible benefit), with a **\*5 multiplier**. If you adjust the treasure values, adjust the multiplier as well.
- **Level demographics** form a very flat pyramid: low-level NPCs (1<sup>st</sup> to 4<sup>th</sup> level) are commonplace, while mid-level ones (5<sup>th</sup> to 8<sup>th</sup> level) tend to be outliers – present in most communities, but never numerous. Few NPCs reach more than 9<sup>th</sup> level, and over 12<sup>th</sup> is almost unheard of.
- Magic is limited to **5<sup>th</sup> level spells** or lower. Magic items are limited to **+3**.
- Fighters can do **carryover damage**: when fighting grouped opponents, the damage remaining after a killing blow is transferred to the next opponent.
- **Roll-under morale** is in effect (see article).
- The **gods are limited in their powers**, but actively involved in the fate of the world.

# The Singing Caverns

"Beware the Beekeeper!"  
adventure module for levels 2 to 4



**Playtesters:** Gabor Acs (Phil the Terror of Turkeys [a.k.a. Karl, the Guardian of the Flower], halfling Thief 4),  
Istvan Boldog-Bernad (+Balthasar the Elf-bane, dwarf Cleric 3 of Haldor)  
Kalman Farago (Drolhaf Haffnarskörung, northman Barbarian/Thief 2/2)  
Laszlo Feher (+Franz Who Wasn't Even There, Illusionist 4, Buck, half-orc Cleric 3 of Agak)  
Gabor Izapy (Gadur Yir, half-orc Fighter 5, champion of Haldor)



## Background

*"Beware the Beekeeper!"* This is the advice given to those who would go exploring in the caverns close to Heartless Hugo's keep, and it is one many have disregarded at their own risk. However, the strange hermit is not the only denizen of this old cave system, even if he is the most unpredictable and dangerous. Bandits have been raiding honest traders along the road, and shady sorts said to be trafficking with orcs have also been sighted. Deeper still are mysteries left over from the earlier ages of Erillion, and some who have passed through the three cave mouths became rich. With promises like that, why worry about some bees?



## Random Encounters

Roll random encounters every time the characters pass through a keyed area, or every 10 minutes they spend in a high-traffic area. Encounters occur on a 1:6 probability. Reaction rolls are crucial in this adventure, as the inhabitants of the caverns are used to traffic, and often prefer to avoid confrontation. Bandits and orcs may parlay with the company on a good roll, while giant rats, bee swarms and the Beekeeper may just go their own way. Living statues always attack humans on sight, and fight to the death. Once a type has been depleted, treat result as no encounter. Random encounters below the well (40–50.) are with **2d6 mossmen** from **44**.

**1. Bandits (2d6):** HD 1+1; AC 7 (leather, shield); Atk longsword 1d8 or hand axe 1d6 or sling 1d4; ML 7.

Hp	5	7	8	9	6	9
	9	6	7	6	2	8
	2	8	2	2	5	8
	5	4	6	8	5	7
	8	5	8	6	8	9
	2	9	5	7	6	6
	9	5	7	6		

*Scruffy, bearded woodsmen based in their lair at 25–26, and also found exploring the caverns. Most of them blend in well enough to visit Hugo's keep with impunity.*

**2. Orcs (2d6):** HD 1; AC 6; Atk spear 1d6 or battleaxe 1d8 or scimitar 1d8; ML 7; LE.

Hp	7	4	2	2	2	2
	7	6	4	2	6	4
	1	6	1	2	6	6
	3	1	2	6	4	6
	3	1	8	6	2	1

*A rowdy bunch, they are guests at Truglag's (4), but when they are not sleeping off the drink, they venture out in search of plunder and adventure.*

**3. Rats, giant (1d4\*5):** HD ½; AC 7; Atk bite 1d4; Spec disease 5% per wound; ML 5; N.

Hp	2	4	2	1	4	1
	3	3	4	3	2	4
	4	2	4	2	2	1
	3	4	3	3	4	3
	1	3	1	1	2	3
	1	4	4	1	4	2
	4	2	1	4		

*Cowardly scavengers, they try to drag down stragglers or rip open food bags.*



**4. Living Statues:** HD 4; AC 2; Atk 2\*fist 1d8; Spec +1 or better to hit, immune to cold, fire and mind-affecting; ML 12; N.

Hp     24                      20                      19                      17

*They are fashioned in the likeness of primitive men, and pursue slowly but relentlessly.*

**5. Bee swarms (1d3):** HD 4; AC 3; Atk swarm 2d4 + poison (3d4 Hp); Spec ½ damage from piercing/slashing, immune to mind-affecting, 1d4 damage to swarm on each successful hit; ML 10; N.

Hp     22                      12                      11                      12                      11                      17  
          17                      21                      22                      16                      18                      9  
          13                      24                      18                      19                      17                      19  
          10                      25

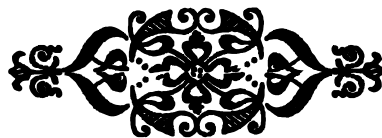
*They are peaceful most of the time, but react poorly to sudden movements, and the smell of human sweat.*

**6. The Beekeeper (+1d3 Bee swarms):** Druid 7; AC 4 (bark and honey, Dex); Atk staff 1d6 or 6\*darts 1d4+1; Spec pass without trace, ID plant & animal type, immune to woodland charms, change shape 3/day; ML 10; CN.

Spells: 4/4/3/1; 1: animal friendship, entangle, faerie fire, speak with animals; 2: charm person or mammal, heat metal, obscurement, warp wood; 3: plant growth, snare, summon insects (+1 bee swarm); 4: cure serious wounds.

Hp     34

*A ragged man clad in what seemed like dirty, resin-reinforced birchbark. His limbs are caked with a black filth and his face is covered with a thick veil. He cannot speak except make sibilant buzzing voices in the imitation of the bees which constantly accompany him. The Beekeeper is insane and utterly unpredictable, and has been known to torment intruders to death with his bees as well as to lead the lost back to the surface. 2:3 of the time, he outright ignores others unless disturbed. He is respected and shunned by all other cave dwellers.*



## The Caverns, Level 1

The three cave mouths are found in plain sight at the foot of a hill. Blooming meadows and small groves of trees cover the landscape. Near the cave mouths is an old wooden hut swarming with bees. 1d3+1 **bee swarms**, 1:6 of the **Beekeeper**, and several pounds of honey. The caves all “sing” faintly as the wind reverbrates while blowing through their passages – together, they make for an odd choir.

**1. Font:** Water trickles from the mouth of a grinning, long-nosed and strong-chinned **stone head** into a dented brass basin. Several **footprints** in the mud.

The wind wails through the twisting passage, 1:3 blowing out torches. A few steps down, a crude **tripwire trap** has been rigged up to knock out a support beam bring down a shelf loaded with stones on the unwary (2d6 Hp).

**2. Cavern:** A cavern seeing heavy traffic. Discarded torch butts litter the floor, walls and 25' ceiling are black from accumulated soot. 1:3 of drunken ranting and singing from northeast.

**Wooden sign** next to 10' ledge and hanging rope reads: “TRUGLAG’S TAVERN. RING FOR ADMITTANCE.” Pulling on the rope summons a **giant lynx**, followed by **two orcs** asking about characters’ business. They will lower a ladder and admit guests as long as they have not been revealed as enemies.

**3. Orc den:** Densely packed with bunk beds and crude furniture, this is the barracks for **3d6 orcs** and Felice, their tamed **giant lynx**. They have recently traded their loot for a cartload of beer from the bandits, and are happily enjoying it.

**Felice, giant lynx:** HD 3+3; AC 6; Atk 2\*claws 1d6 and bite 1d6; Spec 90% undetectable, 5:6 surprise, 75% detect traps; ML 9; N.

Hp 24

**4. \*TRUGLAG'S TAVERN\*:** Two torchlit rooms are shored up with wooden beams and furnished with simple benches and tables. 1:2 of **1d6+2 bandits**, 1:3 of **suspicious merchant**, 1:3 of **NPC** (could be old acquaintance from surrounding area!).

At the **counter**, **Truglag**, a potbellied orc wearing a dirty leather apron, serves the local fare: beer, a ragout with mushrooms, honey-roasted ham hock, and honey scrapes. He also has 1d3 smoked cave swine hams for 6 gp each (they are cured, oddly spiced and a little mossy, but make for 10 days' worth of iron rations). Truglag knows a thing or two about the caverns and the wilderness, and can help find illicit deals... for a fee.

Behind the bar, a **locked door** leads to the back rooms: Truglag's quarters with a **locked chest** (150 gp, the chest itself is an antique worth 500 gp), a warehouse for stolen goods (100 gp worth of beer, 300 gp worth of cloth), a locked hideout (1:3 of **fugitive** hiding from law), and a secret passage leading outside to the forest.

**Truglag:** HD 3; AC 4; Atk two-handed club 1d10; ML 6; LE; opiate (sleeping poison), keys to the tavern, 18 gp.

Hp 17

**5. Well room:** Water pours from a stone pipe embedded in the wall into a low-rimmed **well**. The only protection against falling down the 30' opening (turning into a mossy slide 20' down), a wrought iron grille, lies bent and useless in a corner.

Debris and scraps litter the flagstones, and the walls are decorated with scratched **graffiti**, such as: "Above this pit yonder / Do not your buttocks sit / It is slick and you may blunder / And go down with your <word missing>", or "For a good time, call for Bloody Lucy", or "Go fall down the well, trolls-arse – Y."

**6. The Door of Faces:** Remains of an extinguished campfire. A massive **iron door** decorated with three grotesque faces blocks further passage. There is no keyhole, but a grille allows wind to blow through and bees to fly in and out.

The **faces** are angry, sleepy, and jolly. Scratches in the iron show all three can be turned clockwise or counter-clockwise.

- Turning the angry face opens a gas valve when mouth lines up with hole in the door, open flame explodes for 3d4 Hp (save ½).
- Turning the sleepy face carefully opens the door, but turning it in a rash manner extends blades which slice off fingers (1d4+2 Hp, save vs. paralysis or one finger is gone per 2 Hp).
- The jolly face emits a shrieking laugh, resulting in a random encounter with 1d3 bee swarms swarming through grille.

From inside, the door can be pushed open, but it closes in 1d3 turns, and if propped open, the Beekeeper will soon remove the blocking items.

**7. Intersection:** Three skulls and a torn piece of veil on the floor. A signpost pointing east has been broken off and rendered illegible. This is the Beekeeper's lair, and both he and his bees resent intrusion (all reaction checks produce result one step worse than rolled).

**8. Beekeeper's lair:** Rectangular beehives are piled on top of each other in dusty towers, covered with **1d3+2 swarms** of buzzing bees. The bees attack anyone who is sweating (physical exertion within 20 minutes). 1:3 of the **Beekeeper** tending his flock.

**Openings** in the wall hide 6 crystalline cores of hardened honeycomb (heal 1d6+1 Hp each if ingested, value 100 gp each). In the corners, leathery **corpses** are frozen in hardened honey and wax, preserved in their grotesque state by the Beekeeper, who has inscribed them with red runes:     ::↑♢M:↑♢4↑::

("THE LOST")

The **Beekeeper's nook** has a handful of incense sticks (bee repellent), jar of *polymorphic honey* (turn into desired form or random animal), and a piece of amber preserving the echoes of a long-dead druid, speaking about the glory of the undisturbed wilderness.

**9. Shroom cavern:** Lush shrubbery and giant, luminescent **mushrooms** on heaps of wet earth and decomposing vegetation – smell of wet decay. Wind echoes from northern passage in a sound suggesting distant singing. Some mushrooms are infected with the stalks of a dry, thin fungus corrupting their flesh (harmless to humans). Vines bear tasty wild raspberries. The earthen wall in NE chamber (**a**) has been excavated with a discarded pickaxe left next to an empty lantern, revealing ancient bones in jumbled disarray.

**10. Cavern of the statue:** More leafy plants and fungi in dazzling varieties; water dripping from stalactites. A squat, crudely carved **statue** of a primitive man stands covered with moss, sunken to the ankle in a low earth pile. The bearded statue has three wide mouths in a row above each other, carvings imitating a hairy, naked chest, and an enormous... cudgel. A concealed crawlway is found behind the figure, but it begins babbling and moves to attack if molested.

The crawlway opens into a small **crevice** half filled with debris. Among the stones are found several broken clay pots previously wrapped in treebark, and containing some kind of old tarry substance. A discarded piece of brass hammered into the crude likeness of a fish is magical, and will make for a *spear* +2 if mounted on a shaft.

**The Babbling Statue:** HD 5; AC 2; Atk 2\*club 1d10; Spec +1 or better to hit, immune to cold, fire and mind-affecting, babble (*confusion*, characters saving successfully are henceforth immune); ML 12; N.

Hp     17

**11. Crude passage:** This mostly circular, rough-hewn passage has a musty odour to it; remains of greasy tallow candles rest in sooty wall niches.

**12. Empty burial chamber:** Five **sarcophagi** have been broken open and looted. Wall niches with ancient **pottery** containing tallow and wicks; 5\*50 ancient electrum pieces are still preserved inside, undisturbed by the defilers. **Cave paintings** made with charcoal and pigments depict the primitive images of a hunt; wild animals chasing down and killing fleeing humans with spears and javelins. A **broken shield** with the mark of a pierced, bleeding heart lies in a corner.

**13. Vegetation:** Wet smell, moss and plant matter everywhere. Pieces of torn flax, the remains of rope bindings, litter the floor.

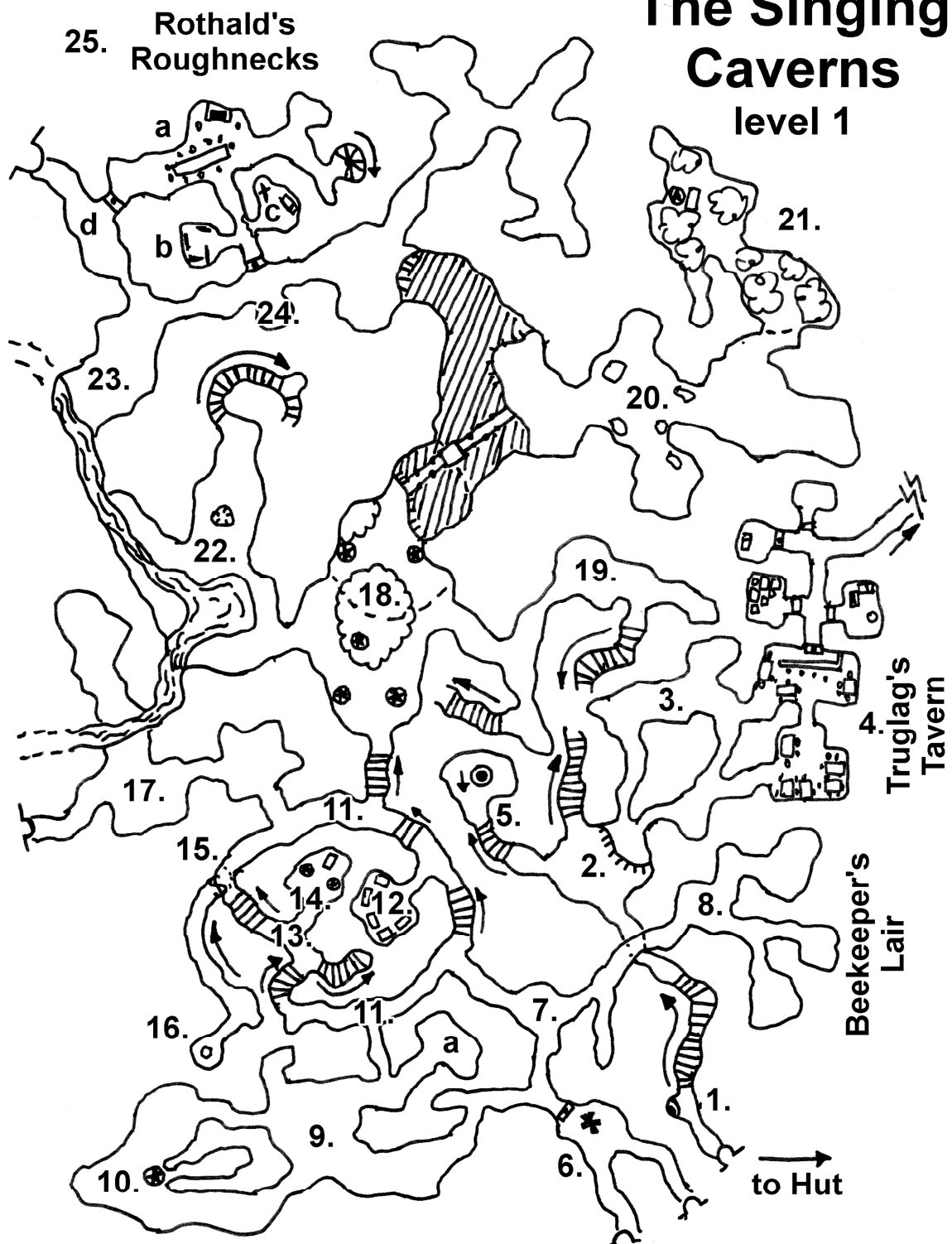
**14. Empty burial chamber:** The contents of the chamber are smashed and in disarray. Long stems and vines of a **green plant** have covered an open **sarcophagus** in a vegetable mass, bearing several finger-long pods. The pods are delicious, fresh green peas, but a character trying them will be so obsessed with consuming all of it that he will stop at nothing to obtain them (save vs. spell).

Two clay **statues**, one of a griffin and one of a giant lynx, have had their heads smashed open, revealing the cavities within which contain the bones of the original beasts. If they are opened up further, their bellies will be found to contain two decayed baskets with 230 ancient electrum pieces each.



# The Singing Caverns

level 1



**15. Runes of doom:** A **runic inscription** is found on the southwest wall above a shallow depression:

: : P R T ↑ : R T X : ↑ P A : N M I X P ↑ : :

: : I : H P R T ↑ : P A X M : :

("HALT AND THY WEIGHT I SHALT JUDGE")

This insidious trap has been set by the Beekeeper. The "wall" is a lifelike clay construct, and the depression is a pressure plate concealed under dirt and a little mud. Those who halt to decipher the runes will first hear a scraping noise, then something bouncing behind the ball, and must then save vs. petrification or be ground under the enormous stone boulder that has rolled down the slope from **16** and broken through the clay wall (6d6 Hp).

With the wall opened, ethereal tunes can be heard wailing through the curved upwards passage.

**16. Grol's pipes:** A **pedestal** in the centre of a small domed room holds a set of **brass pan pipes** resounding with an ethereal melody. The source of the tune is the wind whistling through a ventilation shaft overhead. A bard who plays this fine old instrument shall learn *Grol's Hop-ping Dance* (*jump* spell; if used in conjunction with the pipes, it can also be cast on an unwilling subject being commanded to "jump", but this requires a save or the pipes split).

**17. Hellonda's cavern:** Gentle winds carry in clean air with the scent of wildflowers; an underground stream of pure spring water bisects a set of caverns filled with beautiful, undisturbed limestone formations.

Outside in a secluded meadow lives the lost maiden **Hellonda**, who has recently awoken from a long, deep slumber, and still acts slightly odd and dreamlike. Hellonda wears a simple buckskin outfit and a flower in her hair. She is the daughter of a tribe long lost to time and memory. If she is killed, she collapses into a flurry of wildflowers.

**Hellonda:** Amazon 6; AC 3 (leather, Dex, Amazon); Atk spear 1d6+2; Spec *gaseous form* and *dimension door* 1/day; Str 18, Dex 16, Con 13, Int 11, Wis 15, Cha 15; ML 9; N.

Hp 38

**18. Cavern of the great tree:** Light streams in through enormous **hole in the ceiling**. An enormous **oak tree** overlooks a tiny paradise of berry bushes, leafy plants and blooming flowers buzzing with **bees** (**1d3 swarms**, peaceful until disturbed). Five mossy **statues** stand watch. To the north, a rickety **bridge** crosses a 20' chasm overlooking a deeper cavern (**31**).

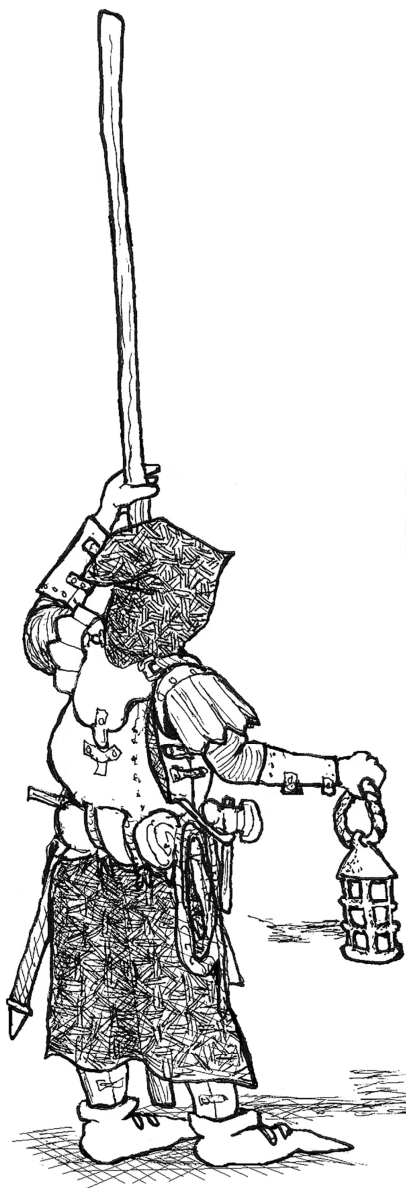
The **hole** is 20' above the cavern floor. Creepers clinging to the side are too loose to climb without suffering a fall. It connects to a hilltop sinkhole.

The **oak tree** is an ancient specimen, wrapped in ivy. Its hollows are populated with tiny, harmless emerald and sapphire snakes. It is faintly magical, but only reveals its powers to a druid, who can call on it to *call woodland beings*, *commune with nature*, or *pass plant* (with a range of up to 2 hexes) once a week, 1:6 to have been used by the Beekeeper. A druid instinctively knows the tree's powers by touch, but if he uses them without being prepared (lower experience level than the level of the spell), he must save vs. spell or lose all memorised spells for a week.

The **ivy** around the oak tree has small fruit clusters. This is **darkberry**, whose juice is a valuable thickening agent used in magical potion.

The **statues** are as follows:

- NE (next to chasm): wears bucket over head, hiding cruel gaze; save vs. petrification or jump into chasm (2d6 Hp).
- NW: mouth has been stuffed with tarred rags. Removal results in unsettling, unceasing moaning sound (no effect).
- Centre (over a fresh mound of earth): bees fly in and out of grotesque open mouth, interior contains honeycomb (heals 2d4 Hp), wax in ears heals wounds (2\*1d4+2 Hp). The mound of earth is the freshly dug grave of a young man (bandit), his face covered with flowers.



- SW and SE (by cave entrance): two faceless warriors. If two people look into the blank faces simultaneously, they move aside to reveal a treasure pit: 5 sp, 25 electrum, 25 gp, 3 pt, 50 gp cameo depicting warrior maiden, 50 gp belt buckle.

The **bridge** is in bad condition, only held in place by the massive central pillar. 1:6 of broken board, 1:3 of attack by **12 vampire bats**.

**Vampire Bats (12):** HD 1+1; AC 8; Atk bite 1d4 + blood drain; Spec blood drain 1d4/round, up to 12 Hp; ML 6; N.

Hp	2	3	9	9
	4	5	7	7
	7	4	9	7

**19. Midden:** Cavern walls are darkened with generations of torch soot. Burned animal bones and ancient cadavers which have decayed into compost. More recent carvings in the wall consist of crude messages and a death's head.

**20. Mossy cavern:** Moss-covered **stone formations** faintly resembling human figures: melting, waxlike features, mouths opened in silent screams. A dead **bandit** has been drained of all body fluids; haversacks still has cheese, loaf of mouldy bread, flask of wine, flint & steel, knife. A buzzing, warbling sound from distant room signals presence of **5 bombardier beetles**, peaceful until nest is disturbed.

**Bombardier Beetles (5):** HD 2+2; AC 4; Atk bite 2d6; Spec 1:2/r of acid cloud, 3d4 Hp and 1:6 stun 2d4 r; ML 7; N.

Hp	8	11	8	8
	17			

**21. Forest Grotto:** In a ravine exposed to faint natural light after an ancient cave-in, lush **forest** of moss-laden trees seems to keep away explorers with its multitude of resisting branches. A tall **statue** of a hooded figure with hands held up in supplication stands above an **altar** stone worn smooth by the elements.

In the upheld palm of the **statue**, tiny seedlings have sprouted in a handful of earth; consuming them imparts magical spells which can be used once, regardless of class and level: *detect snares and pits*, *invisibility to animals*, *pass without trace*. They can double as 3 pieces of mistletoe.

The **altar's** base is a hollow sarcophagus, and the top can be moved aside to reveal a cavity filled with a greasy, scented balm (700 gp) containing a mummified cadaver. The **mummy** must make an open doors check (1:2) to break its prison. Its mere sight causes mortal terror among onlookers (save vs. magic or flee). Its treasures are a golden 720 gp headband decorated with delicate silver leaves, a 120 gp golden chain, and *the bag of winds* (can be used to release *gust of wind* 1/day).

**Mummy:** HD 6+3; AC 3; Atk hit 1d12 + rot; Spec fear, mummy rot, +1 to hit, ½ damage from weapons, susceptible to fire; ML 12; AL CE.

Hp 36



**22. Cavern of the Unearthed Prophecy:** Stream of clean water flowing through cavern; shallow **pool** with tiny, blind white newts (harmless). Stalactites have been broken off at several locations, and spades and shovels have been left scattered next to an unearthed **burial pit**.

The **pit** contains torn scraps of ancient sackcloth, 5 mud-caked electrum pieces, and a half-buried **statue** of crimson clay. If this primitive image, depicting a naked mother, is removed from its grave and restored to an upright position, a random character speak the following prophecy: "BURIED DEEP AND PLUNDERED THE WORLD LIES FRAYED AND DEFILED / A NEW SPRING IT BRINGS AND RESTORED TO STRENGTH IT ADMIRES ITS OWN SIGHT"

**23. Fishing spot:** Three stools and fishing equipment (rod, landing net, bucket). 1:2 of 1d3 fishing **bandits**.

**24. The Gauntlet:** A metal arm wearing an iron gauntlet is embedded in the wall. Its grasp causes 1d4+1 Hp; someone who can beat it in three rounds of arm wrestling will make it fall and turn into *the gauntlets of Arnold Schwarzenogre* (grants 18/00 Str).

**25. \*ROTHALD'S ROUGHNECKS\*:** These caverns and **26** below are the lair of **Rothald the Ruffian** and his merry men (the jovial **Brother Salloric** and **4d6 bandits** – the rest are out on an expedition). They are a known band in the area, careful to pay their dues to Sir Hugo to stay unmolested, and receive the odd secret mission when he needs a band of enforcers. All **doors** are locked and bolted, with a peephole to check on anyone who'd come knocking. Rothald and two of his lieutenants hold the only keys.

The bandits lead a comfortable life down here, mostly in the **common room (a)** heated by a recently built fireplace, playing cards, singing ("Rothald's Romance", a popular folk song, is a favourite) and drinking around a long table. The bandits are surrounded by their ill-gotten loot (currently 400 gp of Arxine amber oil, 600 gp of precious fur clothes, and 100 gp worth of beer).

The **armoury (b)** has 12 spears, 8 longswords, 6 suits of chain shirt, 2 suits of chainmail, and a platemail which has been cut in half by an enormous blow.

Separated from the corridor by a leather curtain, **Brother Salloric's room (c)** contains a simple bed, a prayer rug, and a simple altar to Filongar, patron of wanderers, decorated with oak leaves and a crudely hammered golden plate (40 gp). However, a cleric has a 1:6 of noting irregularities in the altar's symbols, and a cleric of Filongar is 5:6 to recognise it for a mockery.

The **exit tunnel (d)** leads to a lookout overlooking a clearing in the wilderness.

**Rothald the Ruffian:** Archer 3+2; AC 4 (chainmail, Dex); Atk 3\*longbow 1d6+1 or *longsword* +1 1d8+2; Str 16, Dex 16, Con 14, Int 13, Wis 12, Cha 15; ML 9; N; fine green clothes, *amulet vs. detection*, 5\*25 gp rings, 200 sp, 10 gp.  
Hp 16

**Brother Salloric:** Cleric 4 (of Barzog); AC 10; Atk staff 1d6; LE; false symbol of the oak leaf (Filongar), hidden symbol of the Priests of Barzog, 2\*unholy water.  
Spells: 3/2; 1: bless, cure light wounds, light; 2: hold person, spiritual hammer.  
Hp 14



## The Caverns, Level 2

**26. \*ROTHALD'S ROUGHNECKS\*:** The lower level to the bandits' lair. The large cavern (a) is the **council room**, where Rothald, Brother Salloric, and Rothald's lieutenants plan their raids. Walls are bedecked with old tapestries, shields and trophies, and the floors are covered in dirty carpets.

**Rothald's room (b)** is dominated by a fireplace and a bearskin rug where he is sleeping. The picture of a girl hangs on the wall, and a **locked chest** holds 100 sp, 550 electrum coins (very old), 550 gp, and a set of secret instructions identifying low-risk, high-gain targets.

The rest of the bandits sleep in their own **quarters (c)**; sparsely but adequately furnished. If they have captives, they sleep next to their captors, unfettered as long as they are on good behaviour. The **lower exit (d)**, guarded by two sentries at all times, is blocked with a heavy, battered iron door. It leads to a clearing outside. Not far from here, there is a hidden **stable** in the woods with two horses.

A **hidden exit (e)** known to the bandits lies behind the statue of a dwarf rendered in a tasteless style, with a brass chain around the neck and a bottle of drink placed in his outstretched arm. Pulling on the arm opens the secret door; closes automatically in 1d3 rounds.

**27. Secret entrance:** The secret way in to the bandits' hideout is behind the **statue** of a northern warrior. Runes in the round base read : : X R T T M T T F T : : ("GRANDELLON"). Its arm can be pulled down, but it only opens the secret door if a **hidden switch** is flipped in the back of the base; otherwise, it animates to attack.

**Living Statue:** HD 4; AC 2; Atk 2\*battleaxe 1d8; Spec +1 or better to hit, immune to cold, fire and mind-affecting; ML 12; N.

Hp 14

**28. The Hallway of Kings:** Indistinct **reliefs** on the wall depict geometric patterns and ancient battles between armies of northern warriors. The end of the hall has collapsed, blocking further passage. Part of the ceiling has also buried the eastern side, with **rubble** choking the crawlway to d (looks like rock formation on first sight, can be cleared in 3 turns).

**a)** The statue of : : K T Y Y F M F R I K : : ("KAZZODORIC") wears a rusty, dented helmet. Reliefs depict his fight with a dragon.

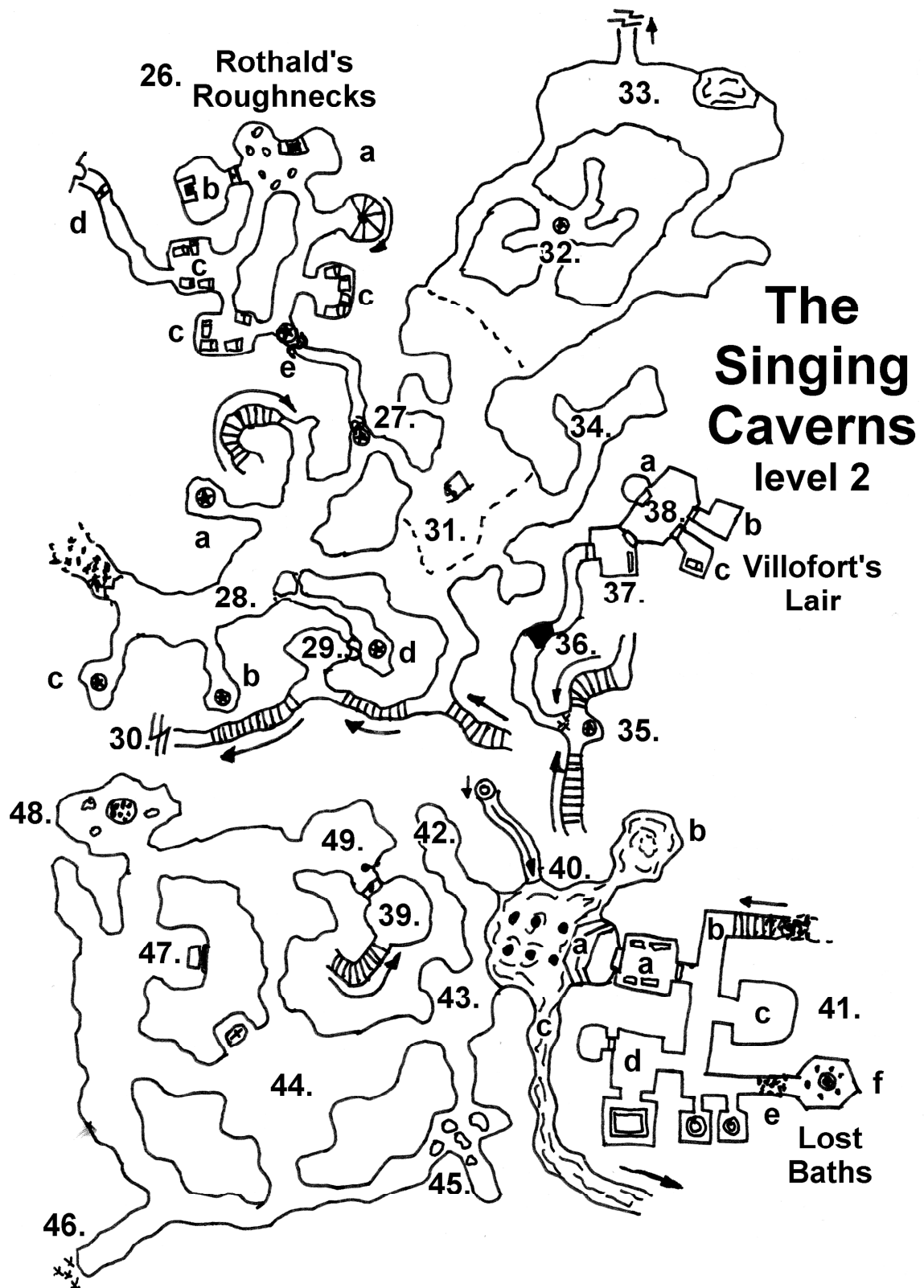
**b)** The statue of : : R T M M R X T T M : : ("RADERGUND") has been knocked off its pedestal. Reliefs depict how he was entangled and killed by plants.

**c)** The statue of : : I T T F T T R : : ("ILLONAR") had a secret niche in its pedestal, but it has been looted. Reliefs depict him killing his two sons.

**d)** The statue of : : F M T T R I K : : ("ADALRIC"), still holding an ancient *spear +1*, is surrounded by **roots** hanging from cracks in the ceiling. Some of the roots are fresh-white and edible. Dripping waters have collected in a puddle. Reliefs depict Adalric planting the great tree in the cavern above, and his multitude of children and servants.

**29. Cavern of the Hermit:** A stench like old meat comes from behind a ragged leather curtain. Here in a muddy cavern dwells an ancient **Hermit** (Hp 6), his mud-caked hair and beard sprouting fungus, his back stooped, his limbs knotted, and his eyes replaced with two 50 gp gemstones that somehow don't fill out their empty sockets. He wears a pair of serpentine electrum bracers (200 gp), and holds a **scroll** filled with unintelligible gibberish.

The **Hermit** demands a donation ("*Twenty gold coins you shall count out before me, and you shall go freely, avoiding the weight of my curse.*"), or he will *bestow a curse* on the intruders, reducing them to stooped wretches. He knows of the caverns, and the green realms below – he has *been* through the threshold, and clawed out his own eyes at the glory he had beheld. ("*It is a forbidden place, yes... it is said the Beekeeper had been down there, once, before he was the Beekeeper... and I had looked when I had eyes to see... The mysteries of the old world are buried underneath – stay away!*")



**30. The undercavern:** Stairs descend deep into the depths of the earth, broken by the occasional rest with rough stone benches and empty flame pots. At the end, an **archway** supported by the statues of two dwarves opens into a massive cavernous space. Here, an **upside-down stone circle** pulses with unearthly light that shines even with eyes shut, and potent words of power rumble from subterrene realms. Those who enter, play with their own lives and sanity!

**31. Cavern of the leaves:** Leafy **plants** cover the piles of earth and debris which fill this long, high cavern. There is faint illumination from the sinkhole high up, and the place is usually shrouded in a thin mist.

Halfway up the **pillar** of the bridge above, unknown to all but the long dead, a **secret door** hides a small chamber where a small table is set with a large 400 gp plate made of hammered gold, 7\*10 gp silver goblets, and the *Grail of Clouds*. This cup is constantly overflowing with fog, and it can pour a *fog cloud* any time its owner desires. It also has the power to conjure *the cloud of dreams*, whose vapours bring lucid dreams of uncanny symbols and portentous omens, but someone who partakes of it too often must save vs. death or suffer a cerebral oedema. [No clues within the caverns point at this sorcerous relic, but some external source might.]

**32. The nexus of the strange priest:** Passages converge on a round **pedestal**, above which the **statue of a hooded priest** levitates upside down. Several smaller items are in orbit around the strange enigma. Further objects hurled at it or touching its surface will be caught in its pull – impossible to remove save for a targeted *dispel magic* (1d3 rounds). The current objects are: #1 stone, #2 lump of soap, #3 purse with 40 gp, #4 dagger, #5 fist-sized rough stone cube, #6 wooden mug, #7 stone, #8 torch.

**33. Mushroom caverns:** Tall, man-sized mushrooms in fantastic colours fill this cavern, while plant life and hypnotically swaying flowers thrive among the thick fungal stems. Small **wisps of light** float like fireflies, congregating above an undisturbed **pool of water**.

Someone peering into the **pool** with only the wisps to illuminate it shall see the mirrored image of a tall tower therein, its top marked by the crescent moon, and a narrow window letting one gaze into a room heaped with plundered treasures. A mere touch or a word causes the image to fade. The image is too indistinct to see clearly by torchlight.

The **northern passage** leads outside into the densely wooded hills. This is an orc trail, with a 1:2 of an immediate orc encounter.

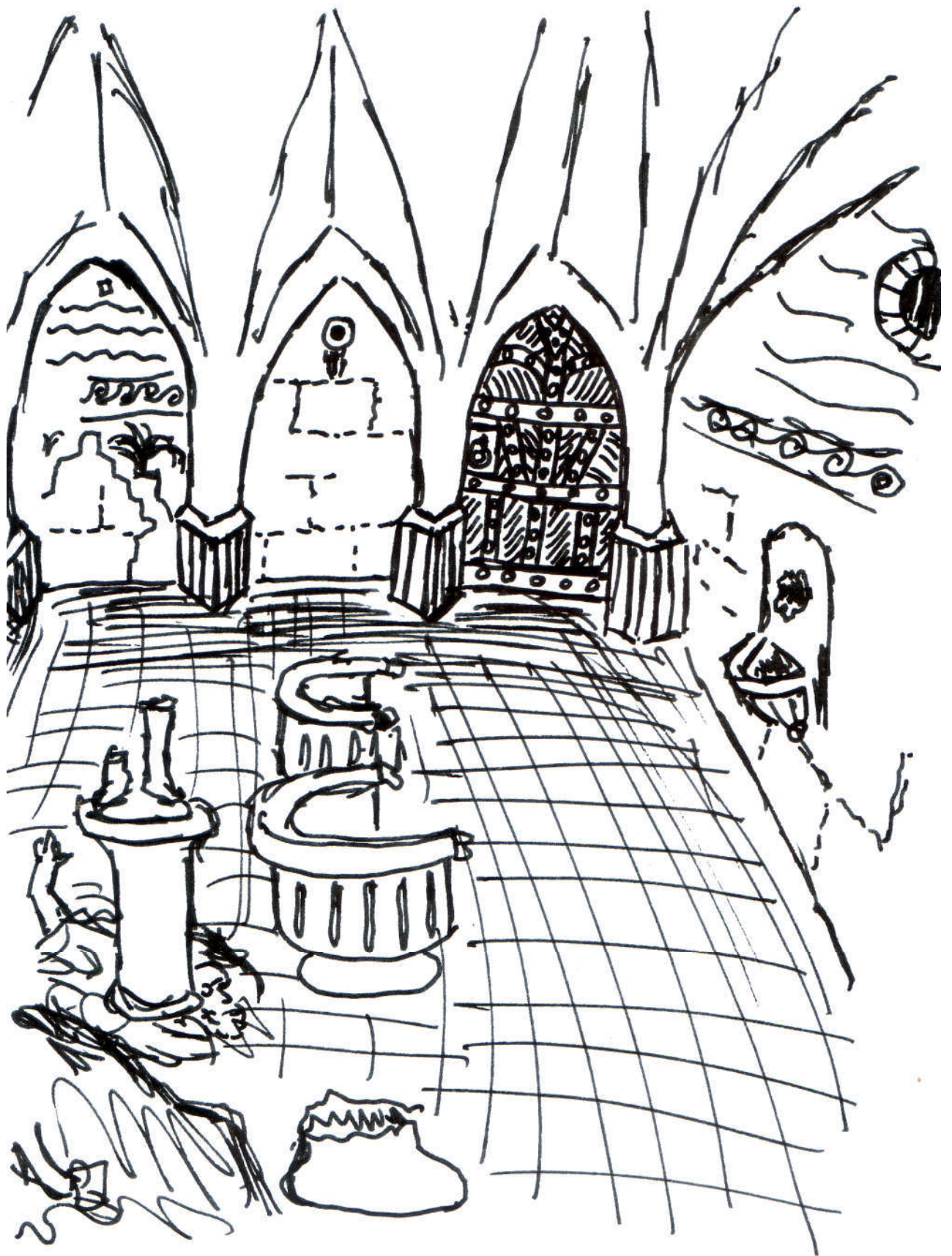
**34. Swine lair:** Muddy footprints offer ample warning about **two cave swine** and their four young. The swine are munching on the rich green vegetation, and have also dug up a handful of truffles (6\*70 gp). In one corner, moss and rot have consumed the remains of an old table.

**Cave Swine (2):** HD 3+3; AC 7; Atk gore 3d4 or 2d4 (sow); Spec fight until -7 Hp or 1d4+1 extra rounds; ML 10; N.  
Hp     14                18

**35. The jovial statue:** Two stairs converge on a small waiting room dominated by the **statue of a benevolently smiling monk** opposite a passage **barricaded** with old barrels and crates.

The **statue** is smeared with all kinds of foulness, a bottle has been smashed on its head, and someone has written "LIES!" in charcoal on the wall. A plaque below the statue reads: "BELIEVE MY WORDS, MY TRUE FRIEND, HERE YOU SHALL FIND YOUR HEART'S CONTENT." Anyone striking the statue must save vs. spell or turn and strike a companion instead.

**36. Open pit:** A hinged **pit** has broken permanently under an enormous weight. A half-broken **wooden sign** on the wall reads: "VILLOFORT THE WIZARD. THE WIZARD IS: OUT / [this part broken off]". At the bottom of the 30' **pit**, a trapped and stuck **living statue** waits to strike its victim. Bone shards and the badly mauled body of an orc.



**Living Statue:** HD 4; AC 2; Atk 2\*fist 1d8; Spec +1 or better to hit, immune to cold, fire and mind-affecting; ML 12; N.  
Hp 21 [14]

**37. The wizard's door:** Simple wooden **bench**, spittoon, walls decorated with multitude of fancy but non-magical **glyphs**. Heavy, iron-reinforced door has a **bestial image** speaking through a *magic mouth*: “*Touch me not!*”, “*Await your turn!*”, “*Back, I say!*”, “*Have patience until you are called!*”, and so on – can bite as 4 HD monster for 1d8 Hp.

**38. Villofort's den:** Ransacked and looted laboratory with broken equipment, bent cages are wide open. Upside down **mummified parrot** croaks excitedly: “*Barrott! Barrott! They were here! They were here! Massterr! Massterr! They have taken it! They have taken it!*”, followed by repeating several names of potential interest.

a) Disembodied **spellbook** floats within a **magic circle**, benches along the wall are glowing-ethereal. The spellbook must be turned inside out with a firm pull to turn physical, and it also hides a *serpentine sigil* (save vs. paralysis or striking serpent holds in stasis for 1d4+6 weeks). Therein are five spells: *dispel magic*, *fireball*, *slow*, *polymorphisation*, *mnemonic enhancer*.

b) Intact **kitchen and storage**, already searched for valuables. Everything old, but some of the wine is still good. **Scroll** is shopping list from nearby monopoly.

c) **Sleeping chamber** has been searched through and the pillows ripped up. A slender column hides an **opened lockbox**. Mounted **wolf's head** has copper ring in ear: *ring of spatial reorientation* temporarily turns whole room complex sideways 90 degrees (burns out in 2 rounds).

**39. Room of paintings:** Damp, rough-hewn room with the decomposing corpse of a cave bear. Primitive cave paintings of wild animals. The **stone door** to **50** has no locking mechanism, and does not budge from this side to anything but a *knockspell*.

**40. Watery cavern:** Low ceiling above still **lake**. Water is chest deep and very-very cold.

a) Rotting columns lead to cracked marble stairs, arched **gateway** of great antiquity. Letters read: “POOLS OF RENEWAL”.

b) **Pool** deepens towards middle. A submerged **black pudding** lashes out at approaching PCs from below the surface. The pudding is plugging a drain to a subterranean **grotto**, and if slain or dislocated, the entire lake will drain away in 1d3 hours. The grotto is filled with 1100 gp worth of crystal formations, and a limestone-caked **oak gate** leads to unknown wonders.

c) Flooded tunnel soon turns into a **siphon** with ceiling going underwater. On other end, twisting cave passage eventually leads beneath Keep's latrines.

**Black pudding:** HD 10; AC 6; Atk 2\*pudding 2d8; Spec dissolve metal & wood, immune to cold, electricity and physical attacks divide monster; ML 11; N.  
Hp 39

**41. Baths:** Clammy black foulness over glittering mosaics in abandoned bathhouse.

a) Lichen-covered marble benches, stale rot.

b) Collapsed passage, bent brass sign pointing S reads “BATHS”.

c) Water leaks through S wall. Rivulets cascade down limestone-encrusted barrels filled with **yellow mould**. A **skeleton** holds a pick, lantern, has 40 gp scattered around ragged body. Glittering green thing within skull is **green slime**.

d) Bathhouse with broken seats, peeling frescoes, **empty pool** to S. **Toppled statue** has only the stump of legs remaining, but the cracked head in a pile of rubble still has a pair of gemstone eyes, 2\*90 gp. A dry **font** holds a discarded gauntlet, a silver piece rattling inside. Reinforced, stuck **iron door** to W opens into storage with bath salts worth 170 gp. A rainbow-coloured glass vial holds *potion of visions* (see **Philtres & Dusts**, this issue).

e) The passage has caved in, needing three hours of work to open a crawlway.

f) The waters of subterranean thermal springs are collected in a steaming **pool** under a marble dome, *curing all diseases* 1:3 (one chance only).



**42. Fugitive:** Hiding in the corner is an orc, **Harry Haversack**, who fell down the well in a drunken stupor, and is too afraid to venture past the dead at **43**, or even make a noise. He has already eaten one of his boots. Harry carries Sir Hugo's silver dinner service in a sack (600 gp), gifting rescuers generously. If unnoticed, he will sneak after a company, hoping they can lead him back to Truglag's.

**Harry Haversack:** HD 1; AC 6; Atk broken spear 1d4 or dagger 1d4, 2\*burned out torches, flint&steel; ML 4; LE.  
Hp 5/6

**43. Bodies:** Small fungi sprout everywhere. The **skeletal remains** of an expedition has turned into a mass of rags, bones, pieces of splintered wood and copious amounts of moss. A few items – 3 bottles of wine, belt buckles, a steel oil flask and a prism – survive. Beyond lie the fungus-infested caverns of the **mossmen (44)**.

**44. Cavern of the mossmen:** Damp cavern of earth piles, colourful fungi and curtains of moss. Here dwells a colony of **24 mossmen**. An overgrown **sarcophagus** looks like a mound of moss until closely investigated. With the moss scraped away, runes read

::M T T F M A R X : T P M : P N T T M R ::

("ELLOMARG THE HUNTER").

Mouldering bones within have partially crystallised, with dark ochre hues (600 gp). A chipped stone knife is lodged in the split skull.

**Mossmen (24):** HD 1-1; AC 7; Atk cave junk 1d4; Spec rot, mindless; ML 6; N.

Hp	2	6	6	3	6	5
	5	1	3	5	5	7
	5	1	5	1	3	4
	3	1	4	1	5	5





**45. Narrow cavern:** Fantastic limestone formations; stalactites and stalagmites join in **columns**. One column has enveloped a calcified corpse, now barely distinct. Bioluminescence glows within the eye sockets, and the maw is dark with a rubbery black drool that emerges from the mouth of the odd cadaver (causes disease if ingested).

**46. Crystal wall:** Silvery metallic nodules embedded within a glittering white quartz wall are a potent but unstable **magnetic ore**, whose field will cause metal-wearing intruders to be spun around and ejected violently from the tunnel (1:2 of 1d6 Hp).

**47. The shrine of Keora:** Fungi and moss populate this cavern. The great, crudely hewn stone face of a woman looms over an altar block. This is the shrine of **Keora the Stone Woman**, Lawful Neutral goddess. She is indifferent to the world's fate, but desires the sacrifice of valuables, and will reward a generous bounty with the invitation to join her followers (+1 Hp per level, full divine champions receive +2). Those who anger her must save vs. petrification or become as slow as a statue.

**48. Boulder cavern:** Limestone formations around a **round boulder** full of holes resembling swiss cheese. Within are **18 rock worms** (like rot grub, but made of stone and AC 3), guarding their nest, a central cavity with a cluster of amethyst eggs (19\*20 gp)

**49. Egress:** The grotto's floor and walls, including the **stone door** to **39**, are covered in a carpet of fungi. The door opens with a lever mechanism, but the wooden part has rotted away, and must be replaced before operation. Once open, it closes automatically in 1d6\*10 minutes.



#### **Mossmen (3d10 or 1d20\*6)**

Level: 1-1

Armour Class: 7

Attack: cave junk 1d4 or javelin 1d6

Special: rot, mindless

Morale: 6 (but regroup quickly)

Alignment: Neutral

Treasure: -

Size: Small

These diminutive and featureless beings, the size of a hunched child, are human-shaped clumps of moss animated by mysterious powers. They are barely sentient, but can pose a danger due to their numbers. Most are armed with sharp rocks, broken stalactites, or (aboveground) sharpened sticks that serve as javelins. Anyone killed by the mossmen decomposes within 8 hours, only the bones and resilient items remaining. They have no treasure but that of their victims. Occasionally, their lair is located next to ancient menhirs, stone circles, and other such structures.





# Philtres & Dusts

**Acid Bomb (400 gp):** this stoppered and sealed vial can be broken open to release a gray-green cloud of acidic vapours. The cloud causes 2d4 damage per round for 10 rounds.

**The Dust of Creation (1100 gp):** mixed into wet earth or clay, the dust can be used to create life through sheer willpower. One dose contains 2d6 pinches, each of which can create 1 level's worth of life. To determine the success of the operation, roll under either Intelligence or Wisdom.

- On a failure by at least 6, the creature is malformed and perishes.
- On a failure, it is half-strength.
- On a success, its physical abilities are average for its type.
- On a success by at least 6, its abilities are outstanding, and it may have special capabilities.

- On a success over 12, the results are alarmingly impressive.

It must be noted that the relationship between creator and creature may not be entirely harmonious; and also that certain beings could be harder or easier to make.

**Dust of Desiccation (400 gp):** this dust is so efficacious at removing moisture that a single dose will instantaneously dry up a pool or well, and significantly lower the water level of a smaller lake (bodies of water with significant reserves are unaffected). If ingested, save or turn into a desiccated husk.

**The Dust of Khalil Azim (700 gp):** rare spices and the internal dusts of exhumed mummies are used in the preparation of this airborne poison, which requires two saves for its primary and secondary effects, 5d6 Hp both times.

Those who succumb to the dust shall rise as zombies in 1d4 rounds, and may be commanded with verbal instructions.



**The Dust of Mung (400 gp):** Mung's black-hearted monks manufacture and disseminate this demoniac powder. Sprinkled on a recently slain corpse, it causes such excruciating pain to the deceased that he must make a saving throw, or his spirit will answer any question in the manner of *Speak with the dead*. As a less-known side-effect, 1:6 of these tormented spirits shall return as wraiths or spectres to pursue their persecutors.

**Dust of the Radiant Sun (400 gp):** a golden granulate resembling finely crushed glass, the particles of this dust can be hurled into the air, where they stay afloat and become pinpoints of searing heat. Passing through a field of

particles causes 3d8 damage. The dust settles in 1d6 hours.

**Dust of Widows (1000 gp):** venomous spiders must be crushed to produce this deadly powder, which will bring death to those who breathe it in as an airborne poison (save at -2).

**Essence:** a most rare and precious substance, gaseous in nature but possessing the characteristics of liquids. Essences are extracted from the stuff of foreign dimensions through an unknown process, and sold through an obscure chain of intermediaries by an unknown party. All nine types are a different colour, and of the 1d4 batches usually found, there will almost always be multiple types. Roll 1d20: 1-4 blue, 5-8 yellow, 9-12 red, 13-14 green, 15-16 purple, 17-18 orange, 19-20 black, white or negative.

1x types (blue, yellow and red) can be mixed to form 2x types (green, purple and orange), which may not be mixed further. All three 1x types result in one of the 3x forms (black, white and negative). In the latter case, the result of the mixture *always* depends on the balance of environmental factors. In places filled with life (such as a garden), the result will be white essence, and in those associated with death (such as a mortuary), it will be black. The proximity of potent magical auras results in a negative essence (and this will *always* be the result in the company of characters laden down with several magic items).

The effects of the types are described below. Note that these categories are neither exact nor exclusive: essences are versatile and their effects often act on the symbolic level.

- **blue essence (200 gp):** stabiliser. It will slow down life processes, including the work of poison, disease or major burns. It can be used to

counter various forces, natural and supernatural.

- **red essence (400 gp):** potent life energy. One dose will cure wounds, disease, ability decrease, poison, etc. However, it is so powerful that the subject must save vs. polymorphisation to avoid death from physical strain. One dose can be diluted into three *healing potions*.
- **yellow essence (300 gp):** highly combustible, it will even melt metal with its rapid reaction. Damage 1d6\*10 Hp, but only on direct contact.
- **green essence (500 gp):** working downwards from the surface, it will crystallise a body of water into green glass. Creatures caught within immediately perish. Glassification depends on the surface area: in a large lake, the result is only a thin crust, and it shall collapse under its own weight.
- **purple essence (600 gp):** it has a reinvigorating effect, restoring 1d6 years, preserving the form of people or objects, and halting the onset of time.
- **orange essence (700 gp):** it quickens and accelerates processes. On living beings, the effects are similar to haste, accompanied by the growth of hair, nails, and the restoration of lost limbs. Also ages 1d6 years.
- **black essence (900 gp):** extracts lifeforce (save vs. death magic twice, 2d6 Constitution on each failure), turning it into a dull grey foam. The foam is mildly curative, healing 2 Hp for every point of Constitution absorbed.
- **white essence (400 gp):** completely opaque, its effects have not yet been learned.
- **negative essence (400 gp):** it is named after a peculiar characteristic:

captured in a vial, it turns all colour viewed through the transparent liquid into its opposite. It evaporates very rapidly when opened, and its effects are a mystery.

**Fire Bomb (400 gp):** essentially a bottled *fireball* which explodes upon opening, fire, or sudden impact for 6d6 Hp. If swallowed, the damage is 10d6 Hp, no save.

**Oil of Blessings (100 gp):** this blessed oil can be used on persons and objects, with many possible beneficial effects. Weapons anointed with the oil will hit magical creatures for the span of one battle.

**Potion of Verity (400 gp):** while under no compulsion to speak, the imbiber suffers dreadful cramps and torments if he lies (save applicable, 3d6 nonlethal damage).

**Potion of Visions:** similar to a *potion of clairvoyance*, but the imbiber, who is incapacitated for 1d3 turns, does not control the vision. Rather, the potion reveals a vague prophetic insight, always laden with hidden significance.

**Rust Dust (400 gp):** ferrous metals subjected to the dust corrode instantly if they fail a saving throw. Every magical power or modifier grants +2 to the save.

**Skeletal Dust (400 gp):** the fossilised bones of the ancient undead are ground together with funereal spices to produce this mixture. Subject must save or be reduced to the strength of an infant.

**Yag Amnun's Dreadful Dust (400 gp):** certain rare yellow moths are dried and crushed to produce this dust, which forms a poisonous cloud and lingers for 2d6 turns. Primary and secondary effects are 3d6 Hp and 4d6 Hp.

**Zamos' Hydrocreator Dust (100 gp):** mixed with a minute amount of water or spit, one pinch yields a wineskin's worth of pure drinking water. 2d4 are usually found.



Lost in the arid red vastness of the Broken Wastes, Red Mound is a jagged stone outcropping in the middle of nowhere. Travellers use it as a stopping point on their journeys, and when the barbarians gather to attack the northern lands, they leave ritual offerings to their strange and terrible gods here to help them in their endeavour. Red Mound's peak is roughly three hundred feet above the wasteland. Its rocks are as red as the surrounding lands and searing hot in the afternoon. The wind blows constantly through the gap in the cliffs, sounding like moans from the Underworld.

There is no sign of animal life save for vermin – giant scorpions and beetles, who lurk in the crags by daylight and emerge to hunt at night (1:6 of an encounter at each location by day, 1:3 by night – equal chance of either). Humans are rarely seen, since water is scarce and the place has an ill reputation. The Red Men hold it in both awe and fear – it is rumoured to be the resting place of a great hero from the glory days of their empire. Ancient and crumbling stairs, carved into the rocks, climb up to the summit. It must be noted that the Red Men will not take it kindly if they notice strangers here – while they will not set foot on the mount beyond the first small cavern, they will not allow anyone to leave alive, either.

**Giant Scorpions (1d4):** HD 5+5; AC 3; Atk 2\*claws 1d10 and stinger 1d4 + poison; ML 8.

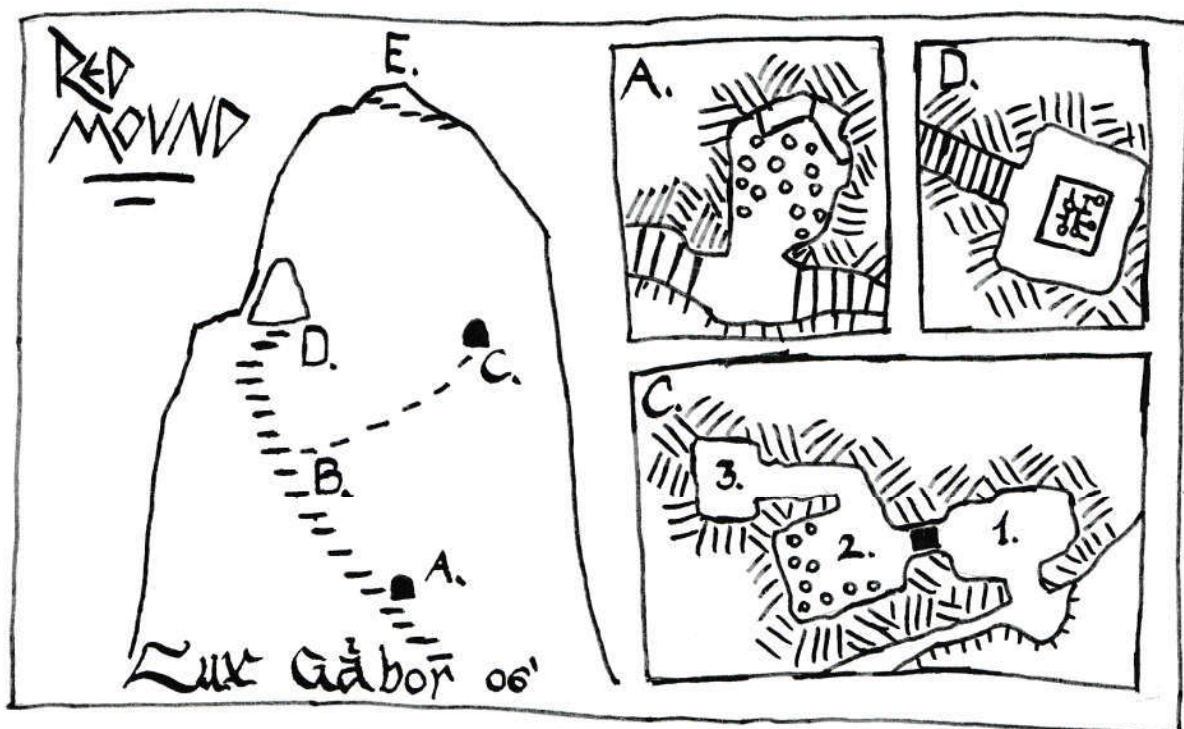
Hp	29	29	25	31	20
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**Giant Fire Beetles (1d6+2):** HD 5; AC 3; Atk mandibles 2d6; Spec spit heated oil 1/3 rounds for 3d6 Hp; ML 9.

Hp	14	23	21	15	30
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**A. Sacrificial Cavern:** This point is the furthest local guides and the Red Men will go. A **small cavern** holds dozens of **clay jars** with offerings of grain, iron and brass tools, bones and clay figurines. There are also two **large stone slabs** with an ancient and faded mural. They depict a prosperous city with white marble-domed palaces, lush and green pleasure gardens and a central, three-tiered ziggurat.

**B. Branch:** The path forks here. The wider branch approaching the gap is safe, but the narrow and treacherous path to the northeast is hard to navigate (1:6 of slipping unless precautions are taken, fall 1d8\*10').



**C. Burial Cavern:** There is a small rock ledge here with a narrow **cave mouth** – enough for a bulky man to fit through.

1) This chamber has a layer of sand, carried in by the winds. The corridor leading to 2. has an uncovered 60' **pit** in the middle.

2) A number of **clay pots, urns and jars** lay on the stone floor. They are less numerous than those in location **A**, but they are both more ancient and more sophisticated. Their contents, whatever it might have been once, is dust now.

3) A plain **stone throne** sits in the chamber. A **12' tall skeleton** sits on it, still clutching a **magical two-handed sword** (described below). The skeleton wears no clothes or identifying marks, but it possesses an additional eye socket in the forehead. It is inanimate.

**D. Wailing Gap:** The gap in Red Mound is the source of the wailing noises. There is a **huge arch** over a **flat resting place**, where about forty or fifty men could sit. Hidden among the stones, there is a narrow **crack** in the cliffside, and a set of stairs going straight downwards. At the terminus of these stairs lies a **small natural grotto**. Stone blocks placed seamlessly into a square depression in the middle hide an **Enamelled Portal** made of metal. The Portal is decorated with elaborate patterns of blue, red and yellow enamel, all of it as freshly coloured as new. Entry is at the Referee's discretion, but characters should be well armed!

**E. Lost Altar:** The summit of Red Mound has a man-made depression in the middle, with an ancient **stone altar**. The stone is cracked, as if it had been cleft in twain by a huge sledgehammer. The symbol of the god is unrecognisable. Invocations accompanied by a sacrifice of burnt incense, an animal, gold, etc. are **2:3** likely to be unanswered. If they succeed, the invocator and his companions must immediately save vs. spell. Failure means insanity – the victim hurls himself into his doom unless restrained. Otherwise, the invocator is later visited in his dreams by the god, **Mnoyór of the Colour Eye Cannot Behold**, who will offer great power in exchange for services. The powers will be single use magical spells (level 1-3), an invitation to become the god's champion, or the like. The material form of Mnoyór is highly mutable yet amorphous, and also completely invisible to humans. Mnoyór can bestow the ability to summon primaeval slime as a 5th level spell; these are essentially invisible **black puddings**. The price for this spell is to have forty-four victims consumed by the slime within the fortnight; not one man less or more!



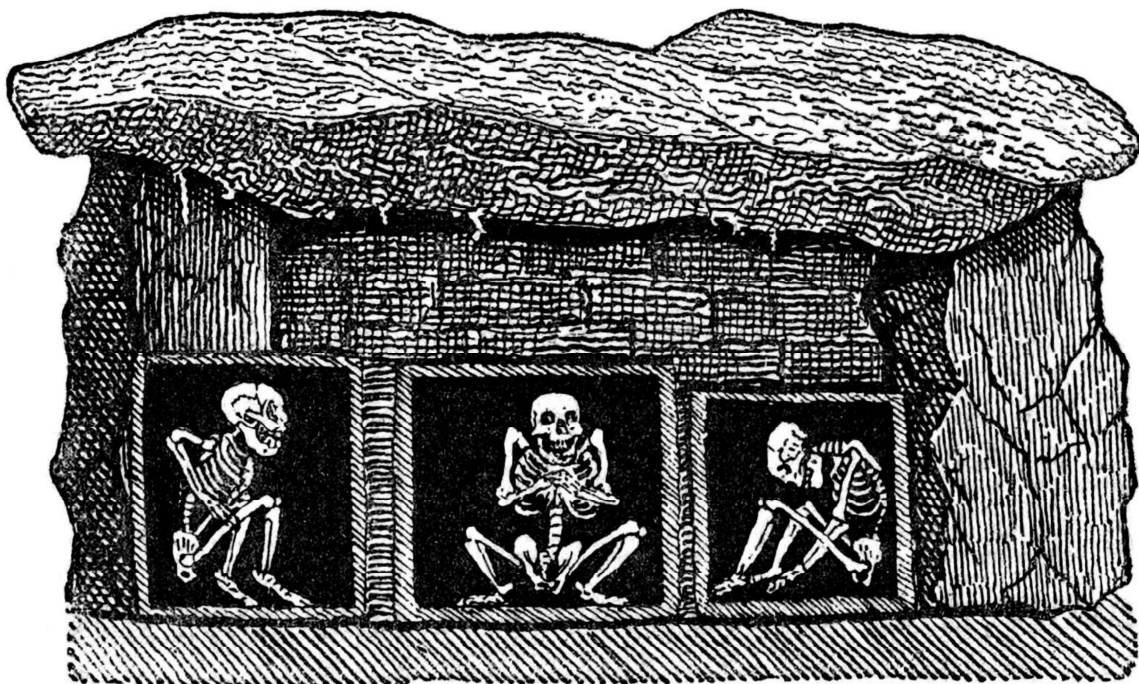
## Item Appendix: the Thrice-Accursed Sword

This *two-handed sword* +3 is made from a semi-transparent, deep blue glasslike substance. The blade is smooth, but pockmarked with several small irregularities where minor bits have chipped off. The sword performs as a normal magical weapon, but it also bears three curses, each of which manifest a week after the weapon is taken up. Unlike normal curses, they do not mean the item is stuck to its possessor – it may be discarded at will, or handed over to someone else.

The three curses are as follows:

- First: opponents gain +2 to hit the wielder when he is wounded below 10 Hp.
- Second: if the wielder is fleeing from combat, every successful hit against him causes double damage.
- Third: if the sword is given up or lost, the wielder will be visited by three Red Men the next time he is alone and challenged to mortal combat. The challengers will be 3rd to 5th level Fighters (more will come if the wielder is a high level character). They are supernatural, +1 or better to hit, with 60% MR plus whatever the Referee deems appropriate. They fight until slain. If the wielder flees combat, the same is repeated again and again, until he can kill all three at the same time or he is slain himself.

Each curse may be removed in a specific way (found out via consultation with sages, in old tomes, *contact other plane*, etc. – these shall be short but hard quests). When all three are gone, the curse will have been removed and the sword becomes an ordinary *two handed sword* +3 that can also project an invisible heat ray causing 5d8 points of damage once every day. The ray is only usable above ground when the sun is visible.



# Morale & Men

by Istvan Boldog-Bernad and Sandor Gebei

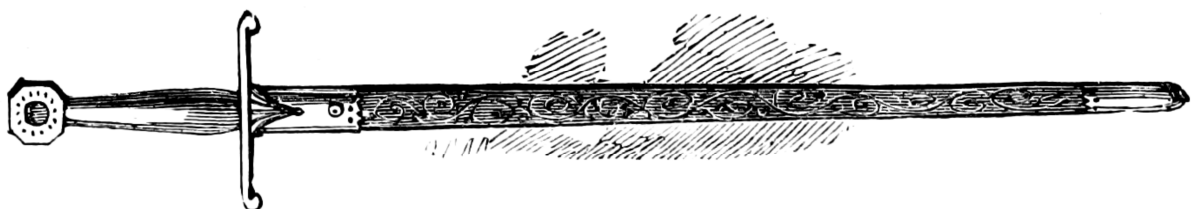
The easiest way to **find retainers** is a round trip through the local barracks, pubs, inns and bordellos.

- **Troop availability** will depend on settlement size: a small village wouldn't support many men for hire, while there are always never-do-wells on the lookout for a little extra in a metropolis.
- High mortality or mistreatment can **deplete the local recruit pool**, or force the company to deal with unscrupulous elements (**1:6** of infiltration by thieves, brigands, cultists, etc.).
- Placing advertisements or paying minstrels to sing about the company's exploits can attract extra manpower (**1d6x50 gp** for new check).
- Recruit pools recover on a monthly basis in villages and towns, and weekly in cities and metropolises.
- **Wages** shall be paid in advance, on a per expedition basis. Small gifts and extras are also expected.
- In **baseline games**, retainers are 1 HD. If "Bledsawian" level demographics are in effect, roll 1d6 to determine level: **1-3** 1<sup>st</sup> (militias), **4-5** 2<sup>nd</sup> (regulars), **6** 3<sup>rd</sup> (veterans) and reroll; on another 6, the result is 4<sup>th</sup> (elites). Multiply hiring costs by experience level. Veterans and elites demand special treatment and regular cuts from the loot.

**Morale (ML) for retainers** depends on two factors. The baseline value follows the employer's **Charisma**, which shall be modified by a random 2d6 roll for **+/- 2**. Monster morale is set by the GM.

- **Morale checks** must be rolled on the following conditions: first casualty, casualties over ½ starting forces, overwhelming odds, massive destructive effect, or any time the retainer is ordered to do something very risky on behalf of the characters.
- **Roll morale on a 2d6**. If the result is below the ML rating, the subject holds ground. If the result is above ML, the subject retreats, flees in panic, or goes on the defensive. In either case, **subtract one point** from the subject's ML rating. NPCs with failed morale will suggest to terminate the expedition and retreat to safety, and will not take any further risks.
- **Mistreatment or deliberate endangerment** may force a morale check at the GM's discretion, with the results noted secretly. These NPCs always leave the company after the expedition, but they may also mutiny, turn on their masters, steal treasures or form their own company and strike out on their own.
- **Morale always goes down**, and very rarely up (only a major victory or a great boon – treasure, title or land grant – can help). When ML reaches 3, the retainer leaves the company forever.
- **Monsters and characters with 12 ML** are fearless, and do not need to make morale checks, nor do they lose morale.

Type	Wage (gp)	Village (1d4)	Town (1d6)	City (1d8)	Metro (1d10)	Base		Variable	
Non-combatant (-)	1	80%	90%	100%	100%	Cha	Value	2d6	+ / -
Light foot (wpn, shld, lthr)	3	60%	80%	90%	100%	3-4	5	2	-2
Heavy foot (wpn, shld, chain)	5	30%	60%	80%	90%	5-8	6	3-5	-1
Bowman (mace, bow, lthr)	7	20%	30%	60%	80%	9-13	7	6-8	Base
Crossbowman (dggr, cbw, ch)	6	10%	20%	30%	60%	14-16	8	9-11	+1
Rider (swd, ch, mounted)	12	10%	20%	30%	60%	17-18	9	12	+2





# THE MYSTERIOUS MANOR

## adventure module for levels 2 to 4

**Playtesters:** Gabor Acs (Phil the Terror of Turkeys, halfling Archer/Thief 3/3),  
 Istvan Boldog-Bernad (Armand the Scumbag, human Assassin 5)  
 Kalman Farago (Drolhaf Haffnarskörung, northman Barbarian/Thief 3/3)  
 Laszlo Feher (Lafadriel Hundertwasser, elf Fighter 4)  
 Gabor Izapy (Drusus the Historian, human Magic-User 5)



### Background

Surrounded by the Forest of Death and located a ways from the coast, the dilapidated manor house of an extinct noble family has been inhabited by many occupants, some for a few nights, and some for longer periods of tenancy. Whether the manor's abandonment was due to the specific misfortunes of the once influential Bonifaces family, or the declining fortunes of the coastal nobility and the rising star of Baklin, a port city to the west, would be a matter of academic debate.

Today, the crumbling but still standing structure is guarded by a garrison of evil humanoids, but its true master is Saydir the Kassadian, a notorious pirate captain who maintains this place as an occasional base of operations. While this fact is not widely known, the place enjoys a bad reputation, and is shunned by the coastal folk. And yet, not even Saydir knows everything about this forgotten half-ruin: some of its secrets have been sought by looters and adventurers (with more or less success), and some of it remains safely locked away from scrutiny. Who knows – maybe there is more here than meets the eye.



### Forces

Most of the time, the manor is garrisoned by a rag-tag band of **goblins**, **orcs** and **ogres**, and lead by **Rudlug**, a half-orc Ranger. The humanoids are in Saydir's hire, but not terribly loyal: the goblins and ogres are in it for their wages, while Rudlug and his orc bowmen are the agents of Agak, the orc god, who ever seeks to extend his dominion over the realms of man. Hostile by default, the occupants are open to a generous bribe, and they will turn a blind eye and let a group explore underground as long their own quarters upstairs are left in peace.

**Goblins (30):** HD 1-1; AC 6; Atk morning star 2d4 or military pick 1d6+1 or sling 1d4; ML 6; LE.

Hp	3	4	2	3	5	2
	4	4	3	3	4	7
	3	2	5	4	1	1
	2	4	3	5	5	1
	6	1	6	1	6	4

*They are encamped in the courtyard (1), and mostly avoid the manor interior under pain of punishment. They prefer playing cruel pranks on the weak instead of dying at the hands of the strong.*

**Orc Bowmen (4):** HD 1; AC 6; Atk shortsword 1d6 or 2\*shortbow 1d6; ML 8; LE; 39 ancient electrum pieces, one has 9 gp and a honeycomb.

Hp	6	4	7	7
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*These sinister, green-cloaked toughs, named Luguk, Kosh, Ratluck and Tallfellow, inhabit the galleries (8, 11) and the watchtower (10). They prefer to pepper attackers with arrows while they are still outside fighting the **goblins** and **ogres**, or let loose the **hell hounds** (11). They are reasonably, but not irrationally loyal.*

**Rudlug:** half-orc Ranger 3; AC 5 (chain); Atk longsword 1d8 or 2\*longbow 1d6; Spec +3 damage vs. woodsmen, surprise on 1:2 but surprised only on 1:6, tracking, +2 save vs. poisons and diseases; ML 8; AL LE; unholy symbol of Agak (a satanic pentacle in the grasp of a clawed hand), heavy iron key, 17 electrum, 10 gp.

Hp 15

*As Saydir's captain and Agak's disciple, Rudlug is the master of the manor house, although he wisely avoids meddling with the cellars. He is usually found in the bowmen's den (10) or the donjon (12), but is roused by the sounds of fighting. In a losing battle, he will retrieve his treasures and abandon his companions to their fate.*

**Ogres (2)** HD 4+1; AC 5; Atk club 1d10; ML 9; CE.

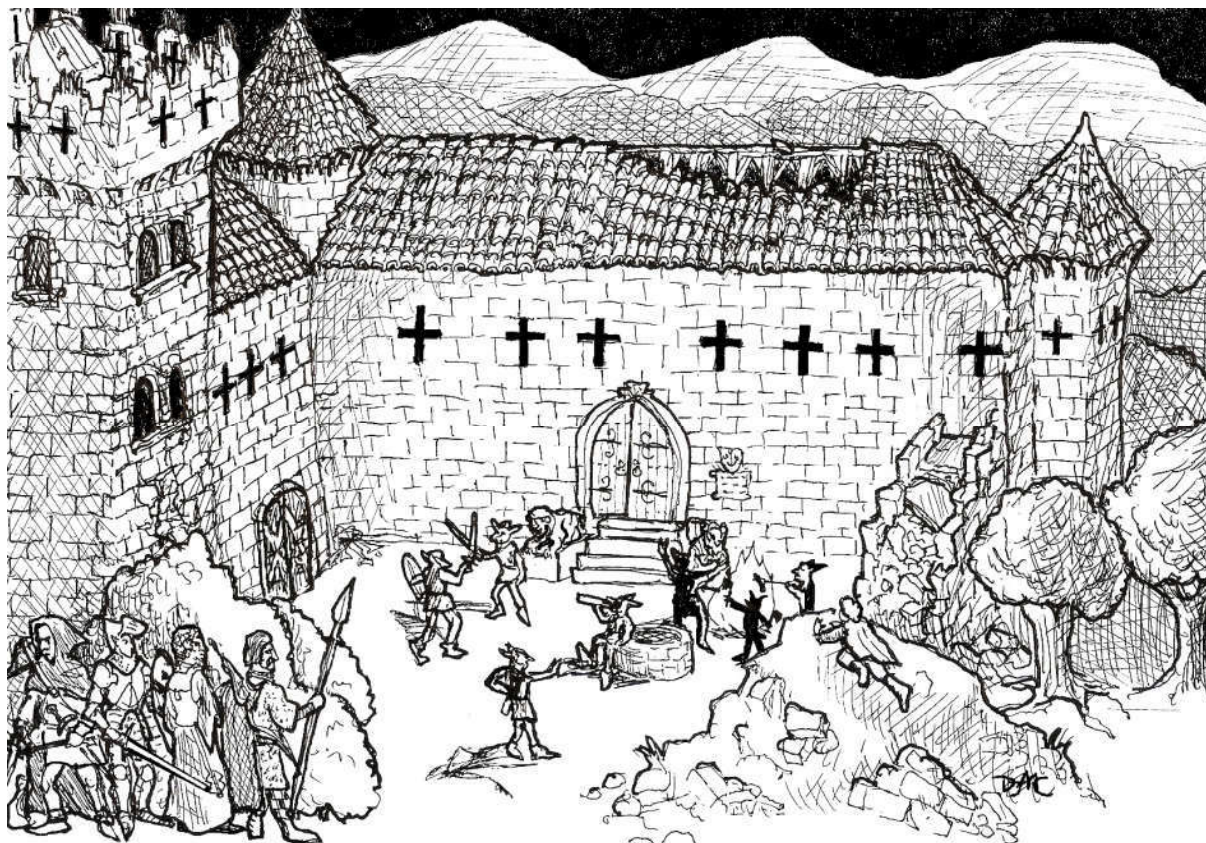
Hp 21 19

*The two ogres, Balto and Bimfor, are quartered in the dark storeroom under the NE tower (6), and are eager to get out and crush some heads. They are slow to run, mainly because they are too stupid to.*

**Hell Hounds (2):** HD 4; AC 4; Atk bite 1d4+3; Spec fire breath 4/2 Hp, surprise on 4:6, surprised 1:6, locate hidden/invisible 1:2, immune to fire; ML 7; LE.

Hp 20 27

*Satan and Cinder are kept securely locked up in 11/a to avoid killing and eating more goblins, and are only let out if the manor is attacked – but then, they are unleashed without hesitation.*



## Manor, ground floor

**1. Courtyard:** Carousing **goblins**, some fighting over a barrel of orcish ale. The **lookouts** on the collapsed walls are watching the scene, and paying no attention to the forest outside. The goblins have been forbidden to enter the manor under pain of punishment.

**a)** Richly carved marble **well** with a grate on top. A chain hang down 20', where there is a moss-covered lion's head, operating a secret door to **21/d** (unknown to the current dwellers).

**b)** The **entrance** is flanked by two badly defaced **lion statues**. A **stone panel** above the entrance bears a crest depicting an anchor and three scallops (the device of the Bonifaces family), and the following inscription: "I, MASTER ARCHITECT NIVIUS, DID BUILD THESE WALLS IN THE YEAR OF THE CRYING DOG, AND WHILE MY APPRENTICES RAISED ITS STONES, I CARVED ITS ORNAMENTS WITH MY OWN HANDS".

**c)** **Crack** in the wall allows entry into **Storeroom (4)**. Concealed by the undergrowth, crumbling **steps** lead down into the damp cellar (**16**). The wooden door is locked and creaky, but easy to break down. Upstairs, the broken **windows** have been covered with heavy curtains (1:6 of collapsing ledge if climbing up).

**d)** The walls of a watchtower jut out from a tall pile of **ruddle**. 1:6 of a collapse, 2d4 Hp.

**2. Pond:** Bulrushes and sedges in the wetland around a small **pond** fed by a cascading **waterfall**. **3 giant lizards** lurk nearby. Slippery stones lead behind the waterfall, and a **cave passage** descending to **19**. This entrance is unknown to the current dwellers.

**Giant Lizards (3):** HD 3+1; AC 5; Atk bite 1d8; Spec 2\* damage on 20; ML 7; AL N.

Hp	17	6	16
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**3. Stables:** Empty, although work has recently been undertaken to repair the stalls, and there are two sets of harness. A **seaman's chest** contains a set of tools (saw, drill, etc.), and the **smithy** to the SW has a few old horseshoes. A carved **sign** on the ceiling keystone depicts two lobsters. The **chimney** in the furnace has rungs climbing up to a grate, then into **11/b**. A character wearing bulky equipment can get stuck 1:3 and make lots of noise trying to get out.

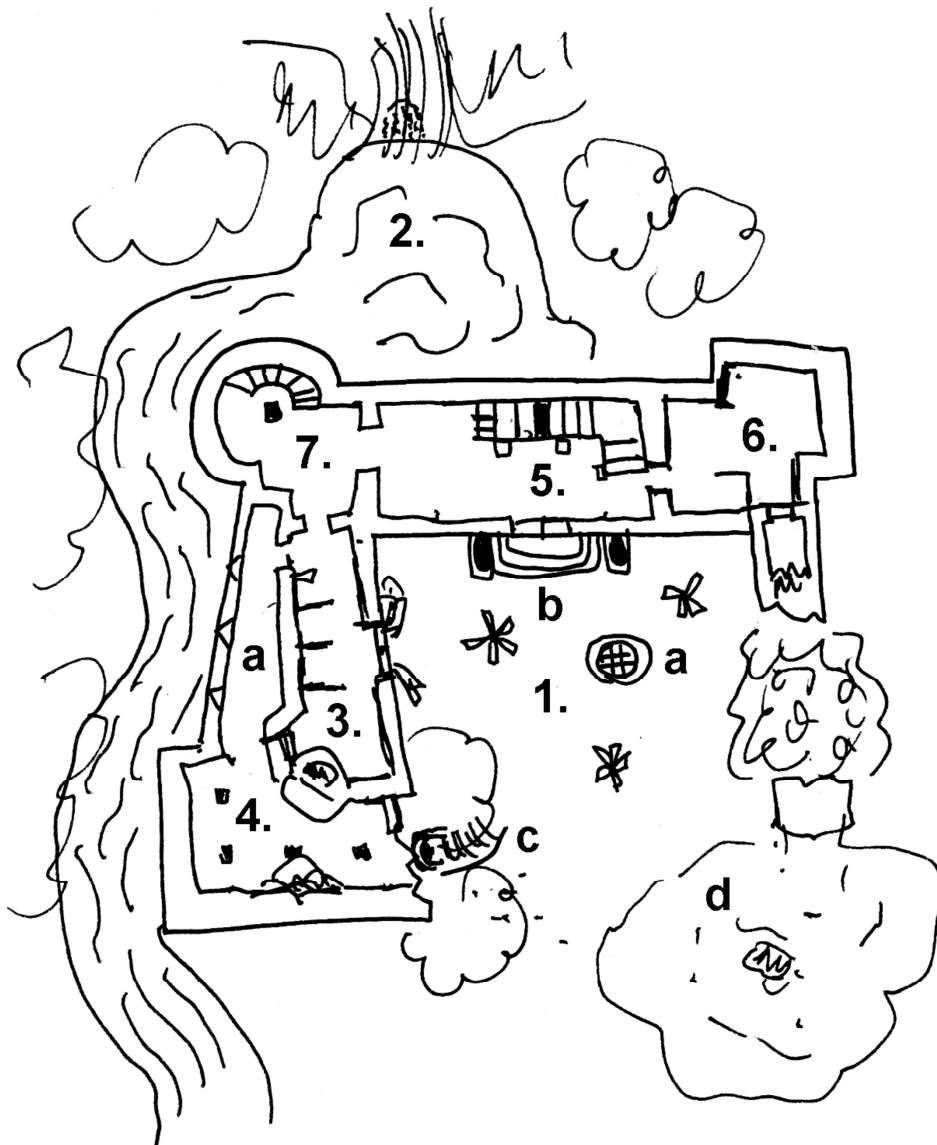
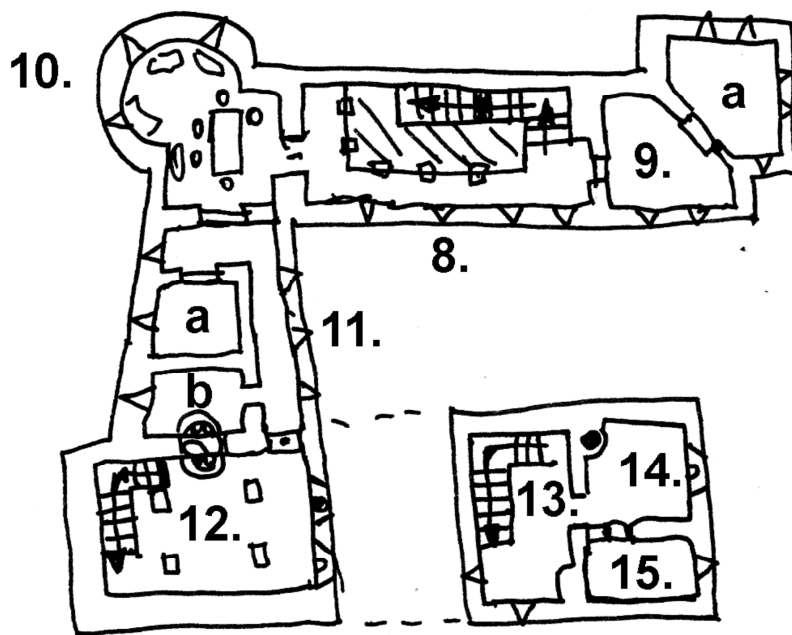
**4. Storeroom:** Damp, musty storage space filled with **sacks** containing rotted grain. The place is in a deteriorated condition, its low ceiling supported by thick columns with peeling plaster. 1:6 of **collapsing floor** under a heavy load (1:3 if entire party), dumping characters down to **16**. (1d6 Hp).

**a)** Archers' gallery overlooking stream; the shutters have been broken off. Faint ghostly voice carried by the wind: "*Felinooooooooor...*"

**5. Entrance hall:** Dusty space lit from the gallery above. **Junk** under the staircase consists of stacks of chopped wood, broken benches, and a few crates of builders' tools; the carved **sign** of a peacock is embedded into the stones. The wide **stairs** are creaky, and one step is close to collapse (1:6, 2 Hp and character is lame until healed). The manor's inhabitants know about the step and avoid it.

**6. Ogre lair:** A former storeroom and larder, now looted except for four hanging legs of ham. The ogres sleep on dirty straw, and store their stolen knick-knacks in the collapsed S passage: two sacks with 250 gp total, a golden medallion depicting an elven maiden ("Cassandra"), and the severed head of a giant beetle.

**7. Cellar access:** The low ceiling is supported by a thick wooden beam. A long, nailed down **crate** contains a ship's spare sails (260 gp), there is a **barrel of tar**, and next to the spiral stairs, a lantern filled with oil hangs from a hook. A painted arrow pointing down the stairs is crossed out.



## Manor, upper floors

**8. Gallery: Creaking floor** makes noise 1:3. Narrow windows for arrow fire overlook the courtyard, while the walls are lined with rusty shields. The cobwebbed **trophy** of a stag has a 300 gp gemstone in place of a glass eye.

**9. Quarters:** These bedrooms have been looted; the orc bowmen rest on the straw mats when off duty. A defaced painting has been removed to reveal a looted **niche** with the carved sign of the half moon.

**a)** A toppled, worm-eaten **wardrobe** is decorated with the carved relief of the Bonifaces crest (an anchor and three scallops).

**10. Bowmen's den:** The **four orcs** (and 1:2 of **Rudlug**) spend their time here playing cards in the company of a barrel of orc ale. They have 190 ancient electrum pieces, a box with carved bear's feet (empty), and the symbol of Agak (a satanic pentacle in the grasp of a clawed hand).

**11. Gallery and guest rooms:** Narrow windows overlook the courtyard.

**a)** The **hell hounds** are kept here, only let out when enemies are afoot (however, they can break down the door on 1:6). Their kennel contains the scorched bones of a goblin, and a blackened human skull.

**b)** Empty except for a keystone with the **sign** of the manticore, and a disused **fireplace** whose floor has a grate providing access into a chimney down to the stables (**3**), and a **secret door** in the back wall pivoting to the donjon (**12**).

**12. Donjon:** Large, broken **windows** have been covered with heavy curtains to keep out the light (1:6 of collapsing ledge outside). Columns with capitals depicting griffins support the ceiling. On the walls hang several rusty old shields, and the **portrait** of a stern nobleman wearing a black hat and a lace collar ("JOHNO BONIFACES").

**Rudlug** has been using this place as his "throne room", with a **wooden throne** (one leg supported by a stack of mouldy old books) and a wolfskin rug before the fire he uses for his bed. He keeps his treasure in a locked **chest**: 500 ancient electrum coins, a *clerical scroll (divination, cure serious wounds)*, a *M-U scroll (fireball, prot. normal missiles, Mel's multiplied missiles)*, another *M-U scroll (sleep, ventriloquism, shocking grasp)*, and a personal message from Saydir: *"Be especially careful with Felinor. He mostly haunts his prison, but who knows if the glyphs keep him for long. No matter whom he has promised to reward with his secrets, none have lived to tell the tale."*

**13. Antechamber:** Dust, disused chairs. **Red curtains** with the sign of a golden serpent close off the E doorway, and a warning has been nailed to the wall with crude lettering: "ONLY LORD SAYDIR". A **tripwire** behind the curtains has been rigged to slam down a nail-studded plank in the intruders' face (1d6+2 Hp).

**14. Saydir's quarters:** This room is in a better condition, set aside for the use of Saydir the Kasadian. The **windows** are barred from the inside with sturdy shutters.

Saydir has a **wardrobe** (spare set of clothes, filigreed walking stick with a golden ram's head 170 gp), a clean bed, and a **writing desk** with an inkpot, several quills, a quill sharpener, and a bottle of Arxine gin with berries. The drawer contains an opened message with the crest of a two-tailed mermaid: *"The visitors will not bother you. Let Rudlug allow them through to search where they want, but don't intervene. Your reward will be paid in person on the next occasion, by the sign of the threefold moon."*

A **portrait** on the wall depicts "FELINOR BONIFACES", a pale, thin young man. Felinor's eyes follow the intruders intently, and his mouth forms voiceless words: *"Down below... down below I wait for you... please save me..."*

**15. Saydir's storage:** This cluttered storeroom is guarded by a **guardian spirit** in the form of a black cat of perpetually shifting size. The spirit attacks immediately unless presented with Saydir's necklace.

- The contents of the room include a **crate** with Arxine snowfeathers (300 gp), a **crate** with Polarian rye essence (200 gp), and a **chest** filled with hexagonal crystal rods (200 gp).
- A **book** contains a port manifest authorised by the Deputy Portmaster of Baklin, showing a prospective list of departing ships within the next month, with projected cargo and guards on board.
- A **letter** addressed to "*the august Archmage, Poroxius Vern*" seeks help with dismissing a haunting entity, and thanks the archmage of Mage Tower for the guardian spirit. The letter promises a rich compensation for the assistance. A **response** written in golden ink reads: "*Spirit cannot be dismissed, as it belongs to place. Very strong bond. No remedy against its cries, but it shall not leave its confinement.*"

**Guardian Spirit:** HD 6; AC 2; Atk 2\*claws 1d6 or bite 1d8; Spec flickering (only present physically on material plane at initiative +/-1 points); ML 11; AL CE.

Hp 31



## Manor, cellars

**16. Cellar:** Earthen floor. In NW corner, a **goblin corpse** lies entangled in a veil of cobwebs. Pieces of stone have been pried out of the **floor** in the centre, leaving a shallow depression, right under the carved **sign** of two fishes. A discarded crowbar lies next to the dig.

**17. Storerooms:** Rough-hewn chambers, mostly looted of all but smashed ceramics and wormeaten **junk**.

a) Multiple new barrels of **orc ale**, sealed with a leaden seal.

**18. Storeroom:** Carpenters' tools and pickaxes left by the walls; half-completed wooden door on abandoned workbench.

**19. Cold Cavern:** This location is always unnaturally cold. **17 zombies** shuffle around a **20' pit**, blind, but drawn to sound. On the bottom of the pit are bones, a feral and maddened **wight**, and 20 sp, 70 electrum and 30 gp in a rotting leather bag.

**Zombies (17):** HD 2; AC 8; Atk hit 1d8; Spec slow, immune to cold and mind-affecting; ML 9; AL N.

Hp	13	10	8	11	9	7
	11	6	15	7	2	13
	5	11	16	14	6	

**Wight:** HD 4+3; AC 5; Atk claws 1d4 + drain; Spec energy drain, silver or +1 to hit, immune to cold and mind-affecting; ML 9; AL LE.

Hp 26

**20. Discarded tools:** Three spades by the wall. A haversack full of mouldy food, torch stubs, a meerscham pipe stuffed with ashes, and a bag of minty-smelling tobacco have been left behind by previous explorers.

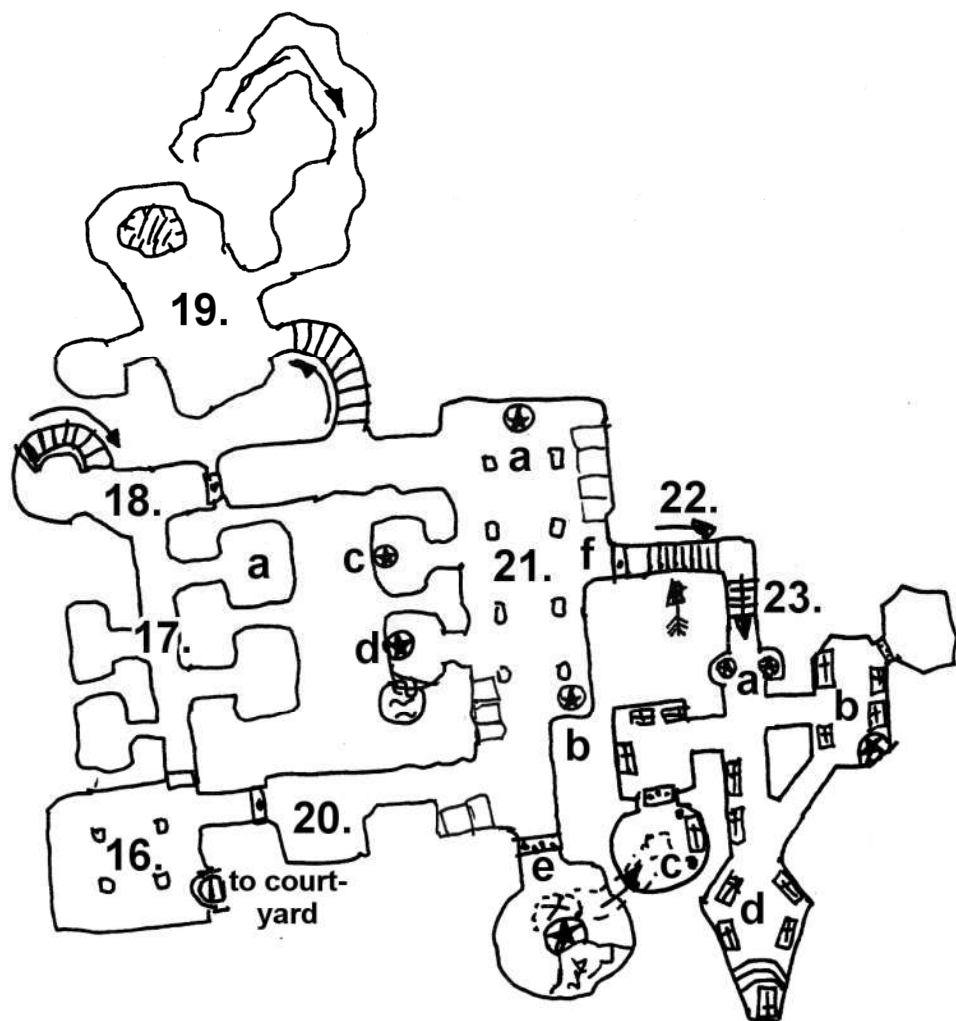


**21. Main cellar:** Stacks of large, old **wine barrels** (some bashed in with axes) in various corners of this vaulted cellar. Stone **statues** in corners and side-rooms. There is a mouldy smell and a persistent draft that makes torches flicker and dance. In the middle, a carved **stone panel** has been sunken into the floor: "THROUGH SUPPLICATION YOU SHALL ABLY DEMONSTRATE / 'FORE THIS DWELLING'S KIN THYSELF HUMBLY PROSTRATE / 'NEATH THE SIGN TRUE LIKE SHINING GUIDANCE LIGHTS / THE TRUE WAY SHALL BE REVEALD', THUS THE TABLET WRITES." The cellar is peaceful, but if there is a loud disturbance, the **zombies** from **19** will come investigate.

**a)** The **sign of a lizard-tailed rooster** has been carved into a keystone. Beneath the carving stands a **statue** depicting a sea captain, the caption reading "MERLIK BONIFACES". If someone kneels before the statue in supplication, it slides aside to reveal a hollow cavity. A **stone slab** left inside has been trapped with a **fire trap** (5' range, 1d4+7 Hp, save vs. spell for ½). The slab is unmarked, and was a mere cover for the real treasure, a stone tablet... but this treasure is gone, and the only thing in its place is a forgotten silver **signet ring** with the crest of a two-tailed mermaid.

**b)** The **sign of a dragon** above the **statue** of a noble lady in courtier's clothes ("FELICIA BONIFACES"). Before the statue lies the bloated **corpse** of a half-orc in green pants, red morocco leather boots, and a falchion in his silk belt. If someone kneels before the statue in supplication, a poisoned blade strikes from the statue (HD 6, 1d4+3 Hp, save or die).

**c)** The **sign of a six-legged panther** above a **decapitated statue**, even its name struck out. If someone kneels before the statue in supplication, it topples forward (save vs. petrification or 3d6 Hp).





**d)** The **sign of a mermaid** (with a single tail) above a **statue** of a hooded figure (“**ERGAN BONIFACES**”). If someone kneels before the statue in supplication, it breathes poison gas (save vs. poison, primary and secondary effect 3d6 Hp). The **secret door** opens into the well (**1/a**).

**e)** Half-buried circular chamber. The **sign of a skeleton** above the **statue** of a stern-faced knight (“**KARNO BONIFACES**”). If someone kneels before the statue in supplication, a pit opens underfoot, sending all in a 10’x10’ area on a slide down into the crypt (**23/c**).

**f)** A massive, locked **iron door** with the mark of a skull enclosed within a hexagon, and pulsing magical **runes** spelling out ::**⌘ ⑈ : † ⑈ ↑ : ⌘ | 4 ↑ ∩ R ⑈ ::** (“**DO NOT DISTURB**”). Reading the message detonates the *explosive runes* (6d4+6 Hp, no save for reader, others save for ½). The air is unnaturally cold around the door, and listeners can make out faint whispers (“*Felinoooooor... Felinoooooor...*”).

**22. Crypt stairs:** A **trapped step** down the stairs releases a swinging stone block (save vs. petrification to avoid, 3d6 Hp).

**23. Family crypt:** Old musty smell, the damp walls are covered with black mould and soot, and the floor is slick with puddles. There are sconces with burned-out torches, and ornate coffins (a rarity on the Isle of Erillion, where the dead are mandated to be buried in the Valley of Barzak Bragoth).

The crypt is haunted by **Felinor Bonifaces**, the outcast of the family’s last generation, betrayed by his brother Vitus, who had stolen his inheritance and honour, and left him buried alive within this crypt. Felinor is quite mad, whispering “*Give onto me one of yours, or I shall choose in your stead...*” However, he can be persuaded of a company’s good intentions, and will help them in exchange for his freedom and eternal rest. His reprieve granted, Felinor will remove the spectral flame from his grave (**d**) and also entrust the company with a great Secret.

**a)** Two hooded **statues** bearing lanterns. Lighting the flames reveals the patch of **green slime** lurking overhead.



b) The **statue of Roxana, Goddess of Death**, with the symbol of the Silver Eye around her neck, and a smile on her enigmatic face. A sign reads "GIVE A KISS, AND BY MY GIFT BE KISSED". Kissing the statue on its lips, roll 6d6 Hp. If the character's Hp is below this amount, he falls dead, and may never be raised. Survivors will learn a great Secret. Behind the **barred and locked gate**, a reliquary holds items sacred to Roxana: a multitude of candles, three kneelers, a 300 gp candelabrum, and 2\*450 gp gems as the eyes of a statue depicting a dead maiden. Anyone who steals from this room will be marked by the goddess on the forehead, and her disciples will recognise such thieves as ripe for the harvest.

c) The **sarcophagus of Merlik Bonifaces** lies between two stone braziers. A sign reads: "A STRANGER I CAME TO ERILLION, DEFIED QUEEN AND FOR LONG DEATH, RAISED A TOWER TALL, AND BY THE HOUR MY WORK I FINISHED, MY REWARD IN PEACE AT LAST I FOUND". The sarcophagus has been broken open and looted, and only bones remain.

d) The **sarcophagus of Felinor Bonifaces** is guarded by a blue spectral flame, whose touch acts as energy drain. *Dispel magic*, clerical turning, and similar devices only extinguish it for a single turn. Inside lies the perfectly preserved body of a pale young man in modest dark clothes with sootsilver jewelry (1100 gp). He holds a *wand of dispelling (dispel magic, 14 charges)* and wears a *ring of wizardry IV*.

**Felinor Bonifaces, spectre:** HD 6; AC 2; Atk touch 1d8 + drain; Spec +1 or better to hit, immune to cold and mind-affecting; ML 9; AL LE.

Hp 25



## Saydir the Kassadian

Dread pirate Saydir the Kassadian plies the waters to the south of Erillion on a roundship, commanding a crew of 80 men. He is allied to the Northman chief Skarlog Thane, and mercantile interests within the northern provinces of the decaying Kassadian Empire. Saydir's raids on ships from Baklin and Gont have aroused the enmity of many, but he has always slipped away from his pursuers. He maintains a base somewhere in the coastal area, and is a frequent sight in Knifetooth, a freebooters' stronghold located on a small island. When making landfall, Saydir brings one mate and an expeditionary crew of 20 ashore.

**Saydir the Kassadian:** Fighter 8; AC 2 (chain, shield, Dex); Atk longsword +2 1d8+5 or 2\*shortbow 1d6 or scimitar 1d8+3; Str 18<sup>47</sup>, Dex 16, Con 10, Int 12, Wis 9, Cha 13; ML 10; AL LE; *potion of healing, the dust of Khalil Azim, the dust of Yag Amnun, goatfoot boots* (allows great leaps but turns legs into goats' feet), baggy silk pants, golden amulet 2000 gp (previously an *amulet of imprisonment within the Underworld*, now out of charges), 350 gp.

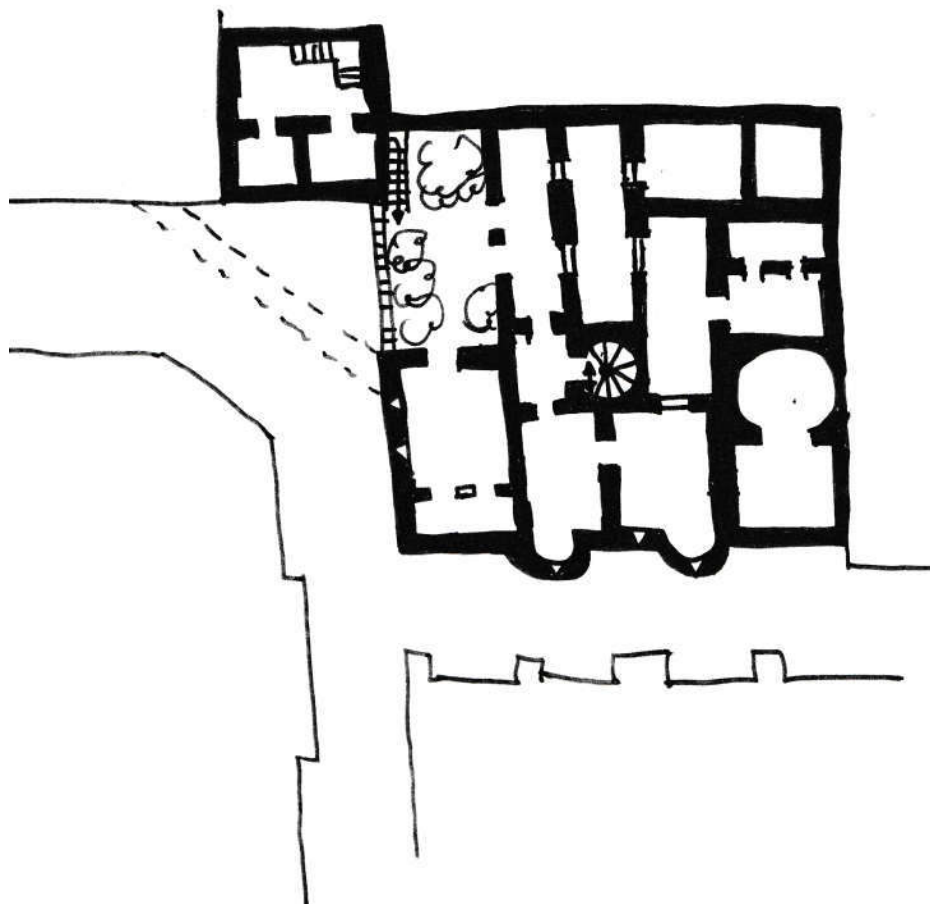
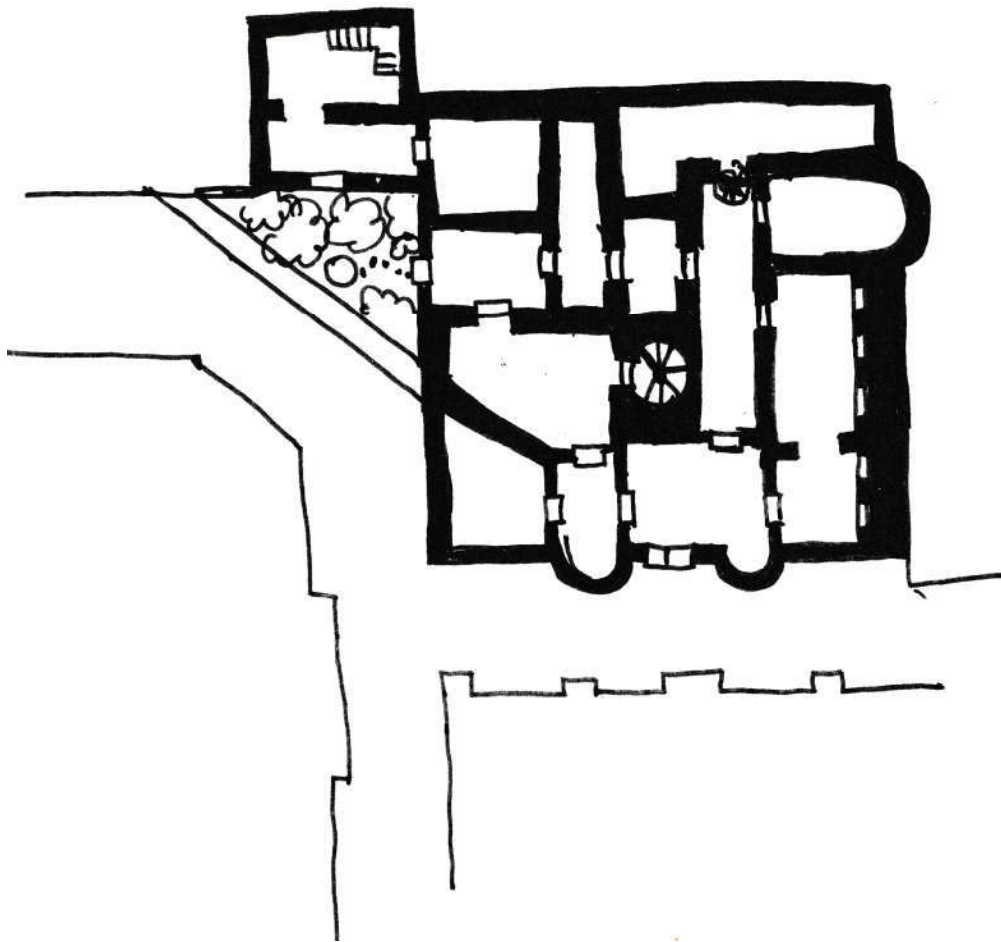
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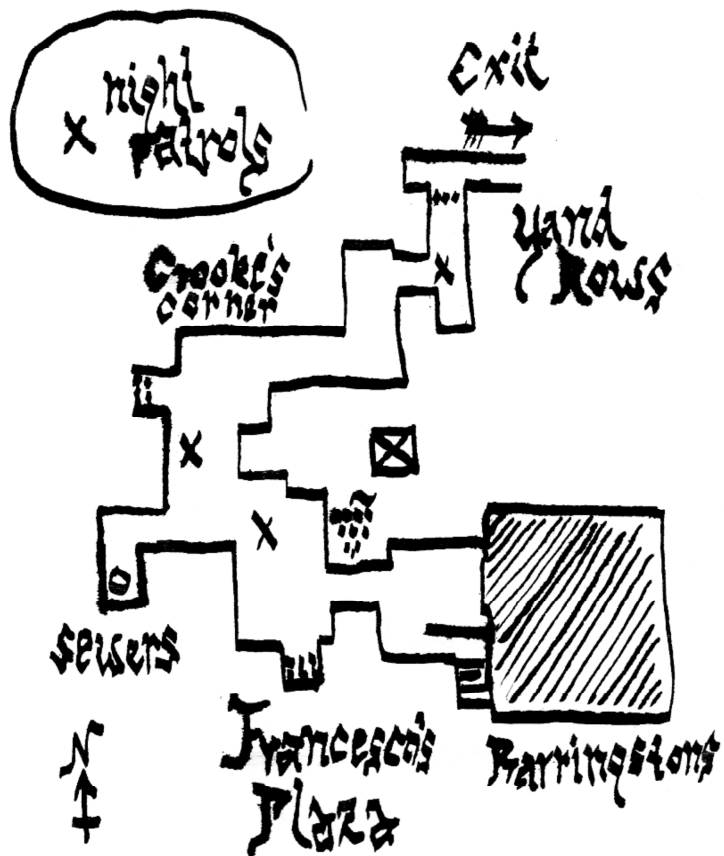
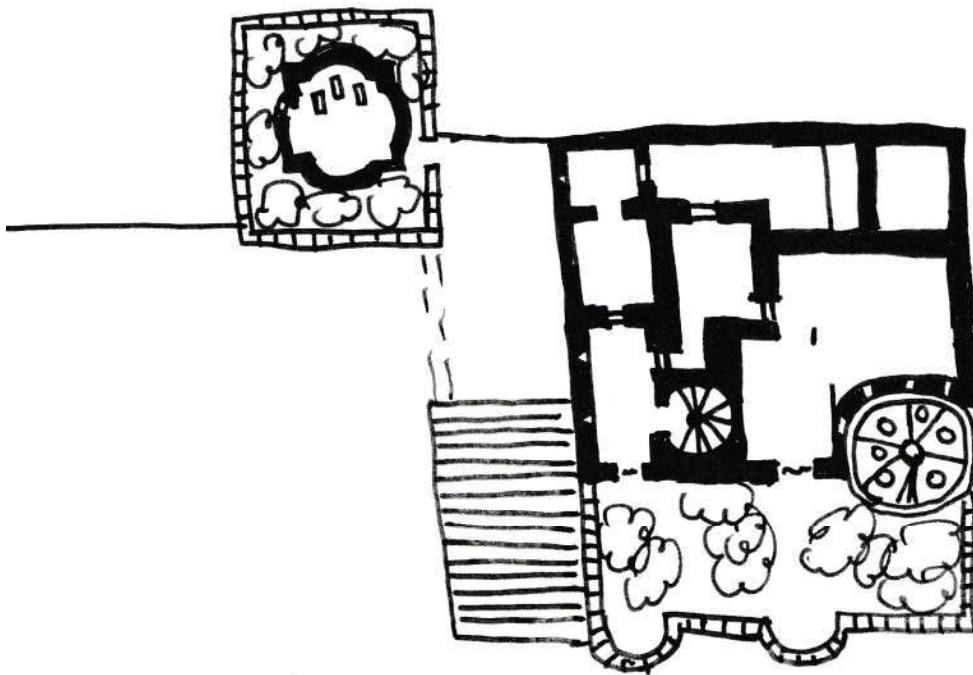
**Mates (Suladorn, Gaius, Sellon the Ox, and Skof the Rabid):** Fighter 4; AC 4 (chain, shield); Atk longsword 1d8 or scimitar 1d8 or dagger 1d4; ML 9; AL LE.

Hp 17 33 23 23

**Pirates (squad of 20):** Fighter 2; AC 7 (leather, buckler); Atk scimitar 1d8 or axe 1d6 or dagger 1d4; ML 7; AL LE.

Hp	13	11	6	13	10	12
	10	7	4	12	15	16
	9	7	16	8	8	12
	11	13				





# Legal Appendix

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# Prestigious Plunder

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EMDT 1 – The Garden of al-Astorion +  
2008

EMDT 2 – SWORD & MAGIC  
EMDT 3 – MONSTERS & TREASURES  
EMDT 4 – GAMEMASTER'S GUIDELINES  
EMDT 5 – The Temple of Pazuzu (+)  
EMDT 6 – Black Blood +  
EMDT 7 – Sacrificial Lamb #  
EMDT 8 – Broken Wastes +  
EMDT 9 – The Unholy Secrets of Protoros #  
EMDT 10 – Strabonus +

2009  
EMDT 11 – The Menestratos School #  
EMDT 12 – Sea Lords +

2010  
EMDT 13 – Molonei +  
EMDT 14 – Isle of the Water Sprites +  
EMDT 15 – City Encounters # +

2011  
EMDT 16 – Towards Fomalhaut +  
EMDT 17 – The Temple of Torments #  
EMDT 18 – The Barbarian King +  
EMDT 19 – The Main Cities of Fomalhaut I. (+)  
EMDT 20 – Sea Demon +  
EMDT 21 – City Encounters II: The Nocturnal Table  
EMDT 22 – In the Name of the Principle! +  
EMDT 23 – Below the City +

EMDT 24 – Oolar's Time #  
2012

EMDT 25 – The Blood Drinkers of Yukum #  
EMDT 26 – Khosura: City State of the Four Myst. +  
2013

EMDT 27 – Trials on Tridentfish Island  
EMDT 28 – Feathers of Fire #  
EMDT 29 – The Ghost City of Arun-Kha #  
EMDT 30 – The Tower of Manistrid #  
EMDT 31 – Tempest Dreams #  
EMDT 32 – The Burial Chamber of Carnaic Arnoc #  
EMDT 33 – Ratcatcher #  
EMDT 34 – HELVÉCZIA  
EMDT 35 – GAMEMASTERS ALMANAC  
EMDT 36 – Ammertal and the Oberammsbund  
EMDT 37 – The Accursed Cellar  
EMDT 38 – Slaughter in the Salt Pits +

2014  
EMDT 39 – Curious Marriage #  
EMDT 40 – Until Dawn  
EMDT 41 – Ill-Gotten Merchandise

2015  
EMDT 42 – The Cloister's Secret #  
EMDT 43 – The Serpent Girl and Other Stories #  
EMDT 44 – The Fools' Feast at Furochen #  
EMDT 45 – The True Weapon Cache for the Helvetians' Delight #

# Indicates title written by guest author  
+ Indicates title available in English



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