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Fane of the FALLEN

By William Loran Christensen

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Fane of the FALLEN

By William Loran Christensen

Read, O Scholar; for such things as are once forgotten may, in the fullness of time, return. At one time in the history of the demons of Chaos, which is not a history of time as we know it, (for time is a meaningless thing in the churning chaos of the dark hells), a race of demons were once the servitors of the Demon Queen Lilith, inhabiting the high aeries of her great Fortress Neëriel. The dark, twisting spire of great Neëriel is a feared place even in the hells. It rises above the deep, oceanic skies of the Demon Queen's domain far within the unspeakable and incomprehensible geographies of the demonic netherworlds. The fortress is a towering accumulation of cyclopean stone, littered with countless skulls, and crusted with the black excrement of her vast flocks of harpies and the even more horrid things that darken the black skies of hell. It is a tower built upon nothing, ever descending to the infinite depths, foundationless, a very testament to the madness woven through the realms of deepest Chaos. There is no known or discernable bottom of the tower; it is built upon the shifting stuff of demonic willpower, rather than upon any material substance.

And as it is said, there was a race of demons, the Kashverai, who served the Demon Queen within the fortress and upon the depthless skies around it. In foolishness, the Kashverai were tempted by the wiles and promises of some unknown cloaked and hooded demon prince, and they betrayed their mistress, the Demon Queen...

Indeed, in some past time, the race of the Kashverai demons were hurled from the pits of Chaos by the Demon Queen Lilith, stripped of their demonic immortality, and condemned to exist in the material planes. Their pride and powers were torn away, each and every one of them doomed to die, in time, of old age. And yet, as it happened, the Kashverai did not die out as a race, for they had descendants; these children were not so powerful as the parents, but they carried with them the taint of demonic chaos in their blood for generation after generation. The first leader of the Kashverai was a demon powerful enough to merit a true name, and this Vargoth took control of the weakened and broken demon horde by murder, trickery, and secret massacre. He called himself a King, and gave himself a second name, for names are matters of great status in the realms of Chaos. And so, with his title of King, and his names of Vargoth and Novgorod, he caused his subjects to build a city in the depths of a verdant forest, where they could hide from the Demon Queen's further revenge. Their presence poisoned the great woods, sinking into the very ground and the very roots around their blasphemous fortress. In time, Vargoth and his generation died, but his offspring managed to keep hereditary lordship over the children of that post-demonic generation, and the bloodline of the Novgorod has maintained its unstable rulership ever since that time. The Kashverai have taken for themselves the name of demonkindred, for so they see themselves, and all their passions are turned toward the memory of Hell.

Fane of the Fallen is an adventure for use with the *Swords & Wizardry Complete Rules*, that embroils the adventurers in the events which take place when a demon princess makes unexpected promises, in an isolated outpost of Chaos. The rippling effect of these promises is a seismic undercurrent of hopes, deceit, and slaughter. The characters will fight and trick their way toward the very heart of these events, and confront the deadly perils involved when power changes hands in the bastions of Chaos.

This adventure includes some creatures from the *Swords & Wizardry Monster Book* published by Mythmere Games as a supplement to the *Swords & Wizardry Core and Complete Rules*, and other monsters from the 3.5 edition of *Tome of Horrors* by Necromancer Games, modified for use here. However, all that you need to run the adventure is the *Swords & Wizardry Complete Rulebook*. All of these additional monsters are detailed in Appendix 3. With very minor adjustments, the adventure can also be run using the *Swords & Wizardry Core Rules*.

Fane of the Fallen is designed to be used with the area map contained in this adventure, but the towns and other places presented herein can easily be replaced by areas in your own campaign.

Fane of the Fallen is designed for adventuring parties of approximately 9th-12th level. Well-balanced parties are the likeliest to succeed, as this adventure frequently calls for a variety of talents.

At many times the adventure calls for wandering monster checks. Most areas have their own wandering monster table, each of which is detailed in Appendix 1. In addition, player handouts are detailed in Appendix 4.

Adventure Background

The underlying background of the adventure is as described above. A race of demons were stripped of their powers and immortality, and abandoned in the material planes of existence as retribution for their betrayal of the Demon Queen Lilith. Their offspring are less than demons, but are more powerful than most mortal races, retaining hints of their demonic ancestry. They are not half-breeds, but are pure demons in every way but one; they are creatures of the material planes, mortal, composed of flesh. These creatures are the so-called "demonkindred," isolated in their city of Novgorod beneath the shadow of its brooding fortress, waiting for the day in which they will one day have the opportunity to retake power. Even more, they lust for the return of their demonic powers, the birthright that they think has been denied to them. And now, in the form of promises, that hope has been given to them. The hidden city of Novgorod has begun to stir, a beast awakened by its long-denied hopes. The lust to return to their ancient status has been awakened by a demon princess who understands the deepest nature of lust, and knows how to shape its form to her own desires, for she is a succubus of ancient power. She is the demon-courtesan Medibha, just spreading her wings as a lord of demonic power, playing the first moves in the game of demon politics. This is the first shifting of the pawns, and the characters unwittingly find themselves upon the chessboard.

Law and Chaos

There are two powerful themes driving this adventure. The first is a glimpse into the heart of the Chaotic powers; how the driving forces of the great demons are the source of change, war, and deep shifts of strategy in the material planes. It is a tapestry of lies and leverage, where not only those who are weak in power fall into the tyranny of greater forces, but where those who are made weak by their lust for strength will find themselves twisted into the designs of demons. In this adventure, one sees the more subtle forces of Chaos at work.

The second theme is that of the chess game; not the checkered pattern of the board itself, but the opposing minds of subtle players. The gameboard here is the fabric and the ineffable complexities of the cosmos itself – the opposing chess-players are the disorganized and self-interested demon lords and princes on the one side, and the remorseless intellect of Law on the other side. The adventure has, as its background, the clicking of pawns and castles as the first stages of a long-prepared battle beginning to play out, set in motion by the dark aspirations of a newly empowered demon princess, the succubus Medibha.

The characters are not guided or forced in the adventure, but they are asked to take on a certain role in the battle. Just as many of the playing pieces of Law are seen to be forming into defensive positions, the players will find themselves urged deeper and deeper into the enemy formation. The characters are the playing pieces at the forefront of the game, not relying on the support of Law, but forced to use Chaos as a resource against Chaos. They are sacrificial pieces in the game, but they are positioned to strike deep into the heart of the enemy game – perhaps, if they are bold and resourceful, to topple the opposing queen. Any clerics of Law in the party might even gain a sense of the vast powers that are coming to a head in this adventure, and realize that they have been granted an opportunity never dreamed of by most followers of Law – to be one of the killing-pieces in the game, the one that delivers a final “checkmate” in a significant battle of Law and Chaos.

The driving forces which set the adventure in motion are three demonesses, each of them playing the situation at different levels of involvement (and skill). The first, and most powerful of the demonesses, is Lilith. In truth, Lilith is a goddess of Chaos rather than a mere demoness, and her only role in the background of the adventure is to have created the original situation by exiling the Kashverai into the material planes. The second demoness is Medibha, a trusted agent of Lilith recently raised to the status of an independent demoness-lord. Medibha is the prime mover of the adventure’s background, for she has promised the demonkindred that she will be their patron and restore them to favor in exchange for their loyalty, worship, and adoration, perhaps even restoring the demonic nature of her most faithful followers, calling them into her retinue. The effects of these promises are profound and wide-reaching both upon the demonkindred and on the outside world. The third of the demonic trio is Tsanai, a warrior-demoness who was once a follower of Lilith but who was overcome and imprisoned centuries ago by the champions of Law. Tsanai is the centerpiece of the adventure’s background, the main playing-piece of Chaos (to continue the chess analogy) that is actually upon the chessboard. In the course of the adventure, the characters may actually come into contact with Tsanai, defeat her, and thereby frustrate Medibha’s plans.

The Fallen, also called the “demonkindred,” have long dwelled in their hidden city of Novgorod, which has now been thrown into disarray and violent factionalism by Medibha’s promise to raise them into her favor. Details about the effect of these promises on the city of Novgorod are described later.

What directly sets the events of the adventure in motion is a task laid by

The Succubus Medibha

The Courtesan is one of Lilith’s favored creatures, who has served the Demon Queen’s goals beneath more than one of the great demon princes of Chaos. Medibha’s intimate knowledge of the various demon courts, and unswerving loyalty to her mistress, has permitted Medibha to establish her own base of power as a minor but independent factor in the countless hells of Chaos. In search of followers to shower her with adoration and worship, Medibha has made herself known in lust-drenched visions to the descendants of the Kashverai, the Fallen, promising them a reawakening of their lost powers, their birthright, the deep skies of storm-drenched Chaos. And the Fallen, forgotten by Lilith but remembered by Medibha, have thus sworn allegiance to this new mistress of Chaos.

Medibha upon her new followers: to awaken a powerful servant, Tsanai, to be the focus of Medibha’s plots. Members of the Novgorod bloodline, their preeminence in the city badly threatened by the promises of Medibha, are moving quickly to rescue the imprisoned demoness Tsanai and demonstrate their continued right to leadership. The first move in their game is to obtain a book, *Il Oboroten*, which contains the details of how to free the demoness Tsanai from her imprisonment. The book is located in the walled town of Brookmere, which has thus become the target of a powerful force of Chaos that has lain dormant and unknown for centuries, but is now poised to explode against civilization.

Tsanai the Axe

Medibha’s strategy of gathering up the scraps of Lilith’s cast-off followers, and other remnants and scraps of power abandoned by the Demon Queen, has proven successful thus far. Moreover, this approach involves very little risk to Medibha herself, a pleasant additional benefit. Medibha is fully aware that although her magical powers are vast, and her alliances reach into the courts of many powerful demons, she herself is not a particularly strong warrior compared to the other Demon Princes. Thus, her attention has turned to another of Lilith’s “lost” followers, a demoness known as Tsanai the Axe, renowned as a deadly warrior. Tsanai disappeared some thousands of years ago, and her fate is unknown. Medibha intends for her Fallen to discover what happened to Tsanai the Axe, free her from whatever has imprisoned her immortal demonic essence, and claim her as a slave and follower.

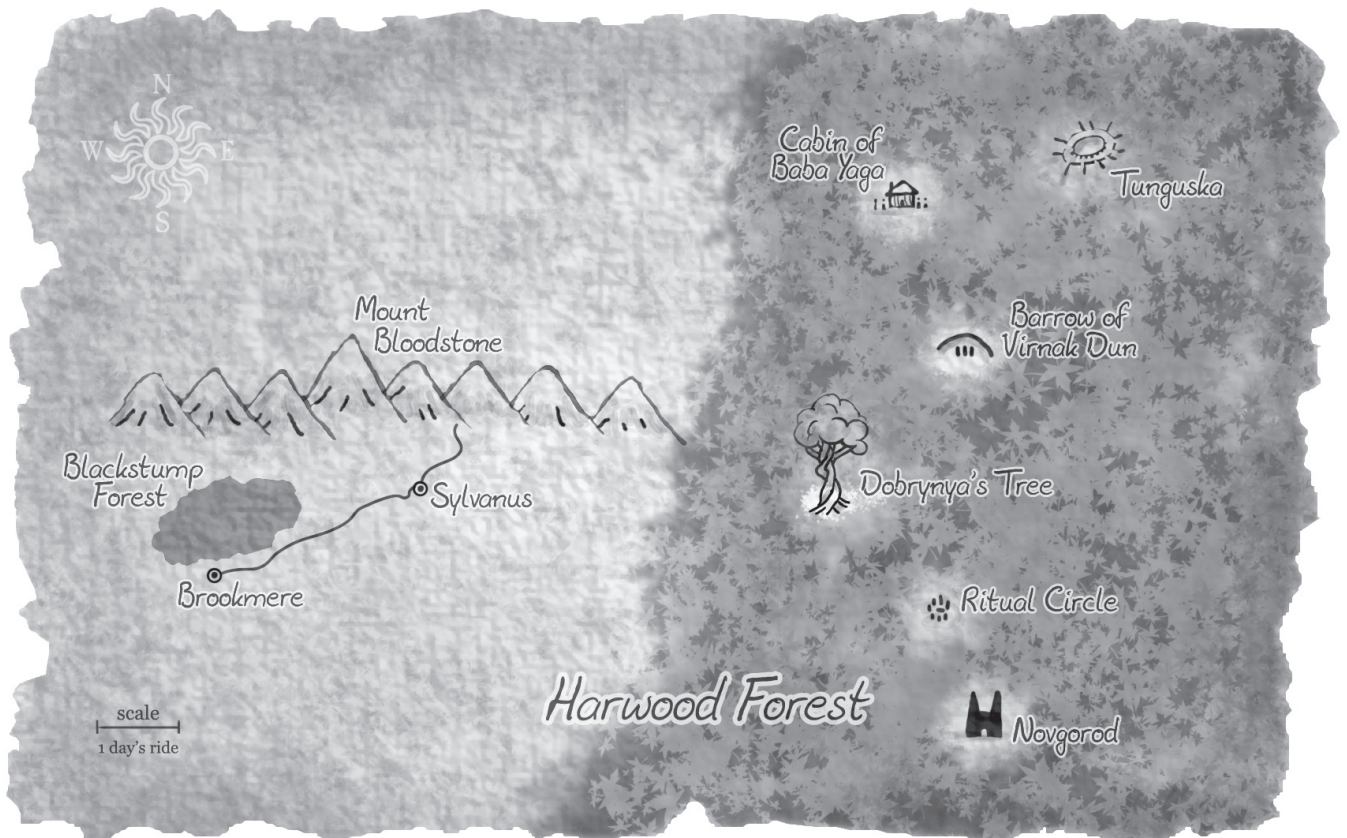
Tsanai’s fate, and her location, are long forgotten. Even Medibha herself knows little about the circumstances of Tsanai’s disappearance. However, the demoness-lord does know that some of this history is recorded in an ancient text called *Il Oboroten*, and that a copy of the forbidden tome resides in the town of Brookmere, which has long possessed an academy that houses mages and their apprentices. According to what Medibha knows, and has passed on to the ruling house of the demonkindred, it will take the sacrifice of 700 innocent souls to free Tsanai from whatever prison holds her. Together with the freedom of Tsanai, such a sacrifice would call forth not just Tsanai, but a demonic legion as well, the regiments of Tsanai that once served the warrior demoness.

The current queen of the demonkindred is Morwenna Novgorod, descendant of Vargoth. Morwenna has immediately set her plans into motion. She ordered her sister Elyria, and her warmaster, Ivan, to prepare an assault on Brookmere to steal the book, and also against a less-defended village, Sylvanus, to obtain sacrifices for the ritual. For the assault on the library, Elyria has hired a large clan of mercenary orcs known as the Stonebones. During the confusion of the attack, Elyria is to lead the

Transformations

Being a succubus, Medhiba delights in beauty, and her followers tend to be vain creatures. As such, her devout often attain an unearthly, radiant beauty. When Medhiba feels that a follower has done something of particular note and has proven herself worthy, she rewards the follower with certain physical traits and powers akin to those of the demoness-lord herself. These "Chosen" grow leathery, bat-like wings, and are granted other powers that may be unique to that particular individual (see Appendix 3).

Followers that displease the succubus goddess in some way are transformed by Medhiba into hell-harpies (see Appendix 3), and become slaves of the demonkindred elite, able to be commanded at the slightest whim of the Chosen. Hell-harpies, unlike the ugly and voracious harpy of the wilds, not only retain their physical beauty, but become, perhaps, even more beautiful. Their wings and bird-like lower bodies are sleek with rich, lustrous feathers, and their faces are radiant with elfin beauty.



INTRODUCTION

strongest of the mercenaries to Brookmere's renowned library, where they are to break in, raid the restricted area, and procure *Il Oboroten*.

Soon after Elyria's attack on Brookmere, Ivan is to lead the remaining members of the Stonebones clan and his own force of demonkindred in an attack against the settlement of Sylvanus. There, the demonkindred are to capture as many slaves as possible (preferably the entire town), and take them back to Novgorod for sacrifice in Morwenna's ritual.

Summary

The adventure begins with the adventurers in Brookmere on the night of Elyria's staged orc attack. The characters are reasonably well placed to notice the orcs' headlong rush into the Brookmere library, and will (presumably) follow. Despite any interference from the characters, Elyria's preparations are almost certainly foolproof enough to allow her to escape with the copy of *Il Oboroten*, leaving the characters with whatever information they can gain from the brief encounter.

From this point onwards, the course of events lies in the hands of the players: how they decide to battle the forces of Chaos, how well they put together the various pieces of information, and whether their resolve holds in the face of perilous adversity. One important non-player character in the adventure, Baba Yaga, is a key source of information about the plots of the demonkindred. If the players avoid dealings with the witch, their task will be made much more difficult. Therefore, *any divination or augury spells* cast by the characters from the beginning of the adventure onwards will indicate strongly that Baba Yaga possesses information that will be invaluable to the party.

The adventure is a scattering of locations in which information can be gained, foes defeated, and treasure won. As a way of organizing the material for the GM, the locations are arranged along the likeliest route the characters will take, but it is very possible that the players will manage to shortcut some of these locations or perhaps get bogged down or sidetracked by one of them. If the players appear to be drawing a complete blank, you might remind them that their high level characters should be using auguries and divination as well as relying on the direct clues included in the adventure. Although divination magic will not provide them with many direct answers (divinations are notoriously cryptic), such magic is likely to indicate a good "next step" for the adventurers – divination magic is not just a status symbol, it is a tool that high-level characters should use to increase their chances of survival.

Scaling the Adventure

Although this adventure is designed for characters beginning play at 9th level, it will be more or less difficult depending upon how many characters are in the party. Before running the adventure, you should review the various encounters to estimate how well they can be handled by the particular mix of levels and characters that will actually be playing. Even a very large party of adventurers can be wiped out in this adventure if they approach it as a pure hack-and-slash battle, but many of the encounters might offer too little challenge if the players bring in an army of high-level characters. Similarly, a very small party of characters might simply lack the depth of spells and hit points required to survive.



Raid on Brookmere

Brookmere Streets

Before beginning the adventure, you may wish to establish that the characters are staying at an Inn in the town of Brookmere, or whatever starting point links up the party's last adventures with the beginning of this one. Read or paraphrase the text below to the players when you are ready to begin the adventure:

During the dark of night, bells begin sounding in the distance, heralding some unknown danger that lurks in the darkness. Their tolling nudges you into consciousness even before you hear the sounds of battle. Out the window you see that the sky burns a dull orange, lit by a multitude of fires on the horizon.

Wait for the characters to meet up (in the case of separate rooms) and organize themselves before reading the next bit of text. They may devise another course of action that does not put them in the immediate threat of battle. Should they exit directly to the streets below, however, read the following:

The courtyard is pandemonium as orcs and other humanoids rush forward, snarling and brandishing cruel weapons. You worry that their vast numbers will overwhelm you, but luck seems to be on your side. You are left to deal with only a few enemies, as the majority of the horde moves past, paying you no heed. A hooded figure in a dark cloak leads the orcish main force in an unwavering line to Brookmere's library, and before them the doors are blasted open by some mystical force. You have little time to watch, however, as your attackers move forward, their wicked grins reflected on the steel of their blades.

As the main body of the humanoid force charges into the library, the only foes staying behind to fight the characters are a group led by a Goblin Sorceress-Shaman, consisting of her two thief-bodyguards, 3 bugbears, 20 orcs, and 10 goblins. This group is the rearguard of the assault – the sorceress's responsibility is to prevent anyone from following Elyria into the library.

The sorceress is virtually covered in bangles and trinkets made of bone, and her matted hair is clotted with oils and fat. Her first action is to send the bugbears and orcs into battle with the adventurers, while her "Shadows" try to move around the party and attack from behind. The Shadows are the sorceress's two trained killers, large goblins with the abilities of thieves. Her spearmen and archers will remain with her; the archers are instructed to target anyone wearing robes, and the spearmen are to guard her in case anyone gets past the orcs and bugbears.

Goblin Sorceress-Shaman: HD 2; HP 8; AC 6[13]; Atk 1 staff (1d6); Move 9; Save 16 (+2 against spells); CL/XP 3/60; Special: -1 to hit in sunlight, spells. Spells: Magic missile, Charm Person, Web.

2 "Shadows" (goblin thieves): HD 4; HP 16, 15; AC 7[12]; Atk 1 short sword (1d6); Move 12; Save 14; CL/XP 4/120; Special: -1 to hit in sunlight, backstab +4 for double damage, thief abilities. Thief Abilities: Climb 85; Delicate 15; Hear 3 in 6; Hide 10; Silent 20; Locks 10.

3 Bugbears: HD 3+1; HP 13, 12, 10; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.

5 Goblin Spearmen: HD 1d6hp; HP 6, 6, 6, 5, 5; AC 6[13]; Atk 1 spear (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

3 Goblin Archers: HD 1d6hp; HP 4, 4, 4; AC 6[13]; Atk shortbow (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

20 Orcs: HD 1; HP 7 each; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Characters that manage to capture any of the creatures will find them to be uncooperative. They do not tell who their master is, and give little information without being coerced. Should the characters charm the goblinoids they can learn that this particular group (the group attacking the library) are mavericks, in that they have no clan allegiances. These are the strongest humanoid mercenaries that Elyria could find, and thus they were used to escort her in the most important part of her mission (stealing the forbidden tome from the library). The rogue humanoids were rounded up in the hills along the road from Sylvanus to Brookmere. One of the orcs may know that most of the rest of the war band is actually of the Stonebones clan.

This battle should be relatively easy for the characters. They are likely to follow the cloaked figure and her horde into the library, out of curiosity if for no other reason. If, however, they move elsewhere in the town, they will encounter small war-bands of humanoids roving through the area. These smaller groups are only a diversion from the main attack on the library, and will not stand and fight against powerful opponents.

Sample Diversionary Warband:

1d2 Ogres: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

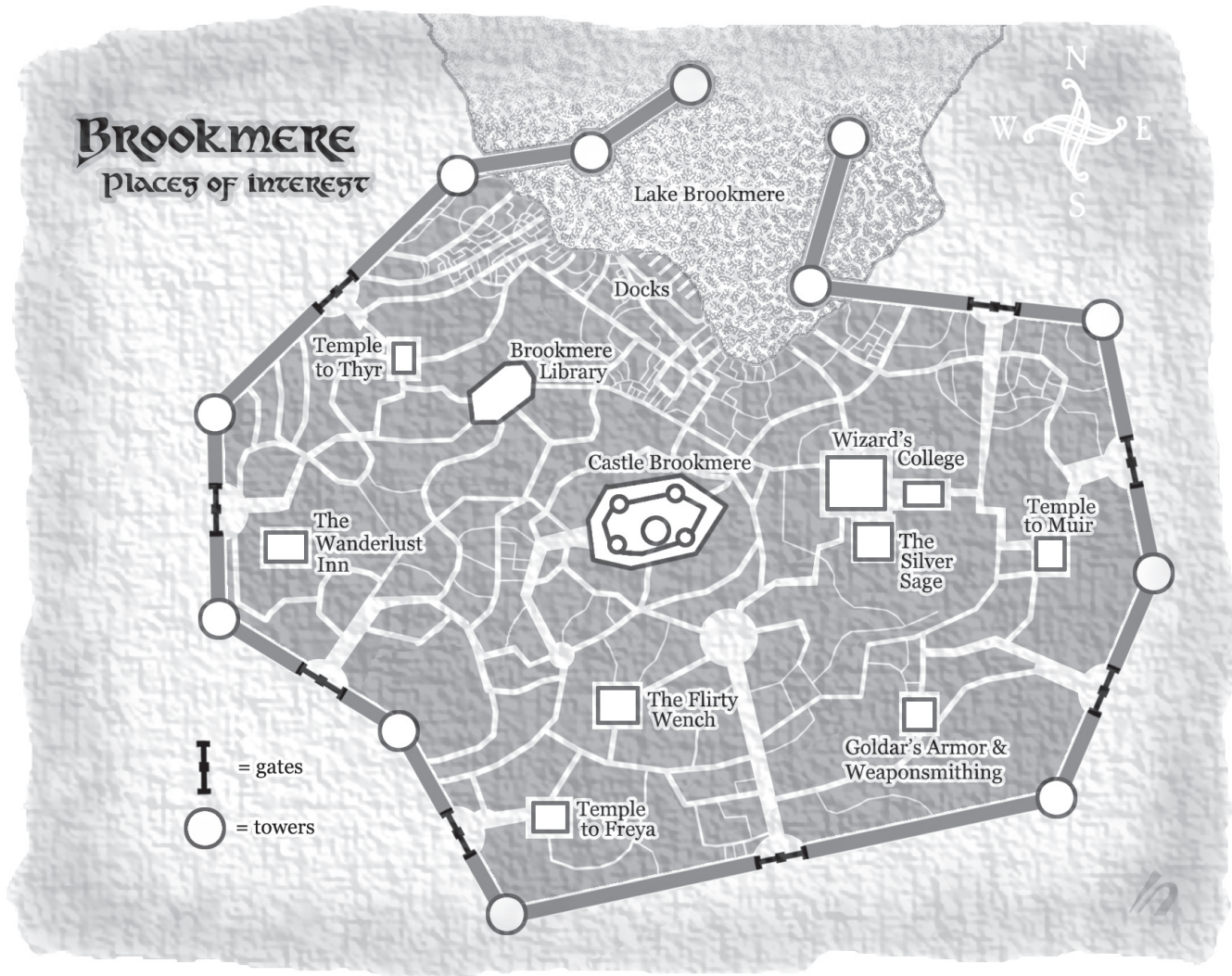
1d10+5 Orcs: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

If the adventurers do not investigate the attack on the library, Thorbold, the Lord of Brookmere, will later point out to them that the library was almost certainly the focal point of the raid, and that the other small bands of orcs in the town were no more than a diversion. This should make the players ask an obvious question: "why would orcs wish to raid a library?"

Exterior of the Library

The library is built of stone, and appears to have been constructed for secure privacy; there are no windows built into the walls. However, there are two large skylight-windows in the sharply peaked roof (the windows are visible from the street because of the slanting sides of the roof).

It is possible for the adventurers climb to the library roof and look through the skylights. If there is a magic-user in the party, it is fair to remind that player of the likelihood that a magical library would probably have powerful wards placed on an obvious entry-point such as a window. The skylight-windows are indeed guarded with powerful defensive magics, and unlike the magical defenses within the library, the orcs have not disabled or tripped these ones. Each



window has a symbol graven into the glass itself, which will affect anyone trying to look through into the rooms below. These are glyphs of slipperiness: anyone attempting to look through the window, or even spending much time looking at it, must make a saving throw at -4, or suddenly become completely frictionless for 3d6 turns. On the peaked roof, this almost certainly means that the character will slide off and fall 45 feet to the ground below (4d6 damage), then begin skittering helplessly down the street, banging into buildings (and possibly orcs) until the effect wears off. If the character is roped to the building or other characters, there will still be problems with standing and holding onto objects.

The library is heavily protected against scrying magic: at this close range, ESP, clairvoyance, clairaudience, and similar spells will function – but still very poorly. Only bits and pieces of conversations can be heard, vision is extremely blurry, and any detected thoughts will be disjointed and fragmentary.

The glass of the skylights is enchanted to be very durable. It takes 40hp of damage to create a hole large enough for a person to drop through; if 50 or more hit points are inflicted, the entire skylight will fall in, allowing more than one person to enter (or leave) at one time. Anyone striking the skylight will suffer a jolt of 1d6 points of electrical damage with each hit. The roof is shingled with slate tiles that are effectively impervious to damage and to any form of dimensional magic (such as *passwall* or *dimension door*). However, a *rock to mud* spell can be used to melt the tiles away into slimy mud – this possibility did not occur to the mages who created the library's defenses, and it is generally true throughout the library.

The northern skylight looks down into Area 3-2, and the southern skylight looks down into Area 3-3. The glass is yellowed and not entirely transparent – the skylights are designed to allow light into

the rooms, not for looking in or out.

Looking into Area 3-2: The room is empty and unlit, which will make it difficult to see details, but the characters will be able to tell that the room contains books, and get an idea of the room's layout (where the doors are, etc.).

Looking into Area 3-3: The argument described in the text of Area 3-3 will not have started yet if the characters explore the roof before venturing into the library. They might even see Elyria (in black robes) when she first enters the library with the hill giant. If they continue spying, they will see her disappear (invisibility), then reappear (the illusion), and will see books being moved around by an invisible force. It would be possible for the party to get through the skylight, attack Elyria, and possibly even prevent the theft of the book, but it is unlikely given the careful preparations Elyria has made, and the difficulties involved in getting through the magically protected skylight.

If the party initiates some sort of attack against Elyria from the roof, she will order one of the bugbears to fetch Martak, and then focus her attention on finding the copy of *Il Oboroten*, which will only take her four rounds (she will be more leisurely about the search if she isn't warned about the party's presence, in which case matters will eventually devolve into the situation described in the text of Area 3-3). Once she has the book, she will immediately make her escape, leaving any surviving minions to fend for themselves. If Martak joins the combat, the party might discover an unpleasant fact about the library's wards – although their spells cannot be cast inward through the window, spells from the inside *can* be cast through it.

If it is clear to Elyria that she is outmatched and will not have time to find the book, she will attempt to escape by teleportation. This will force her to make a second attempt at stealing the book later on – if

The Free City of Brookmere

Brookmere is home to nearly 20,000 people. The city is comprised primarily of humans and elves, although there is a fair mix of some other races. The presence and toleration of half-orcs is on the rise ever since the treaty with the Irontooth clan, which was signed between Lord Thorbold (the ruler of the city) and Gorgrim, the chieftain of the Irontooths. Brookmere is a free city owing allegiance to the surrounding kingdom but governed by its own people outside of any feudal system. The guilds of Brookmere elect a Town-Commander to administer the city and see to its defenses. The current Town-Commander is one Lord Thorbold, a warrior of great renown.

The city is renowned for its fine wizards' college and library, both of which were founded nearly 2,000 years ago when the city was young, by the great archmage Hariodolbus, one of the city's founders. Students come from throughout the kingdom in hopes of finding a sponsor and entering the college as an apprentice to one of the faculty.

Over many years, the City of Brookmere has become more and more isolated in a deepening wilderness, as the wild forces of Chaos have slowly made more and more permanent incursions into the area. Indeed, the characters will discover that parts of the wilderness around Brookmere are quite deadly. Rather than meeting this threat head on, as many of his predecessors have done, winning battle after battle in a war of attrition that would eventually bleed the city to death, Lord Thorbold has taken steps that many followers of Law might find questionable. His strategy is to create a buffer zone around the city by playing one force of Chaos against another. His most significant effort so far has been to negotiate a peace treaty with the Irontooth Clan of humanoids, hoping that the Irontooths will be caught between the city's defenses on the one hand, and further goblinoid incursions on the other hand, being destroyed without the city's ever having to fight an expensive war. The entire concept of negotiating with orcs has made the Town-Commander unpopular with the city's more zealous champions of Law, even though many of them will admit privately that there might be no other option unless the city gains some powerful champions who might carry the battle against Chaos into the enemy's territory and force the boundary-lines further from the city walls.

Places of note in Brookmere

>**Castle Brookmere:** Thorbold's castle is found on the western edge of Brookmere, and is the home of many nobles, ambassadors, and most of the castle guard. The castle has three floors and four towers, and an inner courtyard surrounded by an outer wall. It is well defended in case of attack.

The Brookmere Wizard's College: The archmage, Lady Aerlyn, is the head of the College faculty. The college is run very much like a guild, in which various mages are allowed to study here in exchange for taking on apprentices (these are "Masters" of the College). From time to time, one of the Masters is admitted to the actual faculty of the College. Due to the presence of the College, Brookmere has a higher than normal concentration of magical practitioners, which has sustained the city for a long time in the face of rising threats from the slowly-

expanding wilderness. The college is not only the city's main defense; it is also the reason Brookmere has not simply evaporated away as the surrounding lands have become more and more perilous.

Brookmere Library: The library is famous all throughout nearby lands for its extensive collections and ancient texts. Travelers from other kingdoms often make pilgrimages to this site to research the lore contained within. The head of the library is simply addressed as the Loremaster, for it is the tradition of the library that the chief sage surrenders his name and identity to the service of the library.

The Silver Sage: This inn and tavern is next to the wizard's college and library, and as such, scholars and those that are magically inclined often frequent this area. More than a few wizards' duels have been fought here, and a large wooden board (kept current by Mathias Crowley, the inn's owner) displays the outcome of each. Mathias's wife, Marian, and daughter, Aurora, help run the tavern.

The Wanderlust Inn: This inn is found on the western road into town, and thus is the favored place of most travelers to stay. Shady business deals are often conducted in The Wanderlust's back rooms, and a secret sub-basement of the inn is often used as the storage area and meeting place of a burgeoning thieves guild, The Horned Masks, led by Jonathon Althor, the inn's owner. The guild does not prey on victims while they stay at the inn, not wanting to draw unwanted attention. Rather, they take stock of wealthy merchants that stay at the inn, and rob their caravans outside of Brookmere.

The Flirty Wench: This inn is Brookmere's house of ill repute. It is run by Madam Kira Marly and is frequented by gamblers, travelers and many of the city guards, and gets rowdy on a regular basis. Entertainment consists of a staff bard (Sariah Moonblood, a beautiful elf from the north), and a cadre of risqué dancers and prostitutes.

Lake Brookmere: This Lake lies on the northern edge of Brookmere, and its waters extend into Blackstump Forest. Fishing boats work on the lake daily, and a fish market thrives near the docks.

Goldar's Armor and Weaponsmithing: There are other smiths in town, but none of them hold a candle to Goldar's Armor and Weaponsmithing. Goldar Perrindor is a retired adventurer who took up his late father's profession, giving up the sword for a more peaceful lifestyle. He is known throughout the land for his work. Goldar can etch and create beautiful designs for armor and weapons, and can inlay precious metals and gemstones into such items.

Temples: The predominant temples in Brookmere are those dedicated to Freya, Muir and Thyr, although there are temples dedicated to many other gods of Law and civilization. Also of note and renown in Brookmere is Lady Evaine Atwell, a paladin dedicated to Muir. There are rumors of underground cults and secret temples dedicated to the goddesses Hel and Hecate hidden throughout the city. It is unlikely that the worship of Medhibba will yet have crept into Brookmere.

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the characters accept the job of talking to the Irontooth clan about this attack, they will return to find that *Il Oboroten* has been stolen.

Library, First Floor

I-1. Library Foyer

Should the players follow the natural course of action and go to the library, they find the doors left open and the first level in a state of complete disarray (thanks to four ogres) Read the following as the characters enter:

Books lie strewn about the foyer of the library, thrown from their shelves in nearby rooms to the floor here. The foul creatures have left chaos in their wake, paying no heed to the delicate tomes that have been collected here. Four massive, heavily armored ogres enter the foyer from side rooms, each holding a giant club in his hand. "Mwa, ha, ha! Methinks it's time for us to be doin' some bashin'!" One laughs. "Crack bones, break heads, stomp foes, kill 'em deads!" another chants.

4 Ogres: HD 5+1; HP 39, 30, 23, 21; AC 2[17]; Atk 1 club (1d10+1); Move 9; Save 13; CL/XP 5/240; Special: None.

The ogres have been ordered to guard the entrance of the library. The characters may be able to charm the ogres, or coerce information out of them by other means, but they know little of value. All that they can say for certain is that they are hired mercenaries (these two

have no particular clan allegiances) who make their dwellings in the hills just to the south of Brookmere. They were hired by Elyria, an "elven woman" (the demonkindred leading this particular attack). Elyria did not inform the ogres – or any of her other mercenaries, for that matter – of her motives. And she is paying the mercenaries well enough that they do not care.

After the first round of combat, unless the party has managed to enter with utter stealth under the aegis of a silence spell or other stratagem, six orcs will dash out from Area 1-3. Two of them will head for the stairs at Area 1-4 to warn the rest of the war band, and the other four will move to engage the adventurers in combat.

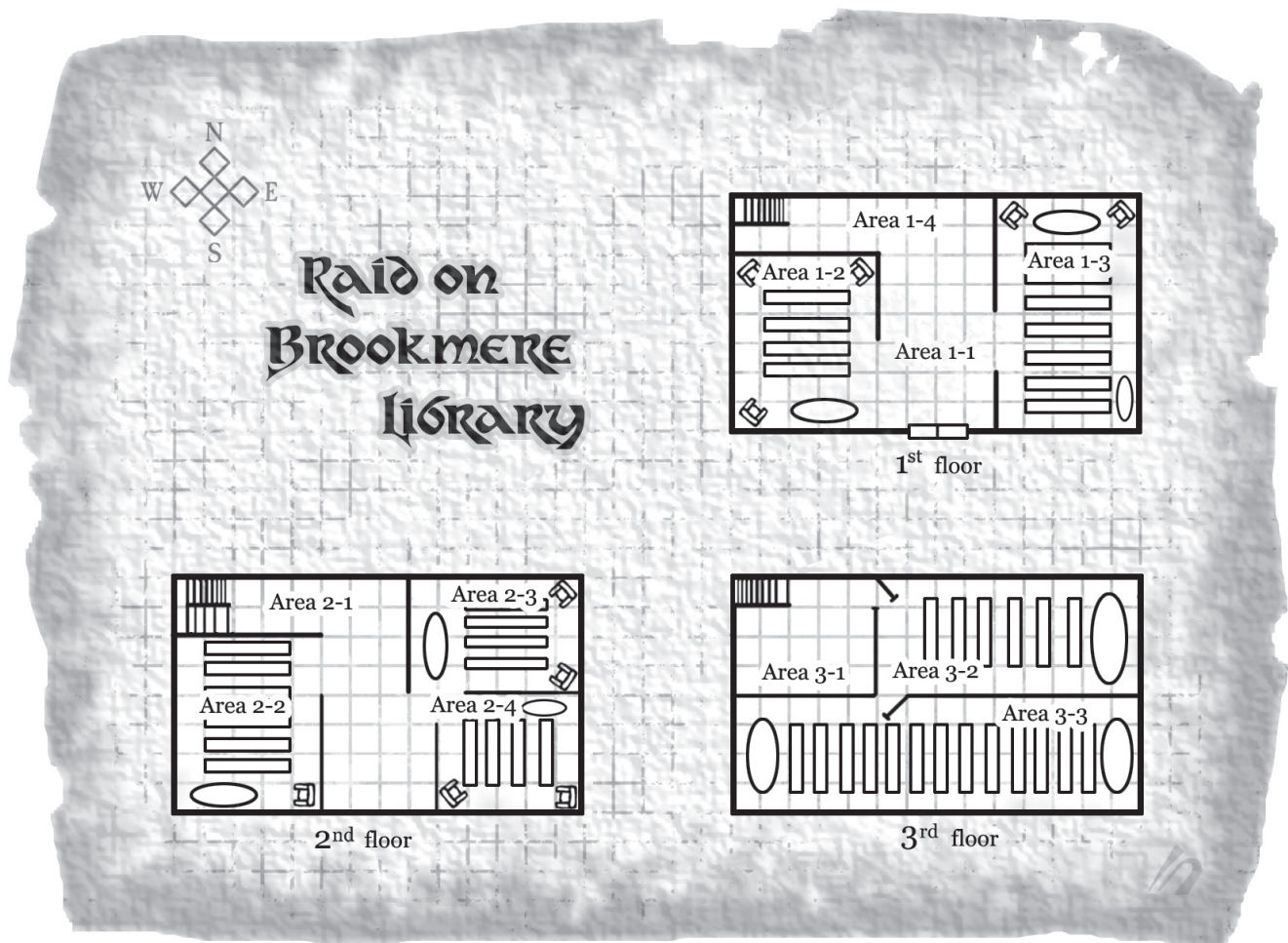
6 Orcs: HD 1; HP 8, 7, 6, 5, 4; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Also after the first round of combat, the orcs from Area 1-2 will create a second problem. Four normal orcs will attempt to escape from the library to fetch the Backup Trolls (see below). The half-orc thief will not immediately come out from Area 1-2, but will wait for an opportunity to backstab one of the party members, emerging when it is prudent to do so.

4 Orcs: HD 1; HP 8, 7, 6, 5; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Half-orc Thief (Th6): HD 6; HP 15; AC 7[12]; Atk 1 longsword (1d8); Save 10; Move 12; CL/XP 6/400. Abilities: Climb 90; Delicate 40; Hear 4 in 6; Hide 35; Silent 45; Locks 35. Backstab +4 from behind for triple damage.

The Backup Trolls: Two trolls are stationed roughly two or three city blocks from the library, intended to reinforce the orcish warband wherever necessary. If any orcs escape from the library, they will run



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to summon the Backup Trolls. This is not automatically successful. If they are summoned by a group of two or more orcs, the trolls will come as planned. If a lone orc comes to their shadowy post, however, the trolls will kill and eat him: trolls are not good team players, and old habits die hard. Once the trolls are summoned, they will enter the library and pursue the characters.

2 Backup Trolls: HD 6+3; HP 39, 27; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

Protections on Brookmere's Library

The library is protected from certain magical phenomena. First, teleportation, dimensional, and planar magic cannot be used from place to place within the library, or to gain access into it, although it may be used to depart entirely. As a rule of thumb, it is *arrival* in the precincts of the library that is inhibited by the wards, not *departure*. Secondly, scrying any part of the library is extremely difficult, due to these protective spells. It is possible to cast scrying and dimensional spells from the inside to the outside of the building. The only definitive weakness in the structural defenses of the library is that no protections have been cast upon the building stones themselves (or the slate tiles of the roof), and these are vulnerable to magic that affects stone directly with no dimensional aspect to the spell, such as *rock to mud*.

Library Features: The ceilings of the library are 15 ft. high.

1-2. West Wing

This room looks as if it has been ransacked. Shelves are knocked over and books lie in disarray on the marble floor. A table lays in splinters, broken in half by some heavy object. Nearby wooden chairs have shared a similar fate.

One of the ogres has been busy in this room, smashing the tables and chairs. The west wing housed all of the tomes on local history and geography; there is a great deal of information about Brookmere and the surrounding area in here, but obviously nothing that the war band found valuable.

If the party has managed to avoid creating any noise in Area 1-1 when they enter the library, there will be four **orcs** and a **half-orc thief** in this room, preparing to pry up parts of the floor in a search for loot. However, they are most likely to be encountered in Area 1-1 and are described there.

1-3. East Wing

The shelves of this room have been knocked over and many appear to have been cut through with a large blade.

The ogres have busy amusing themselves by attacking the library shelves. Most of the shelves are knocked over, their contents lying in heaps on the floor. The tables and chairs are, surprisingly, still intact. This section of the library houses texts on a variety of subjects, from known flora and fauna to famous artwork throughout and beyond the

kingdoms. If the adventurers managed to bypass the ogres in Area 1-1, or dispatched them in absolute silence, there will be six **orcs** in this room (see Area 1-1 for their description).

1-4. Switchback Stairs

An ornate marble staircase rises above you, ascending to a mid-platform and then turning back toward the next level of the library. The sounds of the ransacking war band can be heard above.

Library, Second Floor

2-1. Stairwell

The stairs continue winding up to the third floor. Before you a short hall leads to the rest of the second floor. The sounds of destruction and yelling in the orcish tongue can be heard around the corner, but no one appears to be guarding the stairwell itself.

The orcs do not pay much attention to the stairs, as they are too busy tearing apart books, fighting one another, and causing general mayhem. The characters may continue up the switchback staircase (unnoticed on a roll of 1-5 on a d6), unless they make an unusually loud sound. There are, of course, ramifications for moving onward without clearing this level. Once fighting breaks out on the level above, the orcs on this floor will hear the clamor and ascend the stairs to attack the following round.

If charmed or captured, the orcs on the second level have the same information as the first group that the characters encountered (see Brookmere Streets).

2-2. West Wing

An orc, wearing a cruel, curved sword on his belt holds a book upside down in his hands. His head tilts to one side as he stares quizzically at the text. More orcs are behind the shelves; from the sound of it, they are less immersed in culture than the first one. The orcs behind the shelves are not directly in view.

The players can easily get the jump on this **orc**, as he is busy puzzling out the book, but the three orcs behind the shelves might be more difficult to dispatch quickly. If the orcs are not slain quickly, the **2 orcs** and the **wereboar** in Area 2-3 will hear the din of battle, alert **Martak** in Area 2-4, and join the fight in the next round.

1 Orc Guard: HD 1; HP 8; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

3 Orc Looters: HD 1; HP 8; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

The book that the orc holds in his hand is of no real importance. It is a popular fairy tale that the characters may remember from their own childhoods, titled "Red Cap and the Slaving Wolf Beast."

This section of the library is dedicated to prose and poetry. The shelves in this room are still mostly in tact, as are the tables and chairs, although many books lie scattered about on the floor.

2-3. East Wing

If these orcs have not already been alerted, read or paraphrase the following:

Two orcs clad in black leather armor stand atop a mound of books, yelling back and forth at one another. Their hands both rest on the hilts of their short swords, as if they are ready to cut one another down. A third orc, much larger and hairier than these two, is sitting in one of the chairs, watching. This orc wears no armor and has red piggy eyes; small yellow tusks protrude upward from his lower jaw.

The two armored orcs are fighting over who made the most kills through the streets of Brookmere on the way to the library, as anyone who speaks the Orcish language can immediately tell. The orcs do not physically fight one another, and soon go back to ransacking the library if they are not attacked. The third orc is a lycanthrope, a wereboar.

2 Orcs: HD 1; HP 8, 8; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Wereboar: HD 5+2; HP 25; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy.

As before, the wizard Martak, in the adjacent room (Area 2-4) may hear and investigate any strange sounds from this room.

This chamber of the library houses tomes written on the philosophy and workings of magic. Just outside of the door to Area 2-4 lie two charred orc bodies, victims of the *glyph of warding* that was cast on this door. After the blast and a good laugh, the remaining orcs commenced with breaking through the door.

2-4. Scroll and Magic Tomes Room

Unless Martak has already been alerted, read or paraphrase the following:

Amid shelves of musty tomes and scrolls stands a twisted orc-like thing in robes, holding a book in one hand and a staff in the other. Its eyes are disconcertingly human, but they glitter with madness and the taint of foul memories.

Martak is indeed a twisted thing, bred of magical horrors and weird, forbidden alchemies. In most respects he resembles an orc, for this was the basic element used in his creation, but human eyes glitter madly from the deep sockets of his brutish head. His past is unknown; when Elyria began recruiting orcish mercenaries, Martak simply came in from the wilderness along with the orcs. He definitely inspires an uncomfortable fear among Elyria's orcish followers. The orcs avoid him when possible, but obey him quickly, perhaps sensing that a measure of demonic ichor flows in his veins along with his human and orcish blood.

Martak is protected by a mirror image spell, although this will not be apparent until he makes any sudden movements, shaking loose the illusionary images. Note, also, that he has 10% magic resistance.

Martak (MU8): HD 8; HP 25; AC 9[10]; Atk 1 staff (1d6); Move 12; Save 8; CL/XP 10/1400; Special: 10% magic resistance, immune to charm person, spells.

Spells (4/3/3/2): Charm Person x1, Magic Missile x1, Read Languages (cast), Darkness 15ft Radius, Invisibility, Mirror Image (cast), Fireball, Slow, Polymorph Self, Dimension

Door, Transmute Rock to Mud.

If the characters catch Martak unawares, he will attempt to negotiate his way out of the situation until he can escape using *dimension door* or by turning himself into a bird with *polymorph self* and flying away. This is simply a matter of survival, not cowardice, and Martak is very good at surviving. However, if he is alerted to danger ahead of time, he will represent a serious danger to the party, for the demon blood in him hungers to kill – and this is also something Martak is very good at.

If Martak is captured or questioned, he is very calm at the prospect of dying. He will not divulge any information unless he is offered his freedom and can verify that the offer is genuine.

Martak realizes that the people of Brookmere are likely to blame the Irontooth clan for the attack, and thus claims to be a mercenary hired by the Irontooths. When asked about the raid, he claims that the Irontooths have been itching to break the treaty and attack Brookmere for some time. The attack on the library, he claims, was planned because it seems to be the pride of Brookmere.

There is just enough demon-ichor running in Martak's veins to make him immune to a *charm person* spell (although he can be charmed with *charm monster*). If *charm person* is cast on him, he will likely recognize the casting and will pretend to be charmed until he can escape. Should the characters successfully charm Martak with a *charm monster* spell, he tells the truth (that he is a wanderer staying with the Stonebones clan, and that most of the orcs involved in the raid are members of the Stonebones clan). He tells the party that he and the others were paid well by a strange sorceress, maybe elvish, who goes by the name of Elyria. He truthfully tells the characters that he does not know her motives, or where she is from. He knows only that she seeks a tome that she believes is kept in this library. If he is asked specifically enough about Elyria, he will mention that although she looks elven, he is relatively sure that the similarity is only on the surface, and that she is of some other race of beings entirely.

This room holds a great number of spell books and magical scrolls (both magic-user and clerical). The formula for every spell in the rules, up to fifth level, can be found here (with the exception of those that can be considered of Chaotic nature, such as *Animate Dead*). The spells that are considered "restricted" are to be found on the above floor; the wizards of Brookmere feel that all knowledge is valuable, and all sources have a multitude of purposes. Nevertheless, the books are kept separately. Besides the books and scrolls, the characters can find a *Manual of Beneficial Exercise* stored on a back shelf. You may have to remind greedy characters that the keepers of the library (wizards from the nearby school and a variety of clerics from the city's temples) would not consider looting by the characters to be any more acceptable than looting by the orcs.

Library, Third Floor

3-1. Stairwell

The stairwell ends on the third floor in a nearly empty 20-foot by 25-foot room. Two orcs, their flesh charred, lie dead before an open metal door. The door is engraved with a multitude of runes.

A magic-user character might know that the third floor houses the restricted lore of the library. The Brookmere Wizard's Academy only allows entry to those who have proven their worth and morality.

The door was trapped with a *symbol*, which is responsible for the death of the two orcs but is now spent of its power.

3-2. Restricted Magic

A sense of heaviness permeates this room, as if the dark subject matter contained herein had infused the air with its essence. A multitude of strange books and scrolls occupy this room. A dead bugbear lies on the floor, an open book clutched in one hand, and a look of horror on its face. The room is deathly quiet.

As a protective measure, this room is permanently protected with a spell of silence, to prevent anyone's inadvertently casting a spell from one of these books.

This room houses the arcane and divine spells that cannot be found on the floor below (the restricted spells). The spells contained herein are forbidden, as the members of Brookmere's Wizard's Academy feel that they are harmful, or evil in some way. The content of this room is at the GM's discretion. Besides a great number of tomes and scrolls in this room, the characters can find a small gray bag (hidden behind several books on a shelf in the back of the room) filled with *dust of sneezing and choking*. If the characters stop to read some of these unpleasant and disturbing books, there will most likely be consequences. It requires a full turn of reading to suffer the book's effects (if any), and not all characters will react in the same way to a particular book; separate die roll would be made for each reader on the table below (roll 1d6).

1) A Lawfully-aligned character has a 10% chance to lose a point of wisdom; a neutrally-aligned character has a 5% chance to lose a point of wisdom; a Chaotically-aligned character has a 5% chance to gain a point of wisdom. Clerics and paladins have enough strength of will to allow a saving throw; for other classes, no saving throw applies.

2) A 5% chance that any character other than one Chaotically aligned will suffer nightmares for 1d10 days, and in consequence will not be able to regain lost hit points from normal rest. No saving throw applies for Clerics and Paladins; other classes are permitted a saving throw.

3) A 10% chance that the character's mind becomes temporarily unhinged, and the character functions as if affected by a *confusion* spell. A saving throw applies for all classes.

4) A 10% chance that the character is affected with visions that effectively cause blindness for 3d6 turns; this is not true blindness, but the horrid visions occlude normal sight. No saving throw applies for any class or alignment.

5) A 10% chance that a Cleric or Paladin will actually gain further purpose as a reaction to the horrors disclosed in the book, and will fight with a +1 to-hit bonus for the next 3d6 turns. Such a book has no effect on members of other character classes.

6) A 10% chance that the pure knowledge within the book grants a bonus of 1000xp to the reader, of any class or alignment. The book will not necessarily have the same effect on other readers – if a second character reads the book, the result on that character would still be randomly determined.

The dead bugbear on the floor obviously read something it shouldn't have (or, more likely, saw an arcane picture or diagram, since reading is not generally acknowledged as a strong point of the goblinoid races). Its demise has allowed a Second-category demon, a Hezrou, to take possession of the body. In 1d4 rounds, the body will begin to bloat up, forming into the demon's true shape in 1 more round.

Second-Category Demon: HD 9; AC 0[19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; CL/



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XP 11/1700; Special: Magic resistance 50%, cause fear at will (per the spell), detect invisibility at will (per the spell), cause darkness 15ft radius at will, immune to fire.

3-3. Restricted Lore

There are **2 bugbears** and a **hill giant** in this room, acting as the personal guard of **Elyria**. When the characters enter this room, read the following:

"Fools! I told you not to light anything on fire!" A woman's voice echoes in the chamber, apparently emanating from a slight, black-robed figure that is hurriedly placing a number of books into a satchel. A flame spreads on the third floor of the library, and a thick black smoke fills the air. The robed woman turns toward the door and halts upon seeing you. In a strangely echoing voice she shouts, "Insolent whelps! I spared you in the streets, but you lay your lives back down at my feet! Kill them!" She gestures to her guards and they rush forward to attack.

Before Combat Despite her words of bravado, Elyria wishes to take no chances. In fact, the woman that PCs see before them is only an illusion created by Elyria's *phantasmal force* spell: Elyria has cast a string of spells on herself in an attempt to make certain that her plans are not foiled. She has the following spells cast when PCs enter this area: *invisibility*, *shield*, *protection from normal missiles*, and *phantasmal force*. Elyria herself hides behind the easternmost bookshelf, safely hidden and peering at the PCs through the books. As soon as she has the opportunity, she will cast *teleport* and return to Castle Novgorod.

Elyria (MU10): HD 9+1; HP 30; AC 7[12]; Atk +1 staff (1d6+1); Move 12; Save 6; AL C; CL/XP 12/2000; Special: Spells 4/4/3/2/2

Spells: Detect Magic, Read Languages, Read Magic, Shield, Invisibility x2, Locate Object, Phantasmal Force, Protection From Normal Missiles, Dispel Magic, Suggestion, Ice Storm, Confusion, Teleport, Cloudkill.

Magic Items: wand of lightning bolt (25 charges), +1 staff, ring of protection +2, ring of feather falling.

Hill Giant: HD 8+2; HP 42; AC 4[15]; Atk 1 club (2d8); Move 12; Save 8; AL C; CL/XP 9/1100; Special: Throw boulders.

2 Bugbears: HD 3+1; HP 16, 15; AC 5[14]; Atk 1 longsword (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Elyria will do whatever is necessary to survive this encounter and escape with the book. If she is somehow forced into combat (i.e., prevented from teleporting), she will most likely use an *ice storm* or *cloudkill* spell in an attempt to wipe out her attackers, depending on the circumstances. Note that a *cloudkill* spell will not easily be distinguishable from the normal smoke in the room.

A fire has broken out in this room, and spreads rapidly each round. After 1d4 rounds of combat all creatures must make a saving throw or begin taking damage from smoke inhalation (unless the fire has been doused by Elyria's *ice storm* or some other circumstance). Smoke inhalation inflicts 1d6 points of fire damage per round.

Experience: Add 20% to the normal experience for this encounter due to the fire. The characters are also likely to expend a fair amount of their resources searching for an enemy who is no longer there. Award the party an additional 10% if they think of a way to put out the flames and save the library on their own.

After the Battle

After the battle, assuming that players do not get the fire out on

their own, citizens and wizards from the academy take notice and quickly rush to put out the flames. Citizens form a line of buckets from the well to the library, passing water to be thrown on the fire. Meanwhile, wizards cast water and ice spells from scrolls taken from the academy. Between the groups the citizens can quench the flames (although the library does sustain considerable damage).

Area 3-3 houses all of the lore that the Brookmere Wizards Academy believes should be restricted. Topics found in this room include demonology, vile "ethnography" style memoirs of those that have experienced firsthand the rituals and ways of evil societies, and other such works of evil.

Il Oboroten is a rare and valuable text written in an ancient dialect of elvish. The word "Oboroten" is used in ancient elvish to describe those that have been condemned to inhabit another form (in this case the axe). The book details the ancient artifact *the Axe of Tsanai*, and the rite that is said will release the demoness entrapped within from her imprisonment. It also details the history of the axe, and its apparent ties to Lilith. Note that there is no mention of Medhiba, for the events of Tsanai's imprisonment took place while Medhiba was still merely a demon in Lilith's service. For more details on *Il Oboroten*, see Appendix 2.

Given the state of the library, it is nigh impossible for the party to determine what has been taken, without the aid of divination magic. Characters who speak Elvish have a 25% chance to know the ancient word if they hear it (the ancient language is roughly one-fourth similar to the current dialect).

If the players succeed in killing Elyria or preventing her from escaping with the book, the enemies will make a second, stealthier attempt after the characters have (presumably) departed for the realm of the Irontooth clan. Martak (if he survived) will steal Elyria's body to be raised from the dead while others make away with the copy of *Il Oboroten*. If the characters succeeded in killing both Elyria and Martak, they will essentially have put an end to the risks – for the time being. It is possible – even likely – that a successor to Elyria's plan will step into place fairly quickly, taking advantage of her preparations and knowledge, but this is up to the GM's decisions about the nature of the enemy. If Elyria's plan is stolen and adopted by another villain, there would be some degree of delay involved, possibly lulling the characters and town into a sense of false security, or possibly allowing them to gain more information about the nature and plans of the enemies facing them.

Raid Aftermath

The horde of orcs was never truly large enough to defeat the town, and is driven off after a great battle. Many are slain, but much of Brookmere lies in a state of partial ruin. Citizens begin an attempt to put their lives back together. A general animosity rises amongst the citizens for Lord Thorbold. They see the attack as being his fault, as he was the one that drafted a treaty with the Irontooth Orc clan (who most believe are the attackers). It is possible that the actions of the characters will suggest to observers that they might have been part of the raid; this might require some diplomacy on their part, but eventually the townsfolk will realize that this interpretation simply doesn't fit the facts very well. Soon after the battle, Lord Thorbold hears of the party's deeds and sends a messenger to summon them to his keep. Should the characters accept his summons and follow the messenger to the keep, read or paraphrase the following:

Lord Thorbold's messenger leads you up a long staircase to the third floor of the keep and continues ahead to a set of ornately carved wooden double doors. Two guards clad in full-plate armor and bearing halberds usher you forth. The messenger pushes the large doors open and beckons you to follow into the chamber beyond. Lord Thorbold sits at the head of an oak table, and stands as you enter. "Greetings! I have heard of your exploits, and ask that you might dine with me!" He gestures to the table, displaying an array of foods. "Please, make yourselves comfortable!"

RAID ON BROOKMERE

This is a chance for the characters to discuss the recent events, make plans, and possibly gain some useful information. Thorbold asks the party about their encounter in the library, and what they make of the attack. He is especially interested in the sorceress that led the attack. After allowing the characters a chance to tell their part of the story, and/or at the point where Thorbold becomes convinced that they would be good agents for his plan to send envoys to the Irontooth clan, read or paraphrase the following:

Thorbold sits back in his chair after listening to your account. "That is strange indeed." He says. "What would the orcs want with our library?" He lights a pipe and takes a long puff, blowing a thick ring of smoke. "You know of the treaty with the Irontooths, no doubt? Well, many years ago they were a constant burden to Brookmere, until we drafted the treaty, that is. Gorgrim is reasonable enough for an orc chieftain, and has seemed satisfied with the treaty for the past several years. It was only recently that he expressed new hostilities toward our city." Thorbold takes another long drag of his pipe before continuing.

"It seems that a company of lumberjacks encroached on Gorgrim's side of the Blackstump Woods. The orcs resorted to violent measures, and threatened to break the treaty. Well, it seems that they've grown in numbers over the years, and a war with the Irontooths is the last thing I want. But with this attack it seems inevitable. Still, I'm not so certain that Gorgrim is to blame."

Thorbold answers any questions the PCs ask concerning the raid. If the PCs ask whether Gorgrim was seen during the raid, Thorbold states that there are no reliable accounts of the chief's presence. Should the PCs ask about the orcs that retreated, Thorbold states that Rangers tracked the orcs to the Blackstump Woods, but from there the tracks dispersed in all directions. If the PCs ask about other orc clans, Thorbold says that he knows of no other large clans in the area, although there are many small factions of orcs and goblinoids nearby that pay no clan allegiance.

After the characters have asked their questions, Thorbold asks them for their help. He fears that even if the Irontooths are not to blame, the attack may incite bloodlust in the Irontooths, and bring a second attack on the city. He asks the party to act as ambassadors, bearing a white treaty flag, and go to the Irontooth territory to parlay with Gorgrim. Thorbold wishes the party to question Gorgrim about the attack, and learn if the Irontooths were involved, or whether they know which clan was involved. He wishes to know which clan is responsible before deciding upon war.

Thorbold realizes that going deep into hostile orc territory is dangerous, and offers 1,000 gp to each party member willing to act as an ambassador, should the party ask for payment. Brookmere is not a rich city, but Thorbold will pay up to 500 gp more per person should players haggle.

If the players accept these terms, Thorbold draws them a map of the Blackstump forest, and the way to the Irontooth caverns. Give players **Handout 1**.

Blackstump Forest

This chapter details a number of wilderness encounters and lairs of the many inhabitants of Blackstump Forest. In addition, the characters have a 10% chance each day and night spent in the woods of running into a wandering monster. The Wandering Monster Table 1, found in the adventure Appendix 1, details possible encounters.

The Blackstump Forest lies just a few miles north of Brookmere, as does Blackstump Lake, which extends several miles into the woods. Under the treaty with the Irontooths, Blackstump Lake lies completely in Brookmere's territory, and a cart road leads along the lake out into the woods. The road stretches nearly the entire way to the Irontooth lair, although there is a visible decline in the road's quality as one enters Irontooth territory. The road has become overgrown and washed out, as the orcs pay no heed to its upkeep. It is a single day's ride to the Irontooth orc caves. Read or paraphrase the following as the characters enter the Blackstump Forest:

A road with deep cart ruts leads out of Brookmere along Blackstump Lake. Boats sail on the lake, propelled by a cool breeze blowing from the east. The road follows the lake and winds through farmland and abandoned dwellings. Finally, after several miles, you see the Blackstump Woods looming ahead. Tall pines flank the road and continue east for as far as the eye can see. To the west the lake stretches deeper into the woods, but no boats ride these waters.

If the party is looking for tracks, each character has a 1 in 6 chance of noticing a trail in this area left by the orc raiders. Shortly after entering the forest, the tracks disperse in all directions. Each set leads deep into the forest in erratic patterns. If the characters persist in following the tracks to the eastern side of the road, they continue to the hills just north of Sylvanus, a small town several days ride northeast of here. These are the tracks of the Stonebones clan members.

1. Lumberjack Camp

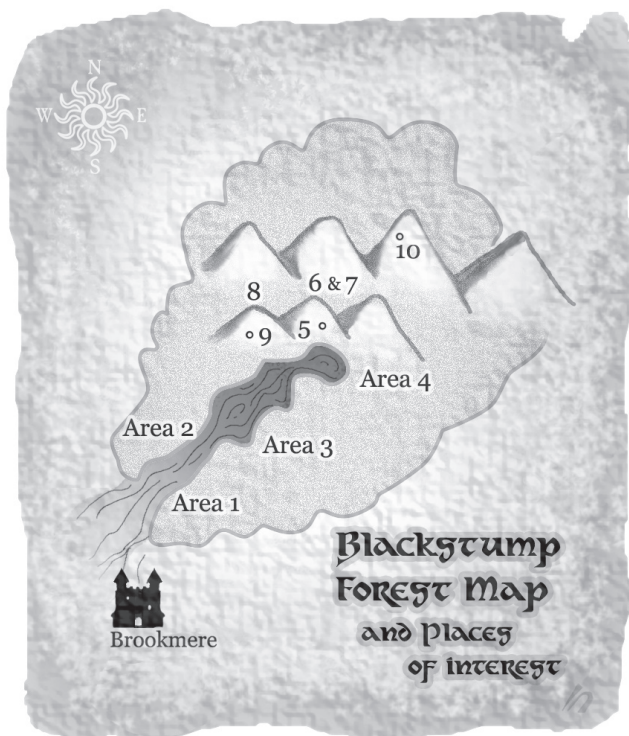
After a short distance into the woods the characters come upon a smaller road leading off to the east. Should they choose to follow it, they soon come upon a small encampment of twelve lumberjacks. Should the characters approach the camp openly, read the following:

The road comes to an end in a large clearing. Tents are set around several central fire pits, and a number of carts circle the outer ring of the encampment. Most of the carts are filled with logs. Hobbled horses graze nearby. A man ambles toward you from one of the carts, badly limping on his right leg. "Hail!" He calls out to you.

The man hailing the party is the boss of the operation, **Terrence Boggis**. He welcomes the adventurers to his camp and bids them to stay and talk over a meal.

Terrence Boggis (FT2): HD 2, HP 15, AC 9[10], Atk longsword (1d8), Save 13; Move 6 (bad leg); CL/XP 2/30.

Unless it is nearing nightfall, Terrence is the only one at the camp. Otherwise, the other eleven lumberjacks are here as well. Terrence says that recently a small tree fell on his leg while working, and he



waits at the camp for it to heal.

The **11 lumberjacks** do not yet know of the raid on Brookmere, but if the characters inform them they become a bit closed-mouthed. This is because they heard the war band traveling through the forest the night of the raid, forming in the east, and none of the men are eager to be seen as cowards. The lumberjacks had heard of other lumberjacks killed by Gorgrim and the Irontooth clan, and hoped to keep in hiding from the orcs (despite the fact that they are working in Brookmere's territory). Should the adventurers mention the raid on Brookmere it still takes some coercing to drag this information from the lumberjacks.

11 lumberjacks: normal humans, HP 6 each.

Besides knowing the above information, Terrence and the others can point the party in the direction of the Irontooth caves. They caution the characters to stay away from Gorgrim's territory, telling them horror stories and the grisly fates of other trespassers.

Finally, Terrence knows one last bit of information. He tells the party that he has seen a strange woman beckon to him from Blackstump Lake (see Area 2). Correctly believing her to be a water spirit, he kept his distance, having heard a fair number of tales detailing their mischief. He advises the characters to keep their distance should they see her.

2. Serena of Blackstump Lake

Shortly after the road leading to the lumberjack encampment the adventurers encounter Serena, a **nereid** whose shawl has been stolen by Gorgrim. She beckons to the characters, hoping to find a champion to help her. Read the following as the party travels along the road.

BLACKSTUMP FOREST

A short distance across the waters of Blackstump Lake is a figure, treading in the water. She seems to see you passing and swims closer to shore. She calls out to you although from this distance you cannot make out her words.

Wait for the players to decide whether they wish to stay to greet her or continue on their journey before continuing. Should they stay to greet her, read the following:

The woman approaches the shore but still stays a short distance out in the water. Her features appear elven, and it looks as if she is swimming nude. Her flowing dark hair floats atop the water, hiding her body's features. "Hail! My name is Serena! Won't you help me?"

Serena tells the adventurers right away that she is a fey creature of the water. She explains to them that Gorgrim and his clan attacked her at the small lake just below their caves, and stole her shawl. Gorgrim has threatened to destroy the shawl if she does not cooperate with his clan, and thus she follows his orders for fear of death. Gorgrim has ordered Serena to kill any that approach the lake below the Irontooths' caverns. He has not expressly forbidden her from traveling the river to Blackstump Lake, and thus Serena travels here in search of a champion whenever she believes Gorgrim will not notice.

Serena desperately pleads with the party to help her, offering a valuable treasure as a reward should they return her shawl. Should the characters agree to help, Serena grows elated and very cooperative. She answers any questions the party may have about the Irontooths' recent activity. Serena can tell inquiring characters that only small bands of the Irontooths have left the immediate area recently. Gorgrim has not traveled anywhere farther than to her lake for nearly a month.

When it comes time for the party to move on, and if they agreed to help her, Serena tells them that she must guard the lake below the Irontooth caves. She urges the characters to avoid the lake, telling them that she is commanded by Gorgrim to defend it. She fears that Gorgrim will destroy her shawl if he sees her allow the party safe passage. Thus, she informs the characters of a trail that veers around the lake and leads directly to the Irontooth caves.

Should the party choose to attack Serena (for whatever reason), she reacts by fighting in the same manner as detailed in Area 4. Serena owns a *figurine of wondrous power* that is carved in the shape of an octopus (a new item, detailed in Appendix 2 of this adventure). It calls forth a **giant octopus** named **Squiggles** if thrown in the water.

Nereid: HD 4; HP 20; AC 9[11]; Atk Spit poison 20ft; Move 12 (Swim 14); Save 13; AL N; CL/XP 6/400; **Special:** transparency, water form, magic resistance, kiss, shape water, water mastery, spit poison

Giant Octopus: HD 7; HP 35; AC 7[12]; Atk 8 tentacles (1d3); Move 2 (Swim 10); Save 9; AL N; CL/XP 10/1400; **Special:** constriction and pinioning.

If the characters get Serena's shawl from Gorgrim, and return it without damage, she gives them a *nereid cloak* (detailed in Appendix 2 of this adventure). It is a beautiful ivory colored cloak made from the shawls of departed nereids. When worn it grants the wearer +2 bonuses to both Dexterity and Charisma.

Unscrupulous characters might choose not to return Serena's shawl, but use it against her much as Gorgrim has. In such a case Serena grows embittered toward the entire party, and waits for the perfect time when she might take back her shawl and wreak vengeance upon her captors.

If there is a druid in the party, he or she will know the basic dangers of a Nereid: the poison spittle and the dangers of the nereid's kiss. Rangers and magic-users have a 50% chance of having picked up this knowledge from studies and/or past training.

3. Irontooth Territory Border

The Irontooth territory border is about a half days ride north of Blackstump Lake by way of the main road. From here the road north becomes overgrown and in a state of ill repair. Read the following when the party nears the Irontooth territory:

Pikes are stuck in the ground on and around the road, displaying human skulls. Buzzing hordes of flies circle the skulls, which are still flecked with the rotting remnants of human flesh. These gruesome standards are no doubt meant to mark the point where Brookmere territory ends, and Irontooth territory begins.

These standards were actually made from the lumberjacks that strayed onto the Irontooth side of the forest. Casting *speak with dead* does work on the skulls. The skulls can tell the characters only that they were attacked by a band of orcs led by a terrible warchief decorated in red war paint and brandishing a two-handed sword. They can also tell the party that they were lumberjacks from Brookmere who strayed too deep into the forest, accidentally crossing the border into Irontooth territory.

Any search of the surrounding woods will immediately yield the lumberjacks' bodies. The bodies have already been stripped of all valuables by the orcs. The remains lay rotting in the bushes, having already been picked at by scavengers.

Experience: Award Lawful characters an extra 200 xp each if they bury the remains of the lumberjacks.

4. Irontooth Lake

The trail leads straight to a mountainous and densely forested valley. A lake lies at the bottom of the valley, and the trail continues past it, winding back into the mountains. The characters can also find another trail leading off around the lake, and if they negotiated with Serena, they know to follow this second trail. The second trail ends up in the same spot as the first, on the mountain above the lake at Area 5.

There are two options for the following encounter, depending on whether or not the characters have already confronted Serena. Be sure to read or paraphrase the appropriate excerpt.

If the characters take the main trail, read the following as they near the lake's shores:

Gentle waves roll in to the lake's shore, rustling aquatic bushes and plants on the water's edge. A thrush flies from the bushes as you near.

Each party member has a 10% chance to notice the sparkling of five red gems in the waters. Gorgrim placed these here in an attempt to lure intruders nearer to Serena. The gems are Bloodstones worth 50 gp each. The nereid hides behind the nearby bushes in the water, waiting to call Squiggles and attack. Under optimal circumstances, Serena will wait until a character reaches for the gems before making herself known.

Read the following to a party that Serena warned, but who were foolish enough to ignore it:

A pained voice cries out from the lakes rippling waters. "Fools! I warned you not to pass by the lake! I'm sorry, but I have no choice!" Serena swims toward you, and suddenly a giant, rubbery, tentacled beast bursts from the lake. Its tentacles writhe as it moves closer to the shore.

Nereid: HD 4; HP 20; AC 9[11]; Atk Spit poison 20ft; Move 12 (Swim 14); Save 13; AL N; CL/XP 6/400; **Special:** transparency, water form, magic resistance, kiss, shape water, water mastery, spit poison

Giant Octopus: HD 7; HP 35; AC 7[12]; Atk 8 tentacles (1d3); Move 2 (Swim 10); Save 9; AL N; CL/XP 10/1400; **Special:** constriction and pinioning.

If the characters defeat Serena, she dissolves into formless water. The party will find her treasures in the nearby waters if they search for them.

5. Irontooth Cavern Guards

The path leads to the entrance of the Irontooth caverns. The cave entrances are well hidden in a large outcropping of stone, behind bushes and trees. Guards (2 ogres) step forth from the stones to greet the party. Read the following when the characters approach this area:

The trail seems to come to a halt here, where large, stone outcroppings. Overhang the trail on both sides. Near the stone something stirs, and two large ogres move forward from one side. One ogre beats his club in the palm of his hand, and neither seems pleased to see you. "Intruders!" The first ogre says in his guttural attempt at the common tongue. "Wha chu be want'n' 'ere? Mayhaps you be want'n' some bashin'?"

In addition to the ogres, this area is guarded by five bugbears who lie in concealment in some brush underneath the other outcropping. The party as a whole has only a 1 in 6 chance to spot the bugbears, although if they deliberately look under the other outcropping for a potential ambush, the chance of observing the bugbears rises to 2 in 6.

The bugbears are not the only hidden defense. Atop the rocks are ten orc archers with shortbows, ready to reveal themselves and attack if there is any sound of hostility below. Two of them are also equipped with a large, weighted net which they will throw over the trail if this appears to be a good tactic. The net covers the entire trail area between the overhangs; if the orcs throw the net, any character in that area will be covered by the net unless the character makes a saving throw to leap out of the way backwards or under one of the rock outcroppings. The net covers an area of about twenty by twenty feet. Any party member who is caught in the net cannot attack or move to another place without slashing through the net, which takes two melee rounds. Such characters are not really entangled, just draped with heavy ropes; spellcasting and other small-scope actions are possible.

The orcs are not visible from the trail, but if the party has been scouting by air, this part of the ambush will be completely obvious to an aerial observer (including notice of the net, which is kept partially spread out for faster use). Good scouting or a well-designed marching order might alter the nature of the battle, but the plan is for the ogres to draw the attention of any attackers, the bugbears to enter the battle from behind after the orcs throw their net, and the archers to take out any rear-guard spell casters with a +1 bonus to hit (because the orcs hold the higher ground). If the bugbears have not been detected before they attack, they have a 50% chance to gain a free charge-and-attack before normal combat resumes.

Access to the archers' post is gained from another trail – getting there from this part of the trail would require climbing a twenty-foot sheer rock face. It is possible to shelter from arrows under the rock overhanging the bugbears' overhang, but the area beneath the ogres' overhang can be targeted by the archers.

With the bugbears and orcs remaining hidden, the two ogre guards listen to what the characters have to say, as long as the party is not overtly hostile. Any mention of Thorbold, Gorgrim, the treaty, or that they were sent as ambassador's gets the guards' attention (especially if the party presents the white treaty flag given to them by Lord Thorbold). Should the characters mention that they were sent to speak to Gorgrim by Thorbold, one of the ogres goes into the caverns to alert the orc chieftain.

Should the characters decide to attack and kill the guards, they have a more difficult time ahead of them speaking to Gorgrim. They might find the cavern entrance nearby, but the caverns are a mess of tunnels infested with orcs and goblinoids. These tunnels are beyond the scope of this adventure, and would be more suited for a lower level party; as such they are not detailed here.

Even if the party kills the guards, Gorgrim will eventually meet them at the top of the mountain at Area 6. They will have some explaining to do about the battle, but fortunately orcs understand the occasional need to kill things, and Gorgrim will take it in stride if the characters have a good explanation (such as, "They irritated us").

5 Bugbears: HD 3+1; HP 25, 23, 21, 14, 13; AC 5[14]; Atk scimitar (1d8+1); Move 9; Save 14; CL/XP 3/120; **Special:** Surprise opponents, 50% chance.

2 Ogres: HD 4+1; HP 33, 20; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; CL/XP 4/120; **Special:** None.

10 Orcs: HD 1; HP 8, 8, 7, 7, 6, 6, 6, 5; AC 6[13]; Atk Shortbow (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; **Special:** None.

If the characters cooperate with the guards, and one of the ogres goes to get instructions for dealing with them, the others are willing to answer questions. Unfortunately ogres are not much of conversationalists. One talks mostly of "bashin' goblins who ain't followin' orders." If asked about the recent raid on Brookmere, he merely scratches his head and says he knows "nothin' 'bout no raid." When the messenger-ogre finally returns from the caverns several minutes later, read the following:

The ogre returns from behind the stone outcropping and approaches. "The boss says he'll see you," he says in a much better attempt at the common tongue than any have made up until this point. "You're to meet at the seated stone ring. Morg's supposed to take you there." (Morg is one of the ogres).

Morg sighs. "All da way up dere?" He asks, whining. "C'mon then," he says, and gestures to you to follow as he begins walking up the mountain.

6. Ancient Amphitheater

Morg leads the party to the top of the mountain, where a crumbling amphitheater lies in ruins, built long ago by an ancient culture. The Irontooths use this place whenever **Gorgrim** wishes to address his entire clan at once. He awaits the characters at the amphitheatre, with his advisor **Wormtooth**, and **30 guards**. Read or paraphrase the following as the characters approach:

Morg leads you to the top of the mountain where an ancient, crumbling amphitheater is built into the earth. Rows of declining stone benches encircle a central platform in oval formations. The benches are empty, but the central platform is occupied by some thirty guards who stand in line, flanking the east and west sides. The entire central platform is shaded with a canopy made of stitched-together skins and hides, mostly of animals, but some of which might be human and orc. Sitting at the head of the platform in an ancient stone throne is what appears to be an ogre, his face painted with red shapes and runes, wicked tusks jutting from his mouth. A black two-handed sword lies across his knees. Morg leads you down to the platform, and ushers you forth through the line of guards.

Wait for the characters to react before continuing. Gorgrim refuses to talk to the party unless they follow ceremony and walk forth through the line of guards to stand before him. The great canopy of hides that shades the platform allows the orcs to act without any penalty for being in sunlight, but any orcs that are forced to fight outside the canopy's shade will do so at -1 unless this meeting takes place after sunset.

"Morg, what are you doing here? I told Grushrim to escort the intruders. But no bother." The orc chieftain looks down upon you as you approach. "I am Gorgrim, bearer of Lamorak the Black, slayer of the Green Wyrn Doomwing, and Chieftain of the Irontooth clan. Who are you and why do you call an audience with me?"

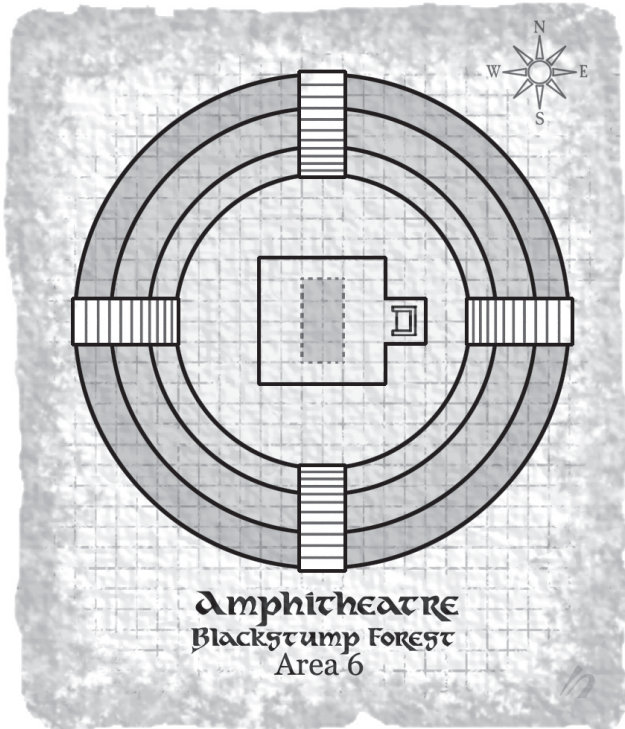
Gorgrim listens to the party carefully until they are finished. He denies having had any involvement with the raid, and (no matter how diplomatic the characters are) grows defensive. He feels that the adventurers are accusing him of betraying the treaty, and his reaction is not necessarily rational. Allow the characters to interact with Gorgrim for however long is necessary before reading the following:

An orc leaning upon a skull-topped staff hobbles up to the throne and stands beside Gorgrim. He whispers in the orc chieftain's ear and crooked smiles creep on both of their faces. "Yes, Wormtooth, perhaps a test is in order." A clanking sound rumbles from somewhere beneath the platform and the floor beneath your feet gives way!

The platform in front of Gorgrim splits in the middle, dropping the characters into the pit below unless they have some quick way to react. Those on the outer five feet of the mechanism are allowed a saving throw at -2. Those on the inner spaces of the trap are allowed a saving throw at -4. One of the orc guards falls into the chamber with any falling characters as well, much to the delight of the Irontooth onlookers.



BLACKSTUMP FOREST



Characters that succeed at their saving throws must deal with the orc guards, who attempt to push or throw them into the pit. You can run both battles (those above and those below in the pit) simultaneously. Above the pit, the orcs will grapple characters in order to throw them down, and their numbers will make this very likely. Unless you decide to use different grappling rules, the rules for handling this battle are simple. Up to 8 orcs can surround and attempt to grapple someone (if characters are standing back to back, they can, for example, reduce this number to 4, since the orcs can't surround). Those attempting to grapple must each roll to hit, and each one that is successful gets to roll 1d6 per hit die in the grappling check to follow. The defender also rolls 1d6 per hit die. The totals are compared, and if the defender's roll is higher than the attackers, the attackers are thrown off. If the attackers roll equal to or greater than the defender's roll, the defender is pinned (and will be tossed into the pit on the next round). Obviously, the defenders will also be slaughtering orcs at the same time all this is happening.

30 Orc Guards: HD 1; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

2 Subchiefs: HD 4; AC 1[18]; Atk +3 sword **Lamorak the Black** (1d10+3); Move 9; Save 13; CL/XP 4/120; Special: None.

Gorgrim: Ogre Mage: HD 5+4; AC 1[18]; Atk +3 two-handed sword (1d12+3); Move 12 (Fly 18); Save 12; CL/XP 7/600; Special: fly, turn invisible, create darkness 10ft radius, change into human form, cast sleep and charm person (1/day), cone of frost (1/day) with a range of 60ft to a base of 30ft, causing 8d6 damage to any caught within (saving throw applies). **Lamorak the Black** +3, +4 vs. Law, +1 plate mail

Wormtooth the Shaman (CL7): HD 3; AC 6[13]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 3/120; Special: Spells **First Level:** Cure Light Wounds x2; **Second Level:** Hold Person x2; **Third Level:** Continual Light, Prayer; **Fourth Level:** Sticks to Snakes; **Fifth Level:** Finger of Death **2 scrolls of lightning bolt, 1 potion of healing.**

During Combat Wormtooth may close the trapdoors again (the switch is operated near the throne) if he feels that the characters below could escape. Wormtooth then uses his spells, beginning with *finger of death*, then moving to cast *prayer* in an attempt to bolster

the orcs guards.

Characters who manage to stay up top and fight Gorgrim and Wormtooth choose a difficult path. They are likely separated from at least part of their party (who have a difficult fight alone in the pit). Should they actually kill Gorgrim and Wormtooth, the rest of the orc guards flee, entering hidden tunnel entrances dispersed throughout the forest and mountain, and taking refuge in the mass complex of tunnels below. A new orc chieftain arises to claim Gorgrim's title (possibly Guzruk, an Irontooth cleric of Orcus who hopes to turn the orc clan from worshipping their patron orc deity to outright worship of the demon lord Orcus). From here the orcs consider the treaty void, and work to bolster the defenses of their home, while planning a large scale raid on Brookmere.

7. Trap Chamber

As soon as any of the characters fall, Gorgrim enters the secret entrance behind his throne. He does not personally deal with characters that escaped the trap unless forced to, having faith that his guards will throw them in as well. The entrance leads to the orc caverns, and a metal grate immediately above the fighting pit from where Gorgrim enjoys watching battles. Read or paraphrase the following if any characters fall into the pit chamber:

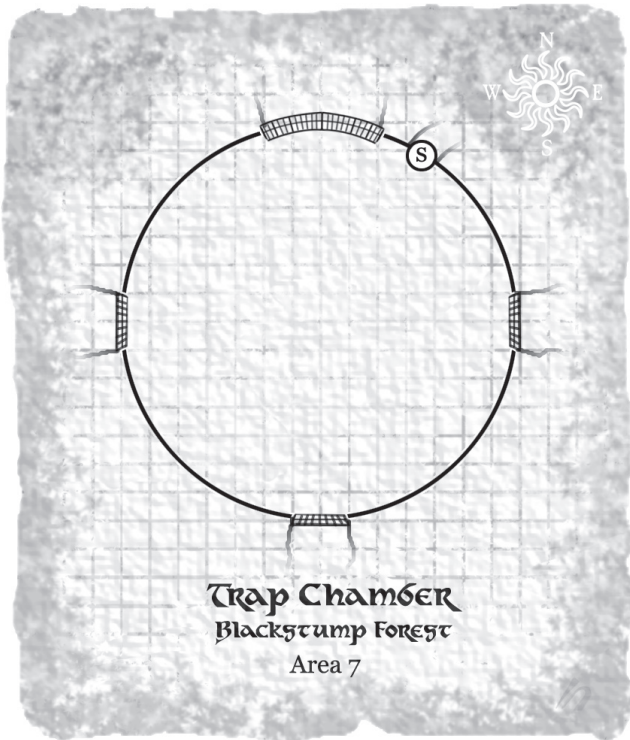
You fall into a large earthen floor chamber. Metal gratings surround the room, and orc and goblinoid faces leer at you from all angles, pointing and cheering at your predicament. It seems that one of the orc guards wandered too close to you, and fell into the trap himself. The orc runs back and forth through the chamber, frantically searching for an exit. He runs to one of two enormous gates in the chamber, where hordes of orcs and goblinoids are gathered to watch. The orc reaches through the bars, pleading for freedom, but is pushed to the floor. The pitiful creature stands again and runs toward the other gate, stopping just short of the gate at the wall. There he seems to be searching for some secret panel, some way to escape the prison. Suddenly, the other gate lurches and with the clanging of turning gears, begins to rise. The orc continues to search for a moment, and then jumps to his feet and runs toward you, his arms outstretched. An ear-shattering roar causes your heart to lurch, and a giant, rotting beast chases the wretch. With alarming speed the dragon-like zombie catches the orc in its enormous maw. Blood pours onto the cavern floor and the orc's bones crunch as the beast rends him limb from limb. The audience cheers and Gorgrim yells down to you, "If you survive Doomwing, we'll talk." Shrill laughter echoes throughout the chamber. Doomwing bites off the orc's head and part of his midsection, and then fixes his gaze upon you. He bellows a terrible scream and rushes forward.

Doomwing, Zombie Dragon: HD 8 HP 56; AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9; Save 8; CL/XP 10/1400; Special: Vomits cone of acidic liquid for 8d6 damage (save for half damage), surrounded by stench (save or be paralyzed 2d6 rounds)

TACTICS

During combat Doomwing retains a spark of his former intelligence after zombification. He opens combat with melee attacks focusing on armored foes first, but if he is injured he will resort to his breath weapon, aiming it predominantly at the character who wounded him.

Doomwing, the late mate of Deathmaw (see Area 10), is the reanimated green dragon slain by Gorgrim. The clan has a priest of



Orcus named Guzruk among its ranks who has worked his magic on the slain beast.

There is a secret passage on the eastern wall of the lair that leads into a crawlspace. The crawlspace splits into several different tunnels, each leading to a different spot at the surface. Orc guards from the amphitheater (if still alive) wait at each spot for characters to exit, and from there insist on escorting the players back to speak again with Gorgrim.

Should characters defeat Doomwing, the cavern falls silent. Gorgrim orders the other gate raised, and the onlookers part for the characters to pass. There is nothing that the Irontooths admire more than strength and power. The orcs point the adventurers to a staircase that leads back up to the surface, from a hidden door on the steps of the Amphitheater.

Gorgrim honors his bargain, and talks more with the party, showing them a newfound respect. He promises to honor the treaty, and swears that his clan had nothing to do with the attack. He also offers to inquire with other orc clans from out of the area, in an attempt to discover who is responsible for the attack.

Gorgrim is willing to barter for Serena's shawl, should the characters ask; but, of course, he asks for a favor in return. He tells the party about a group of trolls that has recently defected from the Irontooth clan. Gorgrim does not tolerate such affronts to his authority, and asks the characters to hunt down and destroy the trolls (bringing their cauterized heads as proof and burning the remainder of their bodies). Gorgrim believes that the trolls are hiding out somewhere near the dolmens on the next mountain to the west of here (see Area 8). He honors his word and gives the party Serena's shawl should they return with the troll heads.

Should the party escape Doomwing's lair through the secret cavern or by magical means, and speak to Gorgrim, insisting that they technically "survived Doomwing," Gorgrim laughs and talks with them. Although he does not respect them for their battle prowess in this case, he does allow the characters to leave, after reiterating that the Irontooths had nothing to do with the raid on Brookmere. He may also barter for Serena's shawl if asked (unless he was completely unimpressed by the party's response to Doomwing).

The Irontooth Clan

The Irontooth clan is a large group of allied humanoids, currently led by Gorgrim the orc chieftain, mainly due to the strength of his two spellcasters. Following is a detailed account of the estimated numbers of the Irontooth Clan:

300 orcs
5 orc sub-chiefs (4HD)
400 goblins
20 bugbears
10-20 ogres (varies with rutting season)
100 worgs
Gorgrim, Ogre Mage
Guzruk, Cleric of Orcus (Clr 6)
Wormtooth, Orc Shaman (Clr7)
Snotfrir, Goblin Warlord (2HD)
Ubgrag, Bugbear Warlord (5HD)
Doomwing, zombie dragon
Serena, captive nereid

In addition Gorgrim and the Irontooths have an alliance with a nearby clan of gnolls. Should Gorgrim call his hordes to war, the gnolls are more than willing to assist. Following are estimated numbers of the allied gnoll clan:

100 gnolls
Xeenog, Gnoll Cleric of the demon-gnoll god, (Clr5)
Gnasher, Gnoll Chieftain (5HD)

8. The Dolmens

The Dolmens are just to the west of the Irontooth caverns, at the top of the next mountain. They once served as burial chambers for the same ancient civilization that built the amphitheater (a clan of humans known as the Magnus), but now stand empty and unearched after centuries of weathering and looters. Read the following as the party approaches the area:

Before you stand fifteen dolmens, stone capped burial chambers arranged in a circular pattern on the hilltop. You wonder how humans could have moved such enormous stones. Perhaps magic or giants played some part in their construction.

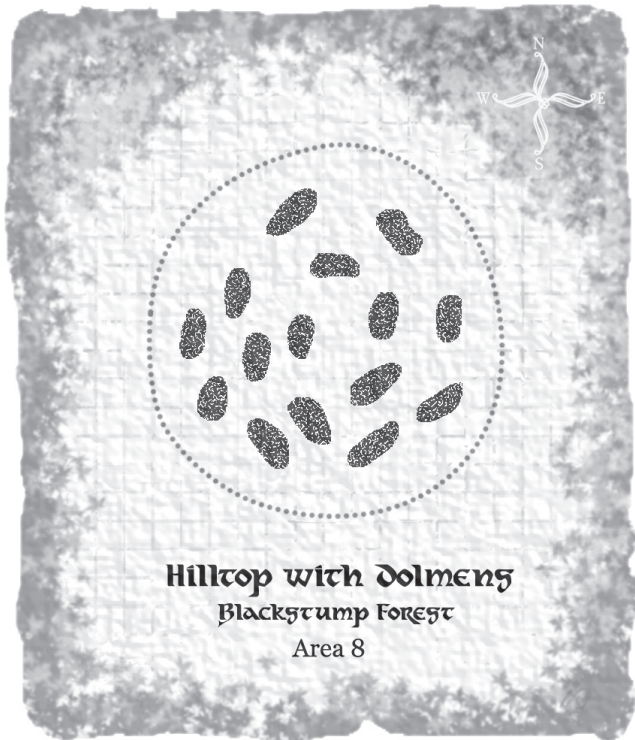
Spiral patterns, runes and the names of each king and queen whose bodies once lay here are carved into the dolmen walls (in the ancient language of the Magnus, of course).

Searching the Ground: This area has been well looted in the past, but if the characters investigate the area and are very lucky (1 in 20 chance) they will find a golden torc, almost completely buried in the earth, near the center dolmen. The torc is an exquisitely crafted item, and is worth 5,000 gp.

Searching the Stones: If the characters search the actual stones, they will make an odd discovery. Four of the dolmens have a long toe squashed in between the cap and the side stone. The toes are fresh, have green skin, and each has at least one wart.

Every morning the **4 trolls** each cut off one of their toes and hide it in the dolmen area. They know that Gorgrim is out to kill them, and take no chances. Should the rest of their bodies be completely burned

BLACKSTUMP FOREST



the trolls regenerate from their toes at this area.

A ranger character can find troll tracks here, leading to Area 9, the Troll Cave. Should the characters stop here early in the morning, or camp at this area for the night, they will encounter the pack of trolls (who are ready to attend the morning ritual of cutting off their toes). The trolls attempt to ambush the party if possible, taking whatever advantage they can get. Characters who linger in this area may become hunted themselves, as the trolls would love a good meal of adventurers (especially if the party includes any elves).

Dolmens and the Magnus Clan

The dolmens are constructed of two large, flanking stone slabs about six feet long and four feet tall and capped by another appropriately sized slab. Long ago each dolmen housed the body of a royal person, and was buried under a mound of earth. Now the earth is gone, leaving the stones exposed to the elements. A clan of humans named the Magnus ruled this land long ago, and built the many structures that still litter the landscape today. There was a culture that revered druids and bards above all others, and many of their traditions and gods still persist in the nearby lands.

It is said that the dead once buried here still return to their tombs, on the nights of the summer and winter solstice. On those nights Diana, the Goddess of the Hunt, blows her horn, calling the dead kings and queens forth to the material plane to hunt whatever great beasts roam nearby. Many a traveler has heard Diana's call to the dead on the solstice nights, and few of these ever forget her haunting tune. Some even claimed to have been the prey of the hunters, having spent the entire night fleeing from the spectral beings and their goddess.

9. Troll Cave

The troll tracks from Area 8 lead here to a copse of trees in which is hidden a cave, just a short distance south of the dolmens. There is a 20% chance during the day that 1d4 of the trolls are wandering near the entrance of the cave. If any of the trolls meet the characters when

the rest of the pack is not present, they attempt to call for help, or flee to the cave. There is a 2 in 6 chance that the other trolls will hear any such cries for assistance.

If the party does not encounter any trolls, but does not take care to mask their scent before entering the cave, read or paraphrase the text below. Otherwise, paraphrase any text appropriate to the situation:

This cave is definitely dwelled in by trolls, or some equally foul creature, for the smell is rotten enough to curdle your blood. Bones lie strewn about the entrance hall of the cavern, most of them humanoid. Wooden barrels are stacked against the chamber walls, and an enormous pile of excrement towers in the corner. "Sniff, Sniff! Grumsky, get out 'ere! I smell somethin' good!" A giant, wart-covered troll bearing an enormous greatsword steps out from the shadows of the cavern. "Grumsky! Meat 'as wandered right into our cave!"

Grumsky (Female Troll) Troll: HD 6+3; HP 51; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round.

Male Trolls: HD 6+3; HP 30, 27, 25; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round.

Grumsky is a massive female troll (maximum hit points); the three smaller males are her mates and hunting pack.

The cave is about 50 feet by 70 feet, and consists of one large room. The bones that lie strewn about are mostly of orcs and goblins, interspersed with those of various wild animals. The wooden barrels are full of salted meat (mostly orc meat), and the pile of excrement is of course, just a pile of excrement. Any character that roots around in the filth has a chance of catching a disease. A failed saving throw means the character catches the disease, which has a 25% chance of being fatal in 2d4 days if no cure disease spell is administered. If the disease is not fatal, the character will recover rather than dying. While sick, the character will attack at a penalty of -1, and will have a -1 penalty to all saving throws.

A small tunnel leads off into the back of the cavern into another chamber of about the same size as the last. Read the following as the characters enter:

The smell of this room is fouler than the last, and filthy beds of matted straw lying about on the chamber floor tell you that this is where the trolls rest. Two large chests sit in the far corner of the room.

Treasure: The chests are both locked. The first chest contains 6,000gp, a 1,000gp sapphire, a 50gp jasper, and a 50gp peridot. The second chest contains a *potion of giant strength*, a *wand of detection* (metal), and a *luckstone*.

10. Deathmaw's Lair, Upper Chamber

At some point the characters might have encountered, or heard rumors about, **Deathmaw**, a **mature adult green dragon**. Wandering Monster Table 1 (see Appendix 1) details an encounter where the green dragon flies overhead. You may also allow the party to hear tales of the dragon in Brookmere, or even from Gorgrim (since the orc Chieftain is responsible for the death of Doomwing, Deathmaw's previous mate). This may give the characters the proper incentive to hunt down the dragon's lair and loot her hoard.



Deathmaw's lair is two mountains to the north of the Irontooth caverns. Her cave is easily seen, a forty-foot wide crevice in a sheer cliff of stone, sixty feet above the mountain's base. The total height of the cliff face is 100 feet.

The upper portion of the cave extends nearly 1,000 feet before it veers to the east, extending another 500 feet, and then yet another 500 feet to the south. At the end of the southern wall is a circular pit, about 40 feet wide. The cavern drops down 100 feet into Deathmaw's lower chamber.

There is a 50% chance that Deathmaw is sleeping when the characters enter her cavern. Deathmaw is however, a light sleeper, and may wake (1 in 6 chance) whenever the characters make noises louder than quiet conversation (dropping an item, yelling, etc).

II. Deathmaw's Lair, Lower Chamber

Deathmaw's lower lair is a cavern of a near oval shape extending 500 feet by 200 feet with a 60 foot ceiling. Read or paraphrase the following when the characters descend into the chamber, assuming that they have an appropriate light source, or other manner of seeing:

Before you is another massive cavern. Large stalactites hang from the ceiling and huge, purple, tree-like mushrooms grow from the earthen floor. A sharp, stinging odor hangs in the air like a noxious fog.

If Deathmaw has already been alerted to the party's presence, she hides invisibly in waiting, ready to pounce from the dark corners of the chamber. Before she attacks, however, she watches the characters carefully, hoping to learn more of their abilities, and the best way for her to strike. When satisfied, she talks to them from the shadows, taunting them and attempting to learn whatever information she can about them and their people. If she is sufficiently intrigued by them, Deathmaw attempts to use her *suggestion* ability, hoping to gain an interesting minion to entertain her for a short while ... before growing bored with her new companion and devouring him (or her).

Deathmaw, Adult Green Dragon (9HD): HD 9; HP 36; AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 6; AL C; CL/XP 12/2000; Special: Suggestion, Invisibility, Breathes poison gas cloud for 36hp damage, 50ft in diameter, with dragon at one edge.

Deathmaw cannot cast spells, but her speech is honeyed and persuasive. Anyone hearing her speak will react as if affected by a *Suggestion* spell (saving throw applies). She can become invisible twice per day, using the *ring of invisibility* she wears as an amulet.

Treasure: Deathmaw's treasure hoard lies in the eastern corner of the chamber. It is a huge pile that includes: a 1,000 gp emerald, a 1,000 gp star ruby, 500 gp alexandrites (x2), a 500 gp black pearl, a 500 gp golden yellow topaz, 100 gp silver pearls (x2), 50 gp moonstones (x2), a 50 gp rose quartz, a 50 gp zircon, 10 gp blue quartz pieces (x2), a 1,750 gp sapphire pendant, a 1,000 gp gemmed dagger, a 700 gp golden dragon idol, a 350 gp tapestry depicting a wizard's duel, a 100 gp black mask with lapis lazuli inlay, a 100 gp bolt of silk, a 100 gp gemmed chalice, and the following coins: 5,000gp, 14,000sp, and 125,000cp.

BLACKSTUMP FOREST



Blackstump Forest Aftermath:

Thorbold is grateful for the characters' efforts in the Blackstump Forest (assuming that their efforts didn't result in dragon raids and an all-out assault by the Irontooth Clan), and he pays them their reward as promised. Ramifications abound depending on the characters' actions in the forest. They may have made several powerful enemies, from Gorgrim to Deathmaw, or they may have left with some new friends (such as Serena) or strengthened relations between the Irontooths and Brookmere. You should see to it that their actions will have ramifications – positive or negative, depending on what they did. For example, if the party killed Gorgrim, a new, more chaotic orc leader rises to take his place. Under his leadership, the Irontooths seek to enact vengeance upon Brookmere, planning a massive attack. If Martak survived the attack on Brookmere, he too might become a factor in the humanoid politics of the area.



The Road to Sylvanus

Soon after the return of the party from the Blackstump Forest, Thorbold receives an urgent message from the nearby town of Sylvanus. Unless the party has botched everything so far, he immediately sends for them, hoping that they will again offer their services. If the party's assistance has caused nothing but ruin and disaster at this point, they will hear (through the grapevine) that Thorbold is asking around for reliable help. A less powerful party of adventurers will be sent out from Brookmere, and will be slaughtered. At that point, largely out of desperation, Thorbold might agree to let the party act on Brookmere's behalf again. If you need a "competing party," just roll up some second level characters with delusions of adequacy. For some real fun, have the second-level characters try to give some friendly "adventuring tips" to the disgraced player characters in a tavern.

Thorbold reads the letter to the party (give the players **Handout 2**), and states that he believes there is a connection between the two raids. After the last attack Brookmere's guards are in short supply, and Thorbold fears sending out his guard in case of another orc raid on Brookmere (if this is because the party fouled up their diplomatic mission to the Blackstump forest, he will say it pointedly). Thorbold gives the characters the letter and asks them to go to Sylvanus. He offers another reward of 1,000 gold pieces each for their services.

It is three-day ride to Sylvanus and the way is fraught with peril. On the trip there is a 10% chance day and night of wandering monster encounters. See Wandering Monster Table 2 in Appendix 1 of this adventure for appropriate encounters.

Brighteyes Centaur Clan

A clan of **40 centaurs** known as the Brighteyes make their territory in the hills just a short distance from Brookmere. They are friendly to travelers and are on good terms with Lord Thorbold. Characters asking the centaur clan can learn that an army of orcs (possibly the Stonebones clan, they say) recently traveled on the road from the east, and into the Blackstump forest. The centaurs believed that they were starting a war with the Irontooth orcs.

Centaur: HD 4; AC 5[14] or 4[15] with shield; Atk 2 kicks (1d6) and weapon; Move 18; Save 13; CL/XP 5/240; Special: None.

Garden Statuary

I. Garden Statuary

This area is situated nearly a full day's ride away from Brookmere, making it a common resting spot for travelers. Unfortunately, a **medusa** named **Calista** has recently made her lair in an old abandoned house not far from the clearing, and preys on those who stay at the oft-used campsite.

Calista takes pains to keep the area clear of evidence of her presence, and moves any remains of those she turns to stone to her lair. There is, however, one exception to her careful methods. Nearly a month ago, a female elf came through this area from Sylvanus on her way to Brookmere. As she sat by the fire that night, she heard Calista's movement in the back brush, and cautiously moved to investigate. Upon hearing the noise again, the elf crouched in the cleft of a disfigured tree, and readied her bow. Calista jumped out and surprised the elf, turning her to stone. The result was the beautiful elf's being trapped in a curious and elegant pose, her bow drawn and ready to fire. Calista, a lover of art, found the setup to be so beautiful that she could not bear to move the statue to her lair, despite the potential dangers. She has driven a small spike into the back of the statue's head, hoping to deter those that might seek to turn the elf back to flesh.

Calista has taken pains to keep the statue from view of the clearing, actually having uprooted several small trees and bushes, and replanting them in aesthetic patterns between the statue and the clearing. Calista has not only planted the trees to hide the statue, but in an attempt to beautify the area, having decided that it should be her garden. She has planted flowers and other such plants here as well, in artistic arrangements.

Calista actually hopes to incorporate other statues into the garden, and looks forward to luring travelers to interesting places around the area before petrifying them. The garden and its future victims have become her artistic vision.

The bushes, trees, flowers and other plants seem to be arranged in a beautiful but unlikely manner. Younger trees and bushes seem to form a rough circle around this area, and within flowers and plants grow in beautiful spiraling patterns. One large tree seems central to the layout, and stepping closer you can see why. Within the cleft of the tree is a stone statue of a beautiful elven woman. She comfortably sits between the diverging trunks, holding a bow and drawn arrow, her taut muscles prepared to let fire. The complete visual effect of the landscape and statue is breathtaking.

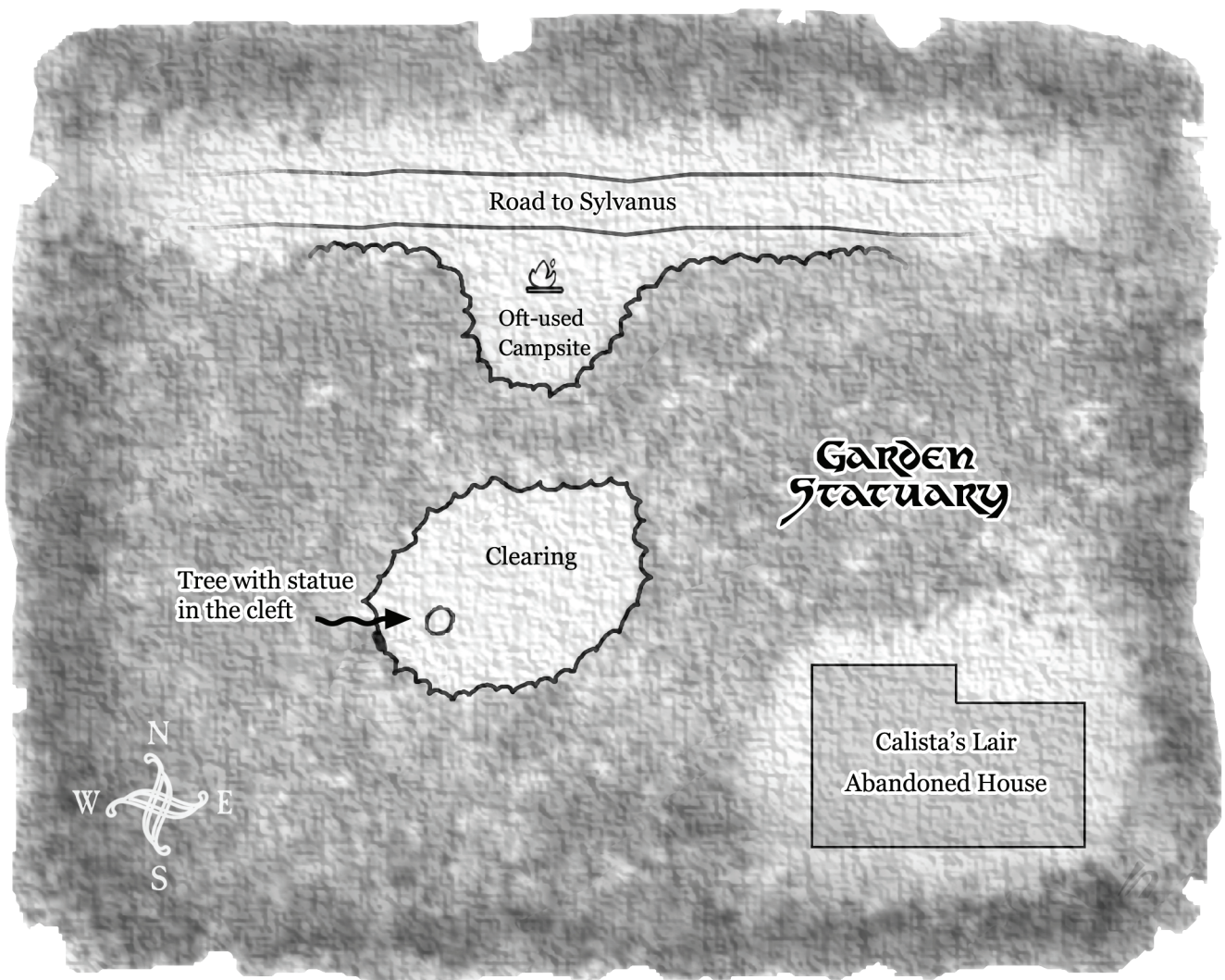
Should the characters not find the statue or any other unusual signs of Calista, and make camp at the clearing, the medusa comes forth from her lair that night to attack. Should she be noticed by the characters before getting a chance to act, Calista retreats to her lair, all the while attempting to throw them off her immediate trail, but ultimately drawing them in after her, to the best of her ability.

Ideally, Calista waits until the majority of the party members are asleep or off guard. She will begin by casting *mirror image* upon herself, then will emerge from the darkness to cast charm person ... and of course, this will draw the gaze of anyone who is awake.

Medusa Sorceress Calista: HD 6; AC 5[14]; Atk 1 weapon (1d4); Move 9; Save 11; AL C; CL/XP 9/1100; Special: Gaze turns to stone, poison, stone illusions, spells.

Spells: charm person x4, mirror image, web, lightning bolt.





In addition to her spell-casting powers, Calista has a certain degree of command over the element of stone. She can create illusions of such things as stone walls, statues, pillars, boulders, or gravel. Her illusions cannot generally be detected unless touched or subjected to a very minute inspection at close range. They have no physical substance, and cannot cause physical damage in the same way as a *phantasmal force* spell might.

2. Abandoned House, Exterior

Built over thirty years ago and abandoned ten years ago, this house makes a fine lair for Calista. Read the following as the characters approach the house:

Standing before you is an old farmhouse surrounded by a quaint, wood fence. The house looks as if it has not been kept or occupied for years.

There are no windows visible in the house. They exist, but they are concealed by the medusa's ability to create illusions of stone. Once the characters are inside and discover the existence of windows (not all the windows are concealed inside) they might conclude that illusions are being used – but they will probably have already encountered the one in the entryway.

3. Entryway

There are actually two doors into the house, but the one leading to this room is the most obvious, as it faces the road. Calista uses neither of the doors to enter the house, as she has set traps on each. Instead, she climbs through a small basement window, leading to Area 7.

The door to this room is magically trapped with a *lightning bolt*. If the door is opened or tampered with, the trap is sprung for 6d6 hit points of damage (saving throw for half damage).

Read the following when the characters enter this room:

This is a small ten-foot by ten-foot entryway into the rest of the farmhouse. This entryway looks as if it has been cleaned recently, as it shows no sign of dust or other materials commonly associated with abandoned structures. The floor, as well, is far from typical. In place of wooden planks or packed earth are tiny, stone tiles. They are painstakingly arranged to form a three-armed spiraling motif.

The entire floor of the entryway is an illusion created by Calista's magic; the entryway is actually a deep pit (50ft) with spikes at the bottom. Damage from falling into the pit is 5d6, and the character will also be impaled on 1d3 spikes (1d6hp each). The illusion has no substance – any probing of the floor will immediately reveal that it simply isn't there.

4. Kitchen

A large, black stove sits in one corner of this room, and stacked beside it is a pile of wood. Pots and pans hang neatly above the iron stove. A single chair and a small, round table made of stone stand nearby. The table itself is an oddity; the stand is carved in the likeness of a kneeling man holding the tabletop above him.

Unsurprisingly, the table is made from an actual victim that Calista turned to stone.

Each statue in the house has a small spike nailed into its head. In most cases the spike cannot be seen unless the head is carefully examined.

5. Sitting Room

This large room is nearly empty, having only a single stone bench sitting against the wall across from the window. The shutters are closed and latched. A closed, latched door leads to the outside.

Calista enjoys opening the shutters, sitting on the bench, and staring outside at the picturesque view of trees and a stream.

There is a door in this room that leads outside. It is trapped with another *lightning bolt* trap. If the door is opened or tampered with, the trap is sprung for 6d6 hit points of damage (saving throw for half damage).

A thick wall divides the kitchen and the sitting room. The wall is hollow, and actually contains the stairs that lead down into the basement. Calista has created an illusory wall here, having cast it over the entrance to the stairs. Should Calista have lured the party to her lair, she either leaves a small stick poking half out of the "wall," hoping that characters will see it and go deeper into her lair, or she makes a bit of noise at the base of the stairs.

6. Empty Rooms

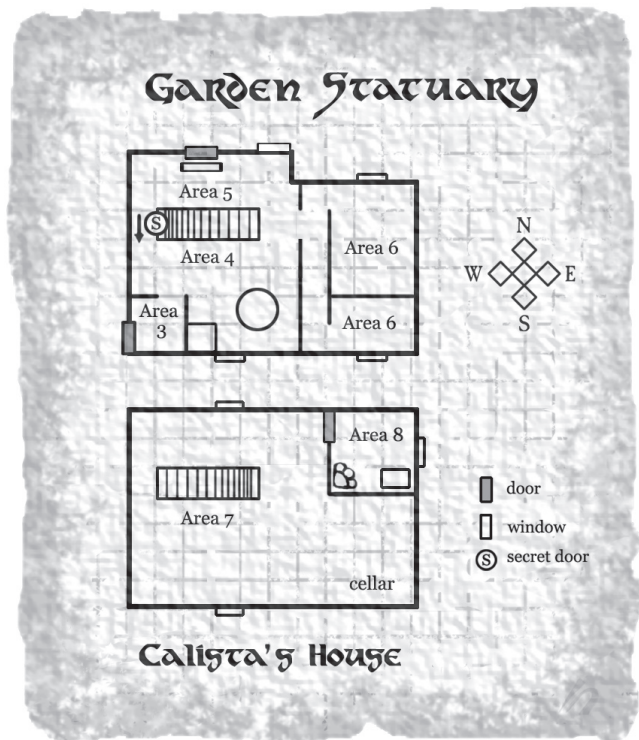
This room looks as if it was once used as a bedroom, but now it sits completely empty. There are closed shutters over a window on the south wall.

There are two rooms marked 1E. Both are empty and identical. Calista doesn't use these two rooms, preferring to keep her primary lair in the basement.

7. Basement Lair

The third stair down on the staircase leading into the lair is trapped. The first character who steps on that stair sets off the trap, releasing poison gas into the upper staircase. Anyone on the upper part of the staircase must make a saving throw or be affected as if under the influence of a *confusion* spell.

Also, at the bottom of the stairs, two mirrors (these are large mirrors set onto wheeled stands) are arranged at an angle to reflect the side walls of the stairway. They make it appear like the stairs go down for an infinite distance. *Fireball* spells cast down into the basement will encounter these mirrors and explode before entering the cellar (causing a backblast into the stairway), and *lightning bolts* will rebound from them back into the stairs. Because of the angles of the mirrors, the lightning bolts will not make several rebounds, although they will reach the top of the staircase and beyond.



The lair has been carefully set up by Calista, as this is where she prefers to meet any opposition. There are many mirrors placed on the walls, for Calista is a vain creature, and loves to look at herself and her art in many different facets. In addition, she has found that the mirrors prove especially useful when foes invade her lair. Although it is safe to look at a Medusa's mirror image, attackers have a more difficult time averting their gaze (as they may not know where to avert their eyes). Anyone trying to fight the medusa without looking directly at her will suffer a -5 in combat (rather than a -4), and has a 25% chance each round to meet the real medusa's gaze *even if trying to avoid it*. As soon as a player decides to try and avoid the medusa's gaze, it is a very good idea for you as the referee to outline the basics of how the attempt will be less effective than normal.

The stone statues in this room are all victims that have been turned to stone by Calista.

There are two small windows in this room (both barely large enough for Calista and other human sized creatures to squeeze through), covered by small, wooden shutters. They are both hidden by Calista's illusory walls (as are the shutters on the outside of the house), although she of course knows exactly where they are. She uses these windows as entrances to the house in an attempt to avoid the many traps she has set up. When Calista wishes to go to the above floor, she does not use the stairs, but goes out the basement window, and then through the shutters in Area 6.

Read or Paraphrase the following when the characters descend into the basement (if the characters have already been in combat with the medusa, there is no need to describe her, of course):

Stepping into the basement of the house is like stepping into a different dimension. It looks as if the basement goes on forever in every direction, and hundreds of statues litter the area. After a moment however your eyes adjust, revealing the trick of this place. Each wall is covered with numerous large mirrors, making it appear that there is more area, and more statues than there really are. Many of the statues seem to move, and you realize that they are instead shapely women with the cowls of their cloaks raised over their heads. They move in unison, and lower their cowls. Atop their head's snakes slither and writhe.

GARDEN STATUARY

The GM may choose to award an additional 10-25% experience point bonus to characters that defeat Calista in her lair, reflecting the preparations in the room.

8. Calista's Bedroom

Read or paraphrase appropriate text of the following description to players as they enter this chamber:

The size and features of this chamber are multiplied by mirrored walls, and the overall aesthetic affect is much like that of the last room. A divan of brightly colored pillows and blankets lies in the corner, and a large chest sits nearby. Two statues of muscular men flank the divan.

The door to this room is hidden in the south wall by one of Calista's *illusory walls* (appearing as part of the mirror). Calista uses this room as her bedroom. The two statues in this room are both handsome men that Calista found attractive. On the south wall of the room, directly above the chest, is a small window just large enough for Calista to fit through. Like the others, it is covered with a small shutter.

The chest is locked, although the key to the lock is hidden in a small crack in the east wall behind a small illusion of stone used to "join" the stone over the crack. Characters must actually be running their fingers over this part of the wall to detect its presence. Such careful checking will also reveal several other small holes in the wall (exit points for the poison dart trap). The chest itself is trapped, and any tampering with it before disabling the trap will cause poisoned darts to fire into several random locations in the room. Anyone in the room has a 75% chance to be "attacked" as if by a 8HD monster, and a successful hit by a dart requires a saving throw or the character will die of the poison in 1d6 hours. The small trap tumbler in the lock is not turned if the key is used to open the chest, and it can safely be disabled by a thief.

Treasure: The chest contains a cursed scroll that appears to be a *stone to flesh* spell, but turns the reader to stone (saving throw applies) if an attempt is made to cast the spell, a scroll of *raise dead* (clerical), 3 *potions of healing*, a +1 *shield*, a 5,000 gp blue diamond, a 100 gp amber, a 100 gp deep green spinel, a 100 gp freshwater pearl (irregular), 50 gp onyx (x2), a 1,000 gp gold and amber bottle stopper cork, a 700 gp harp with lapis lazuli and ivory inlay, a 50 gp small gold bracelet, and 9000 gp in coins.

Garden Statuary Aftermath

Should Calista escape the characters, she does not return to her lair for some time. Instead she waits in the woods nearby the house, watching the characters, and possibly dogging their trail. She does not, however, attack the party until her wounds are healed, and she is in an area where she can take the greatest advantage of the situation. Calista is both patient and unrelenting, and tracks the characters as far as she must to kill her prey. Even if the characters bypass her house, she will follow them for a short distance, but will lose interest and return after a day or so, if no good opportunity presents itself for an attack (such as a fight between the party and a wandering monster).

Mount Bloodstone

I. Moraine's Farm

When the party is still a day's travel before reaching Sylvanus, the characters come across a cozy farm nestled in a copse of trees between the mountains and the road. As they pass, a woman rushes out to meet them, hysterical and begging for help. Her name is **Moraine Thistledown** and she maintains the farmland with her eight year old daughter Trista; her husband, Anton, died three years past. The only joys in Moraine's life are brought by her daughter and by tending to the land. But Moraine explains that just a few hours prior to the characters' arrival an enormous red bird swooped down from the sky and snatched Trista right from the ground, carrying the child in its great talons to the towering Mount Bloodstone (aptly named for its dark red, jagged peaks). Moraine frantically explains her dilemma in hopes of help. Read the following to the players as they pass the farm:

Moraine Thistledown: Normal Human, HP 3

Finally you come across farmland along the wooded road, and think that you must be nearing the town of Sylvanus. A single, small farm lies to the north, nestled in a copse of trees. As you pass a woman runs from the house, calling out to you. "Please! I need your help! Please help me!"

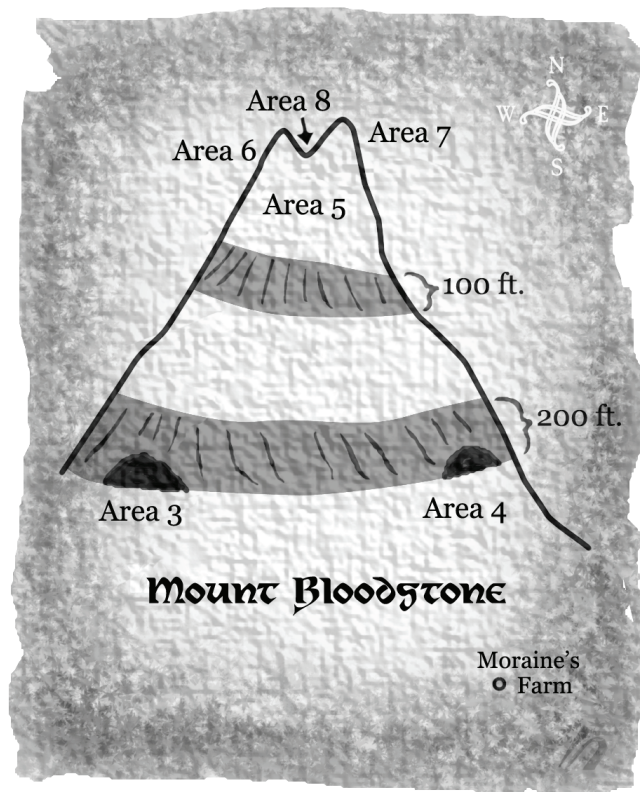
Moraine is extremely grateful to any that agree to help her, and offers them any aid that she can.

2. Mount Bloodstone

Mount Bloodstone is only a short distance north of Moraine's farm. Many dangerous creatures lurk in the area, and thus a separate wandering monster table is provided (see Wandering Monster Table 3 in Appendix 1). There is a 12% chance day and night that characters encounter a wandering monster. Read the following as the party approaches the mountain:

The ominous Mount Bloodstone rises high above you. Its jagged, red peak looks as if it burns above. The wind grows chill as you near the mountain base, and a high pitched screech echoes throughout the land. It is as if the Roc sees your approach from above, and calls out its challenge to you.

It is a full day's hike to the top of Mount Bloodstone. The mountain rises a vertical 10,000 feet (to an elevation of 15,000 feet), and is the largest in a long range of mountains. At the top half of the mountain, the terrain becomes so steep and rocky that horses cannot traverse it. Tethering the horses halfway up the mountain is dangerous as well, for many monsters make their home in Bloodstone. Roll a wandering monster check for the horses at the same time you do for the players. If they are tethered when a dangerous creature arrives, they are as good as dead. Stone giants encountering the horses may leave them be. The yetis are likely to take the horses back to their caverns, saving them for a meal. The party might track the horses and barter with the yetis to get their steeds back. Should the roc spot the horses she is likely to snatch them for a quick meal, possibly shredding them into bits for her chicks.



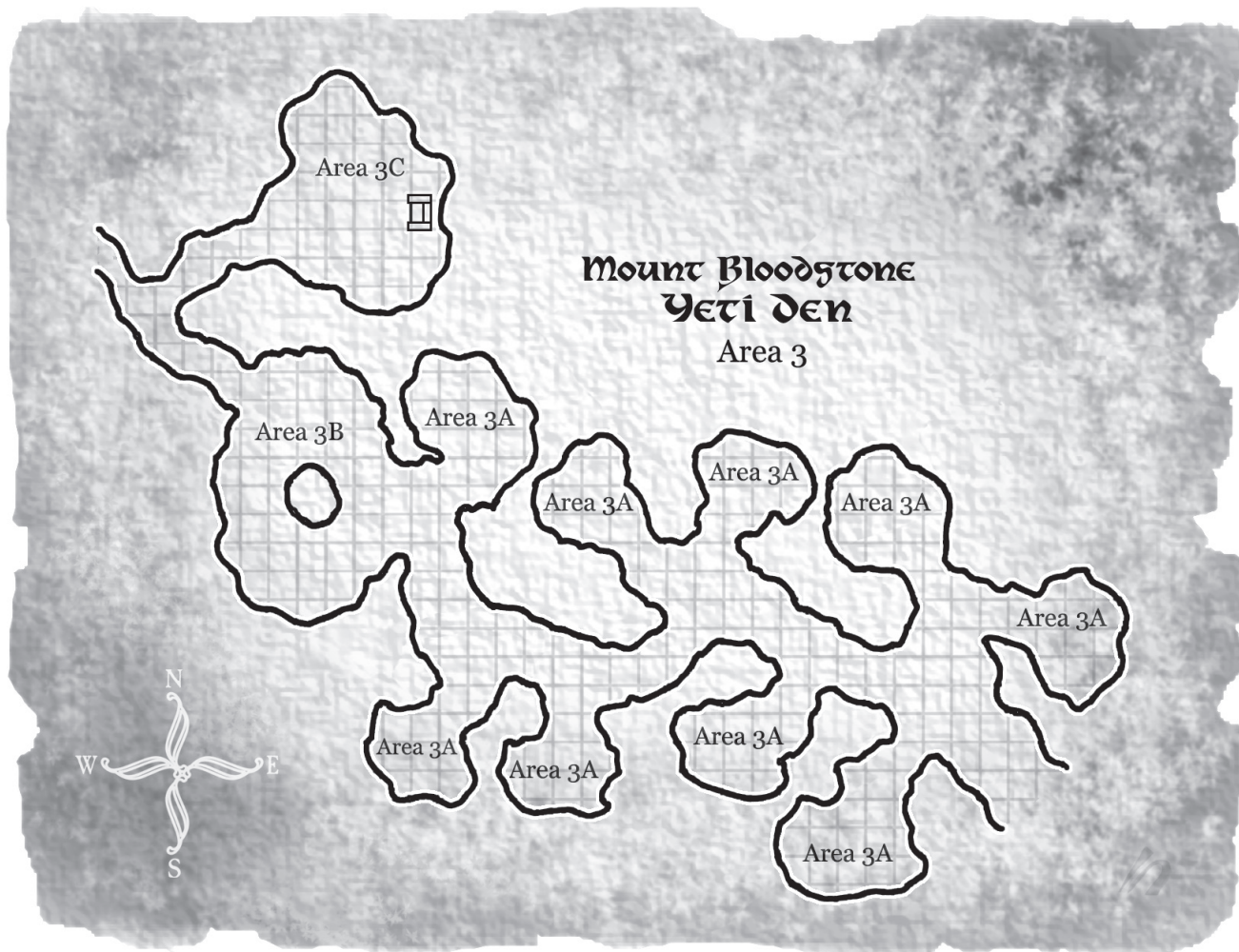
A large, jagged cliff face marks the halfway point of Mount Bloodstone (where the terrain becomes too rocky for the horses to continue). The cliff extends nearly all the way around the mountain. By walking to the north side of the mountain one can forego this first cliff face, as on the north side the terrain is steep and rocky, but not vertical. The cliff face raises a sheer 200 feet before continuing to more stable terrain. The party can hike another 500 ft before reaching the second cliff face, this one 100 feet high. The second face rises all around the mountain, and the characters must either climb it or *fly* to bypass it. A normal, non-thief character has only a 25% chance per round (if unarmored) to move upward 10ft without rope. Thieves have a normal chance to climb, +5% if taking the time to drive pitons into the rock.

Characters may suffer from altitude fatigue once they reach the halfway point of Mount Bloodstone (the first cliff). Each character must make a saving throw or become fatigued. Fatigued adventurers effectively suffer a -2 to strength and dexterity until they get a complete 8 hours of rest, a condition that is not likely to cause any significant effects, but might take the "edge" off characters with high attribute scores, by reducing or eliminating some combat bonuses. Once acclimated to the elevation, characters are no longer affected.

3. Yeti Den

A group of yetis make their den at the base of the first cliff on the western side of Mount Bloodstone. They are aggressive and territorial beings that view the entire mountain as their own. They make an exception for the stone giants that live nearby, as the yetis often enjoy

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watching the giants play rock-throwing games. At times the yetis and giants even gather together to trade goods and play music. The yetis use bone flutes and percussion instruments, while the giants play stone flutes and drums. Together they have wild parties, but in general the neighbors are too intimidated to complain. At present, the yetis' lead drummer is sick, and the tribe is desperately in need of a good drummer for a ceremony (see below). Keep in mind that yetis are every bit as intelligent as humans, and are beings of bloodthirsty, Chaotic alignment. This encounter can be handled by the party in a way that avoids combat (with considerable reward), but the peace will always remain balanced on a knife's edge and can degenerate easily into a savage battle.

Should the characters come across the yeti den, a large cave in the base of the western cliff, a band of **4 yetis** moves forth to meet them. Read the following as the characters approach the den:

Ahead in the base of the cliff you see a large cave entrance. Inside is a fleeting stir of movement. It looks as if you have been spotted by something. Suddenly from behind nearby boulders several large, furry, humanoid creatures jump out, all but one bearing a giant club, and that one carries a drum. The creatures howl and grunt as they run toward you.

6 Yeti: HD 5; HP 25, 20, 20, 20, 15; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Characters that understand the yetis' speech (any giantish language will allow a general understanding) know that the howling and grunting is an attempt to hail them, not a battle cry. Should the

characters attack the yetis outright, 1d6 others rush out from the cave to join the fray in 3 rounds, and then in 2 more rounds, 1d4 more yeti rush forth to attack. The rest of the yetis stay in the cave, ready to protect their home. Should the characters be victorious in slaying the yetis and not assault the cave, other yetis form a party to hunt down and slay them, while another party moves to warn the nearby stone giants. From there the stone giants form a search party as well, and henceforth when the characters meet with any of the nearby stone giants, the giants' reaction is always hostile.

The yeti with the drum will select one of the characters and hand over the drum, expecting to see an exhibition of the character's drumming skill. If someone who speaks giantish but not yeti is interpreting, all that really translates is "drum." The yeti is using it as a command, not a description of the item, but that isn't clear one way of the other.

Each character who uses the drum should roll 1d6 to determine his or her sense of rhythm. The yetis want a drummer with a "6," because their regular drummer is ill. In terms of describing the die roll, the following is a rough description: 1 = "you couldn't keep time even if you had the best hourglass in the world." 2 = "your drumming has all the rhythm of someone falling down the stairs in the dark" 3 = "your drumming is about the same as anyone else's" 4 = "Your drumming is a little better than average, but you aren't going to make any money playing in local taverns," 5 = "You can keep a good beat, and people can dance to it," 6 = "You are a wizard at this, and the yetis go wild."

The yetis don't attack if the characters talk to them, but still deal with them with suspicion (although if the party has a "5" or a "6" drummer, their suspicion is considerably lessened). They wish to know what it is the characters are doing on Mount Bloodstone, and how long they will be staying. Should the party explain to the yetis that a young girl was snatched by a roc and ask for help, the yetis bring them into their den to talk to the yeti chieftain, Mogarog.

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The yeti den is comprised of nine cave chambers where yeti families live (each marked as Area 3A), a large chamber where the yeti congregate (Area 3B), Mogarog's throne room (Area 3C), and the tunnels that lead throughout Mount Bloodstone (Area 3D). Nearly **60 yetis** live in the den. About 30 of the yeti are adults in their prime, suitable for fighting. Ten are venerably old, and 20 are children.

3A. Yeti Family Dens

Characters who are led to speak with Mogarog encounter a fair number of these dens along the way. There are nine total throughout the lair. Read the following when the characters pass through:

The scouts lead you into the yeti lair, following a long, central passage. The passage splits off to many side chambers, each of which seems to be occupied by a family of yetis. Large adults and smaller, awkward looking children gather around fires, making goods and sharpening stone tools. They look up inquisitively as you pass.

Should the characters have attacked or killed the yeti scouts encountered in Area 3 and seek to infiltrate the lair, the residents of these dens fight intelligently to defend their homes. Occupying each den are **1d4 adults**, **1d2 elderly**, and **1d3 children**. Treat the elderly and child yetis as 3HD yetis. Roll for each den until the total numbers listed above (in Area 3) are accounted for (the guards encountered outside of the lair should be incorporated in the yeti numbers). In the event of an assault on the lair, the venerable yetis round up the children and take them to escape through the back tunnels. In addition, a band of the yetis attempts to escape (either through the back tunnels or through the front cavern) to alert the stone giants and ask for help. If alerted the stone giants quickly form several large parties and go to the yeti lair to help.

Treasure: The average yeti family has little "treasure." Should the players sift through a family's possessions, they find little more than some stone knives and arrowheads, bone and tooth necklaces, poorly made pottery items, and clubs.

3B. Yeti Meeting Hall

This giant chamber is where the yetis meet to discuss tribal policy. Mogarog often addresses the yetis as a whole in this area. The yetis meet here often to play music and dance around a giant fire, and worship Mogarandu, the great yeti god. Read the following as the characters enter this area:

The central passage comes to an enormous chamber with a ten foot wide fire pit at the center. The central passage continues on the other side of the chamber. "This is where we worship Mogarandu, the Great Yeti." Your escort explains as you pass.

From here the central passage leads directly to Mogarog's Throne Room.

3C. Mogarog's Throne Room

Mogarog, the yeti chieftain lives in this chamber, and sits upon his great throne constructed of bones when addressing visitors. Read or paraphrase the following as the characters approach Mogarog:

The yeti finally veers from the central passage into a large cavern to the right. Two yetis bearing crude metal axes flank the entrance to the chamber. Before you is a large throne crafted entirely of bone, the back of which is topped by a dragon-like creature's skull. On the throne sits a particularly large yeti. His fur is gray like the other yetis, but a large tuft of red hair across his chest is unusual; it seems to have grown over a long stripe of scar tissue. A large sword, the handle made of bone and the blade carved of black obsidian lies across his lap. "Visitors?" He asks in a booming voice as you enter the chamber. "I am Mogarog, chieftain of the Bloodstone Yeti! Who might you be?"

Mogarog listens with interest to whatever the characters have to say. His reaction, however, depends greatly on whether the characters have a "5" or a "6" drummer. Even if all the characters turned out to have a lousy sense of rhythm, Mogarog will still be polite as long as he is treated respectfully. If the party threatens him or the tribe, they will start to see the glint of Chaos in his eyes, and if they don't take very great care from that point on, they risk having the yeti tribe jump to attack them.

Should the characters make their case to Mogarog, telling him of Trista and the kidnapping roc, he sympathizes with the situation, as he himself has lost a child recently (not to the roc, but to a band of trolls from near the base of the mountain). He grows emotional as he tells the tale. If he does not invite a character to drum at the resurrection ceremony (see below), Mogarog allows the characters to pass through the yeti tunnels, which lead all of the way to the western peak of Mount Bloodstone. He asks the yetis that originally escorted the characters into the yeti den to take them further on, through the



tunnels to the top of the mountain.

As long as they are friendly, Mogarog enjoys talking with the characters, and seeks to learn more of their people and ways. He enjoys showing off his *Obsidian Sword of the Yeti* (a +1 vorpal two-handed sword which is passed down from chieftain to chieftain), and tells many tales of smiting foes on Mount Bloodstone (including the wyvern whose skull sits atop his throne).

Should the characters ask Mogarog about nearby orc clans, Mogarog tells them that he knows of one that makes their territory in the mountains just east of Mount Bloodstone. They call themselves the Stonebones clan. Some of Mogarog's scouts recently saw the Stonebones traveling east to west through the forest at the base of the mountains, and then saw about one-quarter of that clan returning about a week later. The first sighting was of course when the Stonebones marched to attack Brookmere, and the second was the Stonebones' return.

If one of the party members was a "5" or "6" drummer, Mogarog will still convey all the information mentioned above, but he will also enthusiastically welcome the drummer and invite him (or her) to perform at a big ceremony. Turning down the offer will create a tense situation; if the character persists in refusing to play, Mogarog and the yeti tribe will become impatient and high-strung. If the characters persist, Mogarog will suddenly shift to a honeyed persuasive tone, and offer the characters a payment of 1,000gp if their drummer will perform. The drummer for the ceremony (see below) must participate willingly, so if the party continues to refuse, Mogarog will allow them to leave on their way through the tunnels.

30 Regular Yeti: HD 5; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

30 Old and Young Yeti: HD 3; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 4/120; Special: Immune to cold, hug, fear.

Shamaness Olmagda (spellcaster): HD 5; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear. Spells: Cure Light Wounds x2, Hold Person x2.

Mogarog the Yeti Chieftain: HD 7; AC 6[13]; Atk +1 vorpal two-handed sword (1d12+1) or 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Obsidian Sword of the Yeti: +1 vorpal two-handed sword (1d10 damage in human hands, 1d12+1 damage in the hands of Mogarog, due to strength).

3D. Yeti Tunnels

The central passage continues past Mogarog's throne room for many miles. It branches off in several places, but for the most part remains continuous. The tunnel ascends all of the way to the western peak of Mount Bloodstone (Area 6), where two yetis guard the opening.

The other passageways that lead off from the central passage all lead to other points on Mount Bloodstone. One leads to an area near the stone giant's lair (Area 4), another to the base of Mount Bloodstone, and yet another to the area above the first cliff-face (see Area 3). Guarding each of these cave entrances are 2 yetis. The yeti guards react similarly to those in Area 3.

A WILD PARTY

If the characters agree to remain with the yeti until nightfall and drum at the ceremony, they will soon discover that the invitation is not quite as simple as it sounded originally.

At dusk, the yetis troop out to a snow-dusted rock formation near their lair, and wait. Eventually, out of the white gloom there emerges a huge figure, a giant that stands almost twenty feet tall. It wears a long kilt and sash, with a white-on-grey checkered pattern; its long white hair and long beard would both brush the ground if they weren't blowing in a strong wind that seems to rise just as the massive being emerges from the darkness. The giant is covered in fine white hair, almost as thick as fur. It carries a set of bagpipes as large as a man, seemingly made of white bear's fur and with the drones and chanter carved of some kind of yellowing bone.

This creature is Tor-Climber, a titan of the cold mountains, who has been summoned by the yeti shamaness Olmagda, to bring Mogarog's daughter back from the dead. It is a creature from beyond the worlds, living in the uncharted snows of the spirit realms, piping songs that call storms and beings of the darkest cold. It is not a thing of Chaos, but it inhabits realms that are indifferent to humankind and all things having to do with civilization. Olmagda summoned this being forth without really understanding all the ramifications of the summoning or the ceremony.

The ceremony to bring Mogarog's daughter back from the dead requires a drummer as well as Tor-Climber's pipes.

The yetis indicate a tall rock upon which the drummer will sit, and the titanic bagpiper leans against another outcropping. After a few minutes, the giant nods, and motions to the drummer.

When the drumming begins, the titan starts piping. The music is the very essence of the cold wilderness, and it will almost immediately cause eddies of snow to rise, the wind's temperature dropping perceptibly. If the party does not interrupt the ceremony, and the character continues to drum, the supernatural event will evolve for ten minutes as follows:

Minute 1:

Events: Temperature drops far below freezing.

Effect on the Onlookers: Anyone not wearing winter clothing takes 1hp of damage.

Effect on the Drummer: The drummer must make a saving throw or lose 1d4 hit points of damage from the more intense cold being summoned by the two musicians.

Minute 2:

Events: 1d6 winter wolves surround the area. These wolves are not hostile – they are simply interested in the music and have drifted in from the same planes of existence where Tor-Climber makes his home. They have a somewhat unearthly appearance, and their eyes glow blue, but they are normal winter wolves.

Effect on the Onlookers: All others in the area must make a saving throw or lose 1d2 hit points of damage (1d3 if not wearing winter clothes).

Effect on the Drummer: The drummer must make a saving throw or lose 1d4 hit points of damage from the cold.

Minute 3:

Events: The temperature no longer drops, but it remains cold beyond imagining. 1d2 more winter wolves join the pack watching the ceremony. The snowy winds almost seem to be circling the drummer, attracted by the sound of the music.

Effect on the Onlookers: All others in the area must make a saving throw or take 1d2 hit points of damage from the cold (1d3 if not wearing winter clothes).

Effect on the Drummer: The drummer must now make a saving throw

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or lose (temporarily) 1d6 points of an ability score as the character's strength and life force are drained into the magical winds of the ceremony. Roll 1d6 to determine which ability score is drained. In addition to the loss of ability score points, if the character failed the saving throw all subsequent saving throws are made at -1 (this penalty is cumulative with other penalties as the ceremony progresses).

Minutes 4-9:

Events: The snowy winds continue to circle the drummer.
Effect on the Onlookers: Make a saving throw or take 1d2 hit points of damage from cold (1d3 if not wearing winter clothes).
Effect on the Drummer: Saving throw or lose (temporarily) 1d6 points of an ability score as the character's strength and life force are drained into the magical winds of the ceremony. Roll 1d6 to determine which ability score is drained. In addition to the loss of ability score points, if the character failed the saving throw all subsequent saving throws are made at -1 (this penalty is cumulative with other penalties as the ceremony progresses).

Minute 10:

Events: The swirling shape of the snow resolves itself into the figure of a young female yeti, lying on the ground in front of the titanic piper.
Effect on the Onlookers: Make a saving throw or take 1d2 hit points of damage from cold (1d3 if not wearing winter clothes).
Effect on the Drummer: Make a saving throw or lose (temporarily) 1d6 points of an ability score as the character's strength and life force are drained into the magical winds of the ceremony. Roll 1d6 to determine which ability score is drained. In addition to the loss of ability score points, if the character failed the saving throw all subsequent saving throws are made at -1 (this penalty is cumulative with other penalties as the ceremony progresses).

If any of the drummer's ability scores reach 0, the character collapses, and permanently loses one point of whichever ability score fell to 0. Tor-Climber will shake his head in amused regret, and slowly dissolve

into snow and mist, as will the winter wolves. The yeti tribe will be enraged at the failure of the ceremony and will attack the party.

The Conclusion of the Ceremony

If the ceremony reaches an end before the drummer collapses, Mogarog's daughter will rise from the ground, raised from the dead. The yeti will explode with joy. Tor-Climber will approach the drummer and put a hand to the character's forehead. "That was good drumming," he says in a rolling voice like snow-muffled thunder. "What, then, is it that you wish?" He will grant the character's wish (if the request is roughly within the power of a *wish* spell), and then, chuckling, disappear into the winds.

Titan (17HD) HD 17; AC 2[17]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 19/4100; Special: Spells.

Spells (numbers in parentheses indicate spell level): **Magic User:** Charm Person (1), Sleep (1), Invisibility (1), Mirror Image (1), Fireball (3), Fly (3), Polymorph Other (4), Confusion (4), Conjure Elemental (5), Feeblemind (5), Anti-magic Shell (6), Stone to Flesh (6), Limited Wish (7), Power Word Stun (7). **Clerical:** Light (1), Protection From Evil (1), Hold Person (2), Speak with Animals (2), Cure Disease (3), Dispel Magic (3), Cure Serious Wounds (4), Neutralize Poison (4), Finger of Death (5), Quest (5), Blade Barrier (6), Word of Recall (6), Earthquake x2 (7), Resurrection (Raise Dead Fully)

4. Stone Giant Caverns

At the eastern base of the first cliff-face of Mount Bloodstone lie several large caverns belonging to stone giants. There are nine total caverns in the cliff-face, each of which is inhabited by a stone giant family. A total of about **30 stone giants** inhabit the many caverns.



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Of these only 20 are combatants. The rest are children and venerably aged giants. Some of the families have cave bear pets. There are a total of **5 cave bears** throughout the caverns.

Just inside the central cavern are **2 stone giant** guards. They patrol the immediate area from time to time, looking for possible threats. The guards often play stone-throwing games to pass the time while on duty. Should the party come near the caverns, the guards move out to confront them. Read the following:

“Hold! Who goes there?” A gray skinned giant garbed in gray leather calls out to you. He carries a large boulder in one arm and a greatclub in the other. He beckons his friend forth, another giant similar in appearance.

The giants are rather shy and suspicious by nature, and don’t enjoy the company of outsiders. They allow the party to pass if the characters convince them that they mean the giants no harm. Unlike the yetis, the giants don’t invite the characters into the caverns unless the party insists on speaking with the giant leader. Even then, it takes the characters much haggling to gain an audience with the elder stone giant. If the party succeeds in convincing the guards of their sincerity, one of the guards will escort them into the central cavern (see Area 4A).

Should the characters attack the guards, or offer reason for them to believe that the party is a threat, the giants attack. Should fighting break out, there is a 60% chance that 1d4 rounds later **1d4 more stone giants** come from the caverns to join the fray.

2 Stone Giants: HD 9+3; HP 46, 45; AC 0[19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders (3d6 damage).

4A. Suearok, Stone Giant Elder’s Lair

If the characters talk swiftly and demand to see the stone giant elder, they may gain access to this area. The leader of the stone giants is named **Suearok** (pronounced swa-rock). Read the following as the party enters this area:

A long tunnel leads past many stone giant guards into a large central chamber. Upon a huge stone throne, flanked by two guards, there sits a tired-looking stone giant. He stares at you for some time before saying anything. Finally, when you feel as if you can bear the silence no longer, he speaks. “Who are these that disturb me? I specifically said that I did not wish to be disturbed.”

“They insisted upon seeing you, elder,” your escort says, fumbling over his words.

The elder sighs and slouches in his throne. “I am Suearok, the elder of this clan. What is your business here?” He asks, sounding annoyed.

Suearok listens to anything the characters have to say, but does not offer his help, and attempts to be rid of them as soon as possible. Should the characters tell him of how Moraine’s daughter was taken by the roc, he shrugs and says that there is nothing he can do to help. There is only one subject that can incite a fire in this otherwise uninterested giant: the Stonebones orc clan.

Should the characters mention the Stonebones or ask about orc clans in the area, Suearok grows quite talkative. He tells the party that the Stonebones clan lives in the mountains east of here. The stone giants have never had any confrontations with the orcs; it is the clan’s name that annoys Suearok. The elder explains that the name of the Orc clan is a mockery of that of the stone giant god. It enrages the

elder that the orcs would be so brash as to assume the same name as the great stone giant god. Once on the subject, Suearok rants on and on for as long as the characters let him.

If the characters come into this cavern uninvited (either by sneaking past or by killing the guards), they incur the wrath of Suearok and his guard. The stone giants attack relentlessly, until they or the characters fall, or until the party flees.

If the stone giants seem to be fighting a losing battle, one of the guards attempts to flee to bring others to join the fight. It takes 1d4 rounds for the giant to find more recruits and another 1d4 rounds to return.

2 Stone Giants: HD 9+3; HP 70, 60; AC 0[19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders (3d6 damage).

Suearok the Giant Chieftain: HD 11; HP 75; AC 0[19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 11/1700; Special: Throw boulders (3d6 damage).

4B. Stone Giant Dens

Under no circumstances do the stone giants allow any of the characters into their dens. The party generally would have to sneak into these dens or plan an assault to be in these areas. Read the following should the characters enter:

This large cavern seems to be the home of a family of stone giants. Large furniture made of stone makes up the bulk of the den, including tables and chairs and flat stone beds. Each den is sculpted into various chambers, allowing a small amount of privacy for the giants.

The owner of each den confronts the characters upon seeing them, usually thinking that they have invaded their home by accident. They sternly tell the party to leave their home, and not enter any of the other nearby caverns, as they belong to other stone giant families. The stone giants may actually escort the party out of their den, and then alert the guards and the elder to the presence of the intruders.

Each den houses **1d2 adult stone giants** and **1d2 elderly or young stone giants**. In addition, five of the dens have a single **cave bear** pet. Treat the venerable and child stone giants as standard stone giants. Roll for each den as they are encountered until the total numbers listed above (see Area 4) are accounted for. The guards encountered outside of the lair should be included in the total.

Adult Stone Giant: HD 9+3; AC 0[19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders (3d6 damage).

Elderly/Young Stone Giant: HD 6+3; AC 0[19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 8/800; Special: Throw boulders (3d6 damage).

Cave Bear: HD 7; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.

Should the party somehow begin to overwhelm the giants, one or two of the giants will try to escape and alert the yetis, asking for help. The yetis will not interfere if the party has helped them to raise Mogarog’s daughter, but if this is not the case, all of the available yetis will form into parties to aid the giants, and hunt down the characters if need be. Meanwhile, one or two other stone giants round up the children and elderly giants, escorting them away from the battle.

Treasure: The stone giants of Mount Bloodstone are not marauders;

most of their treasure consists of simple jewelry and stone sculptures and beads. The total value of items that can be collected from the stone giants is 5,000 gp.

5. Avalanche

The area above the two cliff faces is an avalanche zone. As the party moves up the mountain (assuming that they are moving on foot rather than flying), there is a 50% chance for their progress to cause an avalanche before they reach the eastern or western peak. If there is a ranger in the party, this chance is reduced to 40%. If an avalanche takes place, there is no risk of a second one until a full week has passed.

Read the following if an avalanche occurs:

A low rumbling and then the sound of falling stone shatter the silence of the mountain. A mass of stones, snow, and ice rushes toward you from above, rapidly gathering speed from its descent. You are right in the path of the slide, and it seems that if you don't act quickly you will be buried.

There are various ways to escape the avalanche or to reduce the damage it causes. Spells such as levitation, fly, and teleport are all ways to get out of the way.

Characters can also sprint for a sheltering outcropping of rock, if the players ask about finding natural shelter. A character with a movement rate of 12 or higher has a base 90% chance to be able to reach shelter; characters with a movement rate from 9-11 have a base 75% chance to reach shelter; and characters with a movement rate of 6-8 have a base 60% chance to be able to reach such shelter. For each character, roll 1d10 and add this to the base percentage chance. When the players ask about natural shelter, you should describe each character's percentage chance as the "estimate" of whether that character can reach an outcropping before the avalanche hits.

Characters that reach shelter under an outcropping (roll the percentage chance to see if the character makes it) take only 1d4 points of damage from the few rocks that rebound or splinter into chips around the shelter.

Characters that do not reach shelter are caught in the slide, and incur 6d6 hit points of damage (saving throw for half damage). Characters who fail this first saving throw must also make a second saving throw to see if they are buried beneath the rocks and snow.

Buried characters must be first found, and then dug out. Roll 1d6 for each buried character to determine how many total turns of searching will be required to find the character if there is only one searcher. Having a second searcher will cut the time in half, and so on. Roll another 1d6 to determine how many total turns will be required to dig the character from under the stones (as with searching, this time is reduced by having more than one character working at the task).

Until they are located and rescued, buried characters are pinned underneath the rocks and snow. Spell-casters can manage to cast spells, but it is not possible for a person to physically dig out from underneath the slide.

Buried characters take 1d6 points of "nonlethal" damage per turn. Keep track of how many real hit points the character has remaining, but subtract the nonlethal damage until the character is unconscious (real hit points that remained after the landslide, minus the nonlethal damage, equals 0 or less). Once the character is unconscious, the character begins taking 1d6 hit points of real damage per turn, and may die.

6. Western Peak, Mount Bloodstone

The party can reach the top of this peak either by climbing the mountain, or by taking the yeti tunnels. If the characters did not take the yeti tunnels, each party member has a 1 in 10 chance to spot either the tunnel entrance itself (see Area 3D) or the **2 yetis**. The yeti guards act much as those in Area 3 if the characters have not previously met any of the yetis who live in the mountain.

2 Yeti: HD 5; HP 20 each; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

From this point the party can see the roc's nest. It sits down in an enclosed canyon between the eastern and western peaks. Read the following when the adventurers reach the peak:

You can see for miles from here in all directions. That which catches your eye, however, is nestled just below you between the two peaks of Mount Bloodstone. There you see a gigantic nest the size of a small town, occupying the entire space between the peaks.

The party will be able to see if the roc is in the nest (see Area 8, below). There is only a 10% chance that Trista will be visible at any given time if the characters do not have enhanced vision of some kind, a spyglass, or a magic spell such as clairvoyance. Characters with a spyglass or some other way of enhancing sight can make out all of the details that are described in Area 8. Should the adventurers look out over the valleys, they can actually see both Brookmere and Sylvanus on a clear day (although it is impossible to see details).

7. Eastern Peak, Mount Bloodstone

The view from this peak is much the same as from the western peak, although the characters can see considerably higher than that on the western peak, although unfortunately, the roc can see and hear characters better when they are on this peak as well.

8. Roc's Nest

The roc's nest is a large dwelling made of trees, boulders, wagons, building parts, and other such things. The nest is very deep (gradually descending nearly 100 feet); the bird huddles deeper in the nest to avoid the winter winds. There is a 50% chance during the day that the roc is off hunting rather than in the nest. While in the nest, there is a 30% chance that she is sleeping during the day, and an 80% chance that she is sleeping at night. The roc is always at the nest at night. Read the following as the characters approach the nest:

The roc's nest is a massive construction that must have taken nearly an entire forest to build. As you near the nest you realize that it is not only made up of trees, but also of man-made items. As you look around you see wagons, rooftops, and a small hut in the nest among other things.

Long ago the mother roc made her nest here, ravaging the nearby town of Sylvanus and many passing wagons. It has been quite a long

time since the roc has caused much trouble for those below, but those who have lived in the area for a considerable amount of time may remember.

Sneaking up on the roc is possible if she is asleep.

The **roc** has **6 chicks** in her nest (most of which will not survive during the colder months). She also keeps **Trista** in her nest “thinking her one of her chicks” as Trista explains. Trista has indeed been treated like one of the chicks, kept warm by huddling with the small birds and by the warmth of the mother roc’s feathers. She has also been fed like a chick, and has not eaten a thing since arriving on the mountain (unless it takes the characters a considerable amount of time before they rescue her, in which case she subsists on the raw meat the mother brings). She is ravenously hungry when the party rescues her, although other than that she seems in fair health.

Trista is happy to see people, and goes willingly with the characters. She misses her mother, and wants to return home as much as she loves the roc mother and the chicks (this love grew upon realizing that the rocs didn’t mean to eat her of course). Trista has even named all of the rocs (Dongal, Dembyl, Drago, Darina, Darius, and Donovan respectively). The mother roc she has aptly named Momma Bird.

Roc: HD 12; HP 60; AC 4[15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (Fly 30); Save 3; CL/XP 12/2000; Special: None.

6 Roc Chicks: HD 5; HP 20 each; AC 4[15]; Atk 1 bite (2d6), 2 claws (1d6); Move 3 (Fly 30); Save 3; CL/XP 5/240; Special: None.

Treasure: Should the characters search the wagons in the nest, they can find a large chest containing 3,000 gp. The chest is locked but is not trapped.

Mount Bloodstone Aftermath

If the characters return Trista home safely, Moraine is ecstatic and extremely grateful. She makes them a feast and gives them a gift: one of her late husband’s possessions, a pair of gauntlets. Her husband found the gauntlets on Mount Bloodstone in a troll’s lair. They radiate magic, and if identified, prove to be *gauntlets of ogre power*. Trista gives the characters a token as well, although it is not monetarily valuable. It is a necklace she made out of a shell, given to the party in hopes that they will remember her.

Sylvanus

The characters arrive in Sylvanus to find it completely bereft of citizens. It appears that the small town has seen many battles, for most of the buildings have been ransacked and burned. Read the following as the party approaches the town:

After a long and tiring journey you stand on the outskirts of Sylvanus, or what was once the town of Sylvanus, for a great doom seems to have come upon the place before your arrival here. The place is nestled between fair woods and rolling hills, and there is much farmland on the outskirts of town, but most of the crops are burned away, and the nearby farmhouses are destroyed shells of charred wood. As you move deeper into Sylvanus, you see that the entire town is in a similar state. Once a beautiful, prosperous place, Sylvanus has been reduced to a ruined husk. The streets are empty, and it seems that not a soul still calls Sylvanus home. The only sound is the rustling of leaves in the wind, and the bleak sound of carrion crows in the distance.

The same orcs that attacked Brookmere have also sacked Sylvanus. The members of the Stonebones clan remaining after the pillaging of Brookmere regrouped to make an assault upon Sylvanus immediately afterwards, encouraged by the promise of outrageous sums of gold by the demonkindred Elyria (see the Brookmere Library, Third Floor, Area 3-3). The first raid was repelled, although Sylvanus suffered many losses, at which time the mayor of Sylvanus sent a desperate letter to Brookmere, calling for help should the orcs return. Ivan, the demonkindred warmaster (see Castle Novgorod, First Floor, Area 1-6) and the demonkindred slavers arrived soon after; between the remaining

Demonkindred

<n> Other than a very brief clash with Elyria Novgorod, the ruins of Sylvanus are likely to be the first place where the characters encounter some of the demonkindred. The initial resemblance to elves is very strong, and in poor light the demonkindred could easily be mistaken for tall elves (except by an elf, who would see the difference immediately). However, in addition to being at least six feet in height, the demonkindred bear other signs and stigmata of their demonic heritage. Most have small horns, or at least knobs of bone, at the sides of their foreheads. Their canine teeth are large – not fangs, but a bit disturbing nonetheless. Finally, although this might never be noticed by the characters, their tongues have a very slight bifurcation at the end – they literally have forked tongues.

The average demonkindred is stronger than a human or elf, but not by very much. However, the demonkindred race spawns a far greater number of unusually powerful individuals than humankind does. These “nobles” of the demonkindred rule the city of Novgorod with an iron fist. However, the loyalty of the demonkindred nobles to the bloodline of the Novgorods has fractured badly since the advent of Medhiba, and the demonkindred are now dividing into various factions, some of which are even now at the brink of warfare with each other. More details are given about the demonkindred factions in the description of the city of Novgorod.

orcs and the elves, Sylvanus was easily taken. In the second battle, the slavers captured rather than killing, and the rest of the citizens have been chained and marched eastward into the ghostly Harwood Forest.

There are few buildings in Sylvanus, and most of these are simple residences. The only buildings of any importance include the Falling Star Inn, the temple of Thyr, a blacksmithy, and a general store. The smithy and the general store are both completely empty, but still stand. There are no clues to be found within. The Falling Star Inn is in fair shape, and is detailed in Area 1 of this chapter. The temple of Thyr was burnt in an attempt to raze it entirely to the ground, but the stone walls prevented destruction by fire. It is in a complete state of disarray, but still stands. The temple is detailed in Area 2 of this chapter. Unless otherwise noted, all of the buildings are abandoned and there are no items of value to be found.

While in Sylvanus there is a 15% chance during the day and a 25% chance at night that the party will encounter a wandering monster. See Wandering Monster Table 4 in Appendix 1 for a list of encounters.

I. Falling Star Inn

The Falling Star Inn is the first building on the road, entering Sylvanus from the west, beyond the farmhouses on the outskirts of town. Shutters have been broken off of many of the windows, and it has taken minor damage from the battle, but overall it is in good shape. A sign hangs over the door, which reads “The Falling Star Inn.” Read the following if the party enters the Inn.

The inside of the Falling Star is in a state of disarray, but not utterly destroyed like many of the farmhouses on the town’s outskirts. Tables and chairs have been broken and overturned, and it looks as if anything of value, including the inn’s food and drink, has been taken. Some of the shutters from the windows of the common room are broken in, but other than that the inn is not in such bad shape. A staircase leads upstairs, and behind the bar a second set of stairs leads down to a cellar.

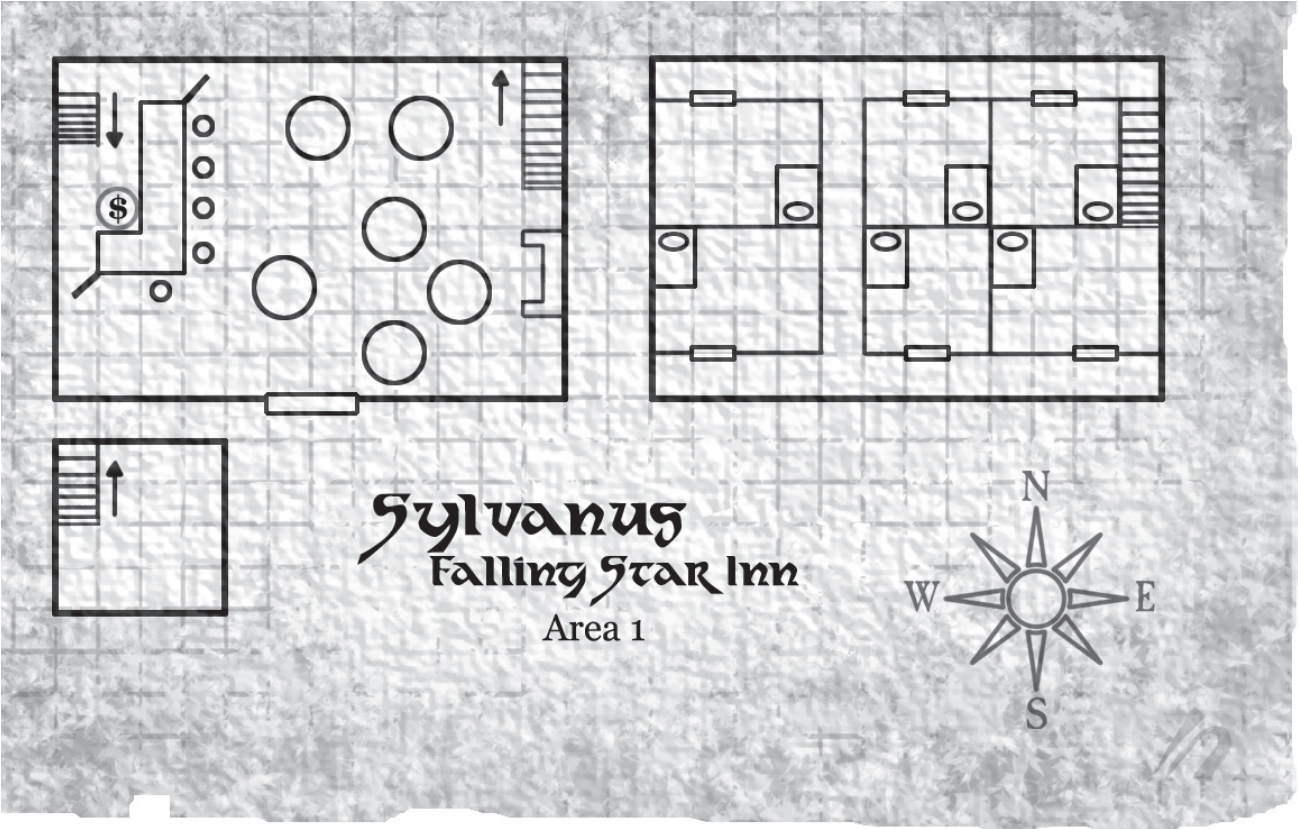
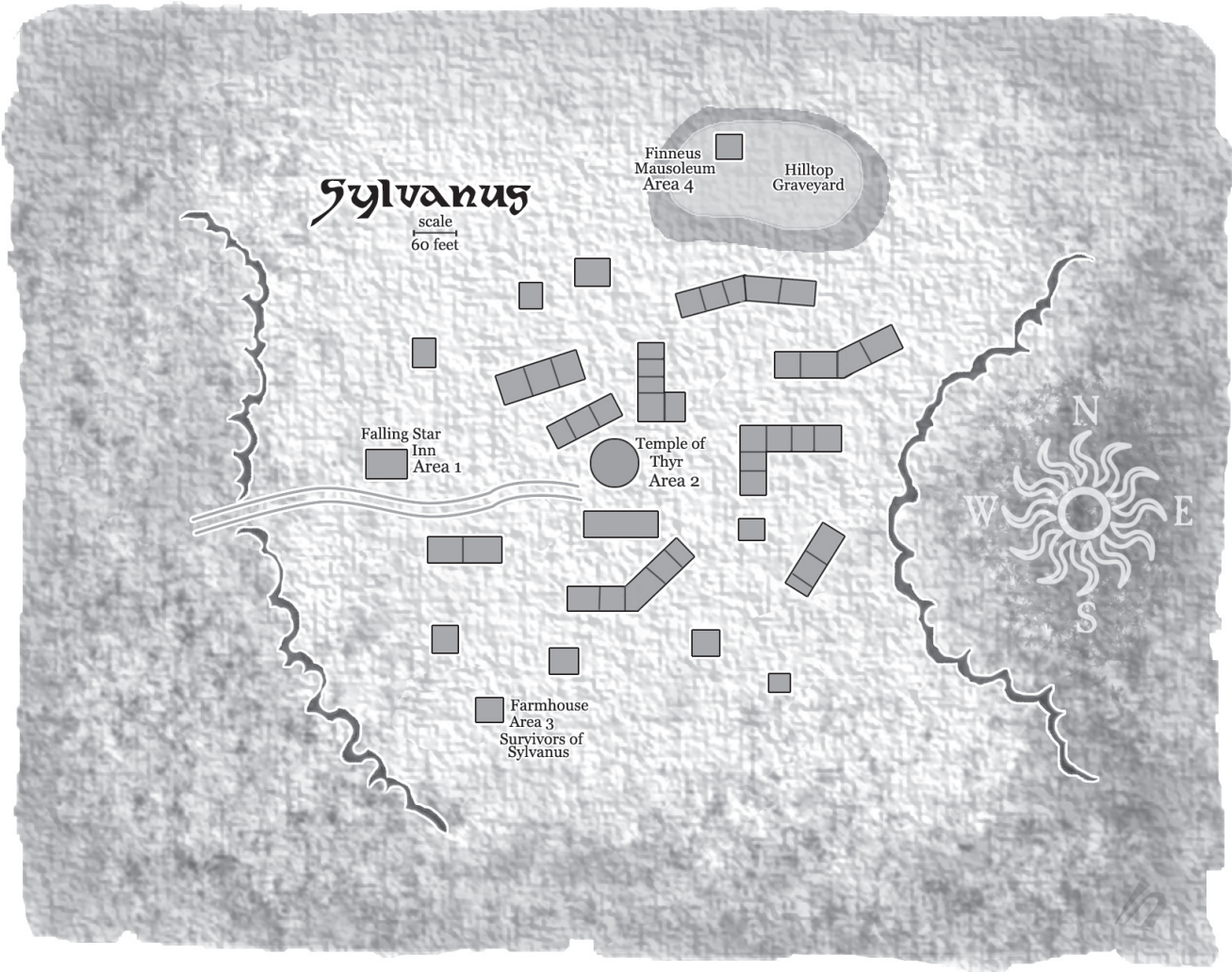
The upstairs of the inn comprises fifteen rooms, all of which have been completely ransacked. The mattresses have all been torn apart, and in many cases the doors have been broken in. The cellar of the basement is empty as well, having once housed the inn’s stores of food and ale. The orcs have looted everything from this place and taken it to the hills.

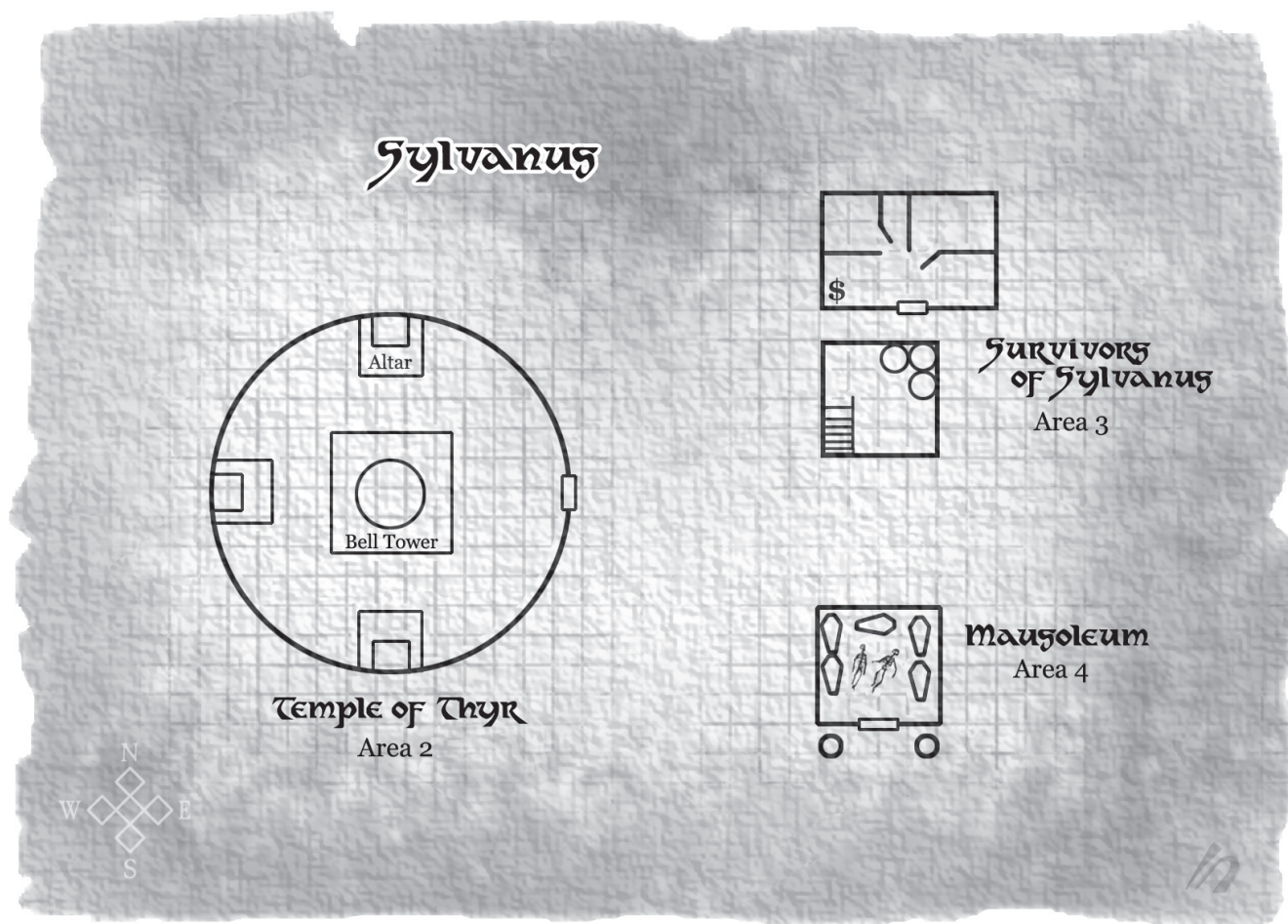
Should the characters stay the night at the inn and take no precautions to hide their presence (lighting a fire, excessive merriment, etc.), the chance of encountering wandering monsters increases to 50%. Note that the layout of the inn provides several interesting tactical possibilities for both the party and for any attacking monsters, if the monsters are intelligent.

Treasure: There is only one area that has not been found and looted by the orcs, a false panel in the floor behind the bar. Behind the panel is a small locked box containing 15 gold pieces and a beautiful platinum-and-ruby necklace (worth 2,000 gp).

The necklace belongs to Mary Blackbyrd, one of the survivors hiding out in Area 3.

SYLVANUS





2. Temple of Thyr

Read the following if the party enters the temple of Thyr:

In the center of Sylvanus stands a once-beautiful temple dedicated to the god Thyr, a deity of Law. It has apparently been set aflame by marauding orcs, although it seems not to have burned. The stone is beginning to crack, and the inside has been looted. Moreover, strange runic markings have been painted on the walls, apparently some sort of attempt to desecrate the place. A bell tower still stands in the temple, the scorched rope still attached to the bell above.

The runic markings are actually curses written in elven, and a moment's contemplation of them by any elvish speaker will make this apparent – the markings only seem odd at first glance, as the fallen demonkindred use a slightly different dialect and alphabetic characters from normal elvish. The runes are a curse upon Thyr and his followers, written by Vesilisa during the sack of the town.

Should the characters ring the bell they can attract the attention of the survivors. Jonas surreptitiously moves to the church in 1d6 rounds. Unfortunately, ringing the bell also attracts unwanted attention. Roll a wandering monster check (additional to the daily and nightly check) with an 80% chance of a resulting encounter during the day, and a 90% chance at night. Note that neither the vampires nor their spawn can enter the church.

A ranger can automatically find Jonas's tracks in and near the church (any non-ranger character looking for tracks has a 10% chance), and follow these out to the farmhouse (see Area 3), for Jonas visits the church every morning. Jonas has cleaned the church a little bit, although he has been afraid to linger there for very long on his own.

Treasure: In the back room of the small temple is a cache of holy items, hidden in a secret compartment in the floor. The compartment contains a *wand of cure serious wounds* (25 charges), 2 *potions of protection from evil*, 4 *potions of cure serious wounds*, and 3 *potions of cure light wounds*. Jonas takes items back to the villager's hiding place as he needs them, but does not take the entire store back as he fears that the villagers might mistakenly use them for sustenance rather than healing purposes.

3. Survivors of Sylvanus

A few of Sylvanus's citizens did manage to escape capture, and have been hiding out in a farmhouse cellar just to the south of town. The survivors wait for help from Brookmere, hiding day and night in the cellar, too afraid to surface for more than a few minutes every morning. They have good reason to be afraid, as many dangers still lurk in Sylvanus. See the sections below for more details.

Jonas Firestorm, a cleric of Thyr, leads the survivors. Every morning he walks to the temple of Thyr and climbs the bell tower, hoping to see signs of reinforcements from Brookmere. Characters coming from the temple (see Area 2) may be able to find and follow his tracks to the farmhouse.

Should the party investigate the farmhouse, they can find many more tracks, and if they search, they can locate a secret door in the floor of the main room. The survivors wait below, and Jonas steps forward to meet the party. Read the following:

"Who goes there?" A man wearing the garb of a cleric of Thyr asks. Others, women and children mostly, sit along the walls of the dank chamber, and look upon you with fear in their eyes.

Jonas Firestorm (Clr5): HD 5; HP 22; AC 2[17] (plate & shield); Atk 1 mace (1d6); Save 12; Move 6; AL L; CL/XP 7/600; **Spells:** First Level: Cure Light Wounds x2; Second Level: Hold Person, Silence (15ft radius); Third Level: Prayer.

Inside the cellar are **21 survivors**. Humans account for 15 survivors, elves for 5, and 1 is a halfling. There is a store of salvaged food below, and the cellar is terribly cramped. It is about 20 feet by 20 feet. The survivors were waiting for help from Brookmere to arrive, and hoped to take back the town when the time was right. They are sorely disappointed when the characters arrive without reinforcements, but still talk and share their food with them.

Jonas befriends the characters and gives them any information he can, including the location of the Stonebones Clan's territory, and where they have been staying of late (in the hills and nearby forests). Jonas also informs the party of the battle with the orcs and the slavers that came in afterward. Read or paraphrase the following description of the slavers when appropriate:

"They were like elves, but of a murderous demeanor. They were fair and beautiful to look upon, with pale skin and black hair, but they had small horns on their heads, as if they were of demon blood! Some of them even had large bat-like wings. Those ones seemed to be the leaders. They commanded others that looked much like them, but these were chained. The chained ones had the wings as well, and were as beautiful as the song they sang. I found myself mesmerized when they sang it, unable to look away. Lucky for me Mary over there pulled me out of my trance." Jonas points to a comely woman sitting nearby. "No doubt their beauty is a mask for their inherent evil.

"The ones that were chained...I believe that they still linger here. I go to the temple every morning to pray and look for signs of reinforcements. On those mornings I have heard their song calling from out in the woods. Sometimes it's followed by hideous, blood curdling screams."

Jonas also explains to the party that the survivors once numbered ten more, but people have been disappearing in the night. Jonas believes that those who disappeared grew restless in the night, or left the safety of the cellar to relieve themselves outside, only to be found by straying orcs. He is correct in the former half of his statement, but he has no way of knowing that a vampire named Myrrdivar lurks in Sylvanus. Myrrdivar knows where the survivors are hiding, but enjoys playing with his prey. He takes only two a night, enough to feed him and his new companion, Vesilisa. After the first disappearances the survivors quit going above at night. Myrrdivar, however, was not deterred. Instead he turns to mist, and moves among the ranks of the survivors, coaxing out the ones he wants using his vampiric powers. He works very quietly, and turns to mist when he fears being seen. Should the survivors happen to catch him in the act, he is confident that he can easily slaughter them all. He plans on moving on to Brookmere once the survivors are all dead. See Area 4 for more information on Myrrdivar and Vesilisa.

4. Mausoleum

Sylvanus's graveyard lies just north of town on a small hilltop. The town has a single mausoleum that was built for the prominent Finneus family long ago. The mausoleum is about 20 foot by 20 foot, and contains five coffins, all formerly containing members of the Finneus family. There is no door to the mausoleum, which was sealed long ago with a stone slab. There is however, a small crack in the slab that the **2 vampires, Myrrdivar** and **Vesilisa** use to pass through while in mist form. If the party members check the slab, the crack is detected as a secret door, but dwarves will notice it automatically when they

search. Read or paraphrase the following as appropriate:

Ordinary gravestones and wooden markers herald the final resting places of Sylvanus's dead. Near the center of the graveyard stands a large, ornate mausoleum. Two columns flank the front of the structure, but where there should be a door there is only a dense, stone slab.

Characters that investigate outside of the mausoleum find no trace of tracks or the like. Myrrdivar is insistent that he and Vesilisa be extremely cautious, and they only travel this area in mist or bat form. Myrrdivar has been hunted before in other places, and does not wish to endure such difficulties here.

The party can either break down the slab or use some sort of magic such as *teleportation* or *gaseous form* to gain entry. Read the following if the party enters the mausoleum:

A faint stench of death assails you as you enter this long sealed chamber. Five coffins line the mausoleum walls, but it seems that at least two of them no longer contain their original bodies. Two skeletons lie broken in a heap of bones on the floor.

The players might try to correct you on this description: the corpses that were once interred here are so old that there should be no smell of death here. Just nod your head – the players have discovered a clue. The place *shouldn't* smell of death, but it does.

Myrrdivar and Vesilisa now make use of these two coffins. If the characters come to this area during the day, the Vampires rest within, but will awaken from their slumber unless the party enters very quietly: if the party breaks down the stone slab, they will most certainly be greeted by two very awake, very dangerous vampires.

Myrrdivar (Vampire, 9HD): HD 9; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; CL/XP 12/2000; **Special:** Hit only by magic weapons, regenerate 3hp/round, charm gaze (save at –2), turn to gaseous form or bat at will, summon 3d6 wolves (1/day).

Magic Items: Wand of web, +1 leather armor, bag of holding.

Vesilisa Novgorod (Vampire, 7HD): HD 7; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; CL/XP 12/2000; **Special:** Hit only by magic weapons, regenerate 3hp/round, charm gaze (save at –2), turn to gaseous form or bat at will, summon 3d6 wolves (1/day), summon succubus (50% chance).

Succubus (if summoned): HD 6; AC 9 [10]; Atk 2 scratches (1d3); Move 12 (Fly 18); Save 11; CL/XP 9/1100; AL C; **Special:** 70% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, summon other demons, charm person, ESP, clairaudience, suggestion, change shape.

Myrrdivar fights as one would expect, attempting to bite opponents and (if it is nighttime) summoning wolves to assist him. Vesilisa's first action will be to attempt summoning a succubus demon to her aid (50% chance to succeed per round).

Treasure: Within the *bag of holding* are 1,500 gp, 2 silver pearls each worth 200 gp, and a +1 longsword inlaid with jet jewels (the jewels are worth 1,000 gp if removed from the sword – this can be done without affecting the enchantment laid upon the sword itself).

Myrrdivar came to Sylvanus a short time ago from the small elven village of Rhiannon to the north of here. The citizens there learned of his presence and fought a campaign against him and his spawn. None of Myrrdivar's spawn survived, and Myrrdivar himself narrowly escaped. He immediately fled Rhiannon for Sylvanus, resting in caves during the day. Myrrdivar found the mausoleum a

perfect place to make his lair, and began preying upon the people of Sylvanus. Soon after Myrrdivar set up residence the attacks upon Sylvanus began. He watched with interest but intervened only once. He was taken by Vesilisa's strange beauty and vowed to make her his own. Myrrdivar sneaked into the elven camp that night, and drained the demonkindred, returning to the mausoleum with her body. Now Vesilisa grudgingly follows the orders of her master, and together they toy with the survivors of Sylvanus and the remaining demonkindred (see Area 6). Myrrdivar has not yet turned any of the people of Sylvanus into vampires or spawn, realizing that prey in the area is scarce; Vesilisa is his only companion. The two plan to move on to Brookmere when no life remains in the town.

Each night Myrrdivar and Vesilisa roam the streets of Sylvanus, claim two survivors from Area 3, and toy with those at the demonkindred encampment. Vesilisa wishes to turn all of the demonkindred into spawn, hoping to have a group of her own kind at her command. Myrrdivar forbids it, however, fearing that Vesilisa might use the spawn to turn on him, and fearing the short supply of sustenance in the area.

Vesilisa looks forward to the destruction of Myrrdivar so that she might be free of his command. If given a chance and time alone she might confront individual characters and plead with them to kill Myrrdivar for her (under the guise of a mortal of course).

5. Hell-Harpies

A number of Hell-Harpies (new creatures detailed in Appendix 3 of this adventure) lurk in the forests around Sylvanus. The party can either encounter them as wandering monsters, or as a large group in the forest. In the forest east of Sylvanus there is a particular clearing that a small stream runs through. In the center of the clearing is a giant, dead tree where the harpies tend to gather. When the characters arrive at this area, **4 Hell-Harpies** are present. Read the following to characters that come across this clearing:

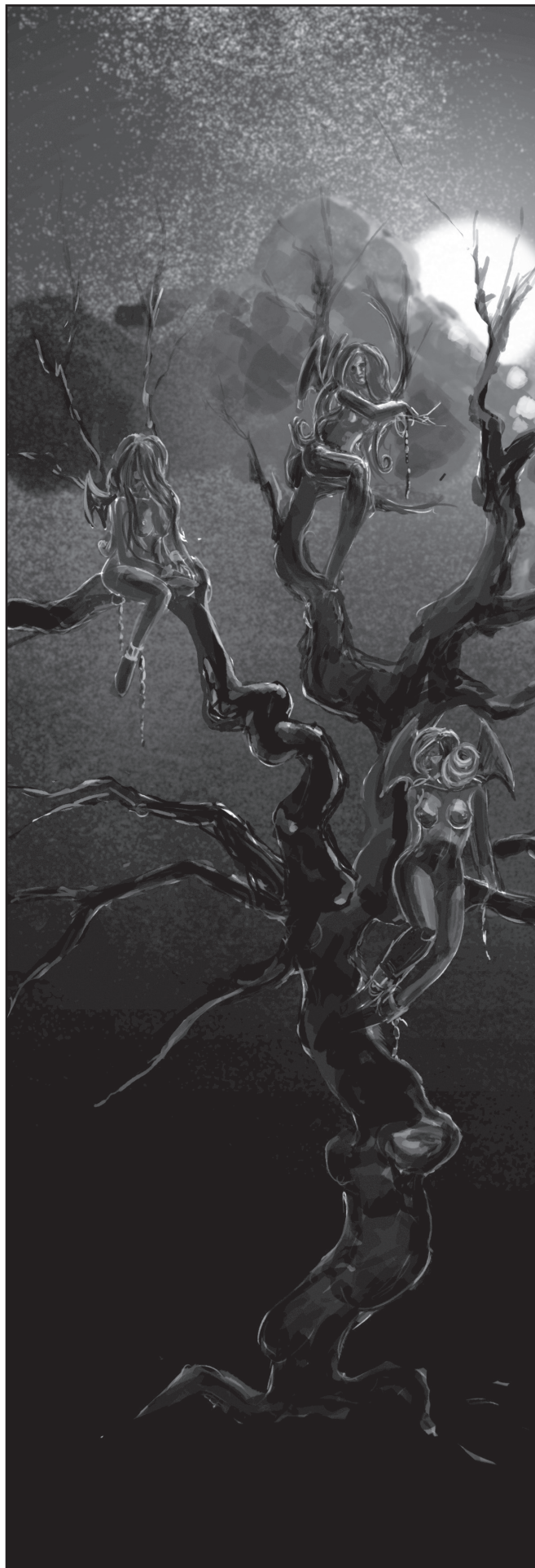
The forest yields to a large, grassy clearing. A small stream trickles through the area, and runs past a giant, dead pine tree. The tree still stands, although it lacks its needles. Large, skeletal branches extend all around the tree. In the branches sit a number of beautiful elven women, their skin pale and luminescent. Large, sleek, black-feathered wings protrude from their backs, and although they look somewhat sinister, their beauty is such that you cannot help but feel entranced by the creatures. Upon seeing you the women smile and begin singing a beautiful song.

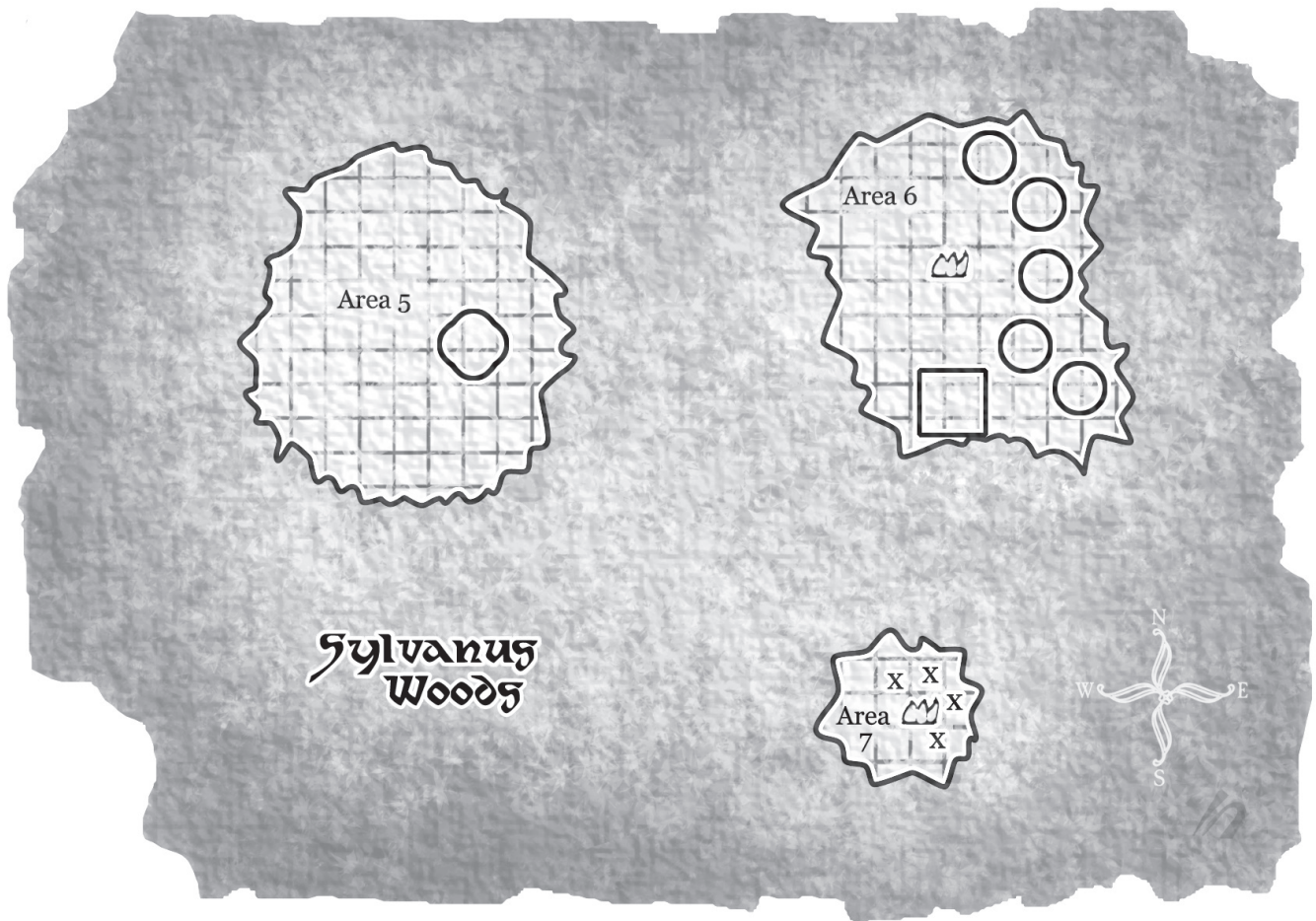
The characters will soon notice that the harpies are each wearing collars and shackles. Two of the harpies in this group are still chained together, but the rest are free of the others, although they still wear the shackles.

If the party tries to talk with the harpies they are met only with smiles and song. The harpies continue singing until satisfied that the characters are entranced, or until they believe their song to be ineffective. When the time is right, they will call to the five normal harpies that wait beyond the clearing in the woods, summoning them to help with the kill, and to feed after the hell-harpies have eaten.

4 Hell-Harpies: HD 7; HP 30, 28, 28, 25; AC 7[12]; Atk 2 talons (1d6) and weapon (1d8); Move 6 (Fly 18); Save 9; AL C; CL/XP 8/800; Special: Siren-song (draws those who fail a saving throw closer to the harpy), Charm person by touch (saving throw negates), 25% magic resistance.

5 Harpies: HD 3; HP 18, 14, 12, 12, 10; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.





The demonkindred of Area 6 know that the harpies tend to congregate here, and thus avoid it whenever possible, hoping instead to confront harpies individually when they are off hunting.

In the heat of battle, the characters are not likely to notice that the “elven” appearance of the harpies is only superficial. If they inspect the bodies afterwards, however, they will take note of the fact that while the creatures bear a passing resemblance to elves, it is merely that – a resemblance.

6. Demonkindred Encampment

The Fallen slavers had some complications during the attack. They brought with them a chain gang of harpies and hell-harpies (Appendix 3), and one of the Chosen of Medibha (Vesilisa) to command the creatures. The night before the battle, however, Vesilisa was turned into a vampire by Myrrdivar, and disappeared. Without Vesilisa to command them, the harpies broke free of their chains and ran out of control, wreaking havoc on the area. This small band of demonkindred has left behind to capture these stragglers, but they are having a difficult time of it. The demonkindred continue rounding up the harpies, and wait in this area for the arrival of another cleric who is being sent from Novgorod. The cleric is due to arrive here in a week.

This area details the encampment of the demonkindred. The Fallen have several tents, individual horses for each of them, a fire pit, a large, wheeled, metal cage that the hell-harpies were brought in, and the team of horses that pulled the cage. There are currently **5 demonkindred** and **4 hell-harpies** here. Read the following if the party finds the camp:

You come upon a large forest clearing, in the center of which is an encampment. The campsite looks as if it has been in use for some time, although it appears that greater numbers had made use of the surrounding area in the recent past. Five tents are set up on the eastern side of the clearing, and in the center is a large campfire. A small, empty birdcage stands near the tents. On the western side of the clearing stands a large, steel cage, housing several beautiful winged creatures. They sing a beautiful song, and then suddenly their song turns into hideous screaming. Their terrible keening echoes through the woods. A pale man peers from the middle tent. His features are elven, and he looks as if he was just disturbed from peaceful reverie. “Shut them up, quickly!” he shouts, and the tents beside him both stir.

The demonkindred are careful not to let the hell-harpies sing, for there is no telling what sorts of dangerous beasts might be attracted to the campsite by the siren-song. The slavers have a *music box of silence* (see Appendix 2 for more details on this new item) taken from Vesilisa’s abandoned equipment that they have been using to calm the harpies. When opened, the music box plays a song that casts *silence* upon the area. All that can be heard is the tune of the music box. Unless the characters intervene in some way, the kindred dash to the cage and open the music box, which plays a haunting melody, causing the harpies to fall silent, although the characters may notice that the harpies continue to move their mouths as if screaming, although they make no sound.

There are five harpies in the cage. It is locked (the leader of the group has the key). The bars, floor, and roof of the cage are all made of steel. The cage is wheeled, and a team of four horses is kept nearby to pull it. Five other riding horses are tied around the camp, belonging

to the demonkindred.

In addition to the harpies, the slavers have one other resource that has been left behind with them after the rest of the slavers left. The “empty” birdcage contains a feathered hound of Medibha, a crow-like creature that remains invisible before it attacks. When it begins its attack dive, the invisibility is stripped away for 2 rounds, and during this time, anyone looking directly at it risks being immobilized in confusion for 1d6 rounds (saving throw applies). See Appendix 3 for a description of these creatures.

The guards had a long night fending off Vesilisa, who has been plaguing them, hoping to turn them to vampire spawn (see Area 4). As if that were not bad enough for the band, the caged harpies tend to draw the attention of predators out in the woods, including the other harpies, which has caused several unwanted battles. When the party encounters the demonkindred, they are trying to get some sleep.

In a fight, one of the slavers (the “houndmaster,” will head immediately to the “empty” cage and open it to release the feathered hound. If the houndmaster is slain (at any point in the combat), the hound will return to the wilds immediately.

5 Demonkindred Slavers: HD 6; HP 25 each; AC 7[12]; Atk longsword (1d8); Move 6; Save 11; AL C; CL/XP 6/400; **Special:** See in darkness 60ft, immune to sleep and charm.

1 Feathered Hound of Medibha: HD 1d6hp; HP 6; AC 3[16]; Atk 1 bite (1d3); Move 6 (Fly 18); Save 18; AL C; CL/XP 3/60; **Special:** Invisible, causes confusion if viewed directly (save).

4 Hell-Harpies: HD 7; HP 30, 28, 28, 25; AC 7[12]; Atk 2 talons (1d6) and weapon (1d8); Move 6 (Fly 18); Save 9; AL C; CL/XP 8/800; **Special:** Siren-song (draws those who fail a saving throw closer to the harpy), Charm person by touch (saving throw negates), 25% magic resistance.

Treasure: The demonkindred are carrying the music box of silence. The rest of the slaving party has carried off the loot from Sylvanus, leaving the rearguard party with a small share of spending money: 100gp each (which is considered small by the standards of the Demonkindred). Each also carries a gem, worth 1d6 x100gp (determine value independently for each gem).

Gaining Information from the Demonkindred

Characters that manage to capture or charm one of the demonkindred can learn a great deal. If questioned, some likely responses include:

What are you? *We are Medibha's people. We are of a great and ancient race that share her blood.* (If the characters are very good with their questioning, the demonkindred might mention that they are descended from “Fallen” demons, and that after centuries of waiting, Medibha has promised to restore them to power.

Where are you from? *We come from Novgorod, a city in the forest east of here.*

What are these things (referring to the hell-harpies)? *They are followers of Medibha that have failed to please her. She damns them for their shortcomings.*

Where are the people of Sylvanus? *They have been taken to Novgorod as slaves.*

Who is responsible for this raid? *The queen, Morwenna ordered the attacks. She ordered that the people of this town be taken back to Novgorod as slaves.*

Why did the orcs attack Brookmere and what was taken from the library? *I know nothing about that attack, or what was taken.*

What of the Stonebones Clan? *Lady Elyria and Lord Ivan hired them on Morwenna's order to weaken Sylvanus's defenses before we moved in. The survivors of their clan rove these hills.*

What is that music box? *It was lent to us by Lady Elyria for us to use while rounding up the harpies. It helps a great deal when dealing with the creatures.*

Of course the demonkindred are loathe to cooperate if captured, and offer little information. Most of the above information can only be learned by charming them.

7. Orc Encampment

The remaining orcs of the Stonebones clan are scattered in small groups about the countryside. The Stonebones chieftain, Ulmak, was killed in the battle with Sylvanus, and now many orcs have staked their claim as chieftain. None of the would-be-usurpers have enough supporters to unite the clan, however, and the Stonebones appear doomed to be divided (unless, perhaps, Martak survived the battle in the library and decides to take this opportunity). The party may encounter any number of small groups of orcs around the countryside as wandering monsters, or may come upon this particular group in the hills north of Sylvanus. If they draw near this area, the party will see smoke from the orcs' campfire. This is their chance to sneak up and listen, getting a bit of free information and the jump on the enemy. Don't read the following if the party rushes into battle without first listening. If they hide and watch the enemy before rushing in, read the following:

In the small clearing before you, a band of orcs and goblinoids sit around a fire, roasting some foul variety of meat. “I'm tired of dead goblin. When are we going to find us more of ‘em humans?” A disgruntled orc asks a bugbear, who roasts a disfigured goblin appendage over the fire.

“Rotten elves's took all dem humans. Now we have none to bash.” The bugbear says.

“Paid us well though. And soon all dis territory will be ours, thanks to them weird elves and Ulmak.” An ogre says.

“Praise Ulmak. May he find many battles in the afterlife.” The bugbear says in a droll tone.

“Praise Ulmak.” The orc and ogre repeat, sincerely.

4 Ogres: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; **Special:** None.

5 Bugbears: HD 3+1; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; **Special:** Surprise opponents, 50% chance.

15 Orcs: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; **Special:** None.

Treasure: Each ogre and bugbear carries 1d6 x100gp; each orc carries 1d6 x10gp. In addition, there is a quantity of loot taken from Brookmere. This is mainly jewelry and silverware, of small value. The loot weighs 800 pounds, and is worth roughly 5gp per pound.

The party can learn several things by capturing or charming any members of this group. First, they can learn the state of the scattered Stonebones clan, and can likely guess that they are no more. Second, the characters can learn that the orc clan was hired and paid well by a strange elven sorceress named Elyria, who struck the bugbears as being strange and smelled “un-elvish” (the orcs and ogres are too stupid and unfamiliar with elves to have noticed this). Elyria paid the clan to help orchestrate successive attacks on Brookmere and Sylvanus. Third, the party can learn that the “elves” took all of

the people of Sylvanus as slaves east into Harwood Forest. Fourth, members of the band know the general locations of the demonkindred encampment (Area 6) and the tree that the escaped hell-harpies favor as a roost (Area 5). They know nothing of Myrrdivar, Vesilisa, or Jonas Firestorm and the other survivors of Sylvanus. Of course, those that are charmed will freely give information, whereas those that are captured are a bit more difficult to interrogate.

Sylvanus Aftermath

At this point the party should have learned enough information to know that the fallen elves have taken the people of Sylvanus east into Harwood Forest as slaves. They should also have concluded that the demonkindred (possibly still thought of as elves) are responsible for the attack on Brookmere as well. They already know, of course, that Elyria needed a particular book, and may even know the name and substance of that tome. They would not yet realize however, the important role the people of Sylvanus are to play in Morwenna's plan (as sacrifices to Medibha and Tsanai). They have some pieces of the puzzle, but not all.

The party may find it prudent to take the survivors of Sylvanus back to Brookmere before going into the Harwood forest, although if they not wish to journey back the entire length, Jonas offers to guide his people to Brookmere, and wishes them luck. He may even offer the party some clerical aid, perhaps giving them the items in the hidden cache below the temple of Thyr (see Area 2). The other survivors offer their thanks to the party, calling them heroes, and pleading that they bring their friends and family back safely.

Entering Harwood Forest

The sparse woodlands east of Sylvanus give way to the dense, virtually impenetrable Harwood Forest. There is no man-made marking acting as a border for the forest, but none is particularly needed. As soon as you pass into the forest you know it. The dense, leafy trees themselves seem to radiate darkness and it feels as if the forest watches you. All is completely silent; the calls of birds and other forest animals so prevalent in the woodlands you are familiar with are no more. You think back to the tales you heard of this place, and a shiver runs down your spine.

Harwood Forest is two days east of Sylvanus. Most folk in nearby lands have long believed it to be haunted. King Ravegost, ruler of a nearby kingdom some time ago, had hoped to build a road through the forest to the eastern lands, but no man that was sent within ever returned. Those that went searching after them said only that they heard strange things in the woods: keening voices and forbidding creatures. Shadows seemed to move of their own accord in the dark woods, and an evil presence was felt by all. Those who returned to tell their tale were lucky, for many of their companions simply disappeared. After spending some time searching for their friends, they turned back, and since then, few have ventured into the woods, and none that have ventured far have returned.

Despite the tales, the party should have enough information by now to know that the source of the local troubles lies within Harwood Forest. If there is a ranger in the party, and an attempt is made to scout the forest's edge, the ranger will be able to find the relatively broad tracks of the demonkindred slavers as they entered the forest with the kidnapped citizens of Sylvanus. If there is no ranger with the party, each character has a 1 in 6 chance to locate the trail with searching. The tracks lead to the edge of the forest, then to a seldom-traveled path that penetrates deeper into the Harwood. The party must follow the trail for about a day before coming to the first encounter. During the description of the travel, play up the overall eerie feel of the woods. Some suggestions for the GM who is not feeling creative today:

— Have each character roll a d20, not telling them why. Then look at their sheets as if you are secretly calculating a roll. This should get them suspicious, and put them on edge.

— Allow a single character a roll of 2 in 6. After the die is rolled, tell the player that the character could swear to have seen a series of fleeting shadows move through the woods. Should the player fail the roll, simply roll some dice and move on. There is nothing around; the shadows are just from the movement of tree boughs.

— Allow a single character a roll of 2 in 6. If the player rolls successfully, the character hears a strange whispering nearby. Again, the characters find nothing if they search.

— The party hears ungodly screams in the distance. The scream is a high pitched, woman's keening. The party comes up empty handed after searching through the woods. As an alternative, the characters might come across several wandering hell-harpies (10% chance).

There is a 15% chance twice per day and twice per night that the party encounters a wandering monster while in Harwood Forest. Roll for wandering monsters on Wandering Monster Table 5 in Appendix 1. Not following the trails of Harwood is especially dangerous. There is a 30% chance of encountering a wandering monster instead of the usual 15% while not on the trails. The demonkindred know of this danger, and use the trails whenever possible.

I. Wooden People

After nearly a full day the party reaches this encounter (unless they are wandering around off the trails). Read the following as the party approaches:

The forest is dark and ominous, the branches above forming a tight canopy overhead and blocking the sun. The trees seem to get thicker and the forest stranger the farther you go, and now, in a clearing before you is an unusual sight. Four wooden carvings of humans and elves stand before you, their hands held out before their horror-stricken visages.

These "carvings" are actually a number of the people from Sylvanus and their demonkindred captors. Dobrynya, a powerful druid who lives nearby, turned these unfortunate souls to wood (with the help of his wood elemental companion) after coming across the slave caravan and questioning the "intruders." He is very territorial, and does not like trespassers in his part of the woods. Dobrynya left these particular victims here as warnings for other trespassers, taking the rest back to his tree. Characters examining the victims can find an interesting detail (2 in 6 chance per character that inspects the statues, 100% chance if the character is a druid). They find that the feet of the unfortunate souls twist into tree-like roots, and reach deep into the earth, rooting them to the spot.

The party can learn a great deal by using it in this area if they look around carefully. They cannot find any of Dobrynya's tracks, for he moves without trace. However, they can learn that a large battle took place here, a mix of footprints (demonkindred and captured slaves) and some other strange creatures (Dobrynya's creatures). A ranger can discern that the tracks of the slavers follow the trail into this area, and fewer people left than originally arrived; non-rangers cannot manage this level of observation. Of the caravan, about three-quarters fled into the forest. Following the tracks of the slave-coffle and slavers leads in many different directions throughout the forest, but ultimately to one particular clearing (all that escaped either congregated here or were later rounded up). From here the tracks again go to the main trail, and continue eastward. When the tracks near Dobrynya's tree (see the following chapter), they veer into the forest and skirt around the area before again merging with the trail. Those that follow the tracks can still see Dobrynya's tree ahead, as it is massive and can be seen from very far away.

Dobrynya's Tree

I. The Tree

The Harwood trail leads to Dobrynya's tree shortly after the clearing with the wooden people. He lives in a giant, enchanted tree that rises 200 feet into the air, and is, at the base, 50 feet in diameter. Read the following as the party approaches:

Before you stand what look to be two massive entwined trees, their trunks twisting in a corkscrew so tightly together that they appear as one. The base of the tree looks about fifty feet in diameter, and it towers far above the canopy of the surrounding woods. From this angle it looks as if the tree has an enormous face: two large knotholes for eyes, and another yawning, deformed knothole for a mouth. Dozens of wooden effigies of humanoid creatures of varied races protrude from the trunk, especially around the base. Their arms and bodies reach toward you, and their faces betray a familiar look of horror.

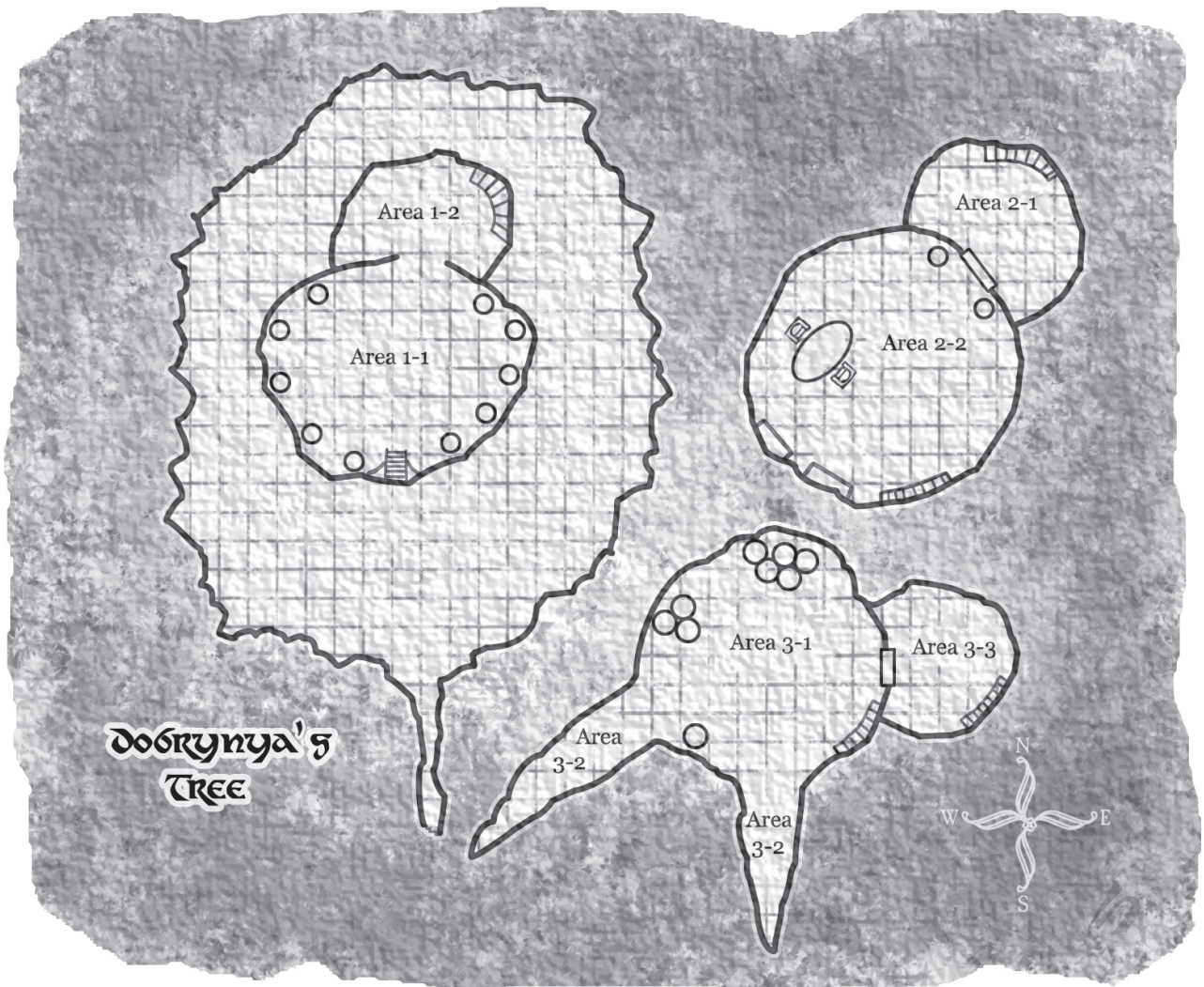
As soon as the party moves to inspect Dobrynya's tree it animates the wooden people at the base. The **30 ironwood humanoids** primarily attempt to grapple nearby characters and hold them stationary. Meanwhile, **2 ironwood treants** that live nearby move to aid Dobrynya's tree, attacking the party in 1d3 rounds (see Appendix 3 for details of these two types of creatures).

30 Ironwood Humanoids: HD 2; AC 4[15]; Atk 1 blow (1d6); Move 0; Save 16; AL N; CL/XP 3/60; Special: Reduced effect of fire, immune to blunt and piercing-type weapons.

2 Ironwood Treants: HD 7; AC 2[17]; Atk 2 strikes (2d6) or 1 stomp (3d6); Move 6; Save 9; AL C; CL/XP 7/600; Special: Control trees, throw rocks (3d6).

Animated Trees (if applicable): HD 4; AC 7[12]; Atk 2 branches (1d6); Move 6; Save 13; AL N; CL/XP 4/120; Special: Double damage from fire.

The wooden humanoids are actually those changed into wood by Dobrynya and his wood elemental companion. Most of these wooden



people are the unfortunate citizens of Sylvanus.

Characters inspecting the tree have two chances to notice strange aspects of the tree (as per a secret door check). The first check is to notice that within the “mouth” knothole there are ascending stairs, and the second check is to discover that (at the mouth) there appears to be a small, round, door. They will also automatically notice that the tree is made of a harder substance than usual.

Dobrynya's tree attempts to bite anyone passing through the door. Characters passing through the mouth must make a saving throw or take 3d6 points of damage. Once the characters have passed the outer mouth, they are safe to ascend the stairs. The “door” at the end of the stairs, however, has no knob or lock, and there is seemingly no way to gain entry. Anyone knocking or tapping on the door will be able to verify that the area beyond is hollow. Dobrynya either passes magically through the door, or turns into a small bird and flies to the top of the tree, passing through a small knot-hole in Area 8-1. The characters can pass through the door using magical means or can simply break through it by force. The door leads to Area 1-1. Should all of the characters enter the “mouth” knothole of Dobrynya's tree, the ironwood treants will surround the area but stop attacking, for Dobrynya wishes no harm to come to his home.

Dobrynya's Tree, First Floor

1-1. Dobrynya's Tree Entrance

Once the characters are inside Dobrynya's tree, it returns to its inanimate state. Read the following as the characters enter this area:

The inside of this tree is hollowed out and looks as if it is inhabited. The majority of this 100-foot circular chamber is empty, although there are a number of wooden effigies lining the inner walls, standing as if they were seneschals. Ahead of you is a large archway, which leads into another chamber.

The wooden figures (**10 ironwood humanoids**) pose no threat unless tampered with, in which case they spring to life as did those outside. The effigies are rooted and cannot move. The archway leads to Area 1-2.

10 Ironwood Humanoids: HD 2; AC 4[15]; Atk 1 blow (1d6); Move 0; Save 16; AL N; CL/XP 3/60; **Special:** Reduced effect of fire, immune to blunt and piercing-type weapons.

1-2. Entwined Tree, Staircase

This circular chamber is about 60 foot in diameter, and is the smaller of the two entwined trees. The trees seem to have grown so close together that they have become one. A giant staircase twists before you, shaped straight from the wood of the tree.

The staircase leads to the second floor, particularly Area 2-1. There is nothing else of interest in this chamber.

Dobrynya's Tree, Second Floor

2-1. Rust Monster Lair

Before you are two enormous rust monsters, each as tall as a horse. Their long antennae flit wildly as you enter, and they begin to make high pitched chirping noises. They scurry toward you on nimble legs.

2 Really Big Rust Monsters: HD 7; AC 2[17]; Atk 2 antennae (0); Move 12; Save 9; CL/XP 7/600; **Special:** Cause rust automatically on normal steel when hit or hitting, magical metal has a 10% cumulative chance per hit per +1 bonus of the armor or weapon to avoid being rusted away.

These rust monsters are Dobrynya's first line of defense. He keeps them on this level hoping that they might intercept any intruders and destroy any weapons and armor they might have.

Dobrynya is having trouble feeding these beasts, and thus they are usually ravenously hungry. He has no spells to create metal, and thus must scour the surrounding areas to find them food. Recently he has taken the weapons and metallic items from those he captured in his territory, and stockpiled them in Area 3-2, as a food storage for the rust monsters. Dobrynya realizes that he cannot continue to feed the large rust monsters for much longer, and is prepared to set them free in the forest once he runs out of food for them.

There is another archway in this room leading to Area 2-2. A large round door blocks entry, and is locked. The rust monsters are trained not to enter Area 2-2, but are so hungry that they disregard their training and run forward after any armored characters that enter. They may even try to break through the door if the party passes by them and closes the door.

2-2. Study

Two wooden figures of humans flank the entrance to this room. Within the room are a table and chairs; stationary and wrought from the wood of the tree. The figures seem to have risen out of the floor to form into their current shapes. On the far wall stand two bookshelves filled with thick tomes, and another twisting stairway rises upward.

The staircase continues up to Area 3-1. As before, the **2 ironwood humanoids** spring to life if tampered with. If the party were preceded to Sylvanus by a weaker group of adventurers (a possibility if they weren't hired for this mission due to having screwed up everything beforehand), they will recognize both figures as resembling members of that earlier party.

2 Ironwood Humanoids: HD 2; AC 4[15]; Atk 1 blow (1d6); Move 0; Save 16; AL N; CL/XP 3/60; **Special:** Reduced effect of fire, immune to blunt and piercing-type weapons.

Treasure: The bookcases are full of mundane books (60 total), each worth about 2 gp. Hidden behind the books on one of the shelves (secret door check) is an *ioun stone* (pale lavender, ellipsoid). On top and pushed toward the back and middle of the bookshelves (another secret door check is required) are a +1 *light wooden shield*, and a *wand of stoneskin* (50 charges). The *wand of stoneskin* grants a bonus of 1 to the recipient's armor class for 2d6 rounds. It is usable only by

DOBRYNYA'S TREE

clerics or druids (an extraordinary feature for a wand, but so it is), and cannot be recharged.

Dobrynya's Tree, Third Floor

3-1. Storage

The tree seems to be narrowing as you rise. This chamber is slightly smaller than the one below, stretching 90 feet in diameter. Two long corridors formed of hollowed branches protrude from this chamber and another round doorway leads into what must be the smaller entwined section of the tree. A number of barrels and sacks line the walls.

Inside the barrels are stores of food, from dried meat to fruit. The sacks are stores of grain and wheat, and one of them holds a surprise: a wayward **cockatrice** that Dobrynya took in as a pet some time ago. It enjoys eating the grain, and often climbs in the sack to feed and falls asleep. Should any character reach into the grain sack, the Cockatrice gains a surprise attack. It then flees from the sack, and flies around the room madly, attacking anything in its path.

1 Cockatrice: HD 5; AC 6[13]; Atk 1 bite (1d3 + petrification); Move 6 (Fly 18); Save 12; CL/XP 7/600; Special: bite turns to stone.

The branches in this room lead to the Areas 3-2, and the door leads to Area 3-3. There is no lock on the door.

3-2. Storage Branches

These branches continue for 60 feet before reaching their end. The tip of the branch seems to serve as another storage area. There are however, stores of items, goods and weapons here rather than stores of food.

Treasure: In the northeastern branch are 5 backpacks (empty), 7 bedrolls, 10 candles, 2 scroll cases, a fishing net, 7 pieces of flint and steel, 2 vials of ink, 4 common lanterns, a bullseye lantern, several sets of cooking pots and pans, 2 hemp ropes (50 ft), 1 silk rope (50 ft), 3 tents, and a set of lockpicks.

In the southwestern branch are a flail, 5 daggers, 10 longswords, 2 longbows, 2 longbows, a shortbow, 5 short swords, a scythe, and a +1 warhammer.

These items are odds and ends picked up by Dobrynya from the bodies of deceased trespassers.

3-3. Cave Bear Lair

This chamber is about 50 feet in diameter, and another staircase rises into the heights of the tree. Two large bears sit at the bottom of the staircase. One yawns as you enter, displaying its toothy maw. It rises and ambles toward you.

The **2 cave bears** are Dobrynya's pets. They are not used to visitors,

so they begin by sizing up the characters suspiciously instead of attacking. One moves closer to the party, sniffing them curiously. Should the party act kindly to the bear, she moves back to the base of the stairwell and lies down, allowing them to pass as long as they do not bother her or her mate. If the players attack, the bears respond, not stopping until either they or the characters are defeated. The bears, if angry, will follow fleeing characters up the staircase into Area 4-1 and beyond. Characters that flee out the door to Area 3-1 find that the bears are not so easily thwarted. They attempt to break down the wooden door and follow the party through.

2 Cave Bears: HD 7; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; AL N; CL/XP 7/600; Special: Hugfor additional 2d6 automatically if both claws hit.

Dobrynya's Tree, Fourth Floor

4-1. Stairwell

Ahead of you is an elaborate archway leading into another, larger chamber. Runes and knotted dragon designs are carved around the archway.

There is nothing of interest in this room. The archway leads to Area 4-2.

4-2. Sculpture

In the center of this room is a large, wooden sculpture that consists of humanoid bodies. The sculpture is still, but seems to writhe before you such is the masterwork of the piece. At places the sculpture appears grotesque, but it is overall, aesthetically pleasing. Another large tree branch continues off into a corridor from this chamber, and another staircase rises higher into the tree.

Close inspection of the statue reveals that there is a single metal weapon within the mass of bodies. It is a +2 shortsword. Dobrynya found the item amid a group of the demonkindred, and found it to be so beautiful that he decided to keep it for himself. He already has a weapon of his own that he tends to carry with him at all times, and thus simply keeps this one as part of the sculpture in case of emergencies.

Dobrynya created this sculpture from the many demonkindred that have been passing through his domain recently. After turning them to wood, he binds the bodies together with magic. There are no villagers from Sylvanus in this sculpture.

The staircase leads to Area 5-1, and the branch to Area 4-3.

4-3. Trapped Branch

This branch continues for 60 feet before reaching its end. It looks as if the tip of the branch serves as another storage area, as there are many closed barrels and sacks at the end.

There is a trap door in the corridor that drops those that fall in it outside of the tree. It can be detected before stepping on it as follows:

DOBRYNYA'S TREE

any elf has a 1 in 6 chance to notice it while approaching; any druid has a 3 in 6 chance; any character using a pole or other implement to probe the floor will automatically detect that the area beneath the trap door is hollow, although probing will not reveal the fact that it opens up when stepped on. The fall is a shattering 100 feet down to the ground. A saving throw is allowed to grab the edge, and thus not fall. A character that falls will take 10d6 points of damage and land just east of the base of the tree. The trapdoor remains open, so the characters up above could drop a rope down for the smashed-up character to climb back.

The barrels are all empty, and the sacks are filled with straw. This area serves only as a trap for greedy intruders.

Dobrynya's Tree, Fifth Floor

5-1. Plant Room

This room is completely filled with strange plant species. Earth covers the floor, and all about flowers, fungus, and an array of other plants grow. Vines creep up the walls and around the ceiling. In the center of the chamber is a small table, atop of which sits a small spiny plant in an earthenware pot. Several oblong heads protrude from the plant's stems. They split in two halves, within which are many spiny protrusions, as if they were teeth.

Another corridor branches from this chamber, and a large archway leads to a connecting chamber.

The plants in this chamber are those that Dobrynya has collected and tended. Most of the plants are native to Harwood Forest. The spiny plant on the table, however, is an exception. The plant is the rare **marusian flower**. Few are known to exist, and the flower was long ago widely sought after for its powerful regenerative abilities. The flower is rather dangerous, however. It has the ability to bite through flesh and bone, and many of those who have been lucky (or unlucky) enough to find this plant have had one or more of their digits bitten off by it. Dobrynya found this plant some time ago in the wastelands east of Harwood Forest, and nearly lost a finger to it as he uprooted it and brought it back as a matter of interest. Druids that can identify plants will know the name, and that it is both dangerous and beneficial, but without further detail than this.

The plant bites (obviously). It attacks as a 1HD monster, and on a roll of a natural 20, it severs a digit (nose, finger, etc). If you eat the plant after it eats part of you, you will gain a slight regenerative capability, curing 1hp per round of combat. It is unlikely that anyone will discover this, of course, but it is worth mentioning.

There are other dangers besides the marusian flower in this chamber. Once the characters enter they draw the attention of **2 shambling mounds**. The mounds creep up to the party and attack, perhaps when the characters are inspecting the marusian flower. Combat with the mounds is likely to upset the sleepwood fungus (see below); the mounds themselves have a 50% chance to do so accidentally – and they are immune to the sleeping effects.

Adding to the dangers here are the many different types of mushrooms scattered about the floor. A colony of **sleepwood fungus** (see Appendix 3 for more details on this new creature) lives on the floor of the room. Stepping on the fungus releases a cloud of spores. Characters declaring that they are avoiding stepping on the fungus can easily do so until the battle with the shambling mounds, in which case they must make a saving throw at +2 (only once for the duration of the combat) to avoid the fungus patches. Those that do not declare that they wish to avoid stepping on the fungus basically have a 3 in 6 chance to accidentally avoid them. Druids will immediately take note

of the fungus and know its properties.

Sleepwood Fungus: HD about 2; AC N/A; Atk None; Move 0; Save 19; AL N; CL/XP N/A; Special: Sleep spores when disturbed.

2 Shambling Mounds (9HD): HD 9; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 6; CL/XP 12/2000; Special: Damage immunities, enfold and suffocate victims.

Experience: Add 25% to the characters' XP for this battle, for the sleepwood fungus makes this encounter more perilous than usual.

There are no other dangers in the room (the vine and other plants are harmless). The branch continues to Area 5-2 and the archway to Area 5-3.

5-2. Plant Filled Corridor

This corridor is filled with many more plant species. Ivy and vines line the walls and ceiling of the corridor. Brightly colored fungus grows all along the floor.

This area is mostly harmless. The only danger is the fungus on the floor. Interspersed with harmless (and even edible) fungus are a few small colonies of the sleepwood variety. See Area 5-1 and Appendix 3 for more details.

5-3. Stairwell

With the exception of the vines, ivy, and a few colonies of fungus, the plants do not extend into this chamber. There is a stairway continuing upward into the tree.

The sleepwood fungus continues into this chamber, and characters not taking the proper precautions could release the spores (see Area 5-1 and Appendix 3 for details). Other than that there are no dangers or items of interest in this chamber. The stairway leads to Area 6-1.

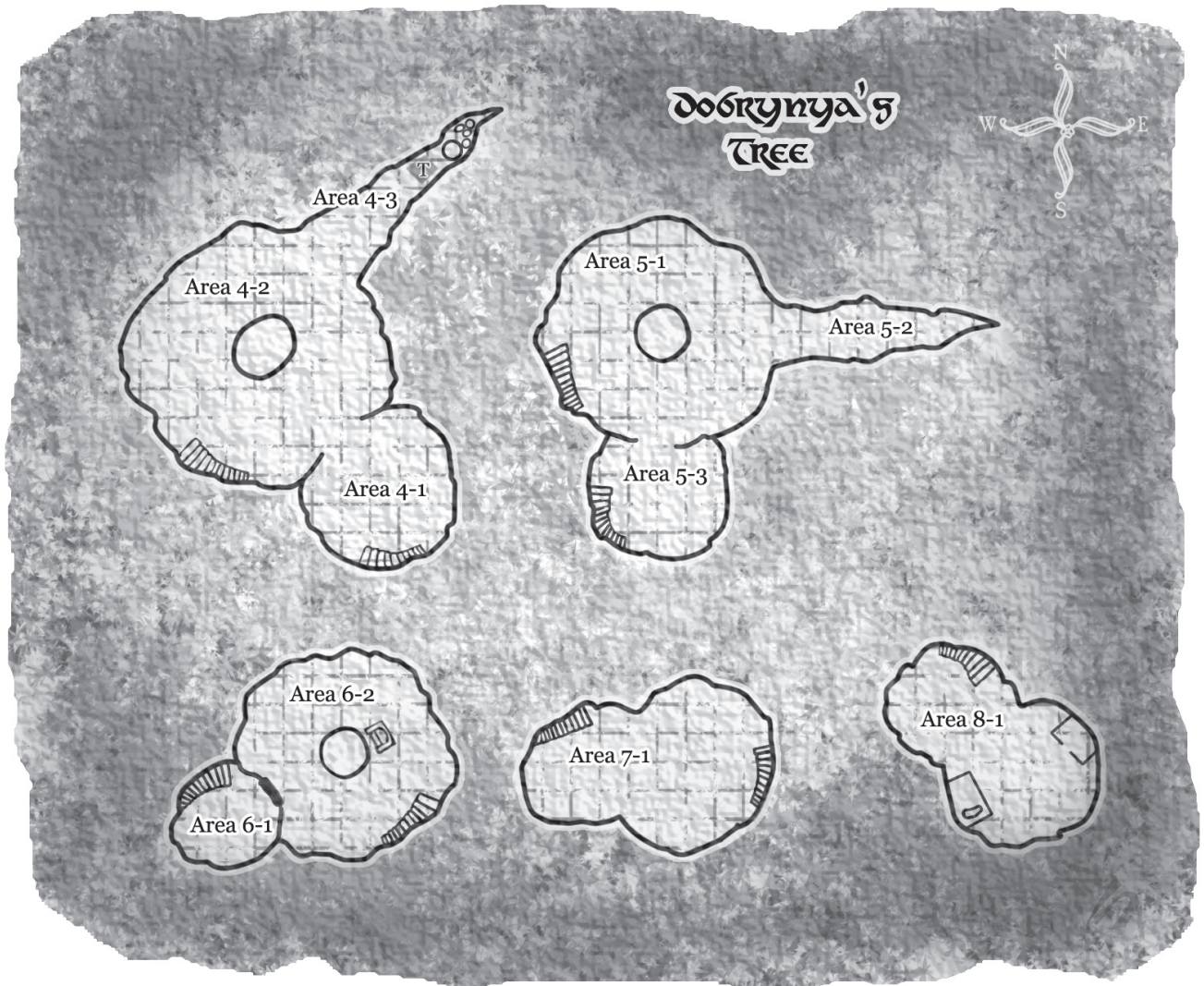
Dobrynya's Tree, Sixth Floor

6-1. Trapped Chamber

This chamber is smaller than the ones below, as the tree begins to taper near the top. It is empty except for a large wooden door. Upon the door's surface is a carved relief of a large twisting tree.

This door leads to Area 6-2 and is trapped with a curse that transmutes metal into wood. The trap affects not only the equipment of a character that touches the door, but also of anyone else within 5ft. Each piece of equipment is allowed a saving throw (requiring a roll of 12 to remain metal), and items of enchanted metal gain a +5 to this roll.

There is a secret door just to the left of the ornate, trapped door. It is well hidden within the tree's surface, but can be detected as normal. Dobrynya uses this door to move about so as not to risk



setting off the trap. The door leads to Area 6-2 as well.

6-2. Stairwell

This room is empty save a single table and chair. Both are wrought of wood, and look as if they have risen from the floor to form their current shapes. Upon the table is an earthenware jug full of water, a single clay cup, and a clay bowl full of red berries. Beyond the table a staircase rises.

The berries are *goodberries*, each of which will cure 1hp of damage, although a maximum of 8 can be eaten in one day without causing intense nausea for 1d4 turns. Dobrynya creates a bowl of these every day and tends to subsist primarily on them, although at times he does feast on the stores found in Area 3-1. There are 6 berries left in the bowl. Other than the staircase, there is nothing else of interest in this room. The staircase leads to Area 7-1.

Dobrynya's Tree, Seventh Floor

7-1. Wood Weird's Lair

You ascend the staircase only to find a strange creature standing before you. It is a weird and twisted mass of wood, gnarled branches, and a few leaves. Its skin is a patchwork of different types of bark, and a pair of eyes glare out at you from the creature's middle. In the gaps between the bark, black mold grows like a disease, and the entire aspect of the creature is deeply disturbing, as if an aura of supernatural wrongness pervades the very air that surrounds it.

This creature is a thing from beyond the material plane but linked to it in somewhat the same way as an elemental is related to the realms of normal reality. However, a wood weird is drawn from deeply within nature's Chaotic and predatory elements. These things are virtually unknown on the material planes, for the secret of summoning them is one of the higher mysteries of druidism and it is seldom done – the creatures are as much demonic as elemental, depending on how one might choose to classify them. Their summoning is one of the darker and more unpleasant of druidic secrets and ceremonies.

“Geleraxa,” a **wood weird**, does not speak, and moves toward the characters attempting to touch them and turn them to wood. It is responsible for many of the people of Sylvanus being turned to wood, as it and Dobrynya fought the intruders together. Geleraxa does not have the power to return those turned to wood back to flesh. See Appendix 3 for more information on wood weirds.

Geleraxa the Wood Weird: HD 12; AC 0[19]; Atk 2 branches (1d10); Move 6 (12 on wood); Save 3; CL/XP 15/2900; **Special:** 25% magic resistance, immune to non-magic weapons, fire, and cold, turns flesh to wood with successful hit (saving throw).

The two entwined trees have grown so close and tight together in this area that the wood is shaped to form one large chamber instead of two. At the southeastern end of the chamber is another staircase. At the top of the staircase is a large, wooden door with a tree carved into it. It is locked. Dobrynya may open the door to confront characters that do not succeed in opening the lock on their first attempt.

Dobrynya's Tree, Eighth Floor

8-1. Dobrynya's Chamber

This chamber is where the archdruid **Dobrynya** and his bear-familiar **Nimra** spend most of their time. Dobrynya is of course angry at the characters' assault on his home, but talks to the characters instead of immediately attacking.

“Who are you, and why did you kill my friend, Geleraxa?”

An old man asks in a sad voice. He has long white hair and a similar beard that reaches down to his waist. He sits upon a wooden bed that again appears to have been carved straight from the floor of the tree. Sitting on its haunches beside him is a large grizzly bear.

The old man is an archdruid named Dobrynya, who has retired from any role in the formal druidic hierarchy. However, he talks freely with the adventurers, although he does not hesitate to attack should he feel threatened. The area around Dobrynya's tree is not a druidic holy place, in which case their trespass would be a death sentence, but it is merely the druid's house, and he is intrigued that anyone has managed to breach its defenses. If the need arises, he will attack to kill the party without compunction, but they are more interesting as guests than as corpses.

Dobrynya (Drd12): HD 9+3; HP 50; AC 3[16]; Atk +2 scimitar (1d8+2); Move 12; Save 4; AL N; CL/XP 14/2600; **Special:** Spells, +2 save vs. fire, shape change (3/day) to replace 1d6 x10% of lost hit points, immune to Fey charms, +2 on all saving throws due to ring

Spells (5/4/4/3/2/1)

First Level: Detect Magic, Detect Snares & Pits, Faerie Fire, Locate Animals, Predict Weather

Second Level: Heat Metal x2, Warp Wood x2

Third Level: Cure Disease, Hold Animal, Plant Growth, Protection Against Fire

Fourth Level: Cure Serious Wounds x2, Dispel Magic, Plant Doorway

Fifth Level: Animal Growth, Control Winds, Passplant

Sixth Level: Finger of Death, Feeblemind

Seventh Level: Confusion

Magic Items: +2 scimitar of frost (+4 vs. fire creatures), ring of



protection +2, +2 leather armor

Nimra the Bear: HD 6; AC 6[13]; Atk 2 claws (1d6), 1 bite (1d10); Move 9; Save 11; CL/XP 6/400; **Special:** Hug for additional 2d6 if hits with both claws.

Tactics: Dobrynya will not initiate combat, but if he is attacked his first action will likely be to cast *confusion* on the group, in an attempt to neutralize as many of his opponents as possible. He will follow this with *feeblemind* if there is still an enemy spellcaster who is not confused, or *heat metal* if the greatest danger appears to be a fighter. He will then either try to wrap up the combat with a *creeping doom* spell or by casting *animal growth* on Nimra. At any time, if he feels seriously threatened he will change shape into a bird and attempt to escape.

Nimra will move in between Dobrynya and any attackers, leaving the druid as free as possible to continue casting spells.

If the party talks to Dobrynya rather than attacking, they will find he is a good source of information. He tells them that he has retired from the druidic hierarchy, but still spends some of the year tending minor holy places, and attends the higher ceremonies each year if his arthritis permits the journey. If there is a druid in the party, Dobrynya will ask for any news about the higher druids, recent politics, and whether there have been any changes in the hierarchy by duel or retirements.

If the characters tell him that the innocent people of Sylvanus were captured and did not deserve their fate, Dobrynya is amused, for he is completely uninterested in such matters of morality or mercy. “They traveled with the false elves in the lands I guard. It does not matter whether they did so voluntarily. What matters is that it happened.”

On the other hand, Dobrynya has no problem with the idea of trading away his animated statues, since the characters seem to want them so badly. What Dobrynya wants in exchange for turning the townsfolk back to flesh is the tear of a phoenix. He is the current holder of the *Runestone of Sustare* (see Appendix 2 for details) that can turn wood back into flesh, but at present it has only three charges remaining. The phoenix tear can be used to rejuvenate the power of this item (which is useful for many other tasks as well). Dobrynya

DOBRYNYA'S TREE

would have had to begin searching for a phoenix's tear soon, and if the party is willing to do his work for him and take all the risks, so much the better. If the party is willing to hunt down a phoenix's tear for him, and some of the party members have been transformed into wood, Dobrynya will change them back before the party sets out, as a gesture of good faith.

Dobrynya explains to the characters that an old witch named Baba Yaga lives in the woods, to the north. She owes Dobrynya a favor, and he is certain that she can aid in finding a phoenix's tear. He also tells the party that Baba Yaga is a font of knowledge, and it is likely that she can answer many questions for them about the false elves and the strange events of the past days. Dobrynya writes a note to Baba Yaga, asking for the party's safe passage, and for the phoenix tear in return for the favor owed to him. Dobrynya sends the characters north, directing them to a nearby trail that leads to Baba Yaga's cabin. Spellcasting characters might ask for a detailed description of the area of Baba Yaga's cabin; it is possible the party could actually *teleport* there.

If the characters ask about the and any of the "so-called elves" that pass through are turned to wood and added to his tree by him and the wood weird. If the party did not encounter the slavers' rearguard back near Sylvanus, this may be the first time they get an inkling that the "elves" they have been hearing about might not actually be elves; so emphasize that Dobrynya refers to them as "false elves," "so-called elves," or "elf mimics." Dobrynya does not know what the demonkindred are, but he knows they are not elvish.

He will also mention that recently a caravan of several hundred passed through this way, mostly humans, but with several of the "false elves" as well. He and the wood weird attacked them by surprise,

turning many of them to wood (although the majority escaped), and added them to the tree. He will ask if the characters have seen his statue tree on their way up, and offer to show it to them later if they did not.

Should the party ask Dobrynya for information concerning the "elves," he states that they are "abominations." He knows of the city of Novgorod, but admits that he has never been there himself. He knows that it is two days ride to the southeast of here, following the trail from his tree. He cannot, however, give the characters an accurate description of the city. Dobrynya does not know any of the names of the demonkindred, and cannot speculate as to what book they might have been after. The druid knows little of Medibha, only knowing that the "elves" fervently worship her, and that she is a powerful succubus that became a Demon Princess. She bestows her own traits upon her greatest followers, giving her clerics strange powers. He tells the characters that such questions would be better left for Baba Yaga, as she sees and knows most things that happen in the world.

If the party asks questions about the phoenix, Dobrynya's sense of humor will manifest. "Not what you might expect," he chuckles. If the party persists, he will describe the Phoenix (see Phoenix Cave, Area 3)

Treasure: The party can find *The Runestone of Sustare*, a *cloak of elvenkind*, and *boots of elvenkind* in Dobrynya's closet. The cloak and boots are mixed with many mundane cloaks, so the party would have to cast *detect magic* to realize the potential of the items. Under Dobrynya's bed is a small, locked chest containing a 1,000 gp emerald and a 50 gp bone statuette carved in the likeness of Dobrynya.

Barrow of Virnak Dun

I. Barrow Exterior

The trail to Baba Yaga's hut cuts northward through the forest, and follows a straight path for nearly half a day's ride. Suddenly the path veers to the west and circles a great mound of earth before continuing northward. The characters can bypass it or investigate it, whichever the players choose. Read the following should the party move to investigate:

A great mound of earth, spanning 60 feet by 60 feet and rising about 20 feet high stands before you. At the base of the mound is a continuous ring of large, flat stones set into the side. Strange spiral and knot symbols are carved upon each stone.

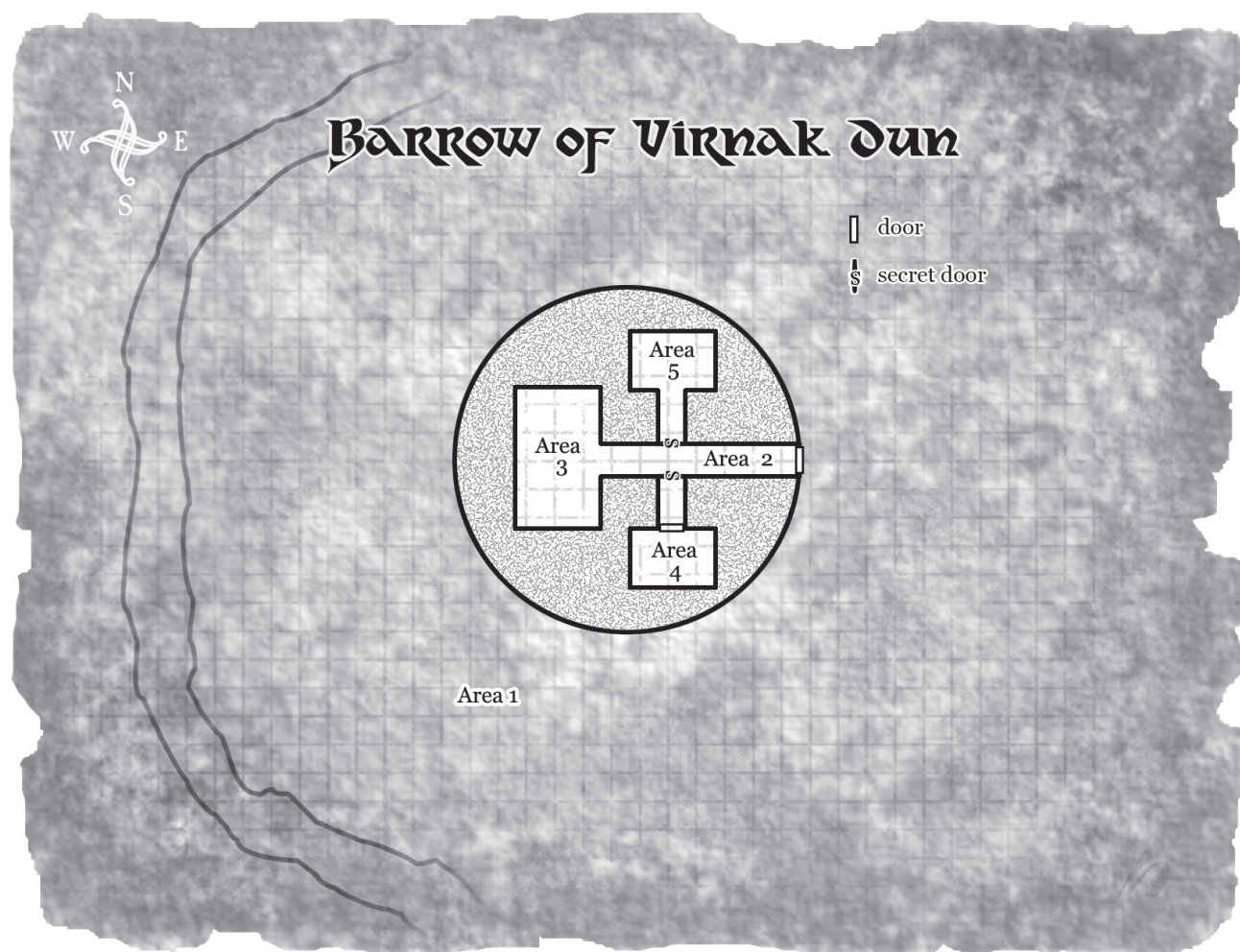
As the characters approach the barrow (getting within twenty feet or so), four incorporeal wraiths emerge from the sides of the earthen mound to attack. Note: ordinary wraiths in *Swords & Wizardry* have material bodies, and are not incorporeal. These particular wraiths are able to move through material objects – they are otherwise no different from normal wraiths.

4 Incorporeal Wraiths: HD 4; HP 20, 18, 16, 14; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 7/600; **Special:** pass through solid objects, drain 1 level with hit (saving throw negates), immune to non-magic weapons other than silver (half damage only).

If the wraiths are turned, they simply return to Area 4 within the barrow, and wait, filled with a cold and seething rage.

Checking around the barrow reveals that one stone within the ring is much larger than the others on the eastern side. A single spiral pattern is carved on the stone face. Should the party decide to dig behind this particular stone (into the mound), they find a single, flat stone surface. This second stone is actually the entrance to the inner mound. Like the stones on the outside of the barrow, this one is carved with a pattern, but it is circular rather than a spiral, and there is one somewhat larger rune in the center. Runes of protection have been graven into this stone, and unless the stone is turned to the right, anyone opening or otherwise passing through the door will unleash the runes power of the glyphs. The entrance leads to Area 2.

The Rune of Protection is circled by carvings that are pictograms rather than a grammatical sentence. If *read languages* is cast upon the stone, the caster will find that the meaning of the individual pictograms is Turning-Safe-Allows-Right-Risk-Means-Entrance-Allows-Left. The spell does not reveal where the sentence begins, or whether the pictograms are supposed to be read counterclockwise or clockwise.



The proper interpretation is to read the runes counterclockwise starting with the pictogram for "Turning," so that it reads: "Turning Left Allows Entrance Means Risk Right Allows Safe." The central rune does not change if read languages is cast on the stone, and a magic-user will immediately be able to conclude that it is either a magic rune or a meaningless picture. The magic-user will know that if it is a magic rune, *read magic* will cause it to shift around as the spell seeks a meaning, but that ultimately the spell will not reveal any information (other than the fact that the rune is magic). *Detect magic* will also reveal the rune's magical nature. Indeed, casting *read magic* causes the rune to shift (in the caster's eyes) before it returns to its original shape.

Turning the stone to the right (clockwise) will make the runes quiescent until the stone is turned back to its original position, and the stone will roll sideways to allow entrance. If the stone is turned to the left, the central rune will unleash its power, and the same will happen if the characters attempt to bypass the stone by digging. The rune can be dispelled (against a 12th level caster), but its magical power will return within one hour.

If the protective rune is triggered, it causes a flood of chilling cold to emanate from the stone in all directions, out to a radius of fifty feet. The cold penetrates through earth and stone as well as through the air. Anyone in this area will incur 4d6 hit points of damage (half damage with a successful saving throw).

2. Barrow Hallway

A long, dark, hallway leads into the depths of the barrow. The Hallway is only five feet wide, and the ceiling is low and cramped.

The ceiling is only 4 feet high, forcing the characters to move in a very uncomfortable, crouched posture. Movement when passing through the halls is reduced to half, and characters fighting within the halls lose any Dexterity-related bonuses. This can be a real problem for characters that have not yet dealt with the wraiths, which can emerge from the walls to attack wherever they choose. If the party did not defeat the incorporeal wraiths outside the barrow, they will be attacked by them in this hall. Anyone trying to fight in this extremely cramped area will suffer a -2 to hit and on damage.

The hallway continues straight ahead for 30 feet before entering Area 2. There are two secret doors across from one another, 20 feet into the cavern from the entrance. One leads to Area 3 and the other to Area 4.

3. Banshee Lair

There is no door to this area. The hallway merely steps down into the chamber. Within are **2 Banshees**.

The hallway descends 3 small steps and enters a 15-foot by 20-foot chamber. Gold and platinum glimmers in your torchlight, reflected from two large mounds of treasure. Two skeletons litter the area as well, both of them shattered and broken. Suddenly, a bluish mist rises from the floor and coalesces before you, taking the shape of ghostly women.

2 Banshees: HD 7; HP 32, 28; AC 0[19]; Atk 1 claw (1d8); Move (fly 12); Save 9; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance 49%; shriek of death; Immune to enchantments; pass through solid objects

Treasure: The mounds of treasure contain 100 pp, 2,000 gp, a 1,500 gp pendant with bloodstones, a 1,500 gp portrait of a beautiful elven woman, a 1,500 gp painting of a similar looking

The Barrow of Virnak Dun

An ancient people named the Magnus (also see the Sidebox: Dolmens and the Magnus Clan, detailed in Blackstump Forest, Area 8) inhabited this area and created this barrow several thousand years ago to contain evil within. Like every society, there were a number of evil men and women born into every generation. Those that committed the foulest and most diabolical deeds were entombed in this barrow after they died. Being entombed in the barrow was considered the harshest possible punishment, as those buried there were cursed to spend a life of undeath trapped within the tomb.

Those buried here were entombed with all of their possessions, as the Magnus believed that the evil inherent in such people could pass onto others from objects. Knowing this, a number of would-be looters were deterred from the site, while others became drawn to it. Those that attempted to loot the barrow were often driven away (or killed) by the trap upon the entrance door, or by the inhabitants within. Whenever the barrow was found to be open, the people of the ancient culture would reseal it, and return the door to its original position.

There may be some truth to the beliefs of the Magnus, for those that take treasure from the barrow feel a strange, mounting hatred in their hearts soon after. This often times went away, the looter forgetting about the feelings soon after. However, at times the hatred gripped the looter's heart, changing that person forever. Characters looting from the barrow must roll a percentile die to reflect this curse. There is a 25% chance for each character that their alignment changes one step toward Chaos. Thus, a Lawful character changes to Neutral alignment, and a Neutral character to Chaotic. Chaotic characters of course suffer no penalty, and have pleasant dreams for weeks after the theft.

Some of those buried in the barrow have found that they can leave the confines of the barrow, but can only travel for a short distance before having to turn back (such as the wraiths). Anyone buried in this barrow rises as an intelligent undead creature of their equivalent hit dice one week after their burial. The entire inside of the barrow radiates magic.

woman by the seaside, and a 500 gp silver comb with moonstones. The paintings reflect the two tombwispes (sisters) in life.

The banshees will make use of the fact that they can move through the walls, and if they are turned, they will disappear into the earth of the barrow. Once the effect of the turning has dispersed, they will come hunting for the characters if they are still within the confines of the barrow.

4. Wraith Lair

A short hallway leads to a 10-foot by 15-foot chamber. Four skeletons are lined neatly in the center of this chamber, and obviously have not been disturbed since they were interred here. A mound of treasure lies behind each skeleton.

Those interred in this chamber became the incorporeal wraiths that the characters have likely already met. If any of the wraiths have not been destroyed, they rush to this chamber when it is opened, and attack. For more information on the incorporeal wraiths, see Area 1 of this chapter.

Treasure: Together the mounds contain a total of 4000gp.

5. Chamber of Morevna the Sorceress Queen

Characters entering this chamber from Area 2 find a short hallway that leads to another stone door. Upon the door is inscribed a warning in an ancient tongue that can only be read by the use of a *read languages* spell (although a Magic-user also has a 1% chance per level to be familiar enough with this particular ancient language to figure out the inscription). It reads: "Intruders beware. Entombed within is the evil soul of **Morevna the sorceress queen**. Her punishment for her foul deeds is an eternity spent in undeath. May she forever lie entombed in this chamber. Woe be upon the fool that releases her." Note that if *read languages* is used to decipher the inscription, one of the letters of the message will seem to be meaningless. *Read magic* will cause the appearance of this letter to shift around for a moment, and *detect magic* will reveal that the letter is a magical rune. The rune can be dispelled (against a 12th level caster) but its magical power will return within an hour.

The door is locked. Upon the door is a rune with *finger of death* cast into it. The first person who attempts to open or pass through the door activates the spell.

Read the following to those that enter the chamber:

Three short steps descend into this 10-foot by 15-foot chamber. Mounds of treasures of all types litter this area. A hooded figure in long robes stands in the middle of the treasure; long, beautiful hair spills from within the hood, but also within the hood you can see several green points of faintly glowing light, and they are moving about. The figure looks up, which reveals nothing of the face inside the hood, and it speaks in a husky female voice.

"You have freed me from this existence. I owe you my thanks. Thus, I offer you the chance to serve me. Serve me and together we shall rule this land! I will make you rich and powerful, and you shall have all that your heart desires." It then waits in silence for your answer.

The seal upon this tomb prevents any magic from being cast within its precincts. Should the party open the seal, the curse that denied Morevna her magic is lifted. She may now use her magic to the fullest of her ability. If the characters *teleport* into the tomb, they do not lift the protections, and Morevna cannot use any of her magical abilities. Unfortunately, neither can the characters while they are in the area, so they can't *teleport* back out again. Any magical items that require activation or command words of any kind are rendered ineffective until the seal is broken (thus, for example, magic weapons, armor, potions, and rings of protection would all function normally, but wands, and staffs would not). This effect cannot be dispelled by any means other than by breaking the seal of the door, either by opening the door, which is locked from the outside, or breaking it down.

If there is any discussion with the creature that was once Morevna, it tries to convince the characters that she was not an evil ruler in life. She claims that those who sealed her in this barrow (the people of the Magnus; see the sidebar in Blackstump Forest, Area 8 for more details) were the evil ones, and are responsible for certain changes in her that she refuses to discuss. Morevna tries to convince the characters to become her followers. If they agree to assist her, the agreement operates as an instant *charm person* with no saving throw permitted.

If the characters refuse to serve Morevna, she attacks.

Morevna is a highly unusual form of undead creature, although it is possible that others might exist. A full description of her is included in Appendix 3. Although she was a powerful sorceress in life, none of her magical powers have carried through into her undead state.

Morevna: HD 8; HP 70; AC 2[17]; Atk none; Move 12; Save 8;



AL C; CL/XP 10/1400; Special: Devour (see description), 50% magic resistance.

Morevna cannot be turned within this chamber.

Inside the hood, once she is slain, Morevna simply appears to be a gaunt, mummified human – the ectoplasm fades away after she is killed. She wears a crown of gold, encrusted with gems (total value is 10,000 gp).

Treasure: Besides the treasure on Morevna's person, this chamber contains a +1 spear, a 1,000 gp star ruby, a 500 gp black pearl, a 250 gp deep-blue spinel, a 100 gp jet, a 50 gp smoky quartz, a 50 gp rock crystal, a 1,000 gp adamantite sacrificial dagger, a 500 gp jeweled dragon comb, a 500 gp golden chalice, a 350 gp tapestry of a valley kingdom, and silk clothes that are now almost completely rotted away. The coins are: 500 gp, 17,500 sp, and 25,000 cp.

Morevna the Sorceress Queen

Morevna may have been the vilest being to ever rule a fair people. She ruled the ancient people of the Magnus several thousand years ago. Morevna was a cruel queen in life, using her magic to enforce her tyrannical laws and stiff punishments upon transgressors. She was fond of torture and often sent her minions out into the night to capture victims for her pleasure. After suffering many years of her tyranny, the people of the Magnus rose up and overthrew her. Morevna was slain by her usurpers, and buried in the barrow of Virnak Dun. The barrow's fell magic raised her as an undead creature one week later. Morevna was ecstatic to find that she had made such a powerful transformation. However her happiness was short-lived, as she soon found that she could not use her magic, and could not escape the tomb. She has sat in her single chamber of the barrow for millennia, hatred boiling in her black heart.

Baba Yaga's Cabin

The trail continues north from the Barrow of Virnak Dun, and it is another half day's ride to Baba Yaga's cabin. The cabin is clearly visible from the trail, although the trail skirts around the clearing, as if not to bother the old crone. There is a 40% chance that **Baba Yaga** is here when the party arrives. Otherwise she is out flying through the woods in her giant *mortar bowl and pestle*. In such a case Baba Yaga returns to the cabin in 1d6 hours. Read the following as the characters approach the cabin:

A small, wooden cabin rests in a clearing. A short, stone chimney rises out of the thatched roof, and the windows and door of the cabin are all decorated with elaborate carvings. A white fence surrounds the cabin, built of bleached humanoid bones. A jaw-less skull tops the fence every few paces, and an intricate gate, again made of human bones, opens to a cobblestone path leading to the cabin.

The bones of the fence are made from several different humanoid species, including elves, humans, orcs, goblins, dwarves, and halflings. The skulls are predominantly human and elven, as Baba Yaga finds these to be most aesthetically pleasing. Touching the skulls is a mistake indeed, for Baba Yaga has infused each one with necromantic magic; if the character does not make a saving throw, death results.

All other portions of the fence and gate are safe (i.e., only the skulls are enchanted). Should the characters enter the fenced area when Baba Yaga is not present, the cabin springs **2 Baba Yaga's Cabin Legs** from the bottom. They move to stomp on any character within the fenced area. Read the following in such a case:

As you enter the fenced area the cabin slowly rises. To your amazement it stands up on two huge chicken-like legs. It wobbles for a moment as if unsure of its steps, and then walks toward you.

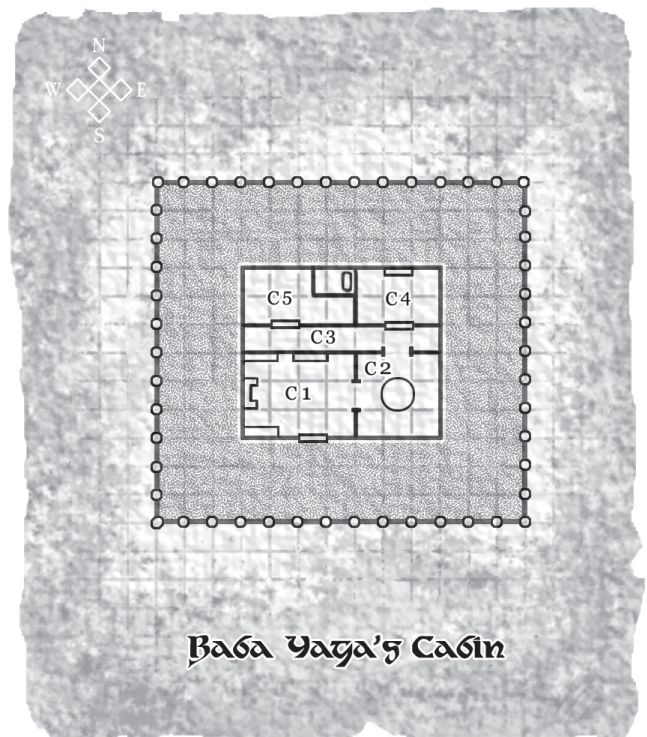
The cabin legs are treated as if they are independent monsters rather than part of a structure (see "Legs of Baba Yaga's Cabin" in Appendix 3).

Dealing enough damage to the cabin's legs temporarily destroys them, dropping the cabin to the ground. PCs in the vicinity (within 10 feet of the cabin, but not under it) must make a saving throw or take 5d6 points of damage. A successful saving throw indicates that the character jumped clear entirely. Characters that are immediately underneath the cabin are at the most risk; these characters take 8d6 points of damage (saving throw for half damage). They will be trapped underneath it, although there is a 75% chance that their legs or arms will stick out from under the edge, indicating their locations. The legs of the cabin regenerate in 1d6 hours, and no damage is permanent.

2 Legs of Baba Yaga's Cabin: HD 9; HP 36; AC 5[14]; Atk 1 Stomp (3d8); Save 4; Move 12; AL N; CL/XP 9/1100; Special: 25% magic resistance

The front door to Baba Yaga's cabin is locked; and it is a truly magnificent lock. Any attempt to pick it suffers a penalty of -25%. As an alternative, the cabin has 6 windows (2 in the front, 2 in the back, and 1 on each side) that the characters could break to gain access.

Baba Yaga keeps her giant *mortar and pestle* behind the cabin. She



BABA YAGA'S CABIN

leaves the magical device behind the cabin when she is home. See Appendix 2 for information on these items.

1. Front Room

The inside of the cabin is in ill-repair and cluttered with a multitude of books and items. A single rocking chair sits near a fireplace filled with ashes. A few pieces of wood and a poker sit nearby. Books and trinkets clutter the floor and a number of bookshelves line the walls of the room. A large skull with a single horn poking from the center of its head sits atop one of the bookcases. Cobwebs cling from it to the wall, and the incessant buzzing of a fly tells you that the spider has caught itself a meal. The room reeks of death, and your heart flutters uneasily.

The smell of death in this room permeates throughout the entire hut. Baba Yaga herself reeks of death, for she is a necromancer of some power (see the Sidebox: “Baba Yaga,” at the end of this chapter). The bookshelves of the cabin house a variety of subjects, and the characters may find topics ranging from local history to the planes of existence. There are nearly 300 books in this room, each worth 1d6 gp. It takes 1d4 hours to find a particular topic in this room, as the books are a mess and not in any sensible order. Baba Yaga studies a wide range of topics, and so it is up to the GM to decide whether the characters find what they are searching for here. The trinkets on the floor range from useless toys and carvings to strange spell components. Any items of value are listed below.

Treasure: The skull is that of a unicorn, and can fetch 2,000 gp. Other treasures include: three infusions of lethal poison, a tiny lens of ruby set in a small golden loop (worth 1,500 gp), a colorful powder contained in a small leather bag comprised of diamond, emerald, ruby and sapphire dust (worth 5,000 gp).

A single door leads out of this room into the kitchen (Area 2).

2. Kitchen

A large, black cauldron sits in a shallow pit in the center of this room. Pieces of wood sit under the cauldron, no doubt used as fuel to heat the mammoth thing. The three feet of the cauldron are wrought of iron in the likeness of pig's hooves. Runic symbols are carved into the cauldron, and a thick, foul smelling, residue lines its bottom.

Cupboards and counters line the rest of the room, all of them cluttered. Many of the cupboard doors hang open, revealing many jars and containers, each holding strange and often disgusting materials. Bottles line the windowsill, full of strange powders and multicolored liquids.

The materials on the counters and in the cupboards are mostly magical components for potions or strange spells. A door leads out of this room into the hallway (Area 3).

Baba Yaga's Cauldron: See Appendix 2 for details on *Baba Yaga's cauldron*. The residue at the bottom of the cauldron is an *invisibility oil*. Two uses of the oil can be salvaged from the bottom of the cauldron.

Treasure: Besides the many alchemical components in the cupboards, there are several items of value throughout the kitchen.

A mirror of mental scrying is hidden in the back of one of the cupboards, but it is contained in a small invisible bag, and there is

only a 1% chance per turn (per person searching the cupboards) to stumble across it by feel. On the windowsill are 5 vials of *invisibility oil*, 2 *potions of haste*, a *potion of protection* +5 (acts as a ring of protection for 1d6+1 turns), 2 *potions of healing* and 2 ordinary bottles of low-quality perfume.

3. Hallway

A long, narrow hallway splits the cabin into two halves. On the north of the corridor are two closed doors. At each end of the hallway is a window, filled with cobwebs.

The doors lead to Areas 4 and 5.

4. Storage Room

The door to this room is locked. Read the following when the party enters the room:

This room is filled with odds and ends, stacked everywhere in disorderly piles. A narrow path leads through the mess to a back door and window. Outside, tree branches scrape the window, stirred by a slight gust of wind.

Characters that circled the cabin before entering may find this room strange, as there is no door on the outside of the hut. In all respects it seems as if the door should lead to the outside, but it does not. It instead leads to a strange, spectral plain.

Baba Yaga's Spectral Door: To properly use *Baba Yaga's spectral door* (causing it to open to the appropriate plane) requires the use of a key, which is in Baba Yaga's possession. Otherwise, the door opens to a random plane (see Appendix 2 for more details on *Baba Yaga's spectral door*).

Treasure: The disorderly piles in this chamber contain multitudes of books, strange scrolls, used wands, and other such oddities. Most of the items in this room are of little or no value, items that Baba Yaga does not have the heart to throw away. There are however, a few items of value intermittent in the piles of junk. A *detect magic* spell cast in this room finds no traces of magic (save for *Baba Yaga's spectral door*, which radiates strong magic). Despite the fact that none of the items radiate magic while in this room, the room contains several magic items: *Censer of Controlling (Air) Elementals*, a *Scroll* containing the spells *wall of iron*, *wall of stone*, and *wall of ice*, and a *folding boat* (boat carries up to ten people, and folds up into the size of a deck of playing cards).

5. Baba Yaga's Bedroom

A large bed, atop which sit stacks of items, lies below this room's window. It looks as if the bed has not been slept in for some time, for who could sleep in it with so much clutter atop? A nightstand sits beside the bed, and an assortment of items lies strewn about the floor.

Treasure: Like the previous rooms, most of the items on the floor are worthless oddities. There are a few items of value dispersed throughout the room, but for each turn spent searching by a character there is only a 1 in 6 chance of finding one of these items. As with

BABA YAGA'S CABIN

Area 4, the items do not radiate magic while in Baba Yaga's cabin. The following items can be found: *boots of flying*, *pipes of the sewers*, a cursed *-1 longsword*, and *dust of appearance*.

Encountering Baba Yaga

Baba Yaga is of course extremely angry at any characters that break into her cabin, and confronts the intruders as soon as she returns. She first scolds them for entering, and asks them what their business is. Should she not find their answer satisfactory, or should she see that the characters have stolen from her, she attacks.

If the party encounters Baba Yaga when she is home and tells her that Dobrynya sent them, she cackles, baring her iron teeth. "I suppose I do owe the old man a favor," she says, bidding them to enter her cabin. She clears the clutter from areas of the floor for the characters to sit upon, sits in her rocking chair, and listens to their tale, cackling at inappropriate places. Read or paraphrase the following when the characters finish telling their tale:

"Yes, I can help you to find a phoenix tear, and will do so as Dobrynya's favor. Tell the old man that I owe him nothing now. But I wonder if you would be so kind as to aid me for my troubles as well. You see, it has been a long time since I have seen the phoenix, and she owes me a favor. I would have you tell her that the time has come for her to redeem that favor. Ask for one of her eggs, for old Baba Yaga, and return it safely to me. I can give you all of the information you long for if you complete this task."

"All of the information you long for" refers to any questions the characters may have about the villagers of Sylvanus, Novgorod, or Morwenna's grand scheme (see the questions and answers below). Should the characters agree, Baba Yaga leads them to *Baba Yaga's spectral door* in Area 4. Beyond the door is a great, spectral forest. Read the following:

Baba Yaga opens the door wide, after clicking a key rapidly in both directions in the lock. You can plainly see that it does not exit to the back of the cabin, but instead to some ghostly world. Beyond is a looming, black, forest. "You must enter Annwn, the Land of the Dead. Follow the road to the river Styx and use this." The old crone throws a tattered scroll at your feet. "Use it and Charon the ferryman shall appear to aid you. Pay his price and he will take you up the river and point you to the phoenix cave. Return to this door when you wish to return. Knock three times and I will come for you." She points the way forth with a bony finger.

The scroll is written with the clerical spell prayer, but any scroll of a clerical spell is sufficient to summon Charon, and Baba Yaga can tell this to the characters. If the characters ask Baba Yaga what payment Charon requires, she says that she does not know what he will require, although this is a lie. Baba Yaga is well aware of Charon's price. She does not however, wish to help the characters make the payment.

Baba Yaga: HD 10; HP 80; AC 0[19]; Atk 2 claws (1d6 + disease) and 1 bite (2d6 + disease); Save 5; Move 12; AL C; CL/XP 9/1100.

Special:

25% magic resistance

Claws and bite inflict disease (fatal in 2d6 days without cure disease) – saving throw negates

Claws sap 2 points of strength (1d6 days) – saving throw

negates

Sees invisible creatures and objects

Spells:

Charm Person, Detect Magic, Sleep, Darkness 15ft radius, invisibility x2, phantasmal force, dispel magic, protection from normal missiles, lightning bolt, slow, confusion x2, dimension door, ice storm, cloudkill, feeblemind, wall of iron, disintegrate, geas, flesh to stone, power word stun, mass charm, gate, time stop.

Magic Items: Wand of Cold (25 charges), Robe of Eyes, Baba Yaga's Mortar and Pestle, Baba Yaga's Cauldron.

TACTICS

Baba Yaga generally begins combat by casting time stop if she can catch enough people in the spell's 15ft radius. Otherwise, she will begin by gating in a Fifth-category demon, a Marilith. The demon will guard Baba Yaga while the witch casts spells.

Fifth-category Demon: HD 8; AC -3[22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

Baba Yaga courts death daily, and does not attempt to run should she be faced with defeat. If anything she grows more enthusiastic. It may be that Baba Yaga cannot even be held by death. She often walks in the Annwn, the Land of the Dead, and is confident that she could return to the prime material plane after death.

Baba Yaga

Baba Yaga is an old crone that is said to be a minor power of Death, and although she is not a goddess herself, she is said to have strong ties with Arawn, the god of the dead. She can freely travel to other planes (using *Baba Yaga's spectral door*), and often travels all about the nearby lands in her giant *mortar and pestle*. Baba Yaga has evil-looking iron teeth, and sharp, iron claws instead of fingernails.

When the wind blows the cornstalks, the peasants say that Baba Yaga is chasing children. The old crone has an insatiable appetite for the flesh of children, and has been known to scoop them up as she flies by. Upon returning to her cabin she grinds them with her giant *mortar and pestle*, and cooks them in her cauldron. She then escorts their souls to Charon, the ferryman of the dead, who takes them to Arawn, where they grow in Annwn, the Land of the Dead as his servants.

Although a being of Chaos, Baba Yaga at times offers her services to travelers and common folk. Usually she does this by asking for a favor in return for her aid, often calling upon that favor at later, unwelcome times.

Entering Annwn, The Land of the Dead

I. The Black Forest

Players that exit *Baba Yaga's spectral door* find themselves in a spectral forested area of Annwn, the Land of the Dead. Read the following to players as the characters exit the door:

You stand on a wide road, flanked by massive black-leaved trees. The road continues before and behind you. Baba Yaga's door seems to have disappeared completely. On the side of the road is a tall standing stone that looks very much out of place. It looks almost like a tall tree stump, although it is clearly stone, and not wood.

The players can get to the river Styx by continuing straight down the road in the direction they exited the door. The other direction continues for league after league, and players should soon come to realize that that is not the way to the river. It only leads to deeper wooded areas. The road is a perfect place to roll for wandering monsters (use Wandering Monster Table 6 in Appendix 1 to determine encounters). There is a 10% chance day and night of encountering a wandering monster.

Baba Yaga's spectral door is invisible on this side, but the characters can find it easily by probing around. Knocking on the door three times alerts Baba Yaga to the characters' presence, and she promptly opens the door. In fact, she waits around for a few minutes, expecting that the characters will test this out.

The standing stone is actually an ancient petrified tree trunk, and acts as a marker for the location of Baba Yaga's door. It stands about 6 feet tall, broken at the top. On the top is a small divot that a **Spirit Toad** (see Appendix 3 for more details on this new creature) named **Orbus** finds very comfortable. There he greets Baba Yaga every time she enters Annwn, the Land of the Dead. He does not greet the characters unless they greet him first. Then he is more than happy to talk. Should the players have forgotten Baba Yaga's directions, or be having some trouble finding their way, Orbus can help. He can direct them to the river Styx, and tell them how to exit this realm (for a price of course). Orbus enjoys pretty trinkets and all things magical. If properly bribed, Orbus gives the players any information they need about this realm.

Orbus the Spirit Toad: HD 9; HP 40; AC 3[16]; Atk 2 claws (1d6) and 1 bite (1d6); Save 6; Move 12; AL N; CL/XP 11/1700; **Special:** Spell-like powers, 25% magic resistance, immune to non-magical weapons, see invisibility, displacement, spells (6/5/5/4/3)

Spells: charm person x3, magic missile x3, mirror image, web x4, lightning bolt x3, slow x2, ice storm x2, fear x2, teleport, telekinesis x2

Orbus will teleport away from combat if he appears to be in trouble, or if he gets bored.

In the hollow at the top of the petrified tree trunk, Orbus keeps a fabulous diamond worth 5,000 gp.



Annwn, the Land of the Dead

Annwn, the Land of the Dead, is a large and varied realm. The areas noted in this section only comprise a small portion of the realm. Holes into other planar areas, dimensions, alternate realities, and dimensional pockets abound. Annwn's reality is a tangled thread sewn through many other places in the bizarre dimensions of the multiverse, with no particular rhyme or reason to the way in which the reality of Annwn falls away into other realities, or vice versa.

Living creatures that enter the Land of the Dead have a 1% chance per day (cumulative) of fading and becoming one of its ghostly inhabitants, although a saving throw is permitted if the fading begins. Any mortal eating food or drink from the Land of the Dead raises the chance of turning spectral by 4%. A character that becomes spectral changes into a Forbidden Soul (see Appendix 3). The Forbidden Soul is able to keep from attacking its party members.

Those unfortunate enough to turn into Forbidden Souls cannot ever leave Annwn in this form, and the transformation cannot be reversed short of a wish, raise dead, resurrection, or a phoenix tear (see Appendix 2 for details of the abilities of a phoenix tear).

2. The River Styx

A murky river runs before you, its black waters roiling with strange and sluggish currents beneath the surface. A sense of uneasiness and impending doom fills your bones and your blood involuntarily runs cold.

Should the party use the known means of summoning Charon (using either the scroll given by Baba Yaga, or a scroll of any clerical spell), he appears in his skiff 2d4 rounds later, rowing down the river Styx to meet the characters.

A long boat, its thin frame lacquered black, steadily approaches. A man clad in a fading black robe rows the boat to the bank beside you. His pale face is barely visible under his cowl. He gestures you forth wordlessly with his skeletal fingers, an unnatural crimson glow radiating from his eye sockets, and an equally disturbing grin upon his visage.

The man in the boat is of course **Charon**, the ferryman of the dead. He does not speak, but communicates only through telepathy. Charon knows where it is that the players desire to go, but asks for payment from each person that wishes to take the skiff. Payment must be a single magical item, 2500 gp, or two gems of at least 1,000 gp value. This price must be paid both going to and coming from the isle. If characters do not agree to this price, Charon turns his skiff away.

Upon the waters of the Styx, in his boat, Charon is effectively invulnerable to any attack the characters could mount against him. If he is attacked, he will simply leave again.

Should the players pay Charon's price and hop aboard his boat (which can hold up to 6 people at a time, besides Charon), he paddles up the enormous river and takes them to a large isle. He waits on the bank for the players to return. Read the following to players as Charon paddles up the river.

With unnatural strength the ferryman paddles the boat up the black river. The rapid waters crash against the front of the boat, but do not seem to hinder the ferryman the slightest. Nearby, black tentacles surface from the depths of the waters. They writhe for a moment before again submerging. Ahead is a large, forested isle. A single forested mountain looms on the western side.

Should the players provoke the tentacled creature (an **Octopus of the Styx**), it attacks. The octopus knows better than to attack Charon or the boat, and targets only the players, attempting to grab them and pull them into the water (this can be done if the octopus succeeds in pinioning a character with more than one tentacle). Charon does not intervene in the fight, remaining indifferent and continuing to row.

Octopus of the Styx: HD 7; AC 7[12]; Atk 8 tentacles (1d3); Move 2 (Swim 10); Save 9; CL/XP 10/1400; Special: constriction and pinioning, 25% magic resistance, regenerate 6hp/round.

Isle of the Phoenix

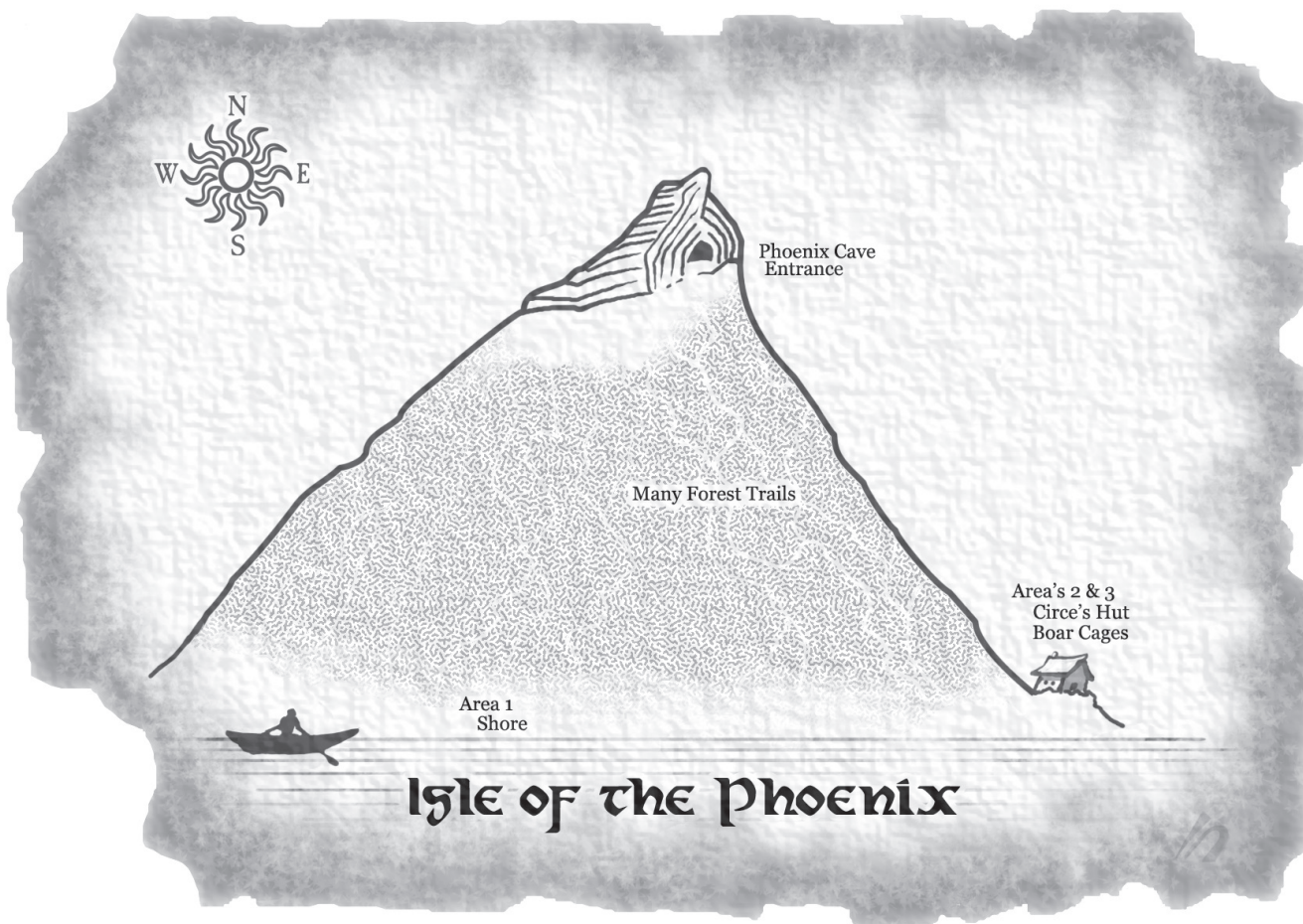
I. Shore

Read the following to players after they land on the shore of the Isle of the Phoenix:

You stand on a sandy bank. A vast forest of familiar black leafed trees stretches before you. The area is calm, and a ghostly silence fills the air. The only sound is of the sickly water's gently rolling waves. Suddenly the silence is dashed by a thunderous crashing from within the forest. Several strange pig-men as large as ogres rush from the forest bearing crude weapons. Their skin is pinkish and bristled, and they have the heads of pigs, with small but sharp ripping-tusks. None of them wear clothes, and they are all rather obviously male. They roar and snarl as they rush toward you.

20 Pig-Men: HD 6; AC 4[15]; Atk 2 weapons (1d8); Move 12; Save 10; CL/XP 6/400; Special: none.

The tactics of the pig-men are simple; they charge the party, wrestle their opponents to the ground, and knock them unconscious. In these large numbers, this sort of attack is extremely dangerous even to a powerful party of adventurers. The pig-men will attack humans first, ganging up in groups of four or five to one, each pig-man rolling to hit. Each one that hits will be involved in the grapple attempt. All



ISLE OF THE PHOENIX

of the pig-men in the grapple roll 1d6 per hit die, and the defender rolls 1d6 per hit die. If the total result for the pig-men is higher, then the opponent is pinned; on the following round if there is another pig-man free to make the knockout blow, it may do so automatically. If the defending character's roll exceeds the combined rolls of the attackers, the pig-men are thrown off and stunned for a number of rounds equal to the number by which the defender beat their combined die rolls.

Note that the pig-men will ignore some of their foes in order to make sure that four of them can attempt a grapple at one time. They attack humans by preference, for Circe has no interest in non-humans. Once they get to any non-humans (if the humans are all unconscious), they will not bother to knock them out; instead of a knockout blow, one of the pig-men will use its ripping tusks to tear out the non-human's throat*.

**A character whose throat has been ripped open will remain alive for 1d3 rounds before actually dying, but is effectively unconscious. If the non-human is cured by 10 hit points or more before dying, the bleeding will stop, and the character will be considered to be at 0hp, remaining unconscious for 3d6 turns regardless of any further healing (other than regeneration).*

If you normally use a different set of rules for grappling and wrestling, it would be a good idea to tell the players how this particular combat is going to work, so they can adjust their tactics accordingly.

The **pig-men** (see Appendix 3 for more information on these new creatures) are the minions of a sorceress named Circe. She wants no intruders on "her" isle, and orders her minions to beat the intruders within an inch of their lives, and then bring them back to her. The pig-men know better than to attack Charon, and pay him no heed. Likewise, Charon lets events play their natural course, and does not interfere.

After the battle, once they have a chance to look around, the characters will notice smoke wafting from the eastern shore of the isle.

2. Circe's Hut

A small hut crafted of the black-leafed trees that are so prevalent here stands before you. The roof of the hut is thatched with the branches of the trees, while the form of the hut itself is fashioned of the tree's trunks. Before the hut on the sandy beach shore is a fire pit. A large cauldron is placed over the pit, its dark contents boiling. A natural stone wall looms behind the hut and at the base of the tree line. In the center of the stone outcropping is a large cave, the entrance of which is blocked with large, iron bars.

See Area 3 for details on the cave entrance. The hut belongs to a sorceress named Circe who views the isle as her own. The pig-men encountered earlier are her minions, although she claims otherwise (saying that they are the vile inhabitants of this isle and that she has problems fending them off). Circe outwardly acts friendly toward the characters, perhaps inviting them to have dinner with her (soup from the cauldron of course), and attempts to learn why they are on the isle. Should the players tell her that they are on a mission to get a phoenix egg, she enthusiastically brightens. Circe herself has had her eye on the phoenix, but has found it to be too powerful. In this case Circe points the players to the phoenix cave, and secretly follows with a group of pig-men, situating herself at the mouth of the cave and waiting to ambush the party when they exit (see the Phoenix Cave, Area 4). On the other hand, should the characters keep their reasons for being on the isle a secret, Circe deems them a threat to her territory. She attempts to turn them into boars at the moment they are least prepared.

Note that if the characters have been knocked unconscious and taken to Circe, they will awaken having been beaten within an inch



of their lives (1d6hp each), and their equipment will have been taken away.

Circe herself is not human. She is an ancient creature whose natural form is a grossly fat pig-like biped, ten feet tall. The pig-men on her island are not members of the same race – indeed, Circe is not a member of any race, she is a supernatural being that has shaped over the centuries from whatever origins she once might have had. The pig-men are simply a form that Circe finds congenial. After Circe turns a human into a boar, if she chooses not to cook and eat it, it will eventually grow into one of the pig-men.

Circe the Pig-Witch: HD 10; AC -1[20]; Atk 1 +3 dagger (1d4+3) in human form, 1 tusk-attack (1d8) in pig-woman form; Move 12; Save 5; AL C; CL/XP ; Special: turn humans to pigs (2/day, no more than once per three rounds).

Spells: fly, fireball x2, mass charm, slow, transmute rock to mud, teleport

Magic items: cloak of protection +2, ring of protection +2, bracers of defence AC 3 [16], +3 dagger.

Circe's ability to turn humans into boars (a curse) takes form as a cone-shape 90 feet long and roughly 30ft wide at the base. Any human in the area of effect must make a saving throw or be turned into a wild boar. She can cast this effect no more than twice in a single day, and no more frequently than once every third melee round. Each round she will (involuntarily) shape shift between her human likeness and her pig-female likeness, curing half of any damage she has taken and throwing off any mind-affecting spells or charms. The witch is 10% resistant to magic, and makes saving throws against spells at +2.

During rounds in which she cannot attempt to turn people into boars, she will cast spells. Her first spell is normally *transmute rock to mud* (she can even cast the spell around herself without risk, for her movement rate is not affected by the mud – as a pig-witch, it is a natural element for her).

Treasure: Circe's hut is comprised of only a single room, and contains little more than a bed, dresser, and large mirror. The mirror is worth 3,000 gp. There is nothing else of value in Circe's hut, as she carries her most valuable items with her at all times.

3. Boar Cages

The cave is blocked with a thick iron barred gate, which is locked. In cramped confines on the other side of the gate are whining and snorting swine and boars. Beside them is a large trough.

The **15 Boars** in this pen were once humans, who, much like the characters, came to this isle on a quest (either at the phoenix cave or elsewhere). Circe permanently changed the intruders into swine, and they are now Circe's mindless pets, a food source, slowly changing into pig-men under the terrible curse the sorceress has laid upon them.

Circe feeds the boars in this area the soup from the cauldron (thus the reason she makes so much at once). Characters turned into boars by Circe are kept in this area with the others.

15 Wild Boars: HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 2 rounds after death.

4. Ghostly Forest Inhabitants

The way to the phoenix cave is well forested, and there is no singular trail to the top. There are several trails all throughout the isle and the characters have a 2 in 6 chance to become lost if there is not a ranger (no chance of getting lost), a druid (1 in 6 chance to get lost) or an elf (1 in 6 chance to get lost) in the party. Having several elves or druids in the party does not reduce the chance below 1 in 6; if the party gets lost it is most likely because these experts made decisions by committee. The following encounter can take place on any of the wooded trails:

The black-leaved trees are beautiful if not somewhat menacing. The forested paths on this isle twist and turn in every direction, each seeming to continue forever.

Your eye catches something amiss in the trees nearby. A white, luminescent light gains in brilliance and seems to be moving parallel to you. Moving through the thick trees, perhaps on a parallel path, are several spectral figures. Their pointed ears mark them as elves, but their ghostly forms mark them as true inhabitants of this realm.

The beings are actually the **10 wraiths** of a clan of barbarian hunters that have come to inhabit this area of the realm in their afterlife. They do not attack the characters unless provoked, and otherwise continue up the trail. The wraiths speak to the characters if hailed, and are kind to (although rather suspicious of) the party. In death, they endlessly wander this isle, doing the things they did in life. They fashion tools and hunt spectral creatures. If the characters tell them that they are going to the phoenix cave, the wraiths grow excited and give more information to the characters. They tell the characters that phoenix tears have many wondrous properties, and can bring the dead back to life as they were in youth (even the damned and those otherwise not able to be brought back), among other uses. The wraiths tell the party that many times they have petitioned the phoenix for her tears, and every time have been unsuccessful. Every time the phoenix has told them that she cannot cry, for there is nothing that saddens her. The tears simply will not come.

If the characters happen to ask the wraiths what the phoenix *looks* like, they will be surprised by the answer. See Phoenix Cave, Area 3.

10 Wraiths: HD 4; HP 20, 18, 16, 16, 16, 15, 14, 14, 14; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9; Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

Treasure: Each wraith wears a necklace of beads made of semi-precious stones, worth 2d6 x100gp.

The wraiths cannot be turned on this plane of existence. They are not out of place here in a way that Law would remedy; this is where they belong.

5. Lotus Flowers

This encounter can occur anywhere in the forest on the way to the phoenix cave. Read the players the following:

Strange flowers with blue petals grow on the edge of the trail. As you move on you find that the flowers grow more abundant, all but taking over the trail ahead.

The flowers inhabit the path for a short ways further, but then the population seems to disperse. The plants are **lotus flowers**, and can easily be avoided by those skirting the trail and moving a short distance out and around them. If disturbed the lotus's pollen floats into the air, and if inhaled has potentially disastrous effects on the victim.

Those that inhale the pollen of a lotus flower (essentially characters moving through the flowers) must make a saving throw or forget who and where they are, among other details of their lives (including spells memorized) for 1d4 days. When those days are up the victim is allowed another saving throw to remember. A path of lotus flowers may be destroyed as any another plant.

Phoenix Cave

The forest yields to stone and a large outcropping rises before you, in which is an enormous cave mouth. Luminescent moths fly out of the cavern as you approach, their wings bearing dark, skull-like patterns.

The **death-head moths** (see Appendix 3 for more information on these new creatures) fly over the party, disturbed by their presence, dropping a thin layer of dust from their wings. A druid in the party will notice the dust before it drifts over the party, but otherwise the characters will walk into it unwittingly. If the dust is inhaled by a mortal in Annwn, the dust raises the chance to become spectral by 3%. (See the sidebox detailing Annwn, The Land of the Dead, at the beginning of this chapter for more details). The moths are no larger than normal moths, and pose no danger other than the dust.

There is nothing else to fear in this area, and nothing to bar the characters from entering the phoenix cave.

1. Entrance Chamber

This is a cavern that seems to reach upward to cathedral heights; you estimate the top of the cavern might be as high as 200 feet. The stone is bluish in hue, and looks as if it should be very cold. Despite this, the cavern is actually quite warm. Water drips from the ceiling and stalagmites grow on the cavern floor. Before you is a pond of clear, still water, in the center of which there is a small island.

This cavern is home to hordes of death-head moths (see above). The pond is clean and can be safely drunk, although those that do drink from the pond increase their chances of turning spectral (see the Sidebox: Annwn, The Land of the Dead at the beginning of this chapter for more details).

Treasure: The small island in the middle of the pond has a small ring (a *ring of invisibility*) half concealed in the mud near its shores, which can be found if the island is searched for 3 turns (or one turn by three characters, etc.).

2. Sphinx Chamber

You come to another large cavern, much the same as the last. Stalagmites, and other various stone formations make this chamber eerie but beautiful. A large beast with the head of a beautiful woman, the body of a lion and large bird-like wings stands before you. She looks at you with playful judgment, and then frowns. "More seekers of Guinevere's tears? Why don't you all bugger off and go find some other phoenix?" She asks in a sad and disappointed tone.

Pryderi, a **gynosphinx**, talks to the characters, but tries to discourage them from seeing the Phoenix. After much talk and attempts to persuade the party away, she sighs and tells them that they may pass...on one condition: they must answer her riddle. Read the players Pryderi's riddle, and then give them **Handout 3**.

Pryderi's Riddle:

*It yields to all
But is never defeated
And often those that underestimate its power
Succumb to its depths.
At times it rages with mighty force
And at other times it is calm.
Armor is useless against it,
In fact it is a detriment,
As those with the most armor are the worst off
When battling this foe.*

The answer to the riddle is "water."

Pryderi allows each of the characters a single guess. If none succeed, then they must leave or attempt to fight their way through. If they guess the riddle, Pryderi will grudgingly allow them through. Should the characters fail to guess the answer to the riddle but still attempt to pass, Pryderi attacks.

Pryderi the Gynosphinx: HD 8; HP 44; AC 1[18]; Atk 2 claws (1d8); Move 18 (Fly 24); Save 8; CL/XP 9/1100; Special: Divination, Dispel Magic at 8th level (3/day)

If there is fighting in this room, there is a 25% chance that the Phoenix will hear it and investigate within 3 rounds.

3. Phoenix Chamber

Beads of sweat form on your forehead, as the temperature in this chamber is noticeably higher than those before. A massive nest of boulders and stone rests before you, in the center of which is a vast and horrid thing, brown and gelatinous, with many tufts and patches of long bristles. A pair of dripping, bat-like wings sprout from its sides, and at what might be its front there is a circle of seven blue, startlingly human-looking eyes. The monstrosity radiates heat, and is the size of a small cottage.

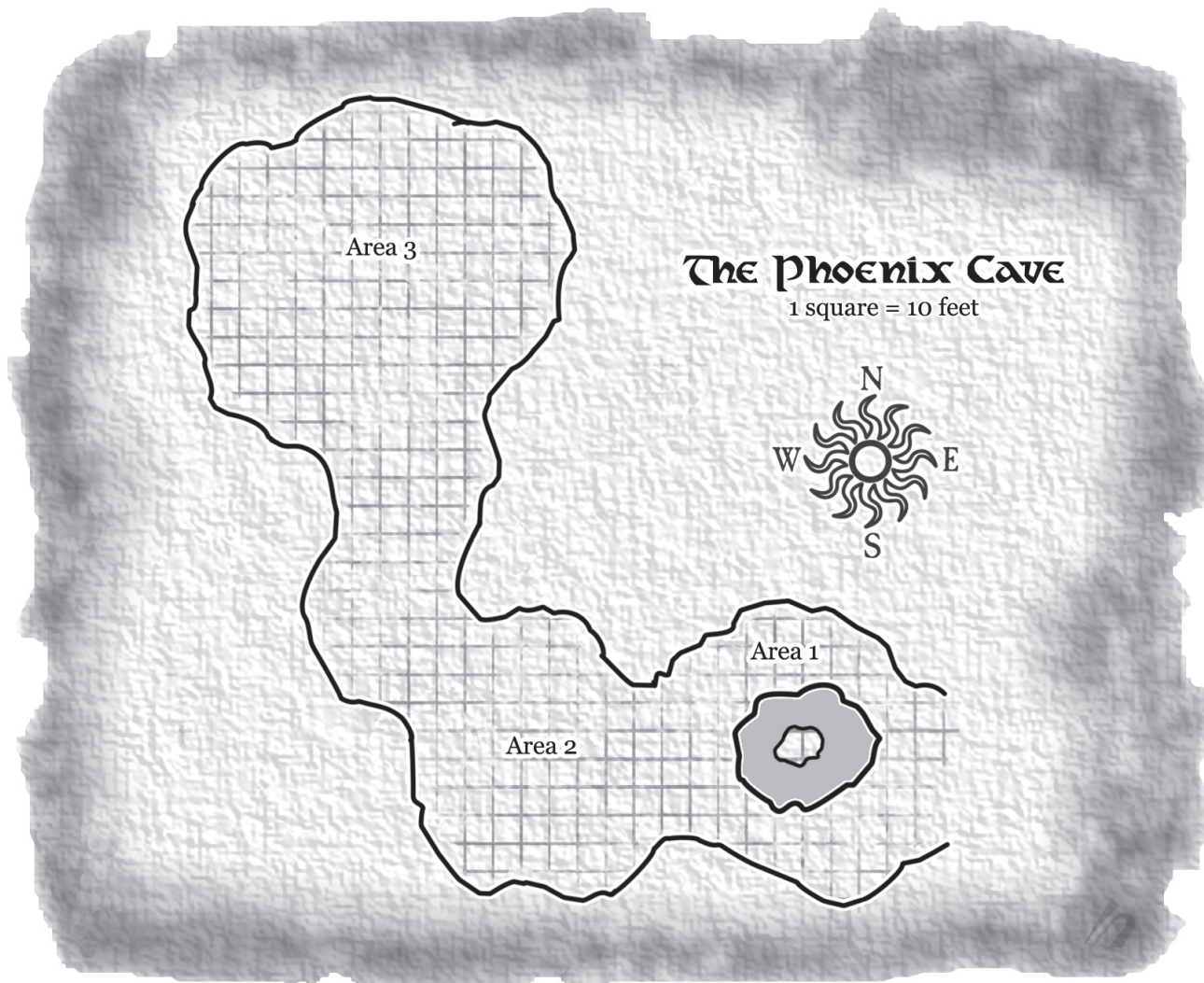
The walls are slimy and covered with dripping egg sacs. There are thirty of these, and each contains three or four eggs the size of a person's head. Lumps of slime lie in blobs across the floor, and the base of the walls under the egg sacs are almost four feet deep in these horrid, gelatinous lumps.

A beautiful, feminine voice radiates throughout the chamber. "I am Phoenix, keeper of this isle. Welcome to my home. Come, sit before me and tell me why you have come here."

This is the Phoenix, and it is likely not at all what the players will expect. See Appendix 3 for details of this creature. If the party converses with the Phoenix, it listens to them and seems genuinely interested and excited to hear their tales. Should they tell her that they need a phoenix tear to save the people of Sylvanus, read the following:

The Phoenix sighs. "You are not the first to request such. But alas, I cannot grant you this boon. You must understand; I am content upon my island, with my children and my eggs. There is nothing to make me shed even a single tear. It is simply something that I cannot give."

PHOENIX CAVE



There is little that the players can do to cause the Phoenix to shed a tear. However, things change once the characters tell the Phoenix that Baba Yaga wants an egg as the return of a favor. Read the following to the players after they tell her of Baba Yaga's wish:

"One of my eggs? No! Even she would not be so cruel!" The Phoenix moans. "But what she asks is within the bounds of our agreement. What a fool I am! I must give the crone an egg." The phoenix lumbers and squishes upward from her nest of stone, balancing by spreading her vast, dripping bat wings, then uses a tentacle-like appendage to scrape an egg sac from the wall. She carefully extrudes one of the slimy, horrid eggs from within and pushes it carefully toward you. Large tear form in all seven of her eyes and slowly slides down the blubbery surface of her leathery hide, falling to the stone to glisten like pustules of gelatin. Two more follow before she speaks again. "Take the egg to Baba Yaga for me. But I beseech you, for the good of your soul do not deal with the old crone more than you must. She can bring you no good, only grief." The Phoenix turns around and slobes wetly up to her nest. The sound of sobbing echoes through the chamber.

Should the players speak to the Phoenix further, or try to comfort her, she dismisses them with a harsh "Be gone! Please, leave me to my sorrow."

The players can salvage the 3 phoenix tears by saving them in bottles, wine skins, or some other type of container. The egg is 2 feet tall, weighs over 50 pounds, and is very difficult to carry due to its

slimy coating.

Phoenix of Annwn: HD 10; HP 60; AC 5[14]; Atk 2 tentacles (2d6), bite (4d6); Move 6 (Fly 9); Save 5; AL C; CL/XP 11/1700; Special: Swallow whole on 19 or 20, immune to fire

The Phoenix is not the only danger in this chamber. The lumps of slime on the floor and at the base of the walls are all spawn of the Phoenix, sleeping peacefully through the discussions. There are 50 of these, and although they are not individually particularly dangerous, their numbers can spell disaster. The first action of the Phoenix will be to shriek in rage, and this will disturb the spawn, which are smaller versions of the Phoenix. They will spread their wings and go airborne in a huge cloud of spattering slime, their wings and bodies obscuring sight of their mother, and will begin attacking in the following round.

50 Spawn of the Phoenix: HD 2; HP 9 each; AC 5[14]; Atk 1 bite (1d6); Move 9 (Fly 15); Save 16; AL C; CL/XP 3/60; Special: Immune to fire

Up to 10 of the spawn can attack a human-sized creature at one time.

4. Circe Attacks

This encounter occurs after players exit the phoenix cave, specifically when they are a short distance away from the cave mouth. The characters have a 1 in 6 chance to see the surrounding

PHOENIX CAVE

pig-men, or they will be caught by surprise. You may wish to alter the descriptions below to accommodate whatever might have happened in a previous encounter with Circe.

Snorts, grunts and other guttural sounds escape from the trees around you. The surrounding forest explodes with movement as many of the strange pig-like creatures charge forth. Standing on a stone ledge atop the phoenix cave is Circe, laughing with glee. "Hand over the phoenix egg!" She yells. The ten pig-men surround you and wait expectantly.

Should the players actually hand the phoenix egg over, Circe attempts to flee with it, commanding her pig-men to kill the party. She does not want to risk them coming after the egg. Otherwise, Circe and the pig-men attack full force, but go to great lengths not to injure the egg.

Circe the Pig-Witch: HD 10; AC -1[20]; Atk 1 +3 dagger (1d4+3) in human form, 1 tusk-attack (1d8) in pig-woman form; Move 12; Save 5; AL C; CL/XP ; Special: turn humans to pigs (2/day, no more than once per three rounds).

Spells: fly, fireball x2, mass charm, slow, transmute rock to mud, teleport

Magic items: cloak of protection +2, ring of protection +2, bracers of defence AC 3 [16], +3 dagger.

10 Pig-Men: HD 6; AC 4[15]; Atk 2 weapons (1d8); Move 12; Save 10; CL/XP 6/400; Special: none.

Returning from the Land of the Dead

Should the characters return the “phoenix” egg to Baba Yaga, she answers any questions they might have. Baba Yaga is a font of knowledge, and sees and knows much that happens throughout the world. Below are some questions the characters are likely to ask, and Baba Yaga’s answers:

Who is responsible for the attacks on Brookmere and Sylvanus? *The queen of Novgorod, a fallen demon named Morwenna.*

What is the book that was taken from Brookmere’s library? *Il Oboroten, an ancient text that tells of a powerful artifact.*

What is the artifact? *An axe, the head of which is shaped like a succubus. The succubus goddess Medibha wishes to find it, for it is said that a great warrior-demoness named Tsanai the Axe was trapped within it long ago.*

Who is Medibha? *The Courtesan is one of the Demon Queen Lilith’s favored creatures, serving the Demon Queen’s goals beneath more than one of the great demon princes. Medibha’s intimate knowledge of the various demon courts, and unswerving loyalty to her mistress, has permitted Medibha to establish her own base of power as a minor but independent factor in the countless hells of Chaos.*

What does Morwenna wish to do with the artifact? *Morwenna wishes to release Tsanai the Axe, gaining power and favor with Medibha.*

Who is Lilith? *Lilith is a Demon Queen, the equivalent to any of the Demon Princes, and greater than most. She rules in the high aerie of her great Fortress Neëriel. Neëriel the high castle: it rises above the deep oceanic skies of the Demon Queen’s domain within the unspeakable and incomprehensible geographies of the demonic netherworlds. Neëriel is a towering accumulation of cyclopean stone, littered with countless skulls, and crusted with the black excrement of her vast flocks of harpies and the even more horrid things that darken the black skies of hell. It is a tower built upon nothing, ever descending to the infinite depths, foundationless, a very testament to the madness woven through the realms of deepest Chaos.*

Who are the Fallen Demons? *At one time in the history of the demons of Chaos, which is not a history of time as we know it, for time is a meaningless thing in the churning chaos of the dark hells, a race of demons were once the servitors of the Demon Queen Lilith. This race of demons, the Kashverai, rebelled against Lilith, tempted by the promises and wiles of a cloaked and hooded demon prince, and they betrayed their mistress...*

The Kashverai were stripped of their immortality, and hurled into the material planes, there to breed and die. These fallen demons are their offspring, thirsting to regain the lost power of their demonic forbearers.

What will happen if Tsanai is released? *If released Tsanai will take residence on this world and in time summon her own piece of the Chaotic Hells to this plane. If freed she will unleash unimaginable horrors upon this world.*

Does Morwenna already have Tsanai? *No, Morwenna has only recently discovered the axe’s location. She has many servants searching the axe out, even as we speak.*

Where is the axe? *It is deep beneath Tunguska, guarded by a powerful protector.*

What is Tunguska? *Long ago a meteor struck deep in Harwood Forest, decimating the surrounding area. It was once considered a holy site, and angels were said to dwell there. Thus, after sealed in the axe, Tsanai was entombed deep below Tunguska, so that the angels might guard her.*

Where is Tunguska? *Tunguska is 3 day’s ride north of here, deep in Harwood Forest.*

What has happened to the rest of the people of Sylvanus? *They were not taken as slaves, as many supposed, although they were captured by the fallen demons on Morwenna’s order. They lay waiting in the halls of Castle Novgorod and are soon to be sacrificed by Morwenna and the other clerics of Medibha. Morwenna plans to sacrifice them to the axe, feeding Tsanai their souls.*

Why must she sacrifice the people of Sylvanus? *The axe must shed the blood and steal the souls of the innocent before Tsanai can be released. Innocence is in short supply in Novgorod, and thus the people of Sylvanus are essential to the ritual.*

Tunguska

Three days journey north of Baba Yaga's cabin is a giant sprawling crater formed in antiquity by the impact of a meteorite. Believing the site to be the work of the gods, an ancient people built a temple in the belly of the crater. The place has since been rarely touched, as it is said that the crater breeds corruption. Nanna-Sin, the deity whom the temple is dedicated to, was an enemy of Lilith and the goddess' greatest servant, Tsanai. It was a paladin of Nanna-Sin that defeated Tsanai and sealed her into her own weapon, a black-lacquered greataxe in the likeness of a succubus. The clerics of Nanna-Sin buried the axe deep within their hidden temple, and it has not been seen since. Now Morwenna has discovered the axe's location, and seeks to make it her own. Next, the characters must go to Tunguska and attempt to keep the artifact out of the grasp of Morwenna's cohorts.

Players begin to see signs of the ancient meteorite's impact several miles outside of the crater. The area outside of the crater is barren, and the only trees are dead and skeletal. No new trees have grown out of the impact area over the years. Read the following as players reach the outer edge of Tunguska:

The canopy overhead begins to thin, allowing a small but welcome fraction of light into the black woods. Then the forest itself begins to thin, the floor littered with deadwood. Soon the dark, dense environs of Harwood Forest give way to a mass of skeletal trees. It looks as if this area was once victim to a raging fire.

There is a 15% chance day and night of encountering a wandering monster while in Tunguska. Roll the usual wandering monster check in this area if you have not already done so (see Wandering Monster Table 7 in Appendix 1 for appropriate results). If the characters continue toward Tunguska, read the following:

A vast crater stretches before you. The expanse is absolutely bereft of plant life and inside there is little more than earth and stone. A large mound of earth rises from the east side of the crater, and extends for a long distance. Skeletal trees stretch as far as the eye can see.

If the characters watch the crater for a few turns, they will notice movement on the eastern slope within the crater. Once the area is scrutinized a bit more closely, they see several caves and a collapsed structure. If the party investigates further, they come across Area 1.

1. Collapsed Temple Entrance

Carved out of the wall of the crater is a set of large, double doors, flanked by statues of lions carved of the same stone. The doors are broken, and you can see within. Beyond the doors is a mess of boulders and piled stone. The stone fills the entire area, from the floor to the ceiling of the collapsed tunnel. Nearby are two smaller cave entrances.

This is the ancient entrance to the Forbidden Temple of Nanna Sin. Characters cannot gain access to the temple through this entrance unless by magical means (by entering a gaseous form to move through the cracks and past the stones, for example). Characters that do manage to enter the temple via this route find themselves in Area 4. The caves are extremely large (large enough for a gargantuan sized creature to fit through), and

dangerous, for 2 **purple worms** (that still frequent this area) dug them. The worms watch the PCs from just inside the caverns, and should any characters come near, the worms attack, hoping to make dinner of them.

2 Purple Worms: HD 15; HP 60 each; AC 6[13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; AL N; CL/XP 17/3500; Special: Poison sting, swallow whole.

The two caves converge after some distance, and finally lead to Area 2.

2. Forbidden Temple Annex

Statues of large, angelic figures dominate this chamber. The statues are carved in the likeness of beautiful women with large, feathery wings. They each hold a sword in one hand and a shield in the other. The statues stand in the center of the room, flanking a mosaic walkway leading to a large set of double doors. The doors are ornately carved and bear the likenesses of angels. Large tunnels are dug into the western and southern walls.

The statues are angelic warriors of the ancient god Nanna-Sin. The swords and shields are wrought of stone, and are not removable. The statues in this area pose no danger, although the doors ahead do, as they are trapped. The doors radiate magic, and a *find traps* spell will also reveal the deadly protection on these portals.

If anyone walks within 5ft of the door, a *blade barrier* lashes into being to protect the doors (7d10 points of damage). As the barrier forms, the character has a chance to leap away, mitigating the damage (saving throw for half damage).

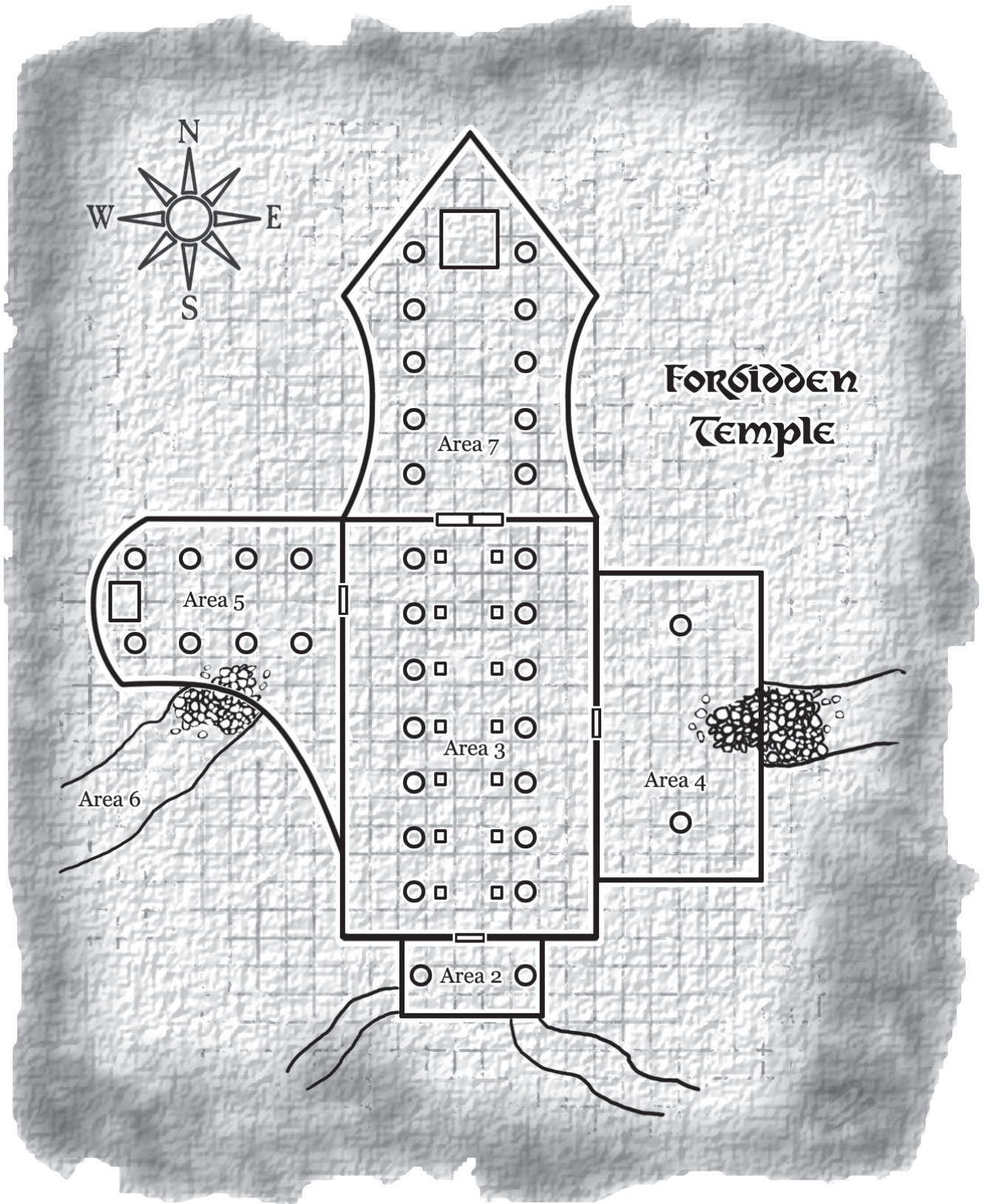
There is nothing in this chamber of value. Characters that examine or search the doors will notice strange writing near each of the angel figures. The writing is in an ancient language, and can be deciphered by a magic-user (10% chance to succeed) or by using a *read languages* spell. The writing reads as follows: "Intruders beware, for sealed within is an evil of such great magnitude that even those born of the heavens might feel its poison seep into their bones." The verse warns of the corrupting evil and magic of the artifact, and is a hint to the nature of the creatures within the temple. Every being that was sealed into this temple long ago was a creature of Law, having been corrupted by *Tsanai's* dark powers. Despite their corruption, their primary goal is still to guard the temple from intruders, and to keep the axe safe at all costs.

The tunnel in the southern wall leads up to the surface (Area 1), while the tunnel in the western wall leads to Area 5. The purple worms dug both of these tunnels. The northern doors lead to Area 3, the Hypostyle Hall.

3. Hypostyle Hall

The door to this chamber is locked.

An enormous corridor with a high reaching ceiling stretches before you. The corridor is flanked by 2 sets of fluted columns. Before each column stands a large, angelic statue, complete with sword and shield. At the end of the corridor is a set of large, double doors.



This area is rife with traps. First, a magical trap located on the fourth column on the left side of the chamber activates **4 stone golems** when anyone passes by (either up the middle walkway of the chamber or from behind). Second, those that walk up the middle of the walkway must contend with fusillade of darts traps shot from the other statues. Third, those that walk on the other side of the columns must contend with deadly poisoned spiked pit traps. Finally, the double doors ahead are trapped with a *symbol*.

4 Stone Golems: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Fusillade of Darts: 5 darts attack as 10HD creatures, inflicting 1d4 points of damage each with a successful hit.

Pit Traps: The pits are 40ft deep (4d6 damage) with spikes (1d6) that are poisoned (1 saving throw required or die in 1d6 turns)

Symbol Trap: anyone not of Lawful alignment passing within 50ft of this trap will activate the symbol. All non-Lawful creatures in the area with less than 15 HD may be killed, paralyzed, blinded, or deafened (saving throw negates the effect: roll 1d4 to see which effect the symbol causes, if a saving throw fails). Non-Lawful extraplanar creatures in the area are instantly banished to their home plane (no saving throw).

4. Entrance Foyer

Two tall angelic statues flank the center of this chamber. At the far end of the chamber are two opened double doors. The tunnel beyond has long ago collapsed, and a pile of stone rubble extends a short distance into the chamber. Before you, sitting in the direct center of the room is a strange beast, its huge body that of a lion with large eagle-like wings. The creature's head is that of a bearded man. The creature is coated in some oily, black substance, and is missing many tufts of fur, leaving sickly bald spots. It smiles at you, bearing blackened, rotting teeth as you enter.

This wretched creature is a **corrupted lammasu** (see Appendix 3 for details). Once an angelic being of Law set to guard this temple from Chaos, the lammasu has become a creature as evil and Chaotic as Tsanai, the succubus within the axe responsible for this temple's corruption. The lammasu has not seen anybody for many hundreds of years, and thus is eager to speak with the characters. He will claim that he has been trapped in the temple for hundreds of years, and will (truthfully) say that he was one of the guardians of the temple. He will offer to cast a cure light wounds spell if any of the party is injured. He tells them that he needs to find a golden falcon crown, which is the item that was used to bind him to the temple by its invaders, and that he would like to accompany them and help them until they can locate the crown, at which point he will be cured and able to depart the temple. He claims to have no memory of anything other than that he was once a guardian here, and that the falcon crown will cure him. The entire story is a baldfaced lie, but Yadavashi has had centuries to come up with an inventive story.

If the party agrees to let him accompany them, he will attack when he sees the best opportunity.

Yadavashi the Lammasu: HD 6+2; HP 30; AC 6[13]; Atk 2 claws (1d6); Move 12 (Fly 24); Save 9; CL/XP 9/1100; Special: Invisibility at will, dimension door, emanates protection from Law 10ft radius, spells (Clr6).
Spells (2/2/1/1): Cure Light Wounds x2, Hold Person, Silence 15ft Radius, Bestow Curse, Cure Serious Wounds.

Inscribed on the surface of the door in this chamber is the same warning as that from Area 3.

5. Temple Annex

Two rows of fluted columns flank this chamber. Ahead is a large, angelic statue. The woman holds a flaming sword with both hands in a fighting pose, but unlike the other statues, this one stands on a large pedestal. Two tunnels lead from this chamber; it looks as if something has burrowed through the walls there. Wrapped around one of the columns is an enormous, worm-like creature. It opens its toothy maw and rushes at you!

This **purple worm** is not one of the original inhabitants of the temple, but has burrowed his way in (along with the two purple worms at Area 1) from a mass of underground tunnels below this complex. One tunnel leads into the depths of the earth (see Area 6), while the other leads to Area 2.

Purple Worm: HD 15; HP 60; AC 6[13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 17/3500; Special: Poison sting, swallow whole.

The base of the statue holds an amazing piece of treasure: the flaming sword depicted in the statue's grasp. There is a well-hidden panel in the front of the statue base (treat as a secret door check by anyone checking the statue's base). Behind the panel is a small, locked, hinged door, and within is hidden the +4 *flaming holy sword* Araldian. This sword was used by a paladin of Nanna-Sin named Katya (depicted by the statue above) in the battle which defeated the Demoness Tsanai.

6. Purple Worm Tunnel

This long tunnel descends deep into the earth, and looks as if it could descend forever.

This tunnel descends several miles into the earth, where it finally opens to a mass complex of caverns and tunnels that comprise a subterranean kingdom. Details of the kingdom and tunnels are not detailed here, as they go beyond the scope of this adventure. If you have players that wish to explore every inch of an adventure, and if you have not prepared for the tunnels ahead, you may wish to cut this area.

7. Altar Chamber

A grand chamber rises before you, two rows of fluted columns flanking each side. At the far end of the chamber is a statue, standing on a large base. The statue depicts a beautiful armored woman, holding a flaming sword above a bat-winged woman lying at her feet. The wretched bat-winged woman's hands are raised above her head, as if pleading the angel for her life.

A woman with beautiful, feathery wings stands at the base of the statue, her back turned away from you. She turns from the statue as you enter, and looks upon you with a sense of authority. She holds in one hand a bastard sword and a shield in the other. "Who art thou, and what dost thou seek in this temple?" She asks.

The figure before the characters is actually a fallen angel named **Nin-Lilia**. Once a holy and divine protector of this place, the fallen angel retains her outer beauty but within has been corrupted by the evil contained here. She speaks with the characters to learn their purpose, but ultimately turns them away, hoping to attack when they least expect it.

Nin-Lilia (demon): HD 10; AC -3[22]; Atk +2 longsword (1d8+5); Move 9 (Fly 15); Save 5; AL C; CL/XP 11/1700; **Special:** Magic resistance (60%), immune to non-magic weapons, immune to fire and cold, immune to charm. **Summon First-Category Vrock demon (90% chance).** **Protection from Law (-1 for Lawful characters to hit).**

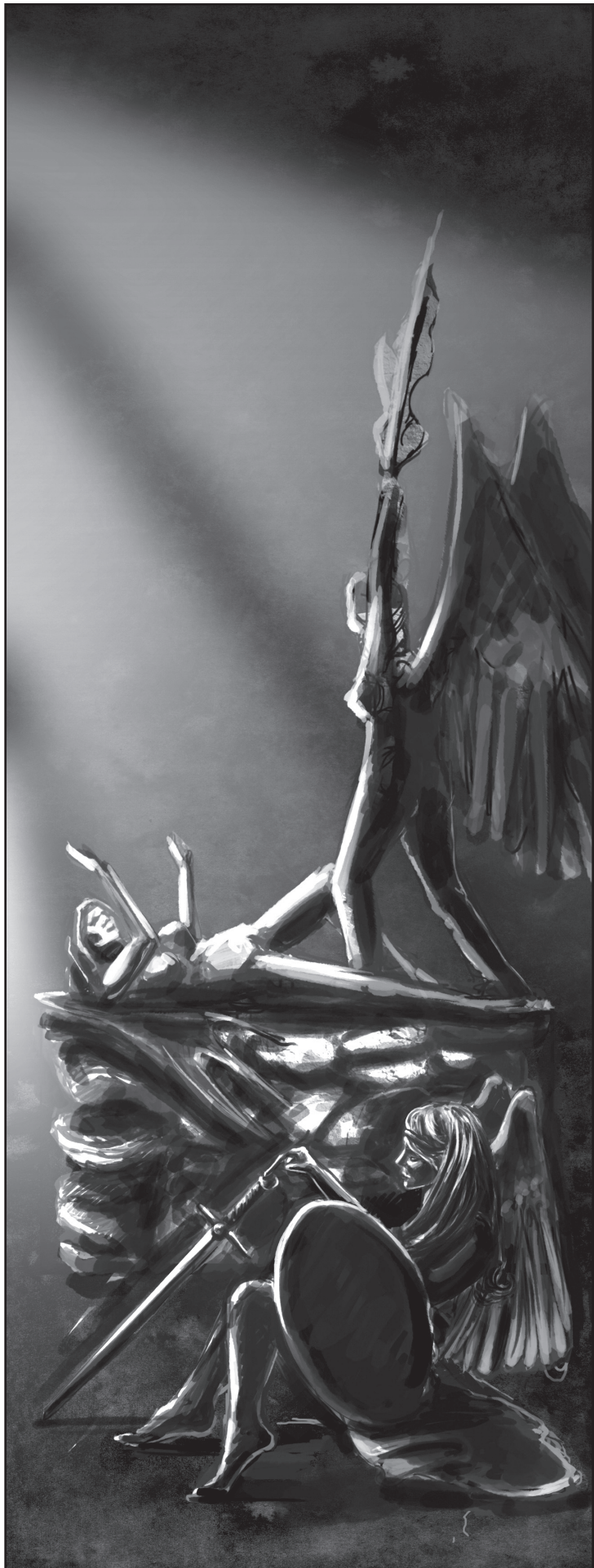
Vrock Demon: HD 8; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; **Special:** Magic resistance (50%), darkness, immune to fire.

A **band of Morwenna's cutthroats** complicate things in this area. The band arrives just as the characters are attacked by Nin-Lilia (using a scroll to *teleport* into Area 4). The players might remember **Elyria**, although her appearance may have changed if she successfully retrieved *Il Oboroten* in Brookmere (see the Brookmere Library, Third Floor, Area 3-3). If she was successful, Elyria was granted favor by Medhiba, and became a chosen of Medhiba. Her tactics are still much the same, however. Elyria uses a *phantasmal force* spell to trick opponents, and hides nearby, casting spells to assist her allies. Before moving in, Elyria casts *invisibility* on **Bran**, who moves to the base of the statue in an attempt to open the secret compartment containing Tsanai. While Bran is busy retrieving the axe, **Kimora** and the **demonkindred swordsmen** keep the players and Nin-Lilia at bay. Once successful, Bran takes the axe to Elyria, and the group readies a retreat (either using Elyria's *teleport* spell or Bran's *teleport scroll*).

Note: Nin-Lilia and Morwenna's cutthroats are both Chaotically aligned, but they are no more friendly to each other than they are to the party – Nin-Lilia has no intention of allowing the Axe of Tsanai to leave this temple – which will result in a three-way battle. If Yadavashi the corrupted lammasu is here as well, pretending to assist the party, he will side with Nin-Lilia the Fallen Angel to keep the Axe in the temple.

Disgraced Elyria (MU10): HD 9+1; HP 30; AC 7[12]; Atk +1 staff (1d6+1); Move 12; Save 6; AL C; CL/XP 12/2000; **Special:** Spells 4/4/3/2/2
Spells: Detect Magic, Read Languages, Read Magic, Shield, Invisibility x2, Locate Object, Phantasmal Force, Protection From Normal Missiles, Dispel Magic, Suggestion, Ice Storm, Confusion, Teleport, Cloudkill.
Magic Items: *wand of lightning bolt (25 charges)*, +1 staff, *ring of protection +2*, *ring of feather falling*.

Chosen Elyria (MU 11): HD 9+2; HP 31; AC 7[12]; Atk +1 staff (1d6+1); Move 12 (Fly 18); Save 5; AL C; CL/XP 13/2300; **Special:** See in darkness 60ft, immune to sleep and charm, 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies.
Spells (4/4/4/3/3): Detect Magic, Read Languages, Read Magic, Shield, Invisibility x2, Locate Object, Phantasmal Force, Protection From Normal Missiles, Dispel Magic, Fireball, Suggestion, Ice Storm x2, Confusion, Teleport, Cloudkill x2.
Magic Items: *wand of lightning bolt (25 charges)*, +1 staff, *ring of protection +2*, *ring of feather falling*.



Bran, Demonkindred Thief (Th10): HD 10; HP 25; AC 5[14]; Atk +1 longsword (1d8+1); Move 12; Save 6; AL C; CL/XP 11/1700; **Special:** See in darkness 60ft, immune to sleep and charm. **Thief abilities:** Climb 94; Delicate 70; Hear 5 in 6; Hide 75; Silent 80; Locks 75.
Magic Items: Scroll of teleport, 2 potions of cure light wounds, 1 potion of invisibility, +1 longsword, +2 leather armor.

Kimora, Demonkindred Assassin (As10): HD 10; HP 38; AC 6[13]; Atk +1 poisoned scimitar (1d8) or shortbow with poison arrows (1d6); Move 12; Save 6; AL C; CL/XP 11/1700; **Special:** See in darkness 60ft, immune to sleep and charm. **Thief abilities:** Climb 92; Delicate 50; Hear 5 in 6; Hide 55; Silent 60; Locks 55.
Magic Items: +1 scimitar (smeared with poison), cloak of elvenkind.

5 Demonkindred swordsmen (Ftr7): HD 7; HP 40 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 8; AL C; CL/XP 7/600; **Special:** See in darkness 60ft, immune to sleep and charm.

Treasure: In addition to the magic items listed for each of the demonkindred, each carries 2d6 gems worth 300gp each.

The Axe of Tsanai is sealed within the base below the statue. There is a well-hidden panel in the front of the statue base. Behind the panel is a small, locked, hinged door.

Aftermaths

Players may or may not have kept *The Axe of Tsanai* out of the hands of Morwenna's cohorts. Either way, the adventure continues, as there is more to be accomplished. If the demonkindred escaped with the Axe, they return it to Morwenna, where she begins her grisly ritual to free Tsanai (see Castle Novgorod, Fourth Floor, Area 4-3 for details). If the players kept the demonkindred from retrieving the Axe, they have a decision to make: should they take the Axe back to Brookmere or somewhere else for safekeeping while they face down the demonkindred, or do they use the powerful axe to their advantage, risking its corrupting powers and the risk of it falling into the hands of the enemy? No matter what the players decide to do, it is likely that they will wish to continue on to Castle Novgorod, where they face the conclusion of the adventure, and must defeat Morwenna, Queen of the Demonkindred, in her dark abode.

Tsanai

Tsanai was once the greatest servant of the succubus goddess Lilith. She ruled over Lilith's succubus followers, and waged wars in the name of her patron deity. However, when Lilith began having designs on the peoples of this region, other deities took note. In particular, the angelic deity Nanna-Sin was opposed to Lilith's work, and she and her followers waged war against the sinister fiend and her followers. Tsanai led Lilith's demonic armies in battle, but was defeated by the paladin of Nanna-Sin, Katya. Katya slew Tsanai with the *holy sword of Nanna-Sin*, and with the aid of her goddess, sealed Tsanai into her own weapon, a cruel black-lacquered, double-bitted axe, the blade of which was shaped as a succubus. Noting the inherent evil of the great axe, the angelic followers of Nanna-Sin sealed *Tsanai* deep within a temple in the crater of Tunguska, placing several traps and guardians there to protect the axe for all eternity. Tsanai, however, was more powerful than they realized, and over the years her evil presence has corrupted the once holy protectors.

New Magic Item: Axe of Tsanai

DESCRIPTION

The blade of this great, double-bitted axe is lacquered black and crafted in the likeness of a succubus. The axe's abilities vary depending on whether or not Tsanai is still trapped within.

Tsanai is always considered a +5 *unholy battle axe*. A Lawful character picking up this unholy item loses one level while attempting to wield the item. The level returns only after that character no longer wields the Axe. The Axe grants the holder the following abilities, whether or not Tsanai is imprisoned within:

- *The Axe of Tsanai* may be wielded by any character not prohibited from using an axe in combat. The axe is so light and balanced that wielding it is as if wielding a dagger. If fighting two-handed, a character may use the Axe in the off hand as if it were a hand axe or dagger.

- The soul of any being killed by the axe is immediately possessed by Tsanai (whether she is free of the axe or not) and the soul is imprisoned. The soul may only be raised from the dead after casting a *dispel evil* spell upon the body.

- Every day that a person wields the axe there is a 1% cumulative chance (up to a 15% chance maximum), that the wielder of the axe will become "corrupted." In such a case the wielder must succeed at a saving throw or shift alignment one step from their current alignment toward Chaos. For example, if a Neutral character was corrupted by one step, the character would become Chaotically aligned.

The Axe has the following attributes only when Tsanai is imprisoned within:

- The wielder may cast *darkness* times per day
- The wielder may cast *wall of fire* once per day
- Tsanai is completely sentient within the Axe, and may communicate through speech or telepathy with the wielder. Tsanai is extremely cunning, and uses every chance to deceive the wielder into helping her be set free.

DESTRUCTION

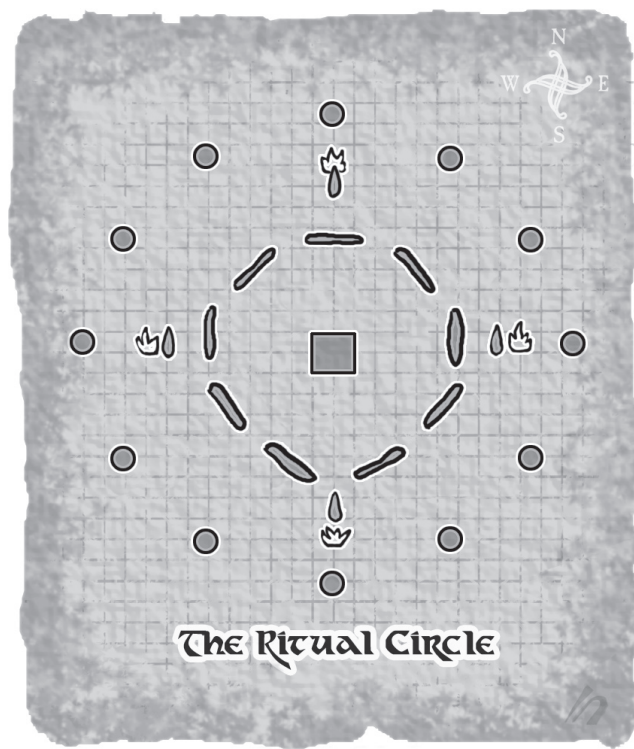
If Tsanai is ever slain permanently, the axe loses virtually all of its magical abilities, becoming nothing more than a +2 battle axe.

Ritual Circle

You can add this (optional) encounter in Harwood Forest on the road from Tunguska to Novgorod. Most likely, the encounter would take place a short distance outside of Novgorod, but stone circles such as the one detailed in this encounter are prevalent throughout the forest and could be found in many places. Place the encounter elsewhere if needed, based on the actions of the characters.

The encounter begins after sunset, perhaps when the characters are making camp for the night. If the characters do any scouting around their camp area, one of them will spot several fires on a small, forested hill in the distance. Should they investigate, read the following:

A stone circle rises before you, formed of nine sets of parallel standing stones, each capped by another such stone. Four solitary stones encircle the inner ring, and beside each of these fire blazes. Around this middle ring of stones is a third circle of large, rounded stones. Within the circle stand several creatures that closely resemble tall elves, their pale skin luminescent in the moonlight. They stare into the innermost circle, their eyes betraying a maniacal glee. An eerie chant rises on the breeze from within the innermost circle, where a group of three more of the elf-like creatures are dressed in purple robes. One of these has great, spreading bat wings that obscure the scene from time to time in shadow. The three elf-creatures circle a central altar, upon which is a bound elven woman, who truly appears to be an elf rather than one of the taller creatures. Tears run freely from her eyes as she struggles with her bonds.



Spells (4/4/4/4/1):

First Level: Cure Light Wounds x3, Detect Magic; **Second Level:** Hold Person x2, Silence 15ft Radius x2; **Third Level:** Continual Darkness x3, Cure Disease; **Fourth Level:** Cure Serious Wounds x2, Protection from Law 10ft radius, sticks to snakes; **Fifth Level:** Finger of Death x2, Insect Plague, Quest; **Sixth Level:** Word of Recall

Magic items: +1 longsword, oil of ethereality (potion), potion of fire resistance, potion of invisibility.

The characters are arriving at this sight just in time to witness a sacrifice. They have 3 rounds from the moment they arrive to stop the ritual. The **4 demonkindred nobles** patrol the outer circle of the ritual space, but are intent on the actions of **Dvina** and the **2 demonkindred clerics**. They are watching so intently that they are unlikely to hear or notice the characters if the party approaches relatively quietly. Even characters in plate mail can manage to approach as long as they take care.

4 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

2 Demonkindred Priestesses (Clr9): HD 9; HP 30 each; AC 5[14]; Atk 1 longsword (1d8) or light crossbow (1d6); Move 12; Save 7; AL C; CL/XP 10/1400; Special: See in darkness 60ft, immune to sleep and charm, spells.

Each priestess carries the same spells.

Spells (3/3/3/2/2):

First Level: Cure Light Wounds x3; **Second Level:** Hold Person x2, Silence 15ft radius; **Third Level:** Locate Object, Prayer, Remove Curse; **Fourth Level:** Cure Serious Wounds, Sticks to Snakes; **Fifth Level:** Finger of Death x2

Each priestess wears a fine purple silk robe (worn over the armor) worth 100 gp each.

Dvina, Chosen Priestess of Medhiba (Clr12): HD 9+6; HP 40; AC 2[17]; Atk +1 longsword (1d8+1); Move 9 (Fly 18); Save 5; AL C; CL/XP 13/2300; Special: See in darkness 60ft, immune to sleep and charm, command harpies, energy-draining kiss, spells.

Dvina may command any harpies that are within hearing, including hell-harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Medhiba by the succubus goddess.

As a chosen of Medhiba, Dvina may drain a victim's energy with a kiss. This is most often done by first charming the victim, but need not be. The kiss not only drains a level from the victim, but also acts as a *suggestion* spell in which the Chosen has asked the victim to kiss her again. The victim is allowed a saving throw to resist the *suggestion*, and a saving throw to avoid losing a level from the kiss.

There are dire consequences if the ritual is completed. Medhiba herself, the goddess of the demonkindred, sends a **glabrezu** to the material plane to aid the clerics, in return for their sacrifice. The demon arrives on the next round, seemingly from the body of the elven maiden.

The characters are likely (although not guaranteed) to save the elven maiden, and in such a case gain an ally. Her name is **Fianna** and she recounts her tale of how she was captured near her hometown of Rhiannon, a small elven settlement north of Sylvanus. From there she was taken to Novgorod as a slave. Soon however she gained the attention of a sect of clerics of Medhiba, who recognized her as a favored warrior of the elven gods. Knowing that such a sacrifice would gain the attention and favor of Medhiba, the clerics bought the maiden and prepared the ritual. Fianna tells the characters that



she can lead them into Novgorod, acting as a guide to the castle. She hopes to gain revenge on the demonkindred before returning home to Rhiannon.

Note that Fianna's "stats" do not follow any of the rules that would apply to player characters. She is a fighter who is favored by the elven gods, which simply gives her a unique set of abilities.

Glabrezu (Third-Category Demon): HD 10; HP 50; AC -3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

Fianna Diarmiad: HD 7; HP 35; AC 2[17]; Atk +1 longsword (1d8+1); Move 9; Save 8; CL/XP 8/800; Special: Elf racial abilities, divinely-granted abilities, track as per ranger. Divinely Granted Abilities: Lay on hands to cure 15hp twice per day, Speak with Animals (as per the spell).

If Fianna is rescued, grant a 10% XP bonus to any Lawful character who was involved in the rescue.

Novgorod

The final section of the adventure takes the players to Novgorod, the city of the demonkindred. Presumably the party will infiltrate Castle Novgorod rather than make a frontal assault, and attempt to defeat Morwenna, the queen of the demonkindred. Read the following aloud as the characters approach the city of Novgorod:

The dark, impenetrable forest of Harwood suddenly seems to merge without any well-defined border into the streets and buildings of a massive city. The buildings are twined in with the boles of giant, rotting trees, and the narrow streets and alleys are feathered in deep carpets of stinking moss and leathery fungi. The twisting avenues bustle with activity, hordes of the elf-like demonkindred moving about in the course of their normal daily lives.

Here and there, severed heads are displayed on pikes, fastened to the walls of buildings as if in place of signs or banners, and their dead eyes seem to survey the activity in the foul streets below. The smell of rot and death is tempered by the conflicting scents of heavy perfumes and incense wafting on the air, cloying and sweet. Here, in their great numbers, the superficial resemblance of these demonkindred to elves is no longer convincing, for seeing many of them together you notice the small horns, the long canine teeth, and most of all, perhaps, the predatory expressions of things that are not at all human.

There seems to be a main thoroughfare heading straight to the center of the city, where a sinister castle looms atop a high, stark promontory of rock.

This ancient remnant of the Fallen Kashverai demons, who were thrown from the realms of Chaos by the Demon Queen Lilith to become mortal, is a highly stratified society. The vast majority of the demonkindred are little more powerful than mortal humans. However, many of the demonkindred (perhaps a fourth of them) are quite powerful; these are the bloodlines of the more powerful of the Kashverai, and more of the demonic heritage shows in this nobility. The number of "high-level" Kashverai to be found in the city is far higher than one would expect in a city of humans, or even of elves, for although they are mortal and stripped of their true demonic powers, the race of the Kashverai are not truly born of the material plane.

Although the city of Novgorod is an important location in this adventure, it is not greatly detailed other than the areas that are key to the adventure itself. Obviously, a party trying to make a frontal assault here will find themselves taking on an entire city of the demonkindred, an impossible task for a small party, no matter how powerful they might be. Getting through Novgorod itself should not be much of a problem for the party, however; even a rudimentary disguise should let them pass through undetected, at least as far as the base of Castle Novgorod. Roll for wandering encounters on Wandering Monster Table 8 in Appendix 1 when the characters travel through the city.

Some places of interest are noted below, in case players wander around in an indirect path toward their goal (assuming that they actually plan to get into the castle at all).

Places of Note in Novgorod

Temples of Medhibia: There are nearly a dozen temples in Novgorod dedicated to the goddess Lilith. These temples typically have anywhere from 3 to 10 clerics of varying levels.

Shrines of Lilith: There are a few street shrines of the Demon Queen Lilith, and her few priestesses are of the belief that one day the Demon Queen will forgive the descendents of the traitorous demons who were once Lilith's servitors. The Demon Princess Medhibia, as a vassal of Lilith, does not discourage the worship of her patroness. She has far better insight to the mind of the Demon Queen, and is deeply amused that anyone would think Lilith would forgive treachery, even if her revenge were visited upon generations down to the end of the world.

Slave Market: Slavers sometimes travel out of Harwood forest and into other areas, in expeditions hoping to find wanderers or inhabitants of nearby villages to kidnap as slaves. However, the majority of the slaves in the market are demonkindred who have committed (or been accused of) crimes. These unfortunates are traded and sold into slavery to those that can afford them in Novgorod and other demonkindred settlements throughout the Harwood.

Magic Quarter: This area of the city deals in magical components and materials. Those that study the art often make their residences here. The more influential inhabitants of this quarter often teach for exorbitant fees in small wizarding academies.

Arena: The arena has long been held for those that wish to use their slaves for betting and entertainment. The slaves are supplied with weapons and pitted to fight against one another in gladiatorial battles. Influential wizards in the city are not unknown to cast spells into the arena before a combat, making the arena and overall battle more interesting (for example, casting illusions, labyrinthine walls, or summoning demons to the arena).

The Laughing Skull Theatre: Going to the theatre is a common pastime for the demonkindred. The plays are often murderous and twisted, even using slaves or innocents taken from the streets to be sacrificed in acts of brutality as ordained by the play's script.

Possible Encounters on the Streets of Novgorod (1d4 when desired):

1) Slavers. Armored demonkindred with long whips lead chained lines of slaves down the street. There is a 90% chance that the slaves are simply enslaved demonkindred, but the city has begun taking human and goblinoid slaves as well, so there is a 5% chance that the slaves are goblins, orcs, or ogres, and a 5% chance that they are human. If the slaves are human, and the party communicates with them in some way, the characters will learn that these humans are not from Sylvanus, but were captured from some other village or settlement.

2) Confrontation between factions (see sidebar). Noble and commoner demonkindred of two factions have squared off against each other. The most likely confrontation is between Medhibian Zealots (Succubus symbol) and Chaos Mystics (8-pointed arrow symbol).

3) Murder. Murders are common on the streets of Novgorod, especially in these days when the demonkindred have become split into factions. The factions most involved in murder and assassination, rather than open conflict, are the insurrectionists. In this case, a member of the insurrectionist faction (green skull symbol) glides behind a Novgorod loyalist and shoves a knife into his back. He walks away, laughing, and the crowd pays little attention. There is a 10% chance that the event has been observed by loyalists of the Novgorod bloodline, in which case they will try to catch and kill (or

interrogate) the insurrectionist. If there are also other insurrectionists in the area (another 10% chance), then the situation might escalate into an open battle in the street between the insurrectionists and the loyalists.

4) Demonic fervor. In the tide of mad glee that has accompanied Medhiba's promise to restore the status and power of the demonkindred, it is becoming common to see impromptu "festivals" of praise to the demoness. In some cases, groups of demonkindred will even seize upon some unfortunate commoner or slave of their own kind, and sacrifice him (or her) to Medhiba in the middle of the street. These sorts of things are often led by members of the Medhiban Zealot faction. By contrast, the demonic fervor of the Chaos Mystics tends to take shape as processions bearing the eight-pointed star of Chaos down the streets, shoving aside anyone who gets in the way or appears disrespectful.

5) Noble Patrol. Although "keeping order on the streets" is an alien concept to the demonkindred, "keeping things under control" is well understood. With all the factions trying to exert control, and

in particular with the threat of the insurrectionists, the Novgorod bloodline is doing everything possible to prevent the city from exploding into a pointless bloodbath that might even lead to the overthrow of the Novgorods. If one of these patrols passes by, they are looking very carefully for anything unusual. There will be 2d6 nobles in the patrol. Roll 1d6 to determine their faction, but if the roll is a 1 (insurrectionist), then the nobles will instead be of the Novgorod loyalists, not of any street-faction. Regardless of the die roll, whatever faction is determined for the nobles in the patrol, there is a 90% chance that 1d6 of the nobles are secretly members of the insurrectionist faction.

2d6 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

6) Medhiban Zealotry. Bands of the Medhiban Zealots roam the streets looking for those who might endanger the "demonic rebirth" of the demonkindred. If the party draws their attention, they will be harassed and questioned. This is a dangerous situation if the party is

The Factions of Novgorod

The Factions. Medhiba's recent promises to embrace the Fallen Kashverai as her followers, and possibly to bring the worthy back into a state of demonic immortality, has absolutely electrified the demonkindred – and it has also shaken their society to the very core at the same time. The city has always been divided into several factions, but these dividing lines are becoming clearer and also more violent now that the stakes have suddenly risen so high. Members of most factions wear an amulet with a sigil on it to denote which faction they favor. Wearing some of these amulets is perhaps the best way for the party to disguise themselves as demonkindred, or as hired mercenaries of demonkindred, if that is their plan.

1 - The Insurrectionists: The bloodline of the Novgorods has dominated the demonkindred ever since the Fall, and not all of the demonkindred are loyal to the Novgorod family. With the promises made by Medhiba, the Insurrectionists have decided that the leadership of the Novgorods is no longer necessary; Medhiba is the new leader and the Novgorods are nothing more than another family. This faction arose so quickly, and became so popular, that the Novgorods could not wipe it out when it was small enough to do so. The Novgorods watch this group very carefully, and murder them in alleyways when possible. The sigil of the Insurrectionists is a green skull with horns. *Anyone trying to enter Castle Novgorod wearing that symbol will be killed on sight.*

2 - The Dominationists. The Dominationists favor the idea that the Demonkindred should take steps to conquer more of the world beyond the Harwood Forest. In general, the dominationists don't care much about the theology of Lilith, or the "opportunity" offered by Medhiba. They want to conquer the outside world. This is an older faction than the religious factions that have risen since the promises of Medhiba, and they look down on those who think it matters which patron the demonkindred should follow. What is important is the role of the Demonkindred in the material plane, right here, right now. The sigil of this faction is an axe.

3 - The Preservationists. The Preservationists believe that the Demonkindred should remain as hidden as possible within the Harwood Forest. Some Preservationists are simply not interested in any sort of interaction with the outside world, some believe that the outside world would destroy the demonkindred if they attempted to conquer it (this group, in other words, just wants to bide time for a while) and some just feel that the best way to rule the rest of the world is by infiltration and temptation rather than direct conquest. The sigil of the Preservationists is a castle. If some of the party are wearing castle sigils, and others are wearing an axe

sigil (that of the Dominationists) the group will appear suspicious – these two factions do not get along well at all, and a mixed group of them would be very unusual.

4 - The Followers of Lilith. This faction believes that Lilith will eventually forgive the demonkindred and restore their immortal, demonic nature. This faction has lost almost all of its power and influence with the coming of Medhiba, who offers a much more likely pathway back to demonhood than Lilith has ever offered. The sigil of the Followers of Lilith is a winged harpy.

5 - The Medhiban Zealots. This is a very large faction in the city, a group that believes Medhiba will select a few of the demonkindred, only the very best, and raise them to demonhood. This group tries to enforce a kind of "purity of Chaos" upon the demonkindred; they are highly militant, both resented and feared by the demonkindred with other ideas about how things should be. The Followers of Lilith, in particular, are beginning to cross swords (sometimes literally) with the Medhiban Zealots. The Medhiban Zealots conceal their faces within demon-horned helmets, which makes disguise as one of the Zealots fairly easy (if the party can get hold of the helmets). Of course, if the party are disguised as zealots, they have to know how the zealots act, or they might suddenly make themselves very conspicuous. Basically, the zealots are very arrogant, and say things like, "Only the most impure shall be chosen," or "Repent all virtue if you would be taken." If the characters pick up on these phrases, their disguise will be very convincing. The sigil of the Medhiban Zealots is a stylized picture of a succubus.

6 - The Chaos Mystics. The Mystics basically reject both Lilith and Medhiba as patronesses, and promote the idea that Chaos should be worshipped as an abstract force that will eventually sweep the cosmos in a tide of blood and destruction. This group is almost in open conflict with the Medhiban Zealots, who consider their rejection of Medhiba to be a threat and a challenge to the true destiny of the demonkindred. The sigil of the Mystics is the 8-arrow symbol of Chaos.

If the party encounters any random demonkindred in the city, you can roll 1d6 to determine the faction to which these particular Fallen belong. The Novgorods themselves are not in a particular faction, but they only really support the Dominationists and the Medhiban Zealots, the two philosophies (expansion and the worship of Medhiba) that they support. Novgorod loyalists often disdain membership in the factions, considering themselves the traditionalists of the demonkindred, and above such divisions.

trying to stay under cover.

1d6 Medhiban Zealot Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

2d6 Medhiban Zealot Commoners: HD 2; HP 16 each; AC 2[17]; Atk 1 spear (1d6) or longbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

I. Road to Castle Novgorod

A long winding road twists through a steep wooded area to the top of the mountain that Castle Novgorod rests upon. The road is wide enough for a cart, despite the dense woods surrounding the road. A single tower rises above you, at the top of this road. It looks as if a bridge crosses a large chasm from the tower to the castle.

The direct road to Castle Novgorod is fraught with peril, as it is heavily guarded. There are a series of **3 guard patrols**, each consisting of **4 demonkindred swordsmen** and **10 demonkindred soldiers** that a conspicuous party is likely to encounter unless they are extremely lucky. There is a 75% chance that the characters encounter the first patrol near the base of the road, an 80% chance that the characters meet the second patrol near the top of the road, and a 90% chance that they meet the third patrol near the top of the road.

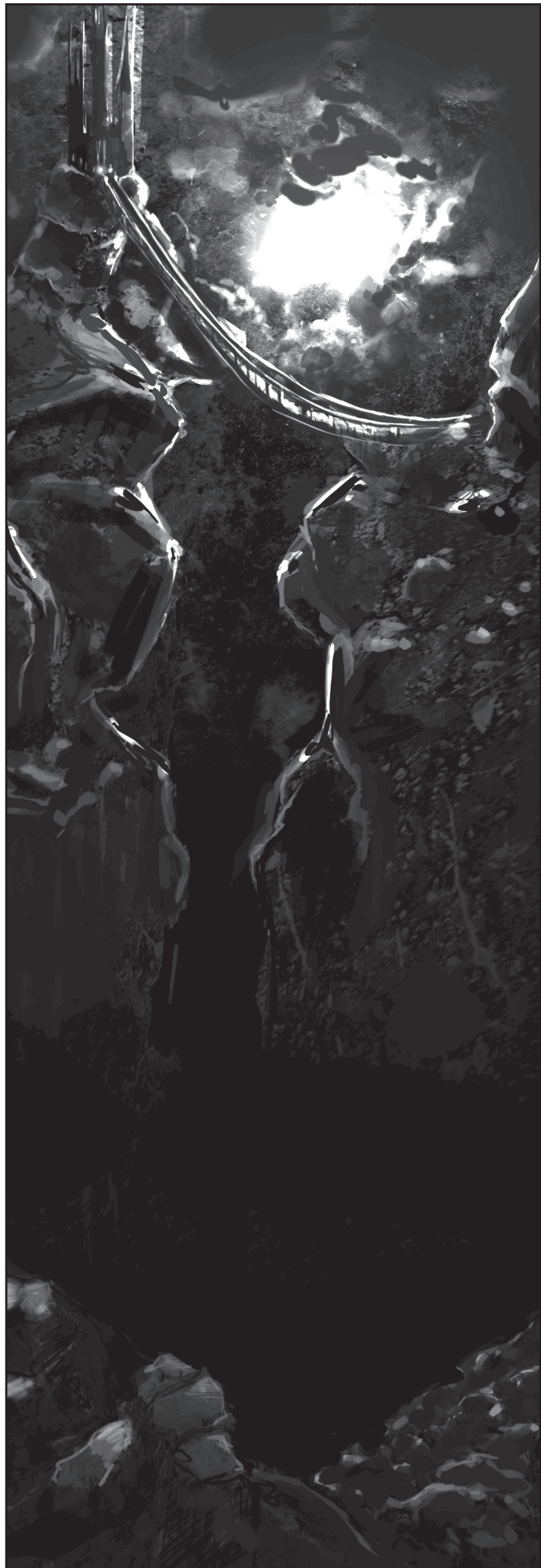
Nearly halfway up the road to the castle is a well-hidden path that can be found on a roll of 1d6. A ranger also has a 90% chance to find tracks leading to the trail. The trail and the tracks lead to Area 2, the chasm. The tracks are mainly from those guards in Cybelle's employ (see Castle Novgorod, First Floor, Area 1-10 and Area 1-11).

4 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

10 Demonkindred Soldiers: HD 2; HP 16 each; AC 2[17]; Atk 1 spear (1d6) or longbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

Entering Castle Novgorod

There are a number of ways that the party can enter Castle Novgorod. The safest course of action is probably to take the tunnel entrance into the dungeons of Novgorod, and work upward from there. There are a number of other options however, including the use of *teleport*. They might decide to enter through the front gate in disguise (risky and dangerous, but not impossible), or they might *fly* to the top of the battlements (see Castle Novgorod, Towers, Area 5-10) and enter from the top. Do not try to restrict the players from using their creativity! If they dream up a brilliant approach to the castle, roll with it instead of trying to get them on track for a more "planned" route.



Novgorod

Places of Interest



2. Chasm

You stand nearly 50 feet below the castle bridge, in a deep chasm. The rock walls of the chasm are sheer surfaces, likely unclimbable without the proper gear or the use of magic. Jagged boulders lie in the belly of the chasm, and bleached bones lie strewn about, broken and shattered.

The cave entrance to the dungeons castle is very well hidden behind an outcropping of boulders, and is disguised with an illusionary "wall" that mimics the appearance of the surrounding stone. Characters that followed the tracks back to this area find that they lead straight to this wall before stopping completely. Similarly, other sets of tracks exit from the "wall." Also, the wall radiates magic if the party is using a *detect magic* spell.

Morwenna has hired **2 assassins** to watch this area. They sit poised and very well hidden in shallow outcroppings in the cliffs, watching the area. The assassins have been bribed by Cybelle (see Castle Novgorod, First Floor, Area 1-10 and Area 1-11) to look the other way when her paid guards and victims near the entrance. The assassins might avoid seeing the party as well, if they are appropriately disguised.

2 Demonkindred Assassins (As10): HD 10; HP 38; AC 6[13]; Atk +1 poisoned scimitar (1d8) or shortbow with poison arrows (1d6); Move 12; Save 6; AL C; CL/XP 11/1700; Special: Thief abilities: Climb 92; Delicate 50; Hear 5 in 6; Hide 55; Silent 60;

Locks 55.

Magic Items: +1 scimitar (smeared with poison), cloak of elvenkind.

The assassins will begin with the assumption that the characters are associates of Cybelle, some of those the assassins have been bribed not to attack. If the party does nothing to obviously contradict this assumption, the assassins will let them pass without revealing themselves or causing any trouble.

The assassins do not consider themselves to be "defenders to the death," and they will absolutely flee if they perceive themselves to be badly outmatched. On the other hand, they will reap a good reward if they capture or kill intruders, so they will, as it were, "take a stab at it."

Both assassins are actually members of the Chaos Mystics faction, but they wear the axe amulet of the Dominationists, since they are being paid to guard the castle. The Chaos Mystics are not in good favor with the Novgorod family, and a job is a job, so they are hiding their true beliefs.

3. Outer Tower, First Floor

Spears hang neatly from the walls of this circular chamber. A stone staircase rises into the tower above, and 2 large iron doors exit the chamber.

This room is always guarded by at least **5 warriors of the demonkindred nobility**, and **ten regular guardsmen**. Four of the nobles are members of the Medhiban Zealot faction (wearing a closed-face, demon-horned helmet and a succubus amulet). The

fourth noble is a Follower of Lilith, and wears a harpy amulet. All of the regular guardsmen are members of the Dominationist faction (axe sigil).

The regular guards are so outclassed in this combat that they can offer almost nothing to the outcome. They will try to form up as a second rank behind the nobles, to use their spears while shielded by their more durable leaders.

5 Noble Demonkindred (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

10 Demonkindred Soldiers: HD 2; AC 2[17]; Atk 1 spear (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

Treasure: Each of the nobles carries a gem worth 1d10 x100gp. The regular guardsmen do not carry treasure.

The northeast door of the chamber leads to Area 7, the Castle Bridge. The southwest door of the chamber leads to Area 1, the Novgorod Road. Both of the doors are made of heavy iron, locked, and also barred from the inside with a heavy iron bar.

Characters approaching the tower are confronted, and attacked unless disguised. Those that appear to be demonkindred are questioned by the guards. If the characters talk their way into the castle (by giving adequate and official sounding titles or duties), 2 guards will lead them across the bridge to the first floor guard tower (see Castle Novgorod, First Floor, Area 1-1), where one of the nobles, likely Ivan the Warmaster (see Castle Novgorod, First Floor, Area 1-6), is fetched to see them.

Should the characters try to take the tower by force, the guards on the tower battlements (see Area 6) sound the castle alert (three long blasts of the war horn).

4. Outer Tower, Second Floor

Several cauldrons rest over pits of hot coals in this circular chamber, a thick black liquid bubbling within. The cauldrons rest above the pits on hinged iron contraptions. Tunnels are built into the walls, shaped to accommodate the cauldron's form.

The cauldrons are full of boiling tar. When intruders near the castle entrance the guards here use the iron device to safely tilt the cauldrons so that the tar falls into the tunnels. Anyone below the tunnel spout when the guards drop the hot tar takes 3d8 points of damage. A successful saving throw indicates that the character managed to leap aside in time, taking no damage. There are always **4 noble guards** in this room to supervise the slaves (4 ogres) who pour the hot oil. There is also a goblin with a bucket of water and a wooden dipper. All of the four noble guardsmen are members of the Dominationist faction, and wear axe-sigil amulets.

4 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

4 Ogre Slaves: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

1 Goblin Water-Carrier (Gzag the Lucky): HD 1d6hp; HP 6; AC 8[11]; Atk 1 wooden bucket (1d4); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

5. Outer Tower, Third Floor

Stacks of arrows rest against the walls of this circular chamber. Arrow slits aim down at the perimeter below. There is a ladder on the east wall, rising to a wooden, square door in the ceiling of the chamber.

This chamber is always manned with at least **5 noble demonkindred archers** in case of intruders. They wait near the arrow slits, their bows nearby and ready. Three of the archers are members of the Dominationist faction, and are wearing amulets with a picture of an axe. The fourth is a Medhiban Zealot wearing the closed demon-horn helmet and the succubus amulet favored by the Zealot faction.

4 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or longbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

The door in the ceiling leads to Area 6, the tower battlements.

6. Tower Battlements

The battlements of the small tower have a spectacular view of the city below, and of course of the road leading to the castle. A catapult is set in the center of the battlements, and a pile of large stone blocks sits nearby, obviously a stock of ammunition for the siege engine.

The battlements have at least **4 noble demonkindred guards** at all times, supposedly keeping a lookout. However, the guard's duty is, understandably, boring. The guards on the battlements tend to play cards and dice often, not believing that anything short of an army could pose a threat to the castle. Thus the guards pay little attention

Castle Alert

If the party does not infiltrate the castle in a relatively stealthy or deceptive fashion, it is possible that they might raise the entire fortress into a state of alert. Being seen as a threat by the guards on the battlements of the outer tower and castle (see Novgorod, Area 6 and Castle Novgorod, Towers, Area 5-10 respectively) causes them to sound 3 long blasts from their war horns. Such an event causes a general alert throughout the castle. All inhabitants of the castle should for that day and possibly henceforth be treated as ready (wearing their armor, bearing arms, and not likely to be caught surprised). The guards of the castle also patrol the halls in greater numbers and more frequently. The chance for a wandering monster doubles, and you should begin to use Wandering Monster Table 10: Castle Novgorod on Alert in lieu of Wandering Monster Table 9: Castle Novgorod.

Morwenna, if she is not busily sacrificing villagers of Sylvanus, (see Castle Novgorod, Fourth Floor, Area 4-3 for more details), is likely to scry for the location of the party using her crystal ball, or even summon demons to be sent after the intruders. Likewise, many of the other nobles of the house will form parties to search out the characters (as expressed in Wandering Monster Table 10). Many of the nobles still stay in their chambers, however, going about their own business, although they should be considered ready for battle.

to those that approach from the road below.

This particular group of guards are all members of the Medhiban Zealot faction (closed-face horned helmets and succubus amulets), and they will disregard even the most ridiculous explanation of the party's presence on the battlements in favor of interrogating the party about their loyalty to Medhiba.

4 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or longbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

Treasure: Each of these guards has a spyglass, a horn (to alert of approaching armies), and several sets of dice (one weighted) and cards. All of them are currently playing with the weighted dice.

7. Castle Bridge

This long bridge crosses a deep chasm, the bottom of which appears to be full of jagged stones. Ahead is Castle Novgorod, the fortress of the Fallen, the demonkindred. Its dark grey stone and looming towers contribute to its sinister appearance.

Should the party cross the bridge without guard escorts from the first tower, or without a disguise, they will undoubtedly draw the attention of the guards in the first floor of the guard tower (see Castle Novgorod, First Floor, Area 1-1), who will sound the alarm and attack.

Dungeons of Castle Novgorod

Once the PCs are inside Castle Novgorod, roll for wandering monsters from Wandering Monster Table 9. Characters have a 25% chance twice during the day and at twice at night of encountering a wandering monster. Roll 1d10 and consult the table for results.

I. Gated Cave Entrance

This entrance is behind an outcropping of boulders at the bottom of the chasm, and is hidden with an illusionary wall (see Novgorod, Area 2 for details). Read the following to those that disbelieve or otherwise detect the illusion.

The illusion fades away, and as your mind clears you can see that what appeared a moment ago to be solid stone is actually the entrance to a small cavern. It continues a short distance before stopping at a heavy iron barred gate. Through the bars you can see that the tunnel continues further into the depths of the stone.

The gate is locked. The bars are spaced an inch apart.

2. Katael's Lair

Your light illuminates a cavern chamber whose wall are hung with luxurious tapestries of thick cloth weave. To the south, beyond the range of your illumination, you hear a whispering sound.

This chamber is inhabited by **two malcarnae**, Katael and her servant/sister Evrissa (see Appendix 3). The whispering sound comes from the movement of large snake scales against stone, as the two malcarnae approach the intruders. If any of the characters are familiar with demons, their first impression will likely be that the pair of malcarnae are marilith-type demons, at least until they note that these creatures have four arms rather than six. Note that most magic-users over sixth level or so will almost certainly have seen illustrations of various sorts of demons in ancient tomes.

The malcarnae are half-demons, spawned from a clutch of Marilith eggs abandoned in the Harwood Forest after a dalliance with a human demon-priest at a ceremony held in the dark of night almost three centuries ago. The older sister, Katael (at least, the first to have hatched), is considerably more powerful than the younger, and Evrissa has acted as her older sister's servant since the two were young.

Perhaps two hundred years ago, the two malcarnae slithered their way into the city of Novgorod, and were invited to stay by the Novgorod family. The presence of true half-demons allied to the Novgorods was seen as a way to strengthen the bloodline's claim to being more attached to demonhood than the noble bloodlines that rivaled the Novgorods for power.

At this point in time, with Medhiba's arrival in the city's politics, matters have become a bit more complicated. Morwenna knows

that the malcarnae have been pursuing their own agenda in the city, and they are not connected to Medhiba or Lilith in any way. The Novgorod bloodline's association with the malcarnae is now being pointed to by the Medhiban Zealot faction as an "impurity" in the Novgorod family, the equivalent of having traitorous associations. The malcarnae are superb politicians, and they are quite aware that their position in the city of Novgorod is becoming dangerous. They are in secretly in close contact with the Mystics of Chaos faction, but do not intend to stay in Novgorod much longer – they believe (with good reason) that the religious and factional turmoil in the city associated with Medhiba's arrival will erupt in violence before Medhiba is able to take firm control of her followers.

Over a century ago, the Novgorods gave this large chamber to Katael as a residence, since the serpentine bodies of the malcarnae were too long for the castle's smaller rooms to accommodate easily.

Katael is not interested in protecting the castle or the Novgorods, and the last thing she wants to do is confront a band of powerful slayers like the party of adventurers that has just arrived on her doorstep.

[BEGIN TEXT BOX]

A form that is both terrifyingly beautiful and strikingly horrid emerges from the darkness, followed by a second that is almost identical in appearance. The two beings have the lower bodies of massive serpents, perhaps fifteen feet in length. The upper bodies are those of shockingly beautiful women, but with four arms rather than two. The one in the lead shakes her head at you. "This is ironic," she says. "I was expecting an execution party to come from the Novgorods, and instead I find a band of adventurers here to execute the Novgorods instead. Tell me, how well do you believe in the idea that the enemy of my enemy is my friend?"

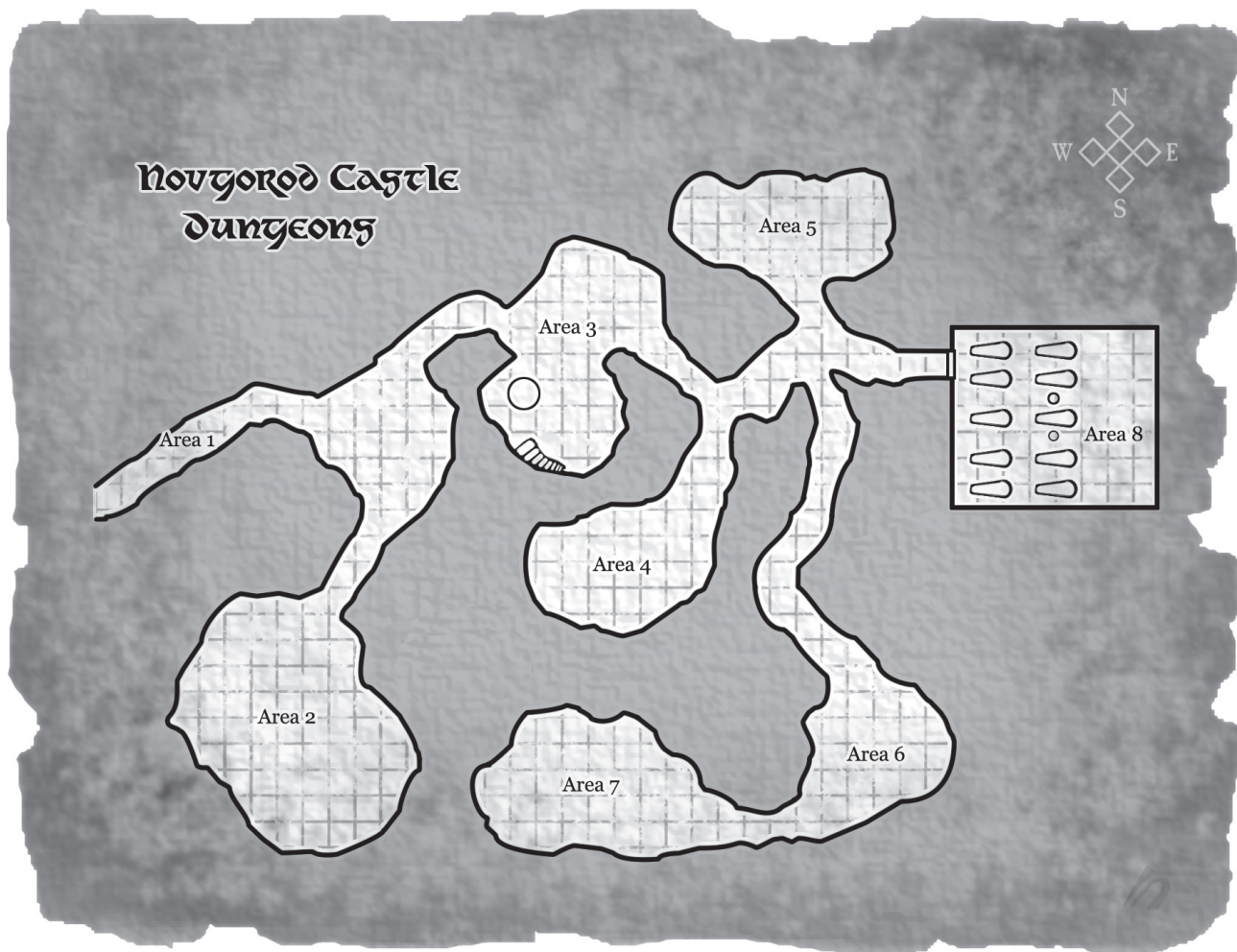
[END TEXT BOX]

Katael knows of Cybelle's unauthorized dealings (see Castle Novgorod, First Floor, Area 1-10 and Area 1-11), and is accepting bribes from the young demonkindred.

Katael (Malcarna): HD 8; AC 3[16]; Atk 1 tail (1d8), +1 mace (1d6+1), 2 longswords (1d8); Move 12; Save 5; CL/XP 10/1400; **Special:** Magic resistance 25%, hit only by magic or silver weapons, cannot be attacked by creatures of 4HD or less, others must make successful saving throw to attack in any round. **Spells:** Cure light wounds x2, Hold Person **Magic Items:** +1 mace

Evrissa (Malcarna): HD 5; AC 2[17]; Atk 1 tail (1d8) and up to 3 weapons (1d8); Move 12; Save 12; CL/XP 8/800; **Special:** Magic resistance 25%, hit only by magic or silver weapons, cannot be attacked by creatures of 4HD or less, others must make successful saving throw to attack in any round. **Magic Items:** +1 scimitar, +1 shield

Treasure: The cavern contains a stash of coins and other treasure. There are 500 gp, a 2,500 gp jeweled anklet (useless to the malcarnae, of course), and 2 pieces of jade worth 100 gp each. There is also a sheaf of parchment pages which contains blackmail information about several of the noble demonkindred in Novgorod.



3. Stairwell

This chamber houses an ascending stone stairwell. Nearby is a cylindrical stone construction, about 5 feet in diameter. It rises from the ceiling to the floor, and is completely enclosed.

The stairwell ascends to the first floor of the castle (see Castle Novgorod, First Floor, Area 1-8). The circular construction is actually a wall built around the shaft of the well. The shaft falls another 80 feet before reaching the underground cistern, and rises 10 feet (to the first floor, Area 1-7).

4. Food Stores

Dozens of barrels line the walls of this large chamber. Central to the chamber are scores of sacks and crates. The aroma of grain and other foods fills the air.

This area houses enough food to last the castle a year in the case of a large siege. There is nothing of particular value in this chamber.

5. Mass Grave

The smell of rotting flesh assails as the tunnel opens to this chamber. A large pit about 20 feet in diameter lies in the center of the room, heaping mounds of earth surrounding it.

Morwenna has had a mass grave dug in this chamber to contain the bodies of all of her sacrifice victims. The number of bodies already in this mass grave depends on when PCs arrive here (see the Sidebox: Castle Timeline of Events in Castle Novgorod, Fourth Floor, Area 4-3). Should the characters have arrived here before Morwenna has had time to conduct her sacrifices, there are only a few rotting bodies in the pit. The bodies are those people of Sylvanus that have recently died from the poor conditions that Morwenna forces upon them.

6. Torture Chamber

This chamber houses all manner of ungodly instruments. In the center of the room is a table with spikes and leather straps. Metal pokers rest in a cool fire pit with cool coals nearby. A barbed whip hangs on a spike in the wall above. Elsewhere is a contraption with four manacled ropes and a tightening wheel, and an upright statue in the shape of a tormented Elf resting against the wall. The statue is hinged, and the lid is half opened. Inside are cruel-looking spikes coated in salt and blood.



This of course is Morwenna's torture chamber. She delights in causing great pain to her foes, as do many of the other noble's of the castle. This chamber has not been used recently as the cool coals attest. If the characters look around, they will find a scuffed and bloodied little talisman on the floor, depicting a green skull with horns (the faction amulet carried by an insurrectionist whom Morwenna tortured to death).

If the PCs delay here the **32 hell-harpies** in the next chamber (Area 7) might begin singing or keening, and the PCs might be in range to be affected by their noise. The fallen harpies sing and keen often, so their discord does not draw the attention of those in the castle above.

7. Prison of the Hell-Harpies

Dozens of winged elven women are chained to the walls of this chamber. They wear nothing save manacles and chains. Their pale skin is tinged with purple, and their wings are like those of bats. They begin singing a beautiful song as you enter the chamber. At first their songs all sound different, and together discordant, but then their voices seem to unite in harmony as one.

This is the prison of the hell-harpies, demonkindred that have failed to please Lilith or Medhiba. From time to time, new hell-harpies are found in the city and are captured by the city guards; they are either brought to the castle, or to one of the many temples of Medhiba throughout the city.

The hell-harpies are chained together in groups of five. Each group

is then chained to the wall. Each harpy can move 5 feet in each direction immediately around them, but no more due to the chains. The chains are locked at the wall and on each individual's manacles. Morwenna and each of the clerics have a master key to the harpy locks.

32 Hell-Harpies: HD 7; AC 7[12]; Atk 2 talons (1d6) and weapon (1d8); Move 6 (Fly 18); Save 9; AL C; CL/XP 8/800; **Special:** Siren-song (draws those who fail a saving throw closer to the harpy), Charm person by touch (saving throw negates), 25% magic resistance.

8. Tombs (EL 9)

The door to this room is made of iron, and portrays a knightly demonkindred figure clad in plate mail and bearing a greatsword. The door is locked. Morwenna has the key to this chamber. The door is trapped with a *symbol* (death) which inflicts 80 hit points of damage, divided among all creatures in sight (saving throw for half damage).

This large chamber is different than the rest, in that it is not naturally formed, but has been cut from the stone. Two rows of ornate sarcophagi fill this chamber. Each sarcophagus is carved from a strange black stone, and the lids are carved to portray demonkindred figures laying flat. One sarcophagus is in the center of the chamber, and has 2 large, black dragon statues flanking a portrayal of a demonkindred similar to that carved on the door of this room. There is enough space at the front of the chamber for another row of sarcophagi.

DUNGEONS OF CASTLE NOVGOROD

The sarcophagi in this room are of the nobles that have passed since Castle Novgorod has been founded. Most have died by unnatural causes, the life of the demonkindred being violent and dangerous. The central sarcophagus belongs to Vargoth, the first king of the fallen elves, and founder of Novgorod. His tomb is trapped with a second symbol of death identical to the one on the door (80 hit points). Interestingly, Morwenna has already looted Vargoth's tomb, claiming his regalia for her own (being his direct descendent).

Treasure: Morwenna has already looted most of the bodies in this chamber, preferring to keep the items of those long dead in the castle treasure vault (see Castle Novgorod, Third Floor, Area 3-8 and Area 3-10). Diligent characters can, however, find two items that Morwenna missed; a 1,000 gp black opal, and a 1,000 gp diamond ring. These are in secret compartments in the bottoms of two sarcophagi.

Castle Novgorod, First Floor

If it becomes necessary to determine the faction of any demonkindred guards, roll 1d6: (1-3) Novgorod loyalist, no faction; (4) Dominationist (5) Medhiban Zealot, (6) Secret insurrectionist posing as a Novgorod loyalist.

I-1. Guard Tower, First Floor

This circular chamber is the base of the castle's southwestern tower. A large portcullis blocks the entrance to the castle, as does a thick drawbridge that when down, no doubt bridges the chasm. There is a large crank and chain mechanism near the front gate. A door leads from this room and a stairway rises into the tower. The portcullis is carved and engraved with many runes, and with recurrent depictions of bat-winged succubi engaged in a variety of unusual, and occasionally stomach-turning, activities.

There are **4 noble demonkindred** positioned in this chamber at all times. Should the characters walk right up to the front gate of this castle without a disguise or such, the guards raise the alert and ready their weapons. Once the guards above (see Castle Novgorod, Second Floor, Area 2-1) are alerted they shoot arrows and drop hot oil out of the towers murder holes. The drawbridge is raised and lowered by a crank at the top of the castle (on the battlements, see Castle Novgorod, Towers, Area 5-10). The portcullis can be raised by the crank in this chamber. None of the demonkindred guards in this chamber wear a faction amulet, for all are Novgorod loyalists. They are suspicious of anyone wearing a faction amulet, but their suspicions about motive will actually distract them from the physical appearance of a character – bad disguises with good explanations will satisfy these guards, although the party might have to endure some warnings and “friendly advice” about sticking with the Novgorods rather than joining political or religious factions.

4 Noble Demonkindred Fighters (Ftr7): HD 7; HP 40 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 8; AL C; CL/XP 7/600; Special: See in darkness 60ft, immune to sleep and charm.

10 Demonkindred Guards (Ftr2): HD 2; HP 15 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 13; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

I-2. Barracks

This large chamber is lined with two long rows of beds, each neatly made. Beside each bed is a large chest.

There are thirty beds in this room for the guards of the castle. Most of the guards that occupy this room are about the castle at any given

time, as the elves' watches alternate so that this room is never fully occupied. There are usually at least **5 swordsmen** in this room, either sleeping or playing dice.

5 Noble Demonkindred spearmen (Ftr7): HD 7; HP 40 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 8; AL C; CL/XP 7/600; Special: See in darkness 60ft, immune to sleep and charm.

Treasure: Next to each bed is a small chest, containing the personal property of the guards. The chests are typically locked. Each chest contains clothing and such, and 50 gp. In addition, one chest contains a 700 gp gold idol of Lilith, and in another there is a 500 gp black pearl.

I-3. Arched Hallway, First Floor

Ebon archways line this hallway, each carved with ornate runes and pictographs. The pictographs depict graphic scenes of demons and other foul creatures torturing and slaying the damned.

This hallway is often traveled through, and thus the party has a double chance of encountering a wandering monster.

I-4. Dining Hall

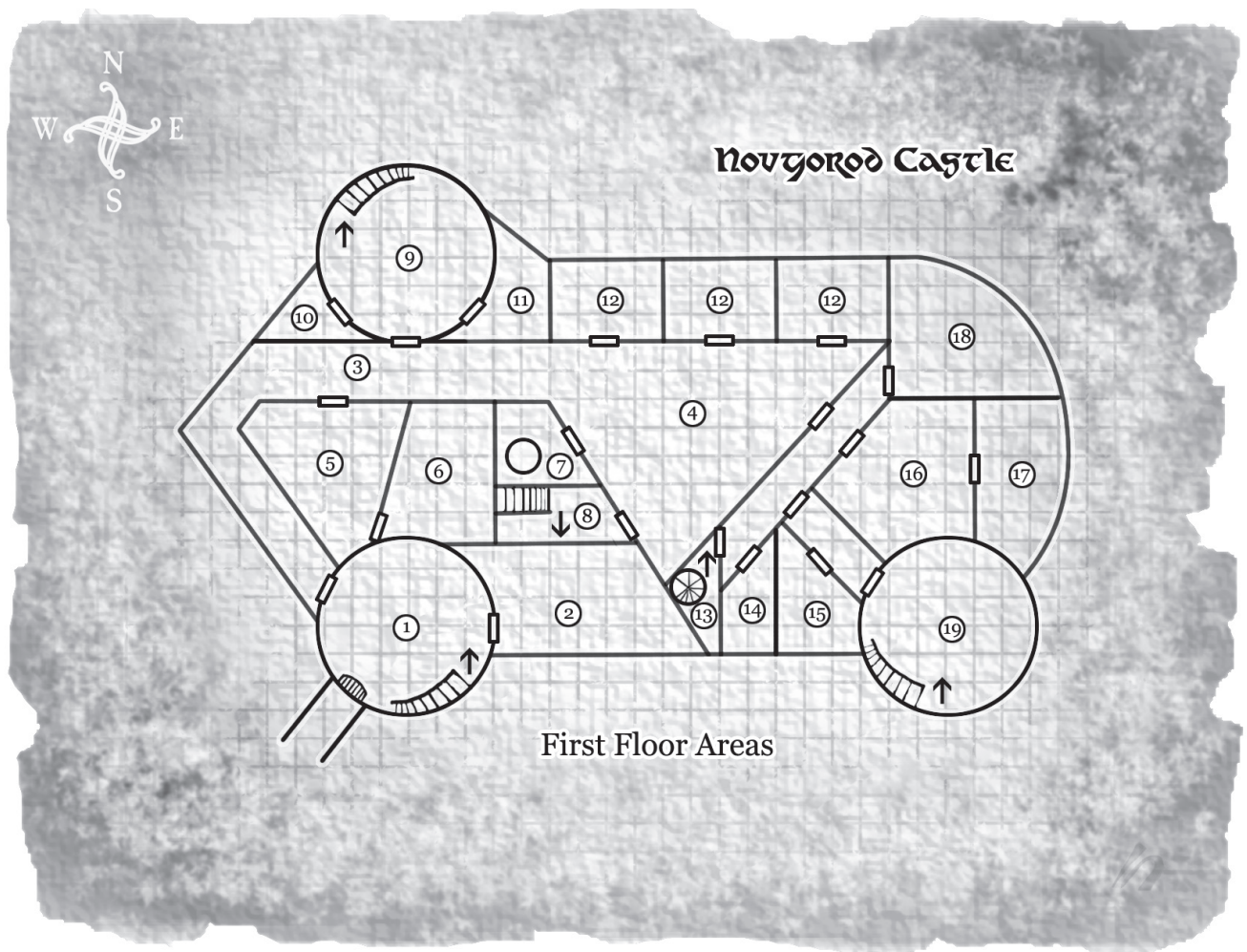
Long tables crafted of the same ebon stone used in the construction of much of the castle fill this room. Benches of the same material sit beside the tables. Black and white banners displayed on the wall herald winged silhouettes and strange runes. A number of doors lead from this large chamber.

As above, this chamber is often used and thus the chance of encountering wandering monsters is doubled. The nobles of the castle do not generally take their meals here. Unless a large banquet is underway, generally only castle guards, servants, guests and apprentices use this chamber.

The banners in this hall are fashioned with the coat of arms of the Novgorods.

I-5. Training Hall

Practice mats and straw-filled dummies line the walls of this room. A series of circles are painted on the floor, and dried, crusted blood stains the mats. Both practice and steel weapons rest on racks and mountings on the southern wall.



This room is used to train the warriors of the castle. The circles in the center of the room are used for practicing one's form when fighting.

The rack of practice weapons holds ten wooden swords and quarterstaves. As for steel weapons, two of each of the following can be found resting on racks or mounting: battleaxes, daggers, falchions, battle axes, two-handed swords, heavy flails, heavy maces, light flails, light maces, spears, longswords, morningstars, scimitars, short swords, sickles, rapiers, tridents, war hammers. None of the items are magical, and are in fact, rather beat up from years of practice use.

The war master of the castle, **Ivan**, inhabits the adjacent room. He is unlikely to hear activity in this room, but if the party does something unusually loud, he will hear and investigate.

I-6. Ivan the War Master's Chamber

The door to this room is locked. The party can smash it open (1 in 6 chance) or pick the lock. If Ivan is within and hears them picking the lock (3 in 6 chance), or has been alerted to their presence by their noise in Area 1-5, he stands ready with his +2 *longsword* and +2 *mace*. Read the following as the characters enter:

A bed and desk inhabit this chamber. Many finely crafted weapons rest upon mounting hooks in the walls. A large map rests on the desk, atop which are a number of black and white stones.

Ivan the War Master: HD 14; HP 80; AC 2[17]; Atk +2 *longsword* (1d8+2) AND +2 *mace* (1d6+2); Move 9; Save 4; AL C; CL/XP 14/2600; Special: See in darkness 60ft, immune to sleep and charm, 2 attacks per round.

Treasure: Under the bed is a small chest containing 500 gp.

The map on Ivan's desk is a map of Sylvanus. Below it is a map of Brookmere. The white stones on the map represent the people of Sylvanus, and the black stones the orcs and demonkindred.

I-7. Cistern

[BEGIN TEXT BOX]

A cylindrical, stone well occupies the center of this chamber. A large bucket hanging on a rope is connected to a bar and crank. Along the walls are five large barrels. Several other buckets and long ropes occupy this chamber as well.

[END TEXT BOX]

The well shaft goes through the lower dungeon level, and nearly 80 feet below the stone foundation of the castle before finally reaching the underground cistern. Needless to say, retrieving enough water for all of the inhabitants of the castle is possibly the most daunting chore a servant could face. It has been the task of **Camilla**, a young demonkindred, for some 5 years now.

Only two of the barrels are filled with water, as Camilla is running behind with her other duties. The party might encounter the servant



here, pulling water from the well. More information on Camilla can be found in Area 1-12.

Poisoning the barrels or cistern itself may seem like a good idea to an unscrupulous party. Morwenna however has crafted an *amulet of poison detection* (see Appendix 2 for more details on this new item) for Camilla's use in this area and the kitchen. Should Camilla find that the cistern or castle's food stores have been poisoned, she reports immediately to Morwenna. Should Camilla be disposed of before she can report to Morwenna, and the characters wait long enough for the inhabitants of the castle to ingest the poison in their food or drink, they are partially successful. The guards and other less important figures of the castle are poisoned, but Morwenna, the clerics, and many of the other important figures of the castle are not. They have learned to trust no one in the castle or out, and test the food and drink for poison before eating (either by magical means, by food-tasting servants, or both).

1-8. Dungeon Entrance

This chamber houses a narrow stairway that leads down into the depths below the castle. Cobwebs line the dark, forbidding passageway.

This leads to the dungeon level (see Dungeons of Castle Novgorod, Area 3).

1-9. Morwenna's Tower, Base Entrance

The door to this room is locked.

In the center of this large, circular room is a massive black statue, carved of stone to the likeness of a giant succubus. Ornate tapestries line the walls of this chamber, depicting scenes of the castle and the city below. Beyond the statue is a staircase that twists into the tower above.

The succubus statue is actually a **stone golem**, which animates and attacks those that attempt to pass by without saying the password. The word is currently set as "domovoi," an ancient elven word for "spirits." Hiding and eavesdropping characters might hear the password from passers-by. Otherwise, their actions animate the golem, causing it to attack. Note that **Cybelle** is the keeper of this golem, and moves to this chamber to investigate if she hears any loud noises (particularly the golem animating). If she catches the party in this chamber, she works with the golem to defeat them. See Area 11 for more information on Cybelle and her tactics.

Stone Golem: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Treasure: The 5 ornate tapestries on the wall are masterfully done, and are each worth 1,000 gp.

I-10. Golem Workshop

The door to this room is locked.

The foul smell of rotting flesh and embalming fluid assails you as you open the door to this chamber. A rusty, blood-encrusted hacksaw lies on the floor, and in the center of the room is a wooden table, atop which is a horrible and grisly sight. Dismembered body parts lie strewn about the table. In the center is a pale, female torso with a single attached arm. A spool of thick thread and a needle lies next to the torso, and it is apparent by the stitching on the arm that these body parts are in the process of being sewed together.

Cybelle uses this room to create her unauthorized flesh golem. She has been paying several of the city guards in Novgorod to arrest comely people in the streets, and secretly bring them to her through the dungeon entrance of the castle. There she murders the prisoners and takes the body parts that she finds useful to this area. She feeds the rest of the body parts to the fallen harpies in the dungeons (see Dungeons of Castle Novgorod, Area 7). Cybelle knows of the impending sacrifices, but finds the humans and people of Sylvanus to be “ugly and brutish,” favoring the elegance and dark beauty of her own race. There are 4 different arms, 6 different legs, a single torso, and a single, once beautiful head of a female demonkindred. Should Cybelle find one or more of the characters to be an appropriate addition to her golem she goes out of her way to preserve them in battle (elves only; humans, as noted, are too brutish). She will order the golem to attack the others while using spells that do not damage or scar the character’s outer body (such as *finger of death*).

Treasure: On the floor partially covered by supplies such as thread, needles, and other golem creation tools, lies a *flesh golem manual* which Cybelle plans to use to create her golem.

I-11. Cybelle’s Chambers

The door to this room is locked.

A small bed sits against the far wall of this room, and is flanked by two bookcases. A large tapestry of a crescent moon above this castle hangs over the bed, and a shattered mirror lies in pieces in the far corner. A small table sits between the door and the bed, serving as some sort of altar. A brazier sits atop the table, surrounded by skulls. The caps of the skulls have been broken off and now serve as holders for black candles.

This chamber belongs to Cybelle, the keeper of the golem, and long time student of Cernowain, the archmage (see Castle Novgorod, Towers, Area 5-3). She is usually in her room, as her primary duty in the castle is to guard the entrance of the tower from intruders. There is an 80% chance that Cybelle is in this room. She rarely leaves the area, preferring to study ancient texts.

Cybelle, Demonkindred Sorceress (MU15): HD 9+6; HP 38; AC 4[15]; Atk longsword (1d8); Move 12; Save 5; AL C; CL/XP 17/3500; Special: See in darkness 60ft, immune to sleep and charm, +2 saving throw against any magic, spells
Spells (5/5/5/4/4/2): Charm person x2, magic missile x2, sleep, darkness 15ft radius, detect invisibility, invisibility, mirror image, phantasmal force, dispel magic, fireball, protection from normal missiles, rope trick, slow, Confusion, dimension door, ice storm x3, cloudkill, telekinesis, teleport, wall of stone, anti-magic shell, death spell, repulsion x2, delayed blast fireball,

power word stun.

Magic Items +1 chain mail, wand of transmute mud to rock (5 charges)

Before Combat Cybelle can make the encounter with the stone golem in Area 9 extremely dangerous. She uses her *wand of transmute mud to rock* on the stone golem when it has taken substantial damage, which will heal it to full hit points.

Treasure: Aside from the items Cybelle carries, the two bookcases hold 25 books on a variety of subjects, and are each worth 5 gp. There is a single gem behind one of the books, a 1,000 gp ruby.

I-12. Servant Chambers

Three beds are lined in a neat row in this chamber with a clothes chest sitting to the left of each. This room is overall unimpressive.

These rooms house a total of 7 servants, **Camilla** in the westernmost room, first described in Area 7 of this chapter, and **Zabava**, the head mistress of the servants. There is a 20% chance for each of the servants to be in their room at any given time. The servants are common demonkindred forced into Morwenna’s servitude. They are extremely frightened of the characters, and given the chance they will alert the other inhabitants of the castle of their presence. If attacked, the servants attempt to flee, but if forced into a corner they will attempt to defend themselves. They know most areas of the castle well, even Morwenna’s tower, as they are often asked to take food and drink to the nobles, and clean the rooms. They bargain with the characters for their lives, but simultaneously fear Morwenna’s wrath, and will seek to escape as soon as the opportunity presents itself. Zabava alone has keys to nearly every chamber in the castle.

Demonkindred Commoners: HD 2; AC 9[11]; Atk 1 weapon (1d4, 1d6, or 1d8); Move 12; Save 16; CL/XP 2/30; Special: None.

Each commoner carries 1d10gp; Camilla also carries an amulet of poison detection

Zabava, Demonkindred Commoner: HD 2; HP 16; AC 9[11]; Atk 1 longsword (1d8); Move 12; Save 16; CL/XP 2/30; Special: None.

Zabava carries keys to virtually all rooms of the castle.

Treasure: Camilla owns a small gold necklace worth 100 gp that was given to her by her mother long ago. Camilla hides it in a loose stone in the wall to ensure that it is not taken from her.

Hidden in Zabava’s room in a similar compartment is an emerald pendant worth 1,000 gp. Zabava pilfered this item from Elyria’s chamber. The theft has thus far gone unnoticed.

I-13. Stairwell, First Floor

This room houses a circular outcropping of stone. The base of the outcropping reveals an entrance to an enclosed, stone fashioned spiral staircase.

The staircase leads to the second floor (see Castle Novgorod, Second Floor, Area 2-6).

I-14. Guest Room

The door to this room is locked.

CASTLE NOVGOROD, FIRST FLOOR

A backpack lies before the bed of this chamber, its contents half spilled upon the floor. Items such as a bedroll, tinderbox, and rope lie in the pile. Besides the bag and bed a desk and ornate mirror occupy this room.

This guest chamber is currently in use by a demonkindred mercenary named **Bran**. Morwenna hired him for the task of retrieving the *Axe of Tsanai*, offering him a room here until she found the items location. He is just packing to take his leave of the castle. Of course, if the players defeated him in Tunguska, this room is empty.

If Bran hears anyone tampering with the door while inside he readies his weapons and hides behind the door, hoping to gain a surprise attack on those entering.

Bran, Demonkindred Thief (Th10): HD 10; HP 25; AC 5[14]; Atk +1 longsword (1d8+1); Move 12; Save 6; AL C; CL/XP 11/1700; **Special:** Thief abilities: Climb 94; Delicate 70; Hear 5 in 6; Hide 75; Silent 80; Locks 75.
Magic Items: Scroll of teleport, 2 potions of cure light wounds, 1 potion of invisibility, +1 longsword, +2 leather armor.

Treasure: The ornate mirror described above is worth 1,000 gp, although it is 4 feet tall by 2 feet wide, and is big and bulky.

I-15. Armory

The door to this room is locked.

Suits of armor clutter this room, most safely set on stands, but others laying carelessly about the floor. Narrow pathways lead through the mess of armor to racks of weapons that line the walls. Other weapons are set on mounting hooks above the stands.

Treasure: Most of the weapons and suits of armor are mundane, although there is a +1 *halberd*, a suit of +1 *elven chainmail*, and a suit of +1 *ring mail*.

I-16. Kitchen

A delicious aroma fills this warm chamber. This is the kitchen of the castle, as the many hearths lining the walls attest. Two large cauldrons sit in the center of the chamber, and pots, pans, and dishes rest in mounted cupboards and shelving. A large washbasin stands in the far corner of the chamber.

At most times there are at least 4 **servants** (in this chamber preparing meals and washing dishes. When the party enters, the servants are cooking roast elk, loaves of bread, and a stew.

Demonkindred Commoners: HD 2; AC 9[11]; Atk 1 weapon (1d4, 1d6, or 1d8); Move 12; Save 16; CL/XP 2/30; **Special:** None.

I-17. Storeroom

Barrels and large sacks of goods fill this room. The smells of spices, vegetables and other foods fill this chamber.

The servants bring food up from the dungeon levels of the castle

to this chamber once a week, only bringing what is immediately needed. There is nothing of value in this room, although given time the characters could stock up on rations if they chose to do so.

I-18. Kimora's Chamber

The door to this room is locked.

A mess of clothes and blankets sit atop the bed of this chamber. Beside the bed is an ornately carved desk. Coins and trinkets lay scattered about the desk's top. A beautiful harp sits in the northeast corner of the room, the head of which is fashioned into the shape of a beautiful siren.

This chamber belongs to **Kimora**, Morwenna's entertainer and personal assassin. The queen enjoys the assassin's creative songs and stories very much, and especially likes hearing tales of her own exploits. Kimora's primary task, though, is to take care of Morwenna's enemies quietly and efficiently. Kimora is a mercenary at heart, however, and works for the highest bidder. If she believes the party could pay her more for her services, she may switch sides. Morwenna pays Kimora a great deal however, and the characters had better be ready to pay a small fortune for her help. Of course, the party might have killed Kimora earlier at Tunguska.

Kimora, Demonkindred Assassin (As10): HD 10; HP 38; AC 6[13]; Atk +1 poisoned scimitar (1d8) or shortbow with poison arrows (1d6); Move 12; Save 6; AL C; CL/XP 11/1700; **Special:** Thief abilities: Climb 92; Delicate 50; Hear 5 in 6; Hide 55; Silent 60; Locks 55.
Magic Items: +1 scimitar (smeared with poison), cloak of elvenkind.

Treasure: The harp is actually a *harp of charming*. When the harp is played, anyone within hearing must make a saving throw or be charmed (as per the charm person spell). The effects only last while the harp is playing. Atop the desk are 50 gp, a jeweled eyepatch worth 1,000 gp, and a brass mug with gem inlay worth 450 gp.

I-19. Tower of the Moon, Chamber of the Full Moon

The door to this room is locked.

The walls of this large, circular chamber radiate a dim, blue light. The floor is set with white mosaic tiles, arranged in circles from the center of the room out. On the far wall a beautiful tapestry depicts a giant full moon above this castle. Ascending before you is a twisting stone staircase.

This is the Chamber of the Full Moon. Characters casting *detect magic* in this room detect a general aura of strong magic. Transmutation-type magic (polymorph, transmute rock to mud, etc) cast in this chamber takes effect as if the caster were 3 levels higher, and the effects of each spell are maximized.

Castle Novgorod, Second Floor

If it becomes necessary to determine the faction of any of the demonkindred guards, roll 1d6: (1-3) Novgorod loyalist, no faction; (4) Dominationist (5) Medhiban Zealot, (6) Secret insurrectionist posing as a Novgorod loyalist.

2-1. Guard Tower, Second Floor

Several cauldrons rest over pits of hot coals in this circular chamber, a thick black liquid bubbling within. The cauldrons rest above the pits on hinged iron contraptions. Built into the wall before the cauldrons are tunnels that are shaped to accommodate the cauldron's form.

This station is almost identical to similar ones in the castle. The cauldrons are full of boiling tar. When intruders near the castle entrance the guards here use the iron device to safely tilt the cauldrons so that the tar falls into the tunnels. Anyone below the tunnel spout when the guards drop the hot tar takes 3d8 points of damage. A successful saving throw indicates that the character managed to leap aside in time, taking no damage. There are always **4 noble guards** in this room to supervise the slaves (4 ogres) who pour the hot oil. All of the four noble guardsmen are members of the Dominationist faction, and wear axe-sigil amulets.

4 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

4 Ogre Slaves: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

2-2. Arched Hallway, Second Floor

Black archways line this corridor, and images of succubi and other foul demons are carved into every surface. Many doors line the corridor before it opens to a large chamber.

This hallway is often traveled through, and thus the characters have double the normal chance of encountering a wandering monster.

2-3. Grand Hall, Second Floor

This enormous, curved chamber is lavishly decorated. Ornate tapestries line the curved walls, and 2 statues depicting winged elven women flank an elaborately carved archway. The floor is comprised of perhaps thousands of tiny black and white mosaic tiles, ingeniously set to appear as the castle itself.

Posted in this chamber are **4 swordsmen** and **2 stone golems**. Should a fight break out in this area the statues (actually succubus shaped stone golems) spring to life and attack on the following round.

4 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

Stone Golems: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

2-4. Grand Staircase

This large chamber is decorated similarly to the last with ornate tapestries, a mosaic floor, and 2 similar statues. A grand, red-carpeted staircase ascends to a median platform, upon where the staircase divides. The two staircases continue on in opposite directions.

The 2 statues in this room are similar in appearance to those in Area 2-3, although they do not animate; they are merely ordinary statues. The staircases lead up to the third floor (see Castle Novgorod, Third Floor, Area 3-2).

Treasure: The tapestries are large and bulky, weighing over 200 pounds each, but if players can manage a way to retrieve them the tapestries fetch 1,000 gp each. There are four such tapestries in this chamber.

2-5. Barracks, Second Floor

This large chamber is lined with a single row of fifteen beds, each neatly made. Beside each bed is a large chest.

There are at least **5 demonkindred fighters** in this room at any given time, as the guard's watches vary. Those that are not in this

CASTLE NOVGOROD, SECOND FLOOR

chamber are either in the guard tower, on the castle ramparts, or patrolling in and around the castle (as wandering monsters).

5 Noble Demonkindred Fighters (Ftr7): HD 7; HP 40 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 8; AL C; CL/XP 7/600; **Special:** See in darkness 60ft, immune to sleep and charm.

Treasure: Each chest contains clothing and such, and 50 gp. In addition, one chest contains a golden music box worth 2,500 gp, while another contains a pearl necklace worth 1,000 gp.

2-6. Stairwell

This room houses a circular outcropping of stone. The base of the outcropping reveals an entrance to an enclosed, stone fashioned spiral staircase.

The staircase leads to the first floor (see Castle Novgorod, First Floor, Area 1-13).

2-7. Library

Many rows of stone shelves are carved from the walls of this room, upon which are messes of disorderly books and scrolls. A large table sits in the center of this room. It looks as if someone has recently studied here, for dozens of books lie strewn about the table.

The books in this library are on a variety of subjects, including: the history of Novgorod, the environs of Harwood Forest, arcana, planes (especially concerning demonic and other non-material plane type creatures), the Demon Queen Lilith, and the Demon Princess Medhibia. *Il Oboroten* is not in this library, but is in Morwenna's chamber. In addition, in the sections concerning the history of Novgorod are many texts on the origin of the demonkindred (discussed at the beginning of this adventure). The books on the table are primarily about the Demon Princess Medhibia.

Treasure: The books are worth 1d10 gp each. There are roughly 500 books in this chamber.

2-8. Annuvin's Chambers

The door to this room is locked.

This chamber is comfortable and lavishly decorated. A brazier filled with hot coals sits in a center pit. Tapestries and jeweled statues carved in the likeness of demons act as decorations, and lit candles rest in gold holders. At the northeast end of the room is another door, which is slightly ajar. An oak table sits in the north corner, atop which sit silver trays and goblets full of food and wine. Besides the smells of food a musky odor fills the room. A large bed complete with silks and pillows sits against the far wall. A beautiful woman with disturbing leathery wings lies on the bed. She smiles seductively as you enter.

Annuvin is in the next room, retrieving more wine when the characters enter. The woman on the bed is one of Annuvin's succubus lovers, **Syphrilla**. Annuvin quickly readies his weapons in the other

room if he hears anything unusual here; he is not concerned with protecting Syphrilla, but assumes that if there are intruders, the two of them will have a greater chance of surviving if they are not taken separately.

Syphrilla the Succubus: HD 6; HP 30; AC 9[10]; Atk 2 scratches (1d3); Move 12 (Fly 18); Save 11; AL C; CL/XP 9/1100; **Special:** 70% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, summon other demons, charm person, ESP, clairaudience, suggestion, change shape.

Annuvin the Black (Demonkindred): HD 14; HP 100; AC 9[10]; Atk +2 two-handed sword, poisoned (1d10+3); Move 12; Save 4; AL C; CL/XP 14/2600; **Special:** See in darkness 60ft, immune to sleep and charm.

Magic Items: +2 two-handed sword (currently coated in poison), amulet of spell resistance (conveys 10% magic resistance for 1d6 rounds when commanded, using one charge, or creates an anti-magic shell for 1d10 rounds, using 2 charges. It contains 25 charges)

Treasure: Syphrilla wears a golden circlet with aquamarines worth 3,500 gp. She also wears a jeweled anklet on her left ankle worth 2,500 gp. These were both given to her by Annuvin. There are 4 tapestries in this room, each worth 200 gp. Up to 8 jewels (golden yellow topaz worth 500 gp each) can be pried out of the statues. There are 10 golden candle holders about the room, each worth 100 gp. Resting upon the table are 4 jeweled silver goblets worth 200 gp each, and 2 silver trays worth 50 gp each.

Annuvin is Morwenna's most trusted warrior (and son), and thus is afforded many luxuries that others in the castle are not (such as succubus lovers and valuable trappings). He worships Medibha as fervently as the clerics, devoting his skills to her cause.

2-9. Annuvin's Hoard

The stench of death assails you as you enter this room. Skulls and a great many heads with still decaying flesh are staked to the wall of this room with thick iron spikes. Various weapons and armors lie about the room, many fashioned to portray demons and other ungodly creatures. A cupboard on the far wall of the chamber holds a great many bottles of wine.

This room serves as Annuvin's personal storage and treasury. He prefers to keep the heads of each of his victims in this room, spiking them through the forehead and to the stone wall. There are over 30 heads in this chamber, many recent additions. The race of the heads varies from humans to fallen elves.

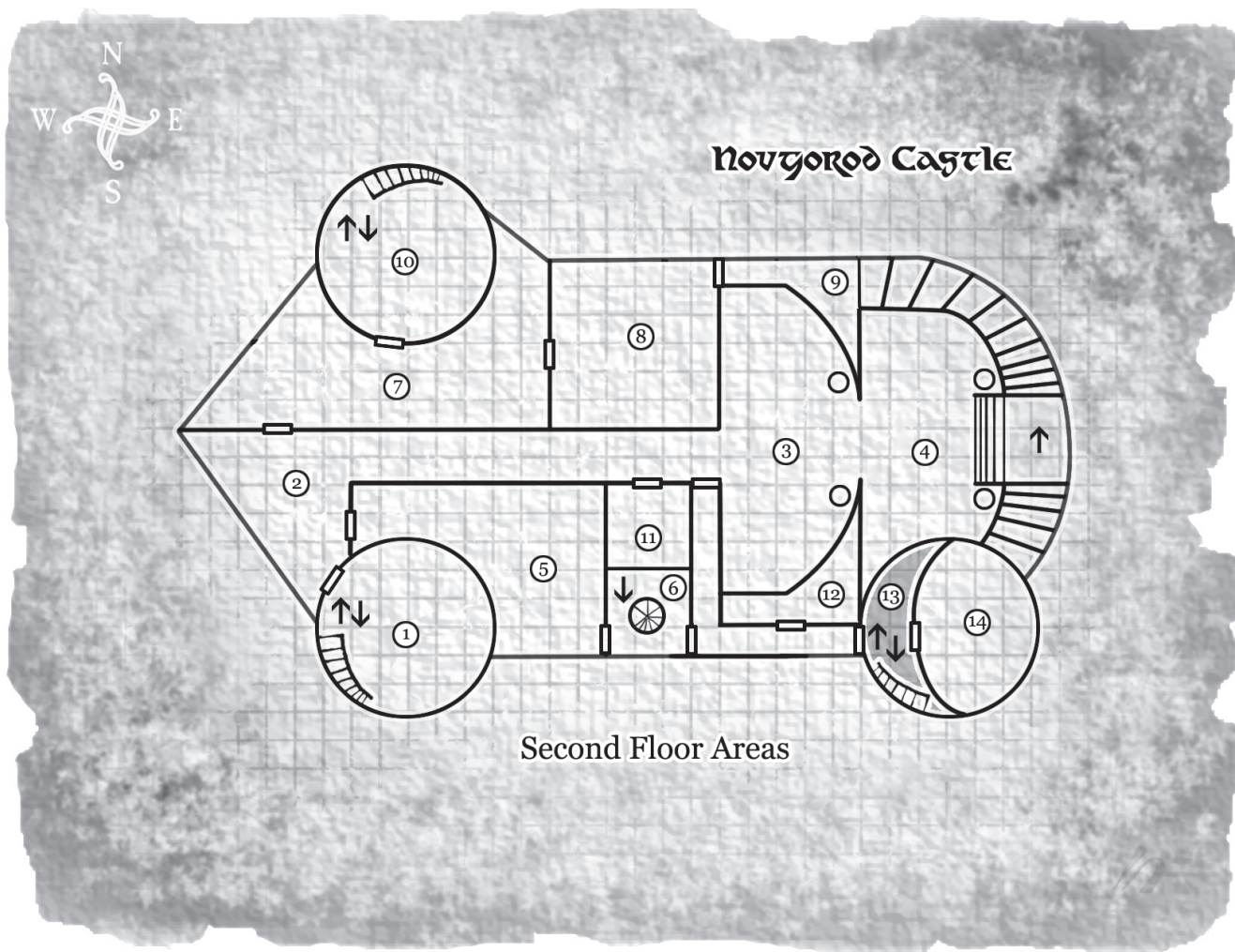
Treasure: Of value in Annuvin's treasure hoard are a suit of +2 plate mail, a +1 battle axe, 3 suits of plate mail fashioned to look like bestial creatures, and a jeweled two-handed sword (1,000 gp). The wines are of wonderful vintage, and the collection (of 20 bottles), is worth 1,000 gp.

2-10. Morwenna's Tower, Second Floor

The door to this room is locked.

This circular chamber is empty save for its decorations. The walls are masterfully painted as continuous frescos, and seem to tell a story.

Should the party carefully examine the frescos, they can easily



understand the story behind each. The frescos detail as follows: The first fresco depicts Caer Myrrdin, the elven kingdom to the north of Myrridon. The second depicts two factions of elves disputing with one another. The third depicts a war between the two elven factions. The fourth depicts the smaller of the factions being driven from the kingdom. The fifth depicts the elves entering a vast, dark forest. The sixth depicts the elves burying a small child alive. The story continues with frescos in the room immediately above on the third floor (see Castle Novgorod, Third Floor, Area 3-5).

2-11. Zahmadr's Chambers

The door to this room is locked.

There is little more than a bed and dresser in this chamber. A small, black idol crafted into the shape of a spider sits atop the dresser.

Zahmadr is a demonic knight (see Appendix 3), a being that arrived unbidden in the city of Novgorod some time ago along with its associate Gholdrazuk. Although the creatures are not sane by any standard of the material planes, their objective is to take advantage of the instability and chaos that currently holds Novgorod in its grip with the coming of Medhiba's promises to the demonkindred. The two demonic knights are not presently bound to the service of any demon lord, and if they see the right opportunity here, they will declare allegiance and bind themselves to Medhiba's overlordship. If events go badly in Novgorod (and the knights have seen this happen in other places in other times), they will draw energy and amusement

from the slaughter and riots they expect might take place. If some other power of Chaos steps in to trump Medhiba's play for the demonkindred, so be it; the demonic knights will see to it that they side with the winner.

Zahmadr, Demonic Knight: HD 9; HP 50; AC -3[22]; Atk +3 longsword (1d8+3); Move 9; Save 6; AL C; CL/XP 11/1700; **Special:** detect magic, see invisibility, wall of ice; dispel magic, fireball, fear, breath of unlife, create spawn, summon demons

The spider idol is made of a non-earthly substance, and is worth 3,000 gp.

2-12. Gholdrazuk's Chambers

The door to this room is locked.

A bed and dresser occupy this chamber. A tray of half-eaten food and a half full bottle of wine sit on the top of the dresser. A backpack and bedroll sit in the corner of the room.

These are the chambers of Gholdrazuk, the second demonic knight who is present to take advantage of the chaos in Novgorod.

Gholdrazuk, Demonic Knight: HD 9; HP 50; AC -3[22]; Atk +3 longsword (1d8+3); Move 9; Save 6; AL C; CL/XP 11/1700; **Special:** detect magic, see invisibility, wall of ice; dispel magic, fireball, fear, breath of unlife, create spawn, summon demons.

Treasure: In addition to the possessions on his person, Goldrazuk owns a *handy haversack* (the backpack lying in the corner). It contains six jars of paste (poisonous if eaten), an unholy symbol of chaos, and four black candles.

2-13. Tower of the Moon, Stairwell

The door to this room is locked.

This crescent shaped chamber contains little more than a stairwell. The floor however, is tiled with hundreds of tiny stones, forming a black mosaic without pattern.

This chamber is meant to represent the dark side of the moon on this floor. It serves as little more than a stairwell.

2-14. Tower of the Moon, Chamber of the Waning Gibbous

The door to this room is locked.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a gibbous moon over this castle.

This chamber is the ritual room for protective magic. Protective magic cast in this chamber takes effect as if the caster were 3 levels higher, and the effects of each spell are maximized.





Castle Novgorod, Third Floor

If it becomes necessary to determine the faction of any of the demonkindred guards, roll 1d6: (1-3) Novgorod loyalist, no faction; (4) Dominationist (5) Medhiban Zealot, (6) Secret insurrectionist posing as a Novgorod loyalist.

3-1. Guard Tower, Third Floor

This chamber is fashioned as a half circle. Bows hang on the straight wall, and quivers of arrows lie stacked below them. In the curved walls of the chamber are many arrow slits, aimed down at the bridge below.

This room is normally occupied by at least **5 advanced archers**. There are 10 bows hanging on the wall (none magical or masterwork), and a total of 500 arrows stacked in this room (in case of a siege).

5 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

Treasure: Each of the guards carries a black pearl worth 1,000 gp

3-2. Grand Stairway, Third Floor

Ebon arches rise some 30 feet to the ceiling of this chamber. A grand staircase leads down to the second floor and continues from this floor to the fourth as well. The floor of this chamber is made of thousands of tiny mosaic stones, forming patterns out of black and white. The stones create intricate designs around a central winged-female motif. On the walls of the room are eight large tapestries woven of gold and silver threads to form abstract depictions of battles. Two identical statues of a beautiful woman with large wings tucked behind her back flank an archway leading to the next room.

The demonkindred woman depicted in the floor mosaic and in the statues is of course Morwenna. The statues are of an uncanny likeness to her, while the motif on the floor is only a demonkindred silhouette. The staircase rises to the fourth floor (see Castle Novgorod, Fourth Floor, Area 4-2) and descends to the second floor (see Castle Novgorod, Second Floor, Area 2-4).

Treasure: The tapestries on the walls are each extremely well crafted and ancient, and are worth 1,000 gold pieces each. PCs wishing to loot the items must have a way to carry them (such as a *bag of holding*), for the tapestries are each 10 feet by 5 feet, and weigh nearly 200 pounds each.

3-3. Grand Hall, Third Floor

The mosaic from the grand stairway continues into this enormous chamber, but then yields to an ornate black and gold carpet. More tapestries line this chamber, but you have little time to examine them. At the side of the room is a horrible beast. The creature's top half is that of a beautiful woman, albeit one with 6 arms. The bottom half of the creature is that of an enormous serpent. She slithers toward you, brandishing a cruel weapon in each of her arms.

Gabriell is one of Morwenna's servants, summoned here by the queen and coaxed to enlist in her ranks. Gabriell seeks to gain a position of power on this plane, and has been promised by Morwenna that she may rule over a portion of the realm when her plans of conquest are realized. Of course, Morwenna does not intend to give any part of her kingdom to the marilith, but hopes instead to destroy the creature when she is no longer of use. Gabriell suspects such, but has her own plans as well.

Gabriell, Fifth-category (Marilith) Demon: HD 8; AC -3[22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Constrict, Magic resistance (80%), +1 or better magic weapon required to hit, charm person, levitate, and polymorph self at will, immune to fire.

Treasure: Gabriell holds a wand of polymorph others (20 charges, cannot be recharged). She also wears a 10,000 gp emerald and ruby tiara, a 3,000 gp jeweled bracelet, and a 1,000 gp platinum necklace. Gabriel keeps her possessions in holding rings on a belt around her waist. The belt has sheaths for her six weapons as well as for her wand, scroll, and other trinkets.

3-4. Throne Room

Six black columns rise 30 feet to the vaulted ceiling of this room, flanking a black and gold, intricately woven carpet. The focal point of this lavish chamber is an onyx throne. The arms of the throne are carved into black dragons, their maws open as if in challenge. The back and head of the throne are carved in the likeness of a succubus. Flanking the throne are 2 statues of winged women. A large tapestry of a black dragon with a demonkindred rider hangs above the throne.

The throne room is empty, and there is nothing to harm the adventurers here save the chance of a wandering monster. The tapestry depicts Vargoth Novgorod, the first king of the demonkindred after their exile.

There is a secret door behind and to the south of the throne leading to Area 3-6.

3-5. Morwenna's Tower, Third Floor

On the walls of this chamber are many masterfully painted frescos. In the center of the room is a beautiful woman with large bat-like wings. She brandishes a thorny whip in each hand and cracks both as you enter. She smiles and moves into a fighting stance as her outline begins to blur at the edges.

Serafina (Erinyes Demon): HD 6; AC 2[17]; Atk 2 whips (2d6); Move 12 (Fly 24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold.

Serafina's whips, in addition to causing damage with a successful hit, will disarm the victim (automatically) and cause paralysis for 1d6 full turns if a saving throw fails, and for 2 rounds if the saving throw succeeds.

The blurring around Serafina is due to her mastery of shadows – any attack directed at her has a 10% chance to fail due to being aimed at the wrong place.

Summoning a Shadow: Serafina can summon a shadow every second round without concentrating. These will disappear if Serafina is killed.

Shadow: HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Serafina is one of Medhiba's servants, sent to assist Morwenna. Serafina especially enjoys studying the frescos in this chamber, and thus often chooses to guard this area from those that would assault Morwenna's tower.

The frescoes painted on the walls of this room continue the story began in the room immediately below on the second floor (see Castle Novgorod, Second Floor, Area 2-10). PCs carefully examining the frescoes can understand the story presented in each. The frescoes depict as follows: The seventh depicts the elves building a city over the child's grave. The eighth depicts a succubus speaking with a wary band of elves. The ninth depicts the elves worshipping the succubus, and offering sacrifices. The tenth depicts elves going through painful transformations, growing wings and horns. The eleventh depicts the greataxe, *medb*, held by a fallen elven woman. The twelfth depicts the fallen elves conquering Caer Myrrdin. The last 2 frescoes look as if they were recently painted.

There are two secret doors in this chamber (one leading to Area 3-6, and the other to Area 3-9), painted over by the ninth and eleventh frescoes.

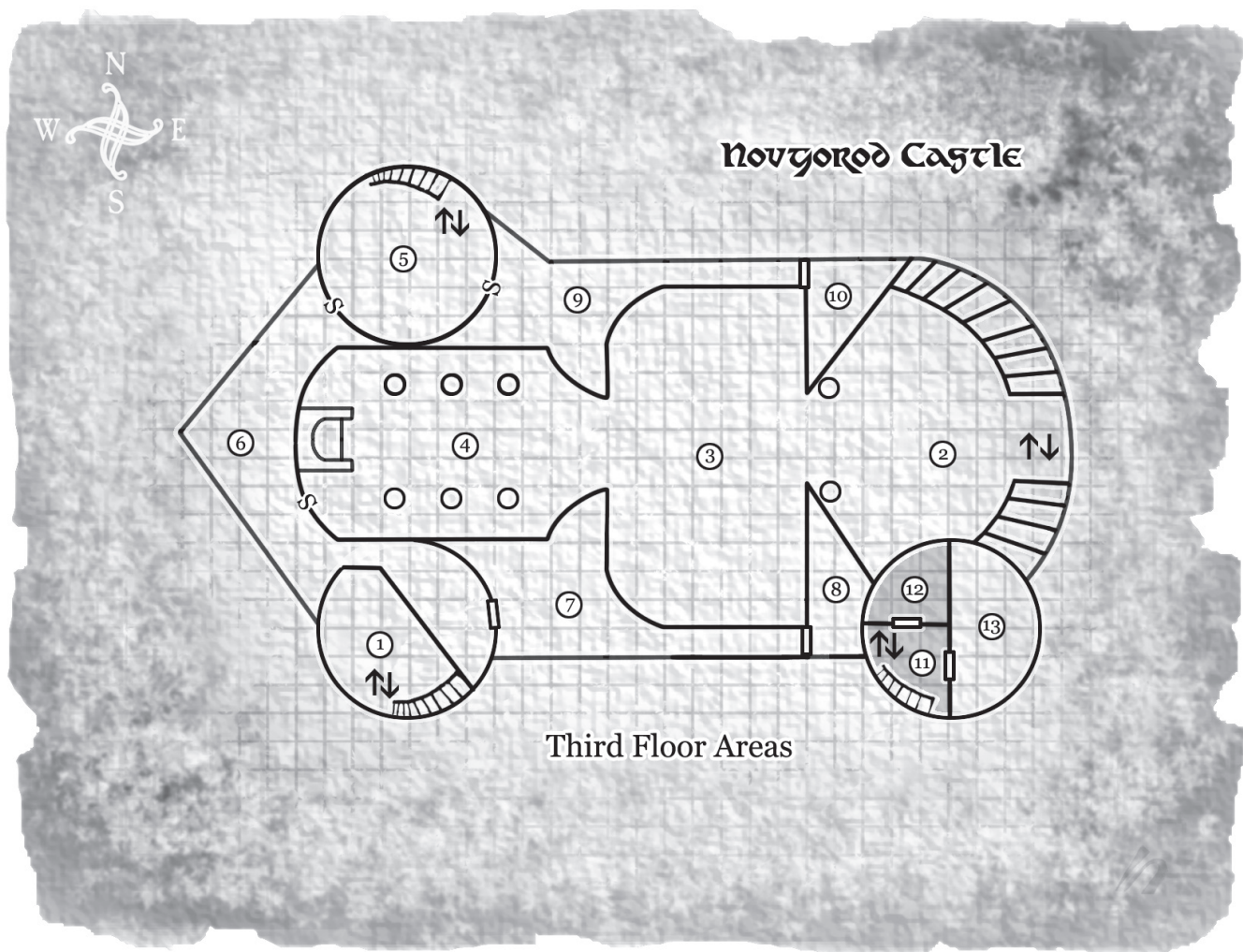
3-6. Secret Room

This room is dark and musty, and covered in cobwebs. Several shelves of thick tomes line the western walls of this chamber. A thin layer of dust has settled on the floor, disturbed by several sets of footprints.

This secret room is rarely used by any other than Morwenna. She uses this chamber to move quickly between her tower and the throne room. The chamber is of course dusty because it is a secret chamber and as such the servants never clean here.

The bookshelves house journals and accounts of the business and meetings conducted in the throne room. All are written in the elven.





Most of the tomes include mundane items of business, such as tax tallies in the city of Novgorod and ledgers totaling the moneys in the treasure vaults at different times. PCs specifically searching for the most recent tome can find some relevant (if not entirely useful) information. The tome includes records of Morwenna's payment to the Irontooth clan and to the mercenaries in the castle (whom she sent to Tunguska to retrieve the axe). If the mercenaries retrieved the axe, and the characters did not intercept it, then there is a record of payment to the mercenaries, totaling 100,000 gold pieces in treasure and magical items.

If the party examines the tracks, they will decide that all of the sets were probably made the same person (a ranger can tell this with certainty). The tracks lead to the secret door in Area 3-5, and to the door leading to Area 3-7 as well, but they must be backtracked closely and carefully to determine their actual pathway.

3-7. Trapped Hall

The door leading to this hall is trapped with a *symbol of death* (80 hit points of damage divided among those nearby).

This long corridor is as dusty as the one prior to it. It looks as if nobody has entered this chamber for many years. The corridor is 30 feet wide and continues for about 120 feet before narrowing.

There are no footprints in the dust of this area as Morwenna uses *teleport* to get to Area 3-8 rather than risk the trapped hall.

As the name implies, this corridor contains a trap. The first person

to step into this corridor has a 1 in 6 chance to be caught in the trap, the second person has a 2 in 6 chance, and so on. If anyone gets halfway across the corridor with no one having been caught in the trap, then the first person to get halfway across has a 1 in 6 chance, the next a 2 in 6 chance, etc. If, still, no one has been caught in the trap by the time someone reaches the end of the corridor, then the first person to reach the end of the corridor will automatically be caught in the trap.

The trap is the sudden materialization of a globe of fire that forms around the character (no saving throw), and begins rolling madly around in the corridor. By rolling, it will make a to-hit roll as a 9HD creature against one other character in the corridor each round, and the exterior of the globe causes 2d6 points of fire damage if it hits. Inside the fire-globe, the temperature rises, causing 1 hit point of damage in the first round, 2 in the second, 3 in the third, and then remains at 3 hit points per round. A salamander forms inside the globe, summoned from the elemental plane of fire. If the character inside kills the salamander, the globe is dispelled. Other characters can attempt to hit the salamander while the combat is going on, but they have a 25% chance that a to-hit roll directed at the salamander will go astray and actually hit the character inside. Spells cannot be cast inside the globe, and the exterior of the globe is 75% magic resistant. The globe's magical force prevents either the captured character or the salamander from escaping until one or the other dies. All attacks within the globe are made at -1 to hit, because the globe is rolling madly around, and it is difficult to maintain footing. This is not an issue for the salamander, since it has the lower body of a serpent and is thus quite stable.

Salamander: HD 7; HP 25; AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; AL C; CL/XP 8/800; Special: Heat,

constrict.

The trap “resets” within one hour.

3-8. Southern Treasure Vault

The door to this room is consistently warded with a spell that mentally alerts Morwenna when any creature enters this chamber (the spell is a small, invisible rune that can be detected by either detect magic or a cleric’s find traps spell, and which can be dispelled). Should the spell be set off, Morwenna immediately sends **Vladimir** (see Castle Novgorod, Fourth Floor, Area 4-5) and a group of **5 swordsmen** to the area to investigate. The group arrives in 1d10 rounds, and hunts the characters down from there. Looting the castle treasury is a risky business indeed, and after having gone through the trapped hall, players may need to run rather than face Vladimir and the guards.

Vladimir Chosen of Medhiba: HD 12; HP 60; AC 0[19]; Atk 1 longsword (1d8); Move 9 (Fly 18); Save 6; AL C; CL/XP 13/2300; **Special:** See in darkness 60ft, immune to sleep and charm, may cast Cone of Cold (8d8, save for half damage) once per hour, 20% magic resistance.

Magic Items: Wand of Fear (10 charges), +1 plate mail, +2 shield

5 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; **Special:** See in darkness 60ft, immune to sleep and charm.

Mounds of gold and platinum fill this chamber. Various items and treasures sit atop, and chests overflow with jewels and jewelry.

This chamber holds most of the coin, monetary goods of the castle, and many magical items. PCs can find the following treasure in this vault: a *staff of wizardry*, a *staff of striking*, an *arcane scroll* inscribed with *clone*, *anti-magic shell*, and *wish*, 10,000 gp, 2,000 gp blue star rubies (x2), 1,000 gp fiery yellow corundums (x2), a 900 gp white opal, an 800 gp aquamarine, 700 gp black pearls (x2), a 500 gp alexandrite, 400 gp corals (x2), 200 gp jets (x2), 200 gp jade pieces (x4), 75 gp onyx pieces (x5), 50 gp bloodstones (x3), 50 gp moonstones (x5), 30 gp blue quartz pieces (x3), 10 gp moss agates (x2), a 4,000 gp jeweled scepter, a 1,200 gp jet comb with succubus designs, a 1,000 gp silver plated mirror, an 800 gp statuette of Vargoth on a black dragon, a 600 gp jeweled longsword, a 300 gp golden wrought tankard, a 200 gp gold chalice, a 150 gp gem ring, and 100 gp silks.

3-9. Forbidden Corridor

This long corridor is filled with cobwebs, and a thin layer of dust coats the floor. It looks as if nobody has entered this chamber for many years. The corridor is 30 feet wide and continues for about 60 feet before narrowing.

A spell of Forbiddance is cast on this chamber, disallowing *teleport* spells and the like, and causing 1d8 points of damage to anyone not of Chaotic alignment who enters the room.

3-10. Northern Treasure Vault

The door to this chamber is trapped with a *wail of the banshee* trap that causes all within 50ft to make a saving throw or die. The door to this room is also warded with a spell that mentally alerts Morwenna when any creature enters the chamber (the spell is a small, invisible rune that can be detected by either detect magic or a cleric’s find traps spell, and which can be dispelled). Should the spell be set off, Morwenna immediately sends **Vladimir** (see Castle Novgorod, Fourth Floor, Area 4-5) and a group of **5 swordsmen** to the area to investigate, as detailed in Area 3-8.

Chests overflow with coins and jewels in this chamber. Rolled tapestries and other items are neatly stacked against the wall. Many wondrously crafted weapons are mounted above them.

The party can find the following treasure in this vault: *Figurine of the Golden Lion*, a *ring of water breathing*, a scroll containing each of the second level magic user spells, 3 healing potions, 1,600 pp, 9,000 gp, 1,000 gp emeralds (x2), a 1,000 gp black opal, an 800 gp alexandrite, a 650 gp deep blue spinel, 500 gp violet garnets (x2), a 300 gp tourmaline, a 200 gp brown-green garnet, a 70 gp chrysoprase, a 60 gp chalcedony, a 40 gp hematite, a 30 gp tiger eye turquoise, 20 gp pieces of lapis lazuli (x2), a 2,000 gp jeweled masterwork greatsword, a 2,000 gp jeweled masterwork greataxe, 1,500 gp jeweled masterwork longswords (x3), a 1,000 gp tapestry of Lilith’s castle, 600 gp tapestries of Novogorod castle (x2), 400 gp tapestries of the city of Novgorod (x2), and 100 gp silks.

3-11. Stairwell

The door to this room is locked.

This chamber serves as little more than a stairwell. The floor is tiled with black mosaic stones, and 2 doors lead from the chamber. The stairwell continues to rise into the heights of the tower.

3-12. Perun’s Chamber

The door to this room is locked.

A strong odor of incense assails you as you enter this room. Awkwardly pushed against a curved wall rests a small bed. A table sits between the bed and the door, upon which are stacks of many thick tomes. Quill and ink rest atop an open book on the table, and incense burns in a brass censers nearby. At the table sits a relatively young-looking demonkindred. He looks up from his tome and stairs at you in horror.

Cernowain’s pupil, **Perun**, calls this chamber his home. Perun is the lowest of Cernowain’s students, and has no intention of fighting the characters unless he must. He instead talks to the party, hoping to save his skin. He offers information (whatever he can think of) in exchange for his life. Perun is one of the very rare demonkindred who are not chaotic but are neutrally-aligned; he wishes only to stay out of the way of this ensuing battle. Perun guides the party if they decide to take him prisoner, but if mistreated he attempts to

CASTLE NOVGOROD, THIRD FLOOR

turn the tables and lure them into a trap, if possible.

Perun, demonkindred warlock (MU 8): HD 8; HP 30; AC 7[12]; Atk 1 staff (1d6); Move 12; Save 8; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm, spells.

Spells: Level One: Charm Person x2, Protection from Evil, Sleep; Second Level: Invisibility, Levitate, Web; Third Level: Dispel Magic, Fireball, Fly; Fourth Level: Confusion, Polymorph Self

Magic Items: 1 potion of complete healing (restores all lost hit points).

There is little of value in this chamber save the items that Perun carries with him.

3-13. Tower of the Moon, Chamber of the Waning Half Moon

The door to this room is locked.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a half moon over this castle.

This chamber is the ritual room for Divination magic. Divination magic cast in this chamber takes effect as if cast at a character level 3 higher, and the effects of each spell are maximized.

Castle Novgorod, Fourth Floor

If it becomes necessary to determine the faction of any of the demonkindred guards, roll 1d6: (1-3) Novgorod loyalist, no faction; (4) Dominationist (5) Medhiban Zealot, (6) Secret insurrectionist posing as a Novgorod loyalist.

4-1. Guard Tower, Fourth Floor

A barred window overlooks the grounds below. Around the window are arrow slits, fashioned into the curved walls of the chamber. Arrows are heaped in piles about the room, and bows hang from the walls. A small table sits in the center of the room.

There are always **5 demonkindred nobles** in this chamber, keeping a watch on the grounds, and readying their bows in case of an attack. As attacks on the castle are few and far between, the guards are likely to be playing cards at the central table, fashioning arrows, or doing something else to pass the time.

5 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 **longsword (1d8) or shortbow (1d6)**; Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

4-2. Grand Stairway, Fourth Floor

The ceiling of this large chamber is masterfully painted, portraying fiery scenes of demons torturing the damned. Before you are four semicircular nooks, each housing an identical statue of a succubus. Ahead are two large, oaken doors, each of which is carved a succubus relief.

The succubus images all depict Medhiba. The oaken doors are locked, and lead to Area 4-3. The grand stairway in this room descends to the third floor (see Castle Novgorod, Third Floor, Area 3-2).

4-3. Temple of Medhiba

This chamber has several different possibilities, depending on the past actions and successes of the characters. Three scenarios are presented here for this room. The first scenario should be used if Morwenna's mercenaries escaped Tunguska with the *Axe of Tsanai*, and if Morwenna has not yet completed the ritual to free Tsanai (see the Sidebox: Castle Timeline of Events at the end of this area). The second scenario should be used if Morwenna's mercenaries escaped Tunguska with the *Axe of Tsanai*, and if Tsanai has been freed from the axe. The third scenario should be used if party has managed to keep the *Axe of Tsanai* from Morwenna's clutches.

First Scenario (Morwenna has the axe and has not completed the ritual)

Screams of horror greet you as you enter what is obviously a temple dedicated to Medhiba, the vile goddess of the demonkindred. Three demonkindred clad in black vestments stand in a semicircle, chanting. Chained to the walls nearby are many beautiful, winged women with the lower bodies of a taloned bird. They sit staring up at you as you enter. At the far end of the temple is a black altar, atop which is strapped a young maiden, bound with leather ties. A demonkindred woman stands poised above her, bearing a wicked, black lacquered axe, the head of which is shaped as a succubus. Her visage is that of a madwoman, twisted in a maniacal grin of hate and bloodlust. She stands ready to strike but halts upon seeing you. "Takal 'il nemshe!" She shouts. The black-vested clerics draw their weapons from the hidden folds of their robes and move to attack.

You may wish to read or paraphrase the player text in the third scenario to players to give them a feel for the setup of the room before them.

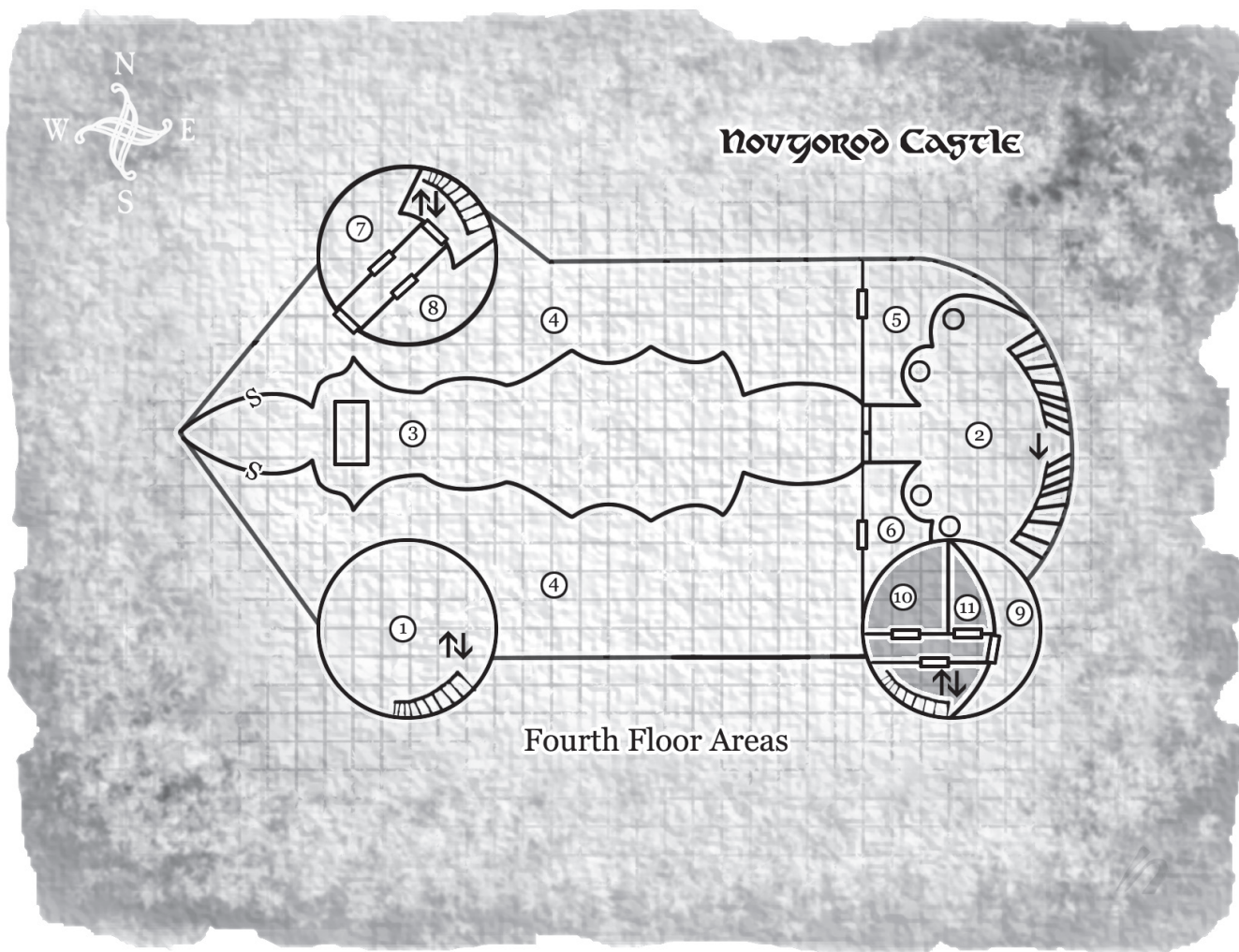
In this scenario the players come upon one of Morwenna's sacrifices just in time. It is up to you to decide how many have already been sacrificed this day, but considering that Morwenna sacrifices 100 people daily, there is a good chance that a grisly scene of blood and bodies awaits the party. The bodies of those sacrificed on previous days are moved to a mass grave in the dungeon (Dungeons of Castle Novgorod, Area 5).

5 Hell-Harpies: HD 7; HP 40, 30, 28, 28, 25; AC 7[12]; Atk 2 talons (1d6) and weapon (1d8); Move 6 (Fly 18); Save 9; AL C; CL/XP 8/800; Special: Siren-song (draws those who fail a saving throw closer to the harpy), Charm person by touch (saving throw negates), 25% magic resistance.

Morwenna, Queen of Novgorod, Chosen of Medhiba: HD 14; HP 110; AC 2[17]; Atk +5 *Axe of Tsanai* (1d8+6); Move 9; Save 3; AL C; CL/XP 15/2900; Special: 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies, teleport twice per day, spells
Spells: First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer; Fourth Level: Sticks to Snakes
Magic Items: *Rod of Absorption* (10 spell levels ready for use, room to absorb 10 more), *wand of dispel magic* (15 charges), *Cloak of Displacement* (bonus 3 to AC), *Axe of Tsanai*, *Crown of the Fallen* (see Appendix 2).

Morwenna carries keys that open any door in the Castle.

Sophia, Chosen of Medhiba (CL 10): HD 9+1; HP 30; AC 2[17]; Atk mace (1d6); Move 9; Save 6; AL C; CL/XP 11/1700; Special: 10% magic resistance, immune to non-magic weapons,



cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies, spells
Spells (3/3/3/3)

First Level: Cure Light Wounds x3; **Second Level:** Hold Person x2, Silence 15ft Radius; **Third Level:** Cure Disease, Prayer, Remove Curse; **Fourth Level:** Cure Serious Wounds x3; **Fifth Level:** Finger of Death x3
Magic Items: Staff of Healing

Varia, Chosen of Medhiba (CL10): HD 9+1; HP 30; AC 2[17]; Atk +1 mace (1d6+1); Move 9; Save 6; AL C; CL/XP 11/1700; **Special:** 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies, spells
Spells (3/3/3/3)

First Level: Cure Light Wounds x2, Detect Magic; **Second Level:** Hold Person x2, Silence (15ft radius); **Third Level:** Locate Object, Prayer, Remove Curse; **Fourth Level:** Cure Serious Wounds x2, Speak with Plants; **Fifth Level:** Insect Plague x3

Magic Items: Boots of Speed, +1 mace

Vladimir, Chosen of Medhiba (CL10): HD 9+1; HP 30; AC 1[18]; Atk +1 mace (1d6+1); Move 9; Save 6; AL C; CL/XP 11/1700; **Special:** 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies, spells
Spells (3/3/3/3)

First Level: Cure Light Wounds x2, Detect Magic; **Second Level:** Hold Person x2, Silence (15ft radius); **Third Level:** Locate Object, Prayer, Remove Curse; **Fourth Level:** Cure Serious Wounds x2, Speak with Plants; **Fifth Level:** Finger of

Death, Insect Plague x2

Magic Items: +1 mace, ring of protection +1

Tactics: Upon seeing the characters enter the temple, Morwenna will *teleport* to her chamber (see Castle Novgorod, Towers, Area 5-12), confident that the others will handle the battle. There she uses her *crystal ball* to *scry* on the battle, and prepare for the final confrontation with the party. **Sophia, Varia** and **Vladimir** use all of the abilities at their disposal to destroy the player characters. Sophia immediately moves to free the hell-harpies, allowing them to act on subsequent turns. She then acts as the backup, casting healing spells on her companions when they are hurt, or casts offensive magic on the PCs if little or no harm has befallen her companions.

Second Scenario (Morwenna has gotten the Axe, and freed Tsanai by completing the ritual)

The floors and walls of this chamber are smeared in blood. A large black altar rests at the head of the chamber, its surface and cruel leather straps soaked in the crimson substance. A large mirror lies shattered at the end of the chamber.

You may wish to paraphrase the details of this chamber, presented in the player text in the third scenario, to the players. The bodies of the victims sacrificed have all been disposed of, moved to the mass grave in the dungeons below the castle (see Dungeons of Castle Novgorod, Area 5). The mirror was the focus that was needed to

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free **Tsanai** from the axe. When she was freed, she came through the mirror, shattering it in the process.

Given this scenario Tsanai herself resides in the temple of Medhiba. Since she was freed from the axe she has stayed in this room, praying to Medhiba and plotting her revenge upon the world.

Tsanai (Sixth-Category Demon, non-Baalroch): HD 9; HP 90; AC 1[18]; Atk Axe (1d12) and 1 whip (1d8 + disarm); Move 6 (15 ft); Save 6; CL/XP 13/2300; Special: Magic Resistance (60%), surrounded by domination magic, magic weapon required to hit, unaffected by spells from casters lower than 6th level.

Tsanai's aura of domination requires anyone within 10ft to make a saving throw each round or be charmed by the demoness. When she hits with her whip, the target is not only damaged, but is also automatically disarmed; Tsanai can twitch the weapon away to lie at her feet, within the area of her aura of domination.

Third Scenario (Party has kept Morwenna from getting the Axe)

The most striking feature of this chamber is the colorful succubus mosaic on the floor. It spans the majority of the chamber, and is a stunning portrayal of what must be the demonkindreds' succubus goddess Medhiba. Around the figure are many benches, carved into the walls of the chamber. A large, black altar rests at the head of the temple. Leather straps are built into the altar, no doubt to tie down sacrificial victims. A chandelier fashioned of skulls and bones hangs from the ceiling above, supporting a massive number of black candles. Similar sconces line the walls of the temple, each topped with a skull fashioned to act as a torch holder. At the end of the chamber is a large, polished mirror, held in a black and ornate frame, carved with images of succubi. The presence of the mirror makes this place appear twice as large as it already is.

Given this scenario the chamber is empty (except for the chance of a wandering monster). There are 2 secret chambers in this room, each leading to separate dungeons where the people of Sylvanus are kept (see Area 4-4). The doors are both locked. Morwenna and each of the clerics have a key to these areas.

Castle Timeline of Events

Should Morwenna's cohorts have returned *the Axe of Tsanai* from Tunguska, Morwenna begins the ritual sacrifices the following day. Everyday henceforth she sacrifices 100 of the villagers with the axe. Thus, the party has 7 days until Tsanai is freed from the axe.

Experience: The players should be awarded an extra 500 experience points to be split between them for each 100 villagers they save from Morwenna, and safely return to Sylvanus.

4-4. Prisoners of Sylvanus

You will have to adapt the player text below according to your players' situation (as the people of Sylvanus may have already been sacrificed). Where appropriate, read or paraphrase the following text

to players entering this area:

This enormous corridor is oddly shaped, and holds a vast number of chained prisoners. The area reeks of bodies and refuse long locked in a tight space. The prisoners look upon you first with fear and then upon realizing that you are not of the ranks of the demonkindred, with surprise and glee.

If the players kept the axe out of Morwenna's clutches, the **people of Sylvanus** are still in this room. Morwenna plans on using them as slaves throughout Novgorod until she can get the axe back (a task she plans to go about relentlessly). Otherwise, they are being sacrificed at a rate of 100 per day. There were originally over 700 hostages between these two chambers. If Morwenna has the axe she sacrifices 100 a day to Tsanai, releasing her from her prison in a week.

The prisoners are chained and locked together. There is one large lock per ten chained prisoners. Morwenna and the clerics each have a master key to these locks.

In the northern prisoners chamber is a secret door leading to the hallway in Morwenna's tower (Varia's chamber, Area 4-8). Morwenna and the clerics each have keys to this area.

Escaping from Novgorod with the People of Sylvanus

Should the party manage to save the prisoners of Sylvanus (or some of them) they still have a difficult task ahead. Getting the prisoners out of Novgorod is a challenge itself, as the castle is in the center of the city. It should take the characters some effort to smuggle the villagers out. Let them think of an ingenious plan. If the party simply escorts the prisoners through the city without some sort of plan or disguise, they are certain to run into trouble. If the party has any demonkindred helping them out, the demonkindred will offer the obvious (and likely workable) plan of keeping the prisoners in their chains and pretending to be slavers leaving the city.

Characters that use Divination magic to try to find a means of escape for the prisoners have a much easier time. They can learn that the best way to escape the confines of Novgorod is by using a *Teleportation Circle*. Characters can also learn that the Archmage, Cernowain, has a scroll of the spell in his chambers (see Castle Novgorod, Towers, Area 5-3), and that the material component for the spell (1,000 gp of Amber Dust) can be found in the Tower of the Moon storeroom (see Castle Novgorod, Towers, Area 5-7). This allows the characters a means of escaping with all of the prisoners intact.

4-5. Vladimir's Chamber

The door to this room is locked.

The décor of this room is terrible to behold. Hanging from the walls are many flayed skins. Both human and elven faces alike stare at you through empty sockets, the disfigured visages bereft of sensory organs, their mouths forever twisted in grotesque snarls. In the center of the chamber is a large, four-poster bed, its curtains pulled closed. A nightstand and a large chest flank the bed. Atop the nightstand is a small golden figurine of a winged elf, no doubt an effigy of the foul goddess of the fallen elves.

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The flayed skins hanging from the walls are the victims of **Vladimir**. He enjoys flaying them alive, and adding their features to his wall as a reminder of battle's past. Medhiba seems to approve of the practice, and has granted him features similar to hers (demonic wings and other incubus features) as a token of her approval. If Vladimir has not already been encountered or defeated in the temple of Medhiba (see Area 4-3) or elsewhere, he is reclining on the bed. If alerted to the party's presence (either from the castle alert or from hearing them outside of the room) he holds his sword and hopes to gain a surprise attack by springing at the characters from within the curtains of the bed.

Vladimir, Chosen of Medhiba (CL10): HD 9+1; HP 30; AC 1[18]; Atk +1 mace (1d6+1); Move 9; Save 6; AL C; CL/XP 11/1700; **Special:** 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies, spells
Spells (3/3/3/3)

First Level: Cure Light Wounds x2, Detect Magic; **Second Level:** Hold Person x2, Silence (15ft radius); **Third Level:** Locate Object, Prayer, Remove Curse; **Fourth Level:** Cure Serious Wounds x2, Speak with Plants; **Fifth Level:** Finger of Death, Insect Plague x2

Magic Items: +1 mace, ring of protection +1

Treasure: The golden Medhiba statuette on the nightstand is worth 500 gp. The chest by Vladimir's bed is locked and trapped with a poison needle trap. Contained within are 200 pp.

4-6. Vesilisa's Chamber

The door to this room is locked.

This room holds little more than a four-poster bed and a small desk. The bed is neat, and the room looks uninhabited.

Vesilisa formerly occupied this chamber (see Sylvanus, Area 4). She is believed to be dead by Morwenna and the other clerics, and as such they have had her room emptied. It is currently unoccupied. There is little of note in this room other than a letter in the desk drawer. The desk is locked. Give players **Handout 4** when they find the note.

4-7. Sophia's Chamber

The door to this room is locked.

Two statues of elves flank the door inside this chamber. Beyond, a chest and desk both sit beside a four-poster bed. Upon the chest is a small golden statuette of a succubus, with small gemstone eyes. Lying on the floor at the foot of the bed are two large, spiny, reptilian creatures. Upon seeing you they stand on their 8 clawed legs and hiss.

If **Sophia** was not already defeated in the temple of Medhiba, she is in this chamber. Her guardian and pets, **2 basilisks**, act as guardians of the room. The statues are the remains of 2 unfortunate servants of the castle that carelessly entered Sophia's room. If Sophia is pressed in combat, she will shout the command word to the statuette in an attempt to summon a succubus.

2 Basilisks: HD 6; HP 16, 15; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 11; CL/XP 8/800; **Special:** Petrifying gaze.

Sophia, Chosen of Medhiba (CL 10): HD 9+1; HP 30; AC



2[17]; Atk mace (1d6); Move 9; Save 6; AL C; CL/XP 11/1700; Special: 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies, spells
Spells (3/3/3/3)

First Level: Cure Light Wounds x3; **Second Level:** Hold Person x2, Silence 15ft Radius; **Third Level:** Cure Disease, Prayer, Remove Curse; **Fourth Level:** Cure Serious Wounds x3; **Fifth Level:** Finger of Death x3

Magic Items: Staff of Healing

Treasure: the succubus statuette has a 30% chance to summon a succubus, once per day, when the command word is spoken. The command word is inscribed on the bottom of the statuette. The succubus will only assist the summoner if the summoner is of Chaotic alignment, and will often demand some sort of payment for help.

Sophia was born blind (as her glazed eyes attest), but has learned to rely on her other senses. As such she does not suffer from the usual penalties for her blindness. The addition of this ability takes the place of one of Sophia's feats.

Treasure: The chest is locked. Within are 500 gp, and a painting of a city square in Novgorod worth 1,000 gp.

4-8. Varia's Chambers

The door to this room is locked.

A large, four-poster bed dominates this chamber. The frame and the posters of the bed are comprised of large bones, possibly of giant origin. A thin black curtain surrounds the bed. Hanging from the ceiling of the room is a horrid chandelier wrought of human bone. Human skulls serve as holders for black candles, the caps of the skulls being cut off and the candles placed within. Candlelight escapes from the eye sockets of the skull, illuminating the chamber with an eerie light.

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Varia collects the bones of her victims and puts them to use as furniture in this room. If Varia has not already been defeated in the temple of Medhiba or elsewhere, she is in this room. If alerted to the party's presence in the castle, she has her armor and gear ready. Otherwise, she does not have her armor readied, but has her mace nearby. A succubus named **Asmoderia**, who is present whether Varia is or not, rests on the bed behind the curtain. Beside the bed is a secret door that leads to Area 4-4. It locks from this room, however, so it can be unlatched without picking it.

Asmoderia the Succubus: HD 6; HP 30; AC 9[10]; Atk 2 scratches (1d3); Move 12 (Fly 18); Save 11; AL C; CL/XP 9/1100; **Special:** 70% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, summon other demons, charm person, ESP, clairaudience, suggestion, change shape.

Varia, Chosen of Medhiba (CL10): HD 9+1; HP 30; AC 2[17]; Atk +1 mace (1d6+1); Move 9; Save 6; AL C; CL/XP 11/1700; **Special:** 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies, spells

Spells (3/3/3/3)

First Level: Cure Light Wounds x2, Detect Magic; **Second Level:** Hold Person x2, Silence (15ft radius); **Third Level:** Locate Object, Prayer, Remove Curse; **Fourth Level:** Cure Serious Wounds x2, Speak with Plants; **Fifth Level:** Insect Plague x3

Magic Items: Boots of Speed, +1 mace

If reduced to 25% of her hit points, Varia tries to retreat and gain the assistance of other denizens of the castle rather than take on the PCs alone.

Treasure: Many of the skulls about the room have gems inlaid in their eye sockets. Each searcher has a 5 in 6 chance per turn spent searching to find 2 red spinels worth 100 gp each (total of 20). Under the bed is a small lockbox with 250 gp inside.

4-9. Tower of the Moon, Chamber of the Waning Crescent

The door to this room is locked.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a waning crescent moon over the castle.

This chamber is the ritual room for Illusion magic. Characters casting Illusion magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized.

4-10. Belun's Chamber

The door to this room is locked.

A small bed and desk occupy the majority of this chamber. Several thick tomes lie open on the desk, their open pages portraying arcane signs and text. A tapestry hangs on the wall above the desk, portraying a lone tower with 8 moons, each of a different phase, in the sky above surrounding the tower in a semicircle.

The wizard **Belun** occupies this room. He is often found in his chamber studying thick tomes. Otherwise he can be found in the tower storeroom (see Castle Novgorod, Towers, Area 5-7) gathering components, or the library (see Castle Novgorod, Second Floor, Area 2-7) doing research. Belun's familiar, a bat named **Belorust**, hangs from the ceiling of this chamber, and keeps a close watch over the area. Allow each member of the party a 1 in 6 chance to see the bat. Belorust immediately alerts his master of any intruders in his room. Belun then alerts other inhabitants of the Tower of the Moon, and moves to attack the party by surprise. When fighting powerful opponents, Belun is a proponent of the strategy of hitting fast and then retreating immediately to heal up damage.

Belun, demonkindred wizard (MU 12): HD 9+3; HP 30; AC 9[11]; Atk 1 staff (1d6); Move 12; Save 5; AL C; CL/XP 14/2600; **Special:** See in darkness 60ft, immune to sleep and charm, +2 saving throws vs any magic, spells.

Spells (4/4/4/4/1)

Level One: Charm Person, Magic Missile, Light, Sleep; **Second Level:** Darkness 15ft Radius, Invisibility, Mirror Image, Web; **Third Level:** Dispel Magic, Fireball x2, Rope Trick; **Fourth Level:** Charm Monster, Confusion x2, Fear; **Fifth Level:** Cloudkill x2, Teleport x2; **Sixth Level:** Repulsion

Belorust the Bat Familiar: Belorust has 15 hit points, but will get out of harm's way at top speed as soon as possible. However, if the party pays him no attention, he will not draw attention to himself by leaving, until it looks like fireballs might start flying.

Treasure: The tapestry of the moons is worth 500 gp.

4-II. Transmuter's Chamber

The door to this room is locked, and there is a small but very powerful mechanical whistle in the lock (a trap that can be removed by a thief).

A statue stands in each of the four corners of this room, each carved in the likeness of an elf. A bed rests beside the far wall of the room, beside which is a desk. Atop the desk is an iron barred cage holding a large snake. The confines of the cage are much too small to hold the creature comfortably. Above the bed is a tapestry of a tower, above which is a full moon. The ceiling of this chamber is an oddity, holding protruding spikes of iron.

If **Chernobog** is alerted to the PCs (either thanks to a castle alert or by hearing the PCs attempting to unlock his door, he begins by casting invisibility and mirror image. Chernobog put the spikes in the ceiling himself so that he might cast *reverse gravity* and inflict more damage in case of intruders (see Chernobog's tactics for more details). The 3 other statues are each of fallen elves, all enemies that invoked Chernobog's wrath in some way. Chernobog cast *stone to flesh* on these unfortunates, and moved the resulting statues to his chamber; he enjoys seeing the horrified looks immortalized on his enemies' faces. The snake in the cage was once an elven adventurer traveling through Harwood forest. The meeting of Chernobog and the elf inevitably led to a wizard's dual. Chernobog proved to be the victor, successfully transmuting the elf into a snake. The change is a permanent one, and cannot be undone without the use of similar magic. Chernobog keeps the snake in a small cage to cause it as much misery as possible.

Chernobog, demonkindred wizard (MU 14): HD 9+5; HP 32; AC 9[11]; Atk 1 staff (1d6); Move 12; Save 5; AL C; CL/XP 15/2900; **Special:** See in darkness 60ft, immune to sleep and charm, +2 saving throws vs any magic, spells.

Spells (5/5/5/4/3/1)

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Level One: Charm Person, Magic Missile x4; **Second Level:** Darkness 15ft Radius, Invisibility x2, Mirror Image, Web; **Third Level:** Dispel Magic, Fireball x2, Lightning Bolt, Rope Trick; **Fourth Level:** Charm Monster, Confusion x2, Fear; **Fifth Level:** Cloudkill x2, Teleport x2; **Sixth Level:** Anti-magic shell, Death Spell, Repulsion; **Seventh Level:** Reverse Gravity

Treasure: The tapestry is worth 500 gp. Chernobog has a secret compartment in the wall behind his desk in which Chernobog keeps 500 gp and 1,000 gp emeralds (x3). Chernobog keeps his *spellbook* hidden in a well-camouflaged tile in the floor.

Castle Novgorod, Towers

If it becomes necessary to determine the faction of any of the demonkindred guards, roll 1d6: (1-3) Novgorod loyalist, no faction; (4) Dominationist (5) Medhiban Zealot, (6) Secret insurrectionist posing as a Novgorod loyalist.

5-1. Tower of the Moon, Chamber of the New Moon

This chamber is dark and tiled with black mosaic stones. An ornate tapestry hangs on the far wall depicting a black sky above the castle.

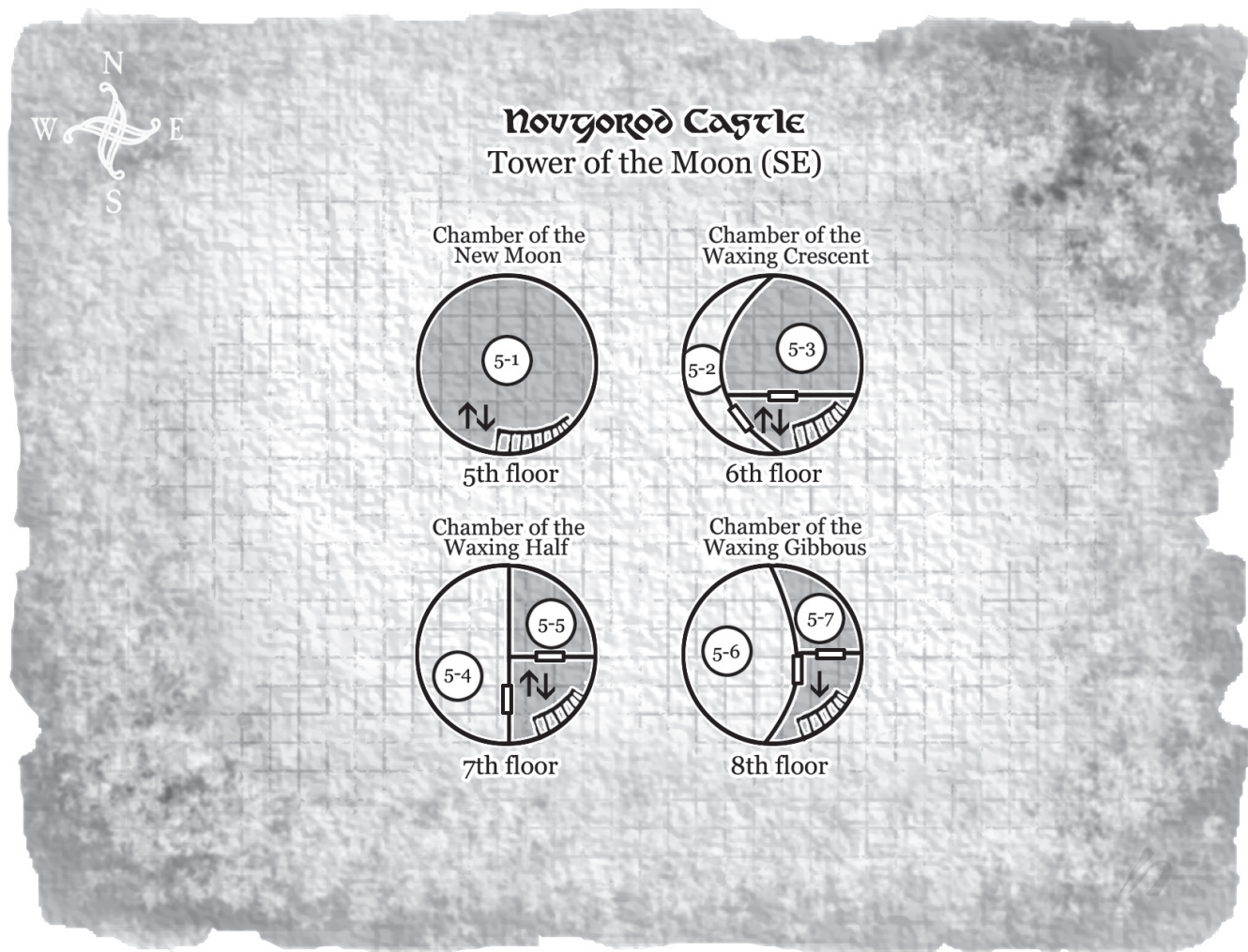
This chamber is the ritual room for Necromancy magic. Characters casting Necromancy magic in this chamber cast as if they were 3

levels higher, and the effects of each spell are maximized.

5-2. Tower of the Moon, Chamber of the Waxing Crescent

The door to this room is locked.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a waxing crescent moon over the castle.



CASTLE NOVGOROD, TOWERS

This chamber is the ritual room for Evocation magic. Characters casting Evocation magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized.

5-3. Cernowain the Archmage's Chambers

The door to this room is trapped with a *symbol of death*. The symbol is set to trigger whenever one enters this chamber without saying the password, "Dvoeverie," without which, the symbol will be activated and deal 80hp damage, divided among all those nearby. The door to this room is locked. Read the following as players approach the door:

An ancient rune is carved into the door before you. It radiates a sickly green light as you approach.

The stench of death assails you as you enter this chamber. Although there is a large bed at the far end of the room, this area would more suitably serve as a dungeon than a bedchamber. The chamber is dank and dark, lit only by a few torches held in horrible sconces. Standing skeletons hold the torches in outstretched hands, their skeletal faces forever grinning. Tables and workbenches with strange implements, tomes and skeletal decorations occupy most of this large chamber's space. Bookshelves filled with thick tomes and coated with dust and cobwebs line the walls. Atop a central table sit two skulls serving as holders for black candles. A demonkindred with pale skin, long black hair and flowing black robes looks up from reading a thick tome as you enter. He grips an obsidian staff tight in his hand and rises upon seeing you. "It is quite foolish of you to enter here unbidden. But do not be afraid. I will kill you quickly, and you may find that you are allowed to stay upon this mortal plane to serve me, even in death."

Cernowain is the archmage of the Tower of the Moon, and to make things worse, he is an accomplished necromancer.

The skeleton sconces are merely utilitarian decorations. They serve no other purpose than to hold the torches. The workbenches are set up for creating different types of magical items.

Cernowain, Demonkindred Necromancer (MU18): HD 9+9; HP 31; AC 1[18]; Atk 1 staff (1d6); Move 12; Save 5; AL C; CL/XP 20/4400; Special: See in darkness 60ft, immune to sleep and charm, Spells.

Spells (7/7/7/6/6/3/2/2)

First Level: Charm Person, Detect Magic, Hold Portal, Magic Missile x2, Protection from Law, Shield; **Second Level:** Darkness 15ft Radius, Detect Invisibility, ESP, Invisibility, Levitate, Mirror Image, Phantasmal Force; **Third Level:** Dispel Magic, Fireball, Lightning Bolt, Rope Trick, Slow x2, Suggestion; **Fourth Level:** Confusion, Dimension Door, Fear, Ice Storm, Polymorph Other, Polymorph Self; **Fifth Level:** Animate Dead, Cloudkill x2, Feeblemind, Teleport, Wall of Stone; **Sixth Level:** Anti-magic Shell, Death Spell x4, Repulsion; **Seventh Level:** Delayed Blast Fireball, Limited Wish, Power Word Stun; **Eighth Level:** Mass Charm, Power Word Blind; **Ninth Level:** Gate, Prismatic Sphere.

Magic Items: Staff of Beguiling, Ring of Protection +2; Bracers of Defense AC 3[16].

Cernowain will begin any combat by casting Prismatic Sphere, and then will gate in a Third-Category Demon (a Glabrezu). From behind the protection of the prismatic sphere, he will cast his various

protective magics (mirror image, detect invisibility, shield) and will then begin casting his attack spells. He will not teleport out of the combat, for he will remain convinced until the last second that he will prevail and crush these inferior beings who have disturbed him.

Third-Category Demon: HD 10; AC -3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; AL C; CL/XP 11/1700; Special: Magic resistance (60%), cause darkness (10ft radius), immune to fire, cause Fear at will, levitate at will, polymorph self.

Treasure: The books on the shelves are each worth 1d20 gp. There are nearly 100 books in this chamber. There are also a number of scrolls: (1) one of each first level spell, (2) one of each second level spell, (3) teleportation circle (allows a large number of people to be teleported at one time), (4) Fireball x3, (5) Time Stop, (6) Reincarnation, (7) Clone. Potions include Healing x3, Invisibility, Dragon Control, Fire Resistance. There is a small unlocked chest containing 200 small gems worth 10gp each.

The *teleportation circle* scroll deserves special note, as it can be used to help the characters escape the castle with the people of Sylvanus (see the Sidebox: Escaping from Novgorod with the People of Sylvanus in Area 4-4 for more details). The spell requires a material component that can be found in Area 5-7.

5-4. Tower of the Moon, Chamber of the Waxing Half

The door to this room is locked.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a waxing half moon over the castle.

This chamber is the ritual room for Enchantment magic. Characters casting Enchantment magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized.

5-5. Elyria's Chamber

The door to this room is locked.

Colored light streams into this room from stained glass windows. A workbench set with alchemical materials and other strange magical implements is central to this room. A small table sits beside the area, upon which are several thick books, opened to instructional pages. Quill and ink rest atop a book in progress. Set away from the work area is a large bed, lavishly decorated with silks sheets and pillows. A small black cat sits atop the pile of pillows. It looks up at you and voices a soft "meow."

The cat is **Darkelia**, Elyria's familiar. If **Elyria** is not here Darkelia mentally alerts her master of the party's presence. Elyria then arrives at the room 1d6 minutes later, and attempts to surprise the characters with a magical attack. The books are tomes on alchemy and creating potions and other magical items.

If Elyria was successful in the raid on Brookmere (in retrieving *Il Oboroten*), or in retrieving *the Axe of Tsanai*, the party might not have encountered her after having been raised to one of Medhiba's Chosen. If Elyria failed to retrieve either *Il Oboroten* or *the Axe of Tsanai*, use the statistics for "Disgraced" Elyria, below.



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Disgraced Elyria (MU10): HD 9+1; HP 30; AC 7[12]; Atk +1 staff (1d6+1); Move 12; Save 6; AL C; CL/XP 12/2000; **Special:** Spells 4/4/3/2/2

Spells: Detect Magic, Read Languages, Read Magic, Shield, Invisibility x2, Locate Object, Phantasmal Force, Protection From Normal Missiles, Dispel Magic, Suggestion, Ice Storm, Confusion, Teleport, Cloudkill.

Magic Items: *wand of lightning bolt (25 charges)*, +1 staff, *ring of protection +2*, *ring of feather falling*.

Chosen Elyria (MU 11): HD 9+2; HP 31; AC 7[12]; Atk +1 staff (1d6+1); Move 12; Save 5; AL C; CL/XP 13/2300; **Special:** See in darkness 60ft, immune to sleep and charm, 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies.

Spells (4/4/4/3/3): Detect Magic, Read Languages, Read Magic, Shield, Invisibility x2, Locate Object, Phantasmal Force, Protection From Normal Missiles, Dispel Magic, Fireball, Suggestion, Ice Storm x2, Confusion, Teleport, Cloudkill x2. **Magic Items:** *wand of lightning bolt (25 charges)*, +1 staff, *ring of protection +2*, *ring of feather falling*.

Elyria is willing to talk if she doesn't have to fight, especially if it is getting clear that the party has broken the power of the Novgorods. If a conversation takes place, it will fill in any gaps in the party's understanding of what is going on.

If it appears that the party intends to kill her, Elyria will try to teleport away and join Morwenna.

Treasure: There are a total of 5 tomes on the workbench, each of which are worth 100 gp. Elyria also has a secret panel in the floor of her chamber that contains an emerald and sapphire necklace worth 5,000 gp.

5-6. Tower of the Moon, Chamber of the Waxing Gibbous

The door to this room is locked.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a waxing half moon over the castle.

This chamber is the ritual room for Conjunction magic. Characters casting conjunction-type magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized.

5-7. Storeroom

The door to this room is locked.

The walls of this chamber are lined with shelves full of jars, bottles, and assorted odd trinkets. A human skull sits atop one of the shelves, grinning at you. A thin layer of dust has settled on the floor, disturbed by several sets of recent footprints.

The shelves of this room hold a number of components for spells and alchemical work, many of which are valuable, but they are mixed in with vast quantities of the more mundane supplies used in magic and alchemy. If the characters are specifically looking

for the spell component for the Circle of Teleportation spell, they have a 10% chance per character searching, per turn, to locate the component rather than getting a random result. Random searching will also turn up interesting things: For each turn spent searching, each character will discover something interesting, although these will not necessarily be the valuable things. Once 20 searches have been conducted, the room is ransacked and no more rolls will turn up anything of value.

Container in which Substance is Discovered (1d6):

1. Small barrel
2. Large bottle or jug
3. Small bottle or vial
4. Wooden box, casket, or coffer
5. Bag or sack
6. Dish or bowl

Contents (1d4):

1. Liquid (in small flasks if not already in bottle)
2. Mineral (rocks, dust, granules, etc)
3. Plant matter (dried, paste, liquefied, oil, etc)
4. Animal matter

Liquid (1d6):

1. Random potion, roll 1d6. (1) animal control, (2) Clairvoyance, (3) Diminution, (4) Gaseous Form, (5) Giant Strength, (6) Healing.
2. Flammable oil or essence, possibly exploding (10% chance)
3. Poisonous (if ingested)
4. Soap or antiseptic liquid
5. Waste products from research, unpleasant
6. Emits gas, 10% chance to be poison, 10% chance to cause paralysis, 10% chance to smell wonderful

Mineral (1d4):

1. Gems, 1d20, worth 1d100gp each
2. Powdered precious stone, 1d10 pounds, worth 200gp per pound
3. Ingots (1d10+3), roll 1d6: (1) iron, (2) lead, (3) gold (200gp each), (4) silver (50gp each), (5) pressed plant matter, hallucinogenic (500gp each), (6) copper (5gp each)
4. Rocks of assorted types, worthless

Plant Matter (1d4):

1. Dried plants (20% chance to be worth 1d1000gp)
2. Distilled oil of plants (20% chance to be worth 1d1000gp)
3. Living plants (20% chance to be worth 1d1000 + 100gp)
4. Pollen or roots (50% chance to be worth 1d10gp)

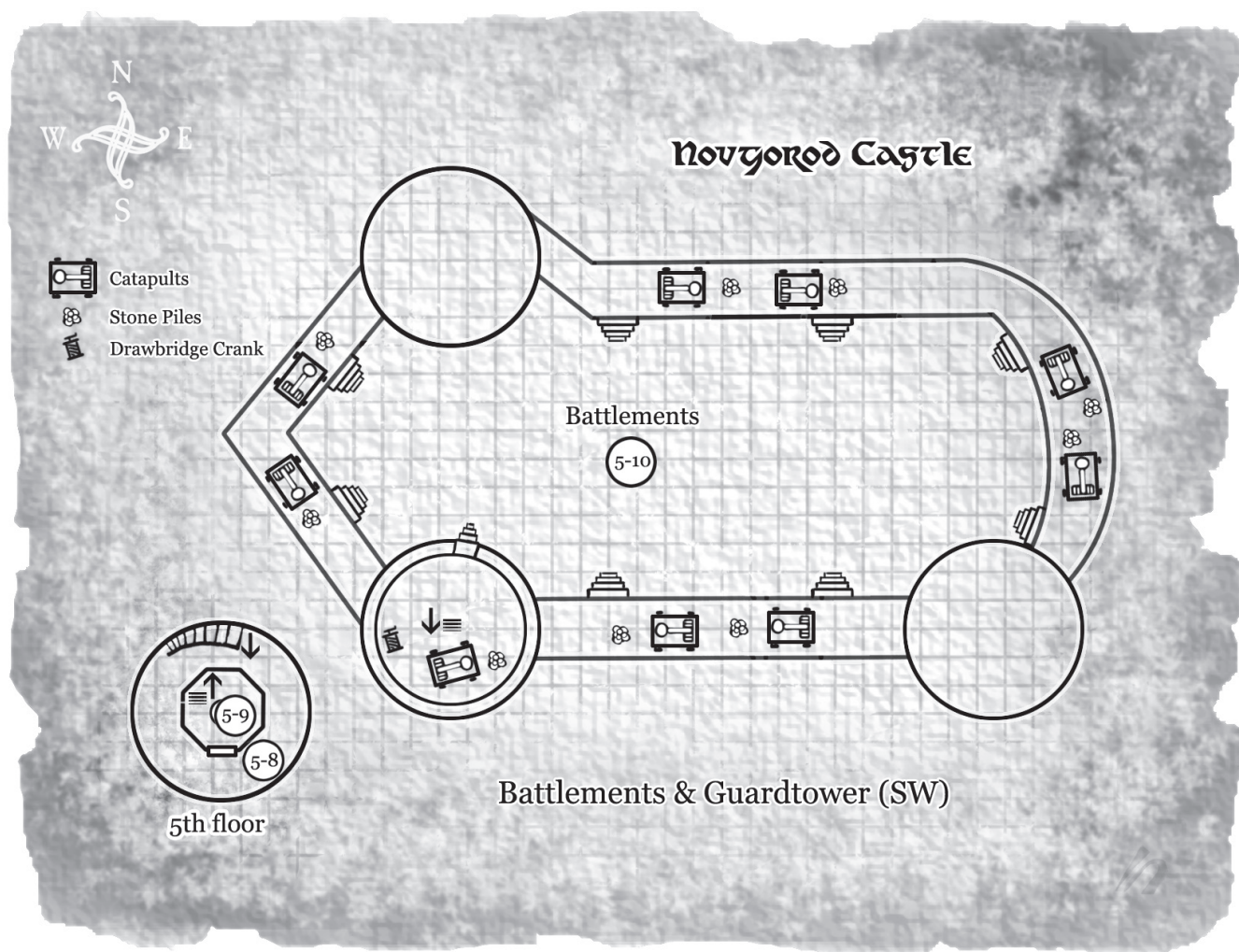
Animal Matter (1d6) (each has a 20% chance to be rare, worth 1d100gp):

1. Pickled animal eyes
2. Pickled animal organs
3. Dried powder of animal organs
4. Horns, hoofs, or teeth (roll 1d3)
5. Mummified animal parts (hand, foot, etc)
6. Bones or skulls

5-8. Guard Tower, Fifth Floor

Central to this circular chamber is another enclosed, octagonal chamber, crafted of stone. On the eastern side of the octagon is a ladder, rising up to a small square door in the ceiling. On the south of the octagon is a door into the chamber. Arrow slits surround the outer tower walls. Arrows lie stacked in piles near many of the slits.

The door at the top of the ladder leads to the battlements (see Area 5-10). The door leading into the octagonal chamber leads to Area 5-9, the chambers of **Mikhail**, and is locked. If the characters examine the octagon and make a successful secret door check, they will discover hidden panels in the octagon, but only a class with thief skills can automatically open them from the outside; other classes have a 10% chance to be able to open one with any given attempt.



Noisy or careless characters in this area attract Mikhail's attention. If they attempt to unlock the door or open one or more of the panels to Mikhail's chamber, there is a 1 in 6 chance for him to become aware that something untoward is taking place. If alerted Mikhail, opens the appropriate arrow slit from within the octagon, and prepares to fight.

5-9. Mikhail's Chambers

A small bed occupies the center of this octagonal chamber. Beside the bed are many arrows and bows, most not yet completed, but in the process of being crafted. There are small, square indentations on each wall around the room.

The square indentations are small panels that Mikhail had crafted in the walls of his chamber. He can move them aside and fire out at intruders from within his room, while enjoying total cover (natural 20 required to hit, unless the attack is with a spell). See Area 5-8 for details on opening the panels from outside of this chamber.

Mikhail crafts many of the castle's bows and arrows in this room. Those described in the player text are non-functional and worth little, if anything, as they have not yet been completed.

Mikhail, Demonkindred Bowman (Ftr11): **HD 9+6; HP 60; AC 2[17]; Atk 1 longsword (1d8) or +3 longbow (1d6+3); Move 12; Save 4; AL C; CL/XP 11/1700; Special: See in darkness 60ft, immune to sleep and charm.**

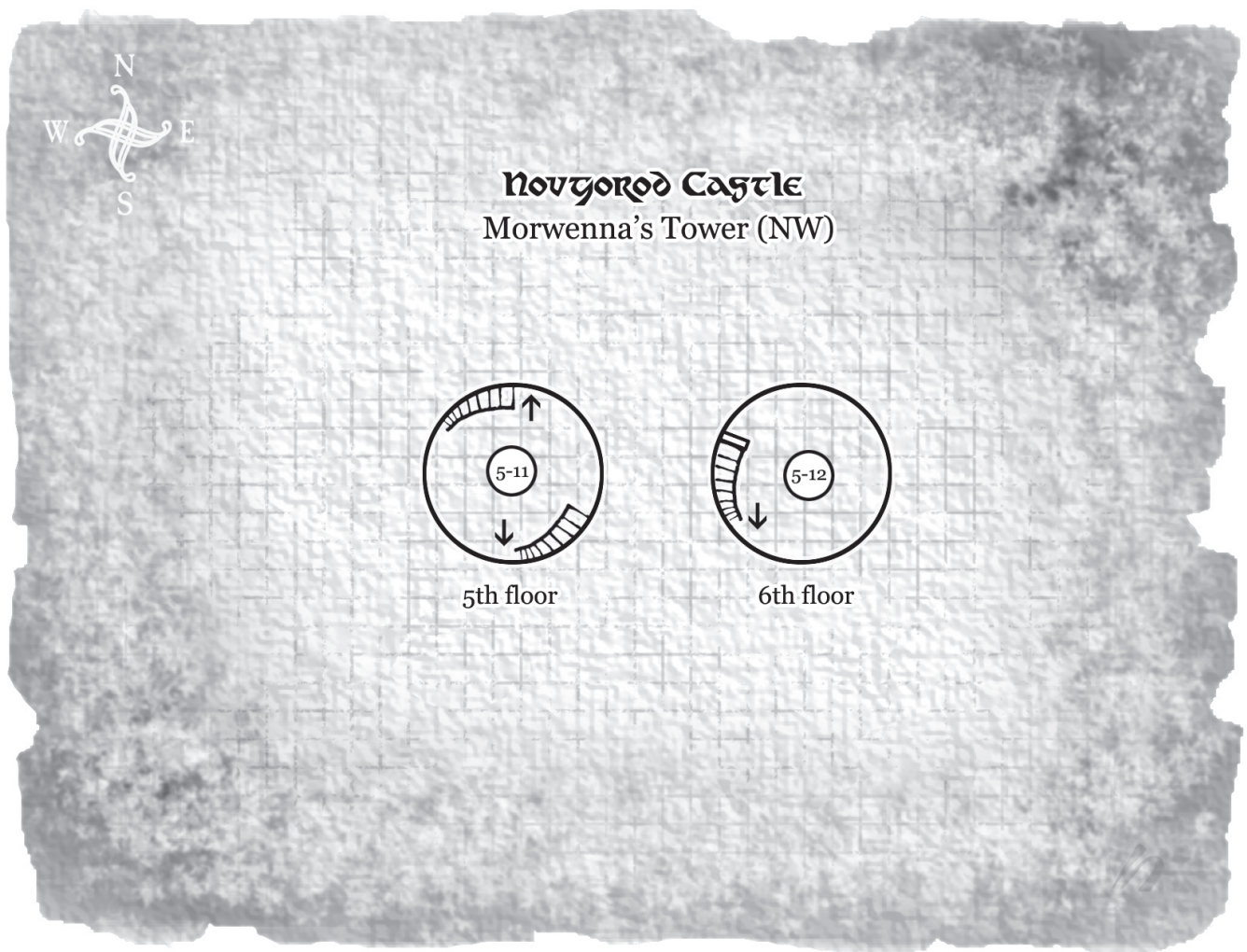
Magic Item: +3 longbow, 4 arrows of slaying, 10 +2 arrows, 10 +1 arrows.

5-10. Battlements

You stand on the battlements of the castle, and can see all of the city of Novgorod below. Catapults are readied with piles of large stones beside them, partially hidden behind the crenellations. Toward the entrance of the castle is a large crank and chain.

The crank and chain is for lowering and raising the drawbridge of the castle. Sitting nearby are **5 noble demonkindred**, awaiting orders from below for when the bridge is to be raised and lowered. The guards near the crank both have spyglasses and horns to search for intruders and alert the castle in case of their presence.

4 Demonkindred Guards (Ftr 9): **HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.**



5-II. Morwenna's Tower, Summoning Circle

A large, grotesque creature, its height nearly reaching the 15-foot ceiling of this chamber, stands before you. Its head is a horrid mess of protruding horns and tusks with a snout and beady red eyes. Tufts of greasy fur sprout from its warty flesh, and two small, oily feathered wings protrude from its back. It does not move as you enter this room, instead standing still within a strange circle on the floor. The circle is crafted of black sand to form a strange linear design within the center. The demon seems to be taking great pains not to touch any of the lines. "Who dares enter this chamber uninvited? More minions of the elf queen that summoned me against my will?"

The creature is a **nalfeshnee** named **Glabrefost**, and he has in fact agreed to serve Morwenna in return for a few sacrifices. He is an intelligent creature, and plans to trick the characters into believing that he is no friend of Morwenna, and is trapped in her summoning circle. The circle on the floor is the circle that Morwenna used to summon the demon here, but part of it has been intentionally rubbed out so that Glabrefost is actually free to move as he wishes. Players specifically mentioning that their characters look carefully at the circle (from afar) will notice

some remaining grains of the black sand (where a line has been removed). Any character other than a fighter will know that for a creature to be imprisoned within such a circle, the circle must remain intact.

Glabrefost speaks to the party, trying to learn who they are and what their business is in the castle (pretending to be an enemy of Morwenna, she being the one that summoned him). Glabrefost waits until the best possible moment to attack, waiting for the party to pass by. If the players themselves appear to be completely fooled by the act, Glabrefost will be able to attack by surprise.

Fourth-category Demon: HD 11; AC -1[20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, cause fear as per the spell (at will), polymorph self (at will), dispel magic (at will). They can create a symbol of discord once per day.

5-12. Morwenna's Chamber

Morwenna and **Varuna**, her incubus lover, wait within this chamber. The door is trapped with a *symbol of insanity*. (up to 100HD stricken with insanity). The symbol is set to trigger whenever one enters this chamber without saying the password, "Fel'onial," the maiden name of Morwenna's great grandmother. The door to this room is locked as well. Read the following to the players as their characters approach the door:

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An ancient rune is carved into the door before you. It radiates a soft blue light as you approach.

This chamber has a spell cast upon it, blocking *teleport* and similar spells, which may not be used to gain access to this chamber. Characters not of Chaotic alignment take 1d10 points of damage from the spell upon entering the room.

Read or paraphrase the following as the party enters this chamber. Note that you may need to alter some of the text below (according to whether or not the characters kept *the Axe of Tsanai* out of Morwenna's clutches).

The aroma of perfume lingers in the air of this large, circular chamber. The room before you is lavishly decorated. Ornate tapestries hang upon the walls and a large four-poster bed with red silk curtains rests in the center of the room. The wood of the bed frame is carved in the likeness of flowing dragons and demon women. An armoire stands nearby carved in a similar fashion. Beside it is a small table, atop which sits a carafe of wine and a silver tray overflowing with fruits. Five statues stand evenly spaced around the walls of the chamber, each carved in the likeness of a succubus. The silk curtains of the bed part and a woman steps out. She has long flowing hair, pale skin, and radiates a ghostly beauty. She wears an elegant black and gold robe and holds a cruel, black-lacquered greataxe in one hand as if it weighed little more than a dagger. In the other hand she holds a scepter topped with a brilliant ruby. Resting atop her head is an elegant, jeweled crown. She fans her leathery black wings before again letting them rest at her back. "You have come far to lay your lives down at my feet. For your efforts you will not be rewarded. All that awaits you is death by my hand."

Morwenna, Queen of Novgorod, Chosen of Medhiba: HD 14; HP 110; AC -1[20]; Atk +5 *Axe of Tsanai* (1d8+6); Move 9; Save 3; AL C; CL/XP 15/2900; **Special:** 10% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, kiss drains one level of experience, command hell-harpies, teleport twice per day, spells

Spells: First Level: *Cure Light Wounds* x2; Second Level: *Hold Person* x2; Third Level: *Prayer*; Fourth Level: *Sticks to Snakes*
Magic Items: *Rod of Absorption* (10 spell levels ready for use, room to absorb 10 more), wand of dispel magic (15 charges), *Cloak of Displacement* (bonus 3 to AC), *Axe of Tsanai*, *Crown of the Fallen* (see Appendix 2).

Morwenna carries keys that open any door in the Castle.

Varuna the Incubus: HD 6; HP 30; AC 2[17]; Atk 1 longsword (1d8); Move 12 (Fly 18); Save 11; AL C; CL/XP 9/1100; **Special:** 70% magic resistance, immune to non-magic weapons, cause darkness in a 10ft diameter, summon other demons, charm person, ESP, clairaudience, suggestion, change shape.

Note that as an incubus, Varuna wears armor but cannot drain levels. His honeyed words are more powerful than normal, however, and the saving throw against his suggestion power is made at a penalty of -2.

Treasure: This chamber is filled with riches. Five tapestries of various places in the city of Novgorod line the walls, each worth 1,000 gp. Each of the 5 statues are set with ruby eyes which can be pried free, each worth 1,000 gp. Beside the bed is a locked chest containing a *crystal ball*, the missing text from *Brookmere (Il Oboroten)*, 100 pp, 1000 gp, an emerald inlaid chalice worth 7,000 gp, a jeweled idol of Medhiba worth 3,000 gp, a golden music box decorated with elves worth 2,500 gp, and a lapis lazuli inlaid harp worth 1,000 gp. The armoire is filled with brilliant silk dresses and clothing, the value of which total 10,000 gp.



Concluding the Adventure

This adventure has several different outcomes, and the conclusion depends on the party's success. Should the players defeat Morwenna and retrieve *the Axe of Tsnai*, the threat of invasion is quelled. The city of Novgorod is likely to break apart into riot and internal warfare as the Novgorod family's influence collapses. However, the collapse of Novgorod would mean the creation of several splinter-groups, all vying to become the predominant "chaos power" in the region. Although the threat of an invasion would be eliminated for the time being, the number of small raids might actually increase while Novgorod is falling apart, since each of the splinter groups would be trying to establish power bases and demonstrate their strength to the other Chaotic factions. Should the players return the survivors of Sylvanus they become known as great heroes, and are given land holdings and titles. If the players return empty handed but have destroyed the evil (Tsnai and Morwenna), they should still be rewarded for their efforts upon reiterating their story to Lord Thorbold.

Given the above scenario players are likely to have possession of the Axe of Tsnai. If Tsnai is still trapped within the axe, she works to corrupt the owner, and feeds off of the souls taken by the blade. Tsnai continues to work away at the wielder, sowing corruption and waiting for the day she has feasted upon enough innocent souls to win her freedom. Tsnai also communicates telepathically, and thus can call upon evil beings nearby, pleading for them to be her champion. The owner of the axe should often be confronted by those that would seek to claim the Axe of Tsnai for themselves. Demonkindred in particular should seek far and wide for the fabled axe, having heard

of its resurfacing. If Novgorod has collapsed into chaos and factions, holding the axe would be the best way for a Chaotically-aligned leader to claim leadership. The party should expect to suffer constant attacks, ambushes, and assassination attempts from such would-be leaders of Novgorod.

If Tsnai is not still trapped in the axe, but has been destroyed, ownership of the axe would still be a powerful symbol of leadership in Chaotic Novgorod, even though it is now little more than a symbol.

If the players are unsuccessful in their quest, then the ramifications are great. If Morwenna is not defeated, and retains the Axe of Tsnai, then she will complete the ritual (either with the rest of the people from Sylvanus, or by raiding another town for sacrifices). Tsnai is freed from the axe, the Novgorod family crushes their opponents in the city of Novgorod, and the demonkindred will begin their attempt to dominate the region. Several of the demonkindred will be raised to demonhood by Medhiba. Tsnai and Morwenna will lead their demonic army westward in an attempt to enslave these new regions. Their victory is not guaranteed, especially if the players continue to be involved, but the region will definitely be plunged into chaos and bloody war.

If Morwenna is not defeated, but Tsnai is (after having been released from the axe), then the Novgorod family is likely to fall from its predominant role in Novgorod. The factions will fight it out for control, with the demon princess Medhiba looking on. Medhiba's plans will have failed, in terms of conquering more land, but she will still have her new followers, a war to watch, and the possibility that a new leader will arise in her service.

Appendix I: Wandering Monsters

Wandering Monster Table 1: Blackstump Forest

Characters have a 10% chance per day and night of encountering a wandering monster while in Blackstump Forest. Roll **1d10** and consult the following table for results.

- 1-2** Lumberjacks (1d10); see Blackstump Forest, Area 1
- 3-4** Serena of Blackstump Lake and Squiggles the giant octopus (only if the characters are near water, otherwise reroll); see Blackstump Forest, Area 2.
- 5-6** Grumsky and 1d2 trolls; see Blackstump Forest, Area 9.
- 7-8** Orcs of the Irontooth clan (1d20+30)
- 9-10** Deathmaw; see Blackstump Forest, Area 11.

Wandering Monster Table 2: Road to Sylvanus

Characters have a 10% chance per day and night of encountering a wandering monster while on the Road to Sylvanus. Roll **1d10** and consult the following table for results.

- 1-2** Centaurs (1d10); see the Sidebox: Brighteyes Centaur Clan
- 3-4** Basilisks (1d3)
- 5-6** Hill Giants (1d6)
- 7-8** Lamias (1d10)
- 9-10** Calista; see Garden Statuary, Area 1.

Wandering Monster Table 3: Mount Bloodstone

Characters have a 12% chance per day and night of encountering a wandering monster while on Mount Bloodstone. Roll **1d10** and consult the following table for results.

- 1-2** Yetis (1d10); see Mount Bloodstone, Area 3.
- 3-4** Stone Giants (1d3)
- 5-6** Stone Giants (1d2+4)
- 7-8** Wyverns (1d3)
- 9-10** Roc (1)

Wandering Monster Table 4: Sylvanus

Characters have a 15% chance per day and a 25% chance per night of encountering a wandering monster while in Sylvanus. Roll **1d10** and consult the following table for results.

- 1-2** Jonas Firestorm; see Sylvanus, Area 3
- 3-4** Hell-harpies (1d4) and harpies (1d10); see Sylvanus, Area 5.
- 5-6** Myrrdivar (vampire); see Sylvanus, Area 4.
- 7-8** Vasalisa (vampire); see Sylvanus, Area 4.
- 9-10** Vulchlings (2d10); see Appendix 3

Wandering Monster Table 5: Harwood Forest

Characters have a 15% chance twice per day and night of encountering a wandering monster while in Harwood Forest. Not following the trails of Harwood is especially dangerous. There is a 30% chance of encountering a wandering monster instead of the usual 15% while not on the trails. Roll **1d10** and consult the following table for results.

- 1-2** Demonkindred
1d6 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.
2d6 Demonkindred Soldiers: HD 2; HP 16 each; AC 2[17]; Atk 1 spear (1d6) or longbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.
- 3-4** Ironwood Treants (1d2)
- 5-6** Wraiths (1d4+2)
- 7-8** Dobrynya; see Dobrynya's Tree, Eighth Floor, Area 8-1.
- 9-10** Baba Yaga; see Baba Yaga's Cabin, Area 5.

Wandering Monster Table 6: Annwn, The Land of the Dead

Characters have a 10% chance day and night of encountering a wandering monster while in Annwn. Roll 1d10 and consult the following table for results.

- 1-2 Death's Head Moths; see Phoenix Cave or Appendix 3.
- 3-4 Lotus Flowers; see Isle of the Phoenix, Area 5.
- 5-6 Pig-Men (2d4); see Isle of the Phoenix, Area 1. (Only if characters are on Isle of the Phoenix, otherwise re-roll).
- 7-8 Wraiths; see Isle of the Phoenix, Area 4.
- 9 Orbus; see Entering Annwn, The Land of the Dead, Area 1
- 10 Circe; see Isle of the Phoenix, Area 2.

Wandering Monster Table 7: Tunguska

Characters have a 15% chance day and night of encountering a wandering monster while in Annwn. Roll 1d10 and consult the following table for results.

- 1-2 Trolls (1d4+3)
- 3-4 Purple Worm (1)
- 5-6 Frost Giants (1d4)
- 7-8 Demonkindred Patrol (mounted)

10 Demonkindred Soldiers: HD 2; AC 2[17]; Atk 1 spear (1d6) or longbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

2 Demonkindred Sergeants: HD 4; AC 2[17]; Atk 1 spear (1d6) or longbow (1d6); Move 9; Save 13; AL C; CL/XP 4/120; Special: See in darkness 60ft, immune to sleep and charm.

1 Demonkindred Noble Guard (Ftr 9): HD 9; HP 45; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

1 Demonkindred Mage (MU5): HD 5; HP 18; AC 9[11]; Atk 1 staff (1d6); Move 12; Save 11; AL C; CL/XP 6/400; Special: See in darkness 60ft, immune to sleep and charm, spells.
Spells (4/2/1): Magic Missile x2, Charm Person x2, Mirror Image, Invisibility, Fly

9-10 Stirges (1d20 +30)
Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Wandering Monster Table 9: Castle Novgorod

Characters have a 25% chance twice during the day and a 25% chance twice at night of encountering a wandering monster while in Castle Novgorod. Roll 1d10 and consult the following table for results.

1-2 Wandering Noble Patrol.
2d6 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

3-4 Regular Patrol.
1d4 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

2d6 Demonkindred Soldiers: HD 2; HP 16 each; AC 2[17]; Atk 1 spear (1d6) or longbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

5-6 Main Patrol. As above, but the patrol is accompanied by a demonkindred magic-user.
1 Demonkindred Mage (MU5): HD 5; HP 18; AC 9[11]; Atk 1 staff (1d6); Move 12; Save 11; AL C; CL/XP 6/400; Special: See in darkness 60ft, immune to sleep and charm, spells.
Spells (4/2/1): Magic Missile x2, Charm Person x2, Mirror Image, Invisibility, lightning bolt

7-8 Vladimir and Nobles (see Castle Novgorod, Fourth Floor, Area 4-5).

Vladimir Chosen of Medhiba: HD 12; HP 60; AC 0[19]; Atk 1 longsword (1d8); Move 9 (Fly 18); Save 6; AL C; CL/XP 13/2300; Special: See in darkness 60ft, immune to sleep and charm, may cast Cone of Cold (8d8, save for half damage) once per hour, 20% magic resistance.

Magic Items: *Wand of Fear* (10 charges), +1 plate mail, +2 shield

5 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

9-10 Servants.

1d6 Demonkindred Servants: HD 2; HP 8 each; AC 9[10]; Atk 1 dagger (1d4); Move 12; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

Wandering Monster Table 8: City of Novgorod

Note: this table is also presented in the description of the city. Characters have a 60% chance during the day and a 40% chance at night of encountering a wandering monster while in the City of Novgorod. Roll 1d6 and consult the following table for results.

1) Slavers. Armored demonkindred with long whips lead chained lines of slaves down the street. There is a 90% chance that the slaves are simply enslaved demonkindred, but the city has begun taking human and goblinoid slaves as well, so there is a 5% chance that the slaves are goblins, orcs, or ogres, and a 5% chance that they are human. If the slaves are human, and the party communicates with them in some way, the characters will learn that these humans are not from Sylvanus, but were captured from some other village or settlement.

2) Confrontation between factions (see sidebar). Noble and commoner demonkindred of two factions have squared off against each other. The most likely confrontation is between Medhiban Zealots (Succubus symbol) and Chaos Mystics (8-pointed arrow symbol).

3) Murder. Murders are common on the streets of Novgorod, especially in these days when the demonkindred have become split into factions. The factions most involved in murder and assassination, rather than open conflict, are the insurrectionists. In this case, a member of the insurrectionist faction (green skull symbol) glides behind a Novgorod loyalist and shoves a knife into his back. He walks away, laughing, and the crowd pays little attention. There is a 10% chance that the event has been observed by loyalists of the Novgorod bloodline, in which case they will try to catch and kill (or interrogate) the insurrectionist. If there are also other insurrectionists in the area (another 10% chance), then the situation might escalate into an open battle in the street between the insurrectionists and the loyalists.

4) Demonic fervor. In the tide of mad glee that has accompanied Medhiba's promise to restore the status and power of the demonkindred, it is becoming common to see impromptu "festivals" of praise to the demoness. In some cases, groups of demonkindred will even seize upon some unfortunate commoner

or slave of their own kind, and sacrifice him (or her) to Medhiba in the middle of the street. These sorts of things are often led by members of the Medhiban Zealot faction. By contrast, the demonic fervor of the Chaos Mystics tends to take shape as processions bearing the eight-pointed star of Chaos down the streets, shoving aside anyone who gets in the way or appears disrespectful.

5) Noble Patrol. Although "keeping order on the streets" is an alien concept to the demonkindred, "keeping things under control" is well understood. With all the factions trying to exert control, and in particular with the threat of the insurrectionists, the Novgorod bloodline is doing everything possible to prevent the city from exploding into a pointless bloodbath that might even lead to the overthrow of the Novgorods. If one of these patrols passes by, they are looking very carefully for anything unusual. There will be 2d6 nobles in the patrol. Roll 1d6 to determine their faction, but if the roll is a 1 (insurrectionist), then the nobles will instead be of the Novgorod loyalists, not of any street-faction. Regardless of the die roll, whatever faction is determined for the nobles in the patrol, there is a 90% chance that 1d6 of the nobles are secretly members of the insurrectionist faction.

2d6 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

6) Medhiban Zealotry. Bands of the Medhiban Zealots roam the streets looking for those who might endanger the "demonic rebirth" of the demonkindred. If the party draws their attention, they will be harassed and questioned. This is a dangerous situation if the party is trying to stay under cover.

1d6 Medhiban Zealot Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

2d6 Medhiban Zealot Commoners: HD 2; HP 16 each; AC 2[17]; Atk 1 spear (1d6) or longbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

Wandering Monster Table 10: Castle Novgorod on Alert

Characters have a 50% chance twice during the day and a 50% chance twice at night of encountering a wandering monster while in Castle Novgorod when on alert. Roll 1d10 and consult the following table for results.

1-2 Alerted Noble Patrol.

2d6+3 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

3-4 Regular Patrol.

1d4+1 Demonkindred Nobles (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

2d6+5 Demonkindred Soldiers: HD 2; HP 16 each; AC 2[17]; Atk 1 spear (1d6) or longbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: See in darkness 60ft, immune to sleep and charm.

5-6 Main Patrol. As above, but the patrol is accompanied by a demonkindred magic-user and a cleric.

1 Demonkindred Mage (MU5): HD 5; HP 18; AC 9[11]; Atk 1 staff (1d6); Move 12; Save 11; AL C; CL/XP 6/400; Special: See in darkness 60ft, immune to sleep and charm, spells.

Spells (4/2/1): Magic Missile x2, Charm Person x2, Mirror Image, Invisibility, lightning bolt

1 Demonkindred cleric (Clr9): HD 9; HP 30 each; AC 5[14]; Atk 1 longsword (1d8) or light crossbow (1d6); Move 12; Save 7; AL C; CL/XP 10/1400; Special: See in darkness 60ft, immune to sleep and charm, spells.

Each priest carries the same spells.

Spells (3/3/2/2):

First Level: Cure Light Wounds x3; **Second Level:** Hold

Person x2, Silence 15ft radius; Third Level: Locate Object, Prayer, Remove Curse; **Fourth Level:** Cure Serious Wounds, Sticks to Snakes; **Fifth Level:** Finger of Death x2

7-8 Vladimir and Nobles (see Castle Novgorod, Fourth Floor, Area 4-5).

Vladimir Chosen of Medhiba: HD 12; HP 60; AC 0[19]; Atk 1 longsword (1d8); Move 9 (Fly 18); Save 6; AL C; CL/XP 13/2300; Special: See in darkness 60ft, immune to sleep and charm, may cast Cone of Cold (8d8, save for half damage) once per hour, 20% magic resistance.

Magic Items: *Wand of Fear* (10 charges), +1 plate mail, +2 shield

5 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

9-10 Belun and Nobles

Belun, demonkindred wizard (MU 12): HD 9+3; HP 30; AC 9[11]; Atk 1 staff (1d6); Move 12; Save 5; AL C; CL/XP 14/2600; Special: See in darkness 60ft, immune to sleep and charm, +2 saving throws vs any magic, spells.

Spells (4/4/4/4/1)

Level One: Charm Person, Magic Missile, Light, Sleep; **Second Level:** Darkness 15ft Radius, Invisibility, Mirror Image, Web; **Third Level:** Dispel Magic, Fireball x2, Rope Trick; **Fourth Level:** Charm Monster, Confusion x2, Fear; **Fifth Level:** Cloudkill x2, Teleport x2; **Sixth Level:** Repulsion

1d4 Demonkindred Noble Guards (Ftr 9): HD 9; HP 45 each; AC 2[17]; Atk 1 longsword (1d8) or shortbow (1d6); Move 9; Save 6; AL C; CL/XP 9/1100; Special: See in darkness 60ft, immune to sleep and charm.

Appendix 2:

New Items and Spells

New Magical Items

Baba Yaga's Cauldron

This enormous cauldron (weighing nearly 1,000 pounds and rising four feet from the ground) is wrought of some strange black metal, into which are carved runic designs. The cauldron is supported by three large pig-like feet, each wrought of the same strange black metal. Baba Yaga uses the cauldron to brew potions, although its intrinsic powers allow it to be used for much more spectacular purposes. When the remains of a deceased being are placed in the cauldron, and upon speaking the proper command word, the being is reanimated as if by the *resurrection* spell. The revived character suffers the loss of a level. This ability may be used once per week.

Baba Yaga's Flying Mortar and Pestle

This enormous (500 pound) mortar bowl and pestle are made of granite stone, and look much like the smaller versions of such items. When one sits inside the mortar and uses the pestle as if rowing, the mortar can fly at a movement rate of 30. The user of *Baba Yaga's mortar and pestle* can direct the item's movement simply by concentrating.

Baba Yaga's Spectral Door

This seemingly ordinary door is a feature of Baba Yaga's cabin. The door has the ability to transport beings to another plane of existence. At each planar location there is another door, much like the one in Baba Yaga's hut. The door need not be attached to anything, and indeed might be a lone door in the middle of an isolated natural area.

To properly use *Baba Yaga's Spectral Door* (causing it to open to a desired plane) requires the key which is in Baba Yaga's possession. Otherwise, the Door opens to a random place and plane. Roll 1d12 and consult the following table.

- 1) Astral Plane
- 2) Ethereal Plane
- 3) A Plane of Shadows
- 4) Elemental Plane of Air
- 5) Elemental Plane of Earth
- 6) Elemental Plane of Fire
- 7) Elemental Plane of Water
- 8) A Plane of Chaos
- 9) A Plane of Law
- 10) An alternate world or reality
- 11) The Land of the Dead (Annwn)
- 12) A far moon or planet

Cloak of the Nereid

This cloak is a beautiful ivory, and made from the shawls of nereids who have returned to the water and need them no longer. The cloak allows its wearer to breathe water and to swim with a movement rate of 18.

Crown of the Fallen

This elegant crown is bejeweled with ten odd but beautiful opaque,

black diamonds. The wearer of this crown may emit a horrible keening sound. All characters that hear the horrible wailing (except for the wearer) must succeed at a saving throw or fall dead. After keening, the bearer of the crown cannot do so for another three hours. Each time the wearer of the crown uses this power, one of the diamonds in the crown grows translucent (although still shaded black). This signifies an expelled charge from the crown. The crown has 10 charges (black diamonds) when created, and when all of the charges are expelled, the crown crumbles to worthless dust.

Music Box of Silence

This beautiful golden music box plays a haunting melody when wound. When playing its song, the rest of the world seems to fall silent. One can still hear the tune of the music box, but all other noise is drowned out. The effect of the box is as the spell *silence*, but creatures are allowed a saving throw to negate the silencing effect. When first created the music box has 50 charges, and when all of the charges have been used, it crumbles to worthless dust.

Runestone of Sustare (Major Artifact)

This large rock is carved with many mystical druidic runes, and it has immense powers. The item holds as many as 50 charges. The Runestone can be used for any of four purposes, each called a Weird (meaning "doom" or "destiny"). The Four Weirids can be invoked by any person touching the Runestone, and a druid who knows the proper rites and ceremonies can also prepare glyphs that will invoke a particular Weird if the glyph, rather than the stone, is disturbed. The Runestone communicates mentally with any person who touches it, which can be very dangerous to those who are not druids. Such a non-druid will immediately be affected by one of the Weirids (roll 1d4 randomly) unless the character makes a successful saving throw. If the saving throw succeeds, the non-druid can invoke the Runestone's power, but will be in constant danger of being mentally dominated by the stone. Each week that the stone is in a non-druid's possession, there is a cumulative 10% chance that the Runestone has gained a foothold in the character's mind. Once the foothold is taken, the character must make a saving throw at the full moon and the new moon (roughly every 2 weeks) or be persuaded to undertake a quest (as per the clerical spell by that name). The quests of the Runestone will generally have to do with retaking desecrated, conquered, or forgotten druidic holy places, but might also involve rescuing druids from peril or answering prayers of druidic worshippers in need of help.

The Weird of Wood: all flesh (other than that of a druid) and metal in a half-circle of 30ft radius in front of the stone is changed to oak (a saving throw is permitted for flesh and enchanted metal). Expend three charges.

The Weird of Wings: each non-druid in a radius of 30ft is turned into three bats (a saving throw is permitted). The bats are normal bats, and will fly away unless restrained; it is generally impossible to reconstitute a victim without possession of all three bats. Expend three charges.

The Weird of Crystal: any non-druid in a half-circle of 30ft radius in front of the stone is changed to salt (saving throw is permitted). Expend three charges.

The Weird of Warding: each non-druid in a radius of 30ft loses all mental volition other than to guard the Runestone from the touch of non-druids (saving throw applies). If the Weird is invoked in a druidic holy place, the victim will adopt the entire sanctified area as a place to be guarded. No more than seven such guardians can exist at a given time; older guardians are released from service if they are replaced by newer guardians. However, the older guardian will flee from the holy place for seven days and seven nights in supernatural dread before being fully released from the dweomer. Expend three charges.

A fifth power of the Runestone is to reverse any of the effects it can cause, even if the Runestone was not the source of the original transmutation. Thus, the Runestone can reverse any transmutation of flesh and metal into wood, reverse any transmutation of a human into an animal (not specifically a bat), reverse any transmutation of flesh into stone (not specifically salt), and can free a person from the Weird of Warding. These powers each require the use of three charges.

Once the Runestone is empty of charges it is useless until it is recharged, which requires the use of a phoenix's tear. If a phoenix tear is dropped on the Runestone, the stone absorbs it, and is restored to 50 charges (no matter how many charges were previously in it).

Squiggles, Figurine of Wondrous Power (Giant Octopus)

This black onyx figurine is carved in the likeness of a miniature octopus. However, when one throws the figurine into the water and utters the command word, the figurine summons forth a giant octopus named Squiggles. The bearer of this object may call Squiggles once every day, for up to one hour each time. If killed while on the material plane, Squiggles cannot be called again for a minimum of three days.

Giant Octopus: HD 7; HP 35; AC 7[12]; Atk 8 tentacles (1d3); Move 2 (Swim 10); Save 9; AL N; CL/XP 10/1400; Special: constriction and pinioning.

New Non-magical Items

Il Oboroten

This text is bound in the flesh of an elf, the facial features of the dead being stretched over the cover in grotesque fashion. Written thousands of years ago, within its pages are detailed the fate of Tsanai, Lilith's greatest servant, the location of her axe which she is now imprisoned within, and the rites required to free Tsanai from the axe. The word "Oboroten" is used in ancient elvish to describe those that have been condemned to inhabiting another form (in this case the *Axe of Tsanai*).

Phoenix Tear

A phoenix tear is imbued with the phoenix's inherent healing properties. Besides being a rare and powerful spell component, if a phoenix tear touches the body of a dead character, the body absorbs the tear and brings the character back from the dead, as the spell *resurrection*. In addition, if a phoenix tear touches a ghost, or character turned spectral while in the Land of the Dead (see the sidebar: Annwn, The Land of the Dead), the ghostly character is made living and corporeal once again, as they were before turning spectral.

Appendix 3:

New Creatures

ANIMATED TREE

Hit Dice: 4

Armor Class: 7 [12]

Attacks: 2 branches (1d6)

Saving Throw: 13

Special: Vulnerable to fire

Move: 6

Alignment: Neutrality

Challenge Level/XP: 4/120

Trees animated by treants or by other magical means. They are not intelligent, acting either on reflex or by the command of the one who animated them. All animated trees take double damage from fire. An animated tree that acts entirely on reflex or some inherent animus will retreat immediately in the face of fire. Animated trees that are controlled by the will of another will not retreat until they are allowed to do so.

CORRUPTED LAMMASU

Hit Dice: 6+2

Armor Class: 6 [13]

Attacks: 2 claws (1d6)

Saving Throw: 9

Special: Invisibility at will, dimension door, emanates protection from Law 10ft radius, spells

Move: 12 (Fly 24)

Alignment: Chaotic

Challenge Level/XP: 9/1100

A corrupted lammasu is an extraordinarily rare being, and the one in this adventure, Yadavashi, might very well be a unique creature. Lammasu are creatures of Law, servants of the cosmic force of civilization, and turning one to the service of Chaos would be virtually impossible except in situations like the one in Tunguska, where the lammasu was trapped with a demon of considerably greater power for a thousand years. The description of the corrupted lammasu from the adventure itself gives a good idea of the internal corruption that would be worked upon a creature of Law by such a transformation:

“...a strange beast, its huge body that of a lion with large eagle-like wings. The creature’s head is that of a bearded man. The creature is coated in some oily, black substance, and is missing many tufts of fur, leaving sickly bald spots. It smiles at you, bearing blackened, rotting teeth...”

DEATH’S HEAD MOTH OF ANNWN

Death’s-head moths drop a thin layer of dust from their wings while in flight (known as ghost dust). If inhaled by a living creature while in the Land of the Dead, the dust raises the chance to become spectral by 3% (see the Sidebox: Annwn, The Land of the Dead for more details). Other than the ghost dust ability, the moths are considered normal insects.

DEMON, SUCCUBUS

Hit Dice: 6

Armor Class: 9 [10]

Attacks: 2 scratches (1d3)

Saving Throw: 11

Special: 70% magic resistance, immune to non-magic weapons,



cause darkness in a 10ft diameter, kiss drains one level of experience, summon other demons, charm person, ESP, clairaudience, suggestion, change shape.

Move: 12 (18 fly)

Alignment: Chaotic

Challenge Level/XP: 9/1,100

A succubus (the male form of this demon is called an incubus) is a creature of demonic lust, a drinker of souls who offers fatal temptation to mortals that fall into the trap of her deadly embraces. A succubus is always female, just as an incubus is always male. The demon’s form is that of a supernaturally beautiful woman, curvaceous and alluring, but whose furled bat wings and delicate horns betray her true nature. Small white fangs gleam from behind the demoness’s full lips, and when she is enraged the pupils of her eyes will contract and shift into those of a vicious serpent.

A succubus can “cast” charm person whenever desired, as well as ESP, clairaudience, and suggestion. They can change shape at will, but only into human or human-like forms. Succubi also have the ability to call forth (by gate) other demons. A succubus can summon a demon prince (40% chance to succeed), but the demonesses will seldom do so, for the price to be paid afterwards is generally significant and unpleasant. However, a succubus can summon a Baalrochs demon or a Nalfeshnee (fourth-category demon), again, with a 40% chance of success regardless of the category of demon

APPENDIX 3: NEW CREATURES

being summoned. If a succubus does not specify the sort of male demon she is summoning, there is a 5% chance that the respondent will be a demon prince, and if not, there is a 75% chance that the demon will be of the fourth category, a Nalfeshnee.

Succubi almost never rely upon physical attacks; they use their charm and suggestion abilities to allow them to bestow their deadly kisses upon opponents.

DEMONIC KNIGHT

Hit Dice: 9

Armor Class: -3 [22]

Attacks: 1 +3 longsword (1d8+6) or 2 fists (1d6+2)

Saving Throw: 6

Special: detect magic, see invisibility, wall of ice; dispel magic, fireball, fear, breath of unlife, create spawn, summon demons

Move: 9

Alignment: Chaotic

Challenge Level/XP: 11/1700

The demonic knight—known by some as a death knight—is rumored to be the creation of the great demon prince Orcus, the Prince of the Undead. Some sages doubt the validity of such a claim, since the demonic knights are not undead. Though no link has been proven, however, it is known that three of the most powerful demonic knights (Baruliis, Caines, and Arrunes) make their home on the same plane of the Abyss as the Prince of the Undead within

the shadows of his great citadel. The true origins of the demonic knights lie hidden deep in the stinking pits of the Abyss, and those brave few who have dared search for these secrets have never returned. The demonic knights serve their master (whomever it may be) with unswerving loyalty. They never question their orders and never question their superiors.

They are often sent to the Material Plane to recruit new troops for their master's next plot or deception, or to punish those that have offended their liege demon lord. On some occasions, they are simply sent to another plane to corrupt and slay those that are just and good (to the delight of their master). A demonic knight appears as a 6-foot tall humanoid dressed in black iron half-plate armor. Its head is completely hidden beneath a helmet that it never removes. A black iron longsword is slung at its hip. Some demonic knights don capes and other decorations as a badge of station. It is unknown exactly how many demonic knights exist.

At will, a demonic knight can cast detect magic, see invisibility, and wall of ice; twice per day it can dispel magic; once per day it can cast a fireball. These abilities are cast at the 20th level of ability. In addition to these, the demonic knight can cause fear, exhale strength-stealing mists, and summon demons to its aid:

Fear: The demonic knight generates fear with but a word. Those within 30 feet that hear it speak must succeed at a saving throw or flee in terror for 2d4 rounds. This word may be spoken but once per day.

Breathe Mist: Once every 1d4 rounds, the demonic knight can exhale a cone of undeadly mist to a range of 10 feet. Creatures in the area must succeed at a saving throw or take 2d4 points of temporary Strength damage. Any creature reduced to Strength 0 by a demonic knight dies.

Any humanoid slain by a demonic knight's breath of unlife becomes a shadow demon in 2d4 rounds. The shadow demons are under the command of the demonic knight that created them, and remain enslaved until its death. They do not possess any of the abilities they originally had in life.

Summon demons: Once per day, a demonic knight can attempt to summon 1d4 shadow demons, two glabrezus or hezrous, or 1 marilith, with a 50% chance of success.

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DEMONKINDRED

Hit Dice: 2 or by class

Armor Class: 9 [10] or by armor

Attacks: by weapon

Saving Throw: 18 or by class

Special: See in darkness 60ft, immune to sleep and charm.

Move: 12

Alignment: Chaotic

Challenge Level/XP: 2/30

Information given above reflects a normal member of the demonkindred race. These commoners represent only about three-quarters of the race, however. The rest of the demonkindred are not only more powerful, but are much more powerful. Essentially, the race is divided into these commoners, not much stronger than humans, and the nobility, who often have the abilities of seventh level characters or higher.

The initial resemblance to elves is very strong, and in poor light the demonkindred could easily be mistaken for tall elves (except by an elf, who would see the difference immediately). However, in addition to being at least six feet in height, the demonkindred bear other signs and stigmata of their demonic heritage. Most have small horns, or at least knobs of bone, at the sides of their foreheads. Their canine teeth are large – not fangs, but a bit disturbing nonetheless. Finally, although this might never be noticed by the characters, their tongues have a very slight bifurcation at the end – they literally have forked tongues.

Most of the demonkindred are fanatic servants of the demon-princess Medhiba, who has promised them her patronage and protection, and that the greatest of them will be raised to full demonhood as members of her retinue. In mortal form, the sign (or stigmata) of Medhiba's favor already shows on many of the nobles of the demonkindred: bat wings, the ability to command hell-harpies (see the entry on hell-harpies), and the ability to kiss with almost the same deadly effect of a true succubus.

FEATHERED HOUND OF MEDIBHA

Hit Dice: 1d6hp

Armor Class: 3 [16]

Attacks: 1 bite (1d3)

Saving Throw: 18

Special: Appearance causes confusion, Invisibility

Move: 6 (18 fly)

Alignment: Chaotic

Challenge Level/XP: 3/60

Feathered hounds of Medibha are crow-like creatures with a rudimentary but malign intelligence. They are normally invisible, but as they begin attacking their invisibility evaporates for 2 rounds, and during this time, anyone looking directly at it risks being immobilized in confusion for 1d6 rounds (saving throw applies). In order to work in concert with other creatures, which is really the only way in which they are terribly dangerous except to lone or relatively weak humans, the Feathered hounds must be trained from fledglinghood, which makes them a fairly rare opponent. If the trainer is killed, the hounds will generally lose any discipline they have, lose interest in a fight, and return to the wilderness.

FORBIDDEN SOULS

Hit Dice: 3

Armor Class: 5 [14]

Attacks: 1 claw (1d6 + xp drain)

Saving Throw: 14

Special: XP drain (1,000), hit only by magical or silver weapons

Move: (Fly 9)

Alignment: Neutral or Chaotic

Challenge Level/XP: 4/120XP

Forbidden souls are the incorporeal remnants of souls denied passage into the afterlife, marooned on the close shores of the Rivers of the Dead. These undead creatures do not ordinarily have access to the material world unless some sort of gateway is opened to permit their re-entry into the realm of the living. Forbidden souls resemble wraiths, but are neither as substantial nor as powerful.

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A forbidden soul cannot enter the afterlife (generally this is a particular, Lawfully-aligned afterlife) because its heart has been judged and found to be weighed down with the influence of Chaos. In consequence, when a forbidden soul is loosed in the material realm its sole obsession is to obtain a heart to bring back to the afterlife, in an attempt to gain entry by deception.

Some forbidden souls result from a transformation in the lands of the dead, rather than from the weighing of their hearts. These creatures are Neutrally aligned rather than Chaotically aligned, and do not seek hearts. However, they grasp only the shreds of their original sanity, and have a high likelihood of attacking mortals without provocation to drink their power.

The claws of a forbidden soul drain the victim's life force on a successful hit, although not so much as a wraith or a wight. If the creature hits, and the victim fails a saving throw, he loses 1,000 experience points. If a character is killed by a forbidden soul, the creature will viciously remove the victim's heart and return to the shores of the afterlife with its prize.

Forbidden souls are turned as mummies.

HELL-HARPIES

Hit Dice: 7

Armor Class: 7 [12]

Attacks: 2 talons (1d6) and 1 weapon (1d8)

Saving Throw: 9

Special: Siren-song, charm-touch, 25% magic resistance

Move: 6 (18 fly)

Alignment: Chaotic

Challenge Level/XP: 8/800

Hell-Harpies are minor servants of Lilith, the leaders of her countless vast flocks of regular harpies that wheel and dive around her great castle Neëriel. Medibha also possesses many of these creatures in her service, and has gifted several of them to the demonheirs, children of the Fallen Kashverai demons. The hell-harpies are followers of Lilith or Medibha that have in some way displeased one of these demonesses; most of Lilith's hell-harpies are failed clerics or those that aspired to

become clerics without the proper true reverence.

Hell-Harpies, unlike their foul, weaker kin, are beautiful and sleek, having the torso of a woman and the lower body of a great, taloned bird. As can normal harpies, hell-harpies can call mortals to them with their enchanting song (saving throw applies), and the power to enchant with their touch (as if with a charm person spell). Regardless of how the GM normally handles regular harpies, the touch of a hell-harpy has a charm person influence even when the creature is attacking with its talons. Hell-harpies also have 25% resistance to magic.

IRONWOOD HUMANOIDS

Hit Dice: 2

Armor Class: 4 [15]

Attacks: 1 blow (1d6)

Saving Throw: 16

Special: Immune to fire, blunt weapons, piercing weapons

Move: 0

Alignment: Neutrality

Challenge Level/XP: 3/60

Ironwood humanoids are people that have been transmuted into wood and then animated by foul magic to become semi-intelligent servitors of their creator. They have no memory of their former lives, although they closely resemble the person who was originally turned to wood. In many respects they are like zombies under the control of their creator, but they are not, obviously, actual undead. The substance of the creatures is harder than normal wood, and is not vulnerable to ordinary fire. Saving throws against magical fire are made at +4 (they incur only half damage if there is no saving throw against the magical fire).

Ironwood humanoids are weak combatants, fighting with clumsy claw attacks or grappling when opponents come within their reach.

IRONWOOD TREANTS

Hit Dice: 7

Armor Class: 2 [17]

Attacks: 2 strikes (2d6) or stomp (3d6)

Saving Throw: 9

Special: Control trees, throw rocks

Move: 6

Alignment: usually Chaotic

Challenge Level/XP: 7/600

Ironwood treants are not a normal state for treants; the condition only arises with the intervention of magic, usually on a captured and unwilling treant by a spell caster of Chaotic alignment. The alteration affects the treant's mind as well as its body, twisting and warping its mind, usually into a Chaotically-aligned mindset.

An ironwood treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself. If the ironwood treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Ironwood treants can throw rocks for 3d6 points of damage, provided that they are not using their branches to strike at opponents. If the treant is trampling nearby opponents, it can throw rocks at the same time (but not at opponents close enough to be trampled; some distance is needed for rock-throwing).

LEGS OF BABA YAGA'S CABIN

Hit Dice: 9 (36hp)

Armor Class: 5 [14]

Attacks: 1 stomp (3d8)

Saving Throw: 4

Special: 25% magic resistance

Move: 12

Alignment: Neutrality

Challenge Level/XP: 9/1100

Baba Yaga has constructed magical legs that spring forth from the bottom of the cabin when intruders near, lifting her domicile high into the air. Each leg is 20ft tall.

The legs are much like golems, and their animating force is a pair of earth elementals. The elementals are bound within the legs, and

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enslaved to act as Baba Yaga commands. The elementals cannot be dispelled or rescued in any way short of a wish.

MALCARNA

Hit Dice: 5

Armor Class: 3 [16]

Attacks: 1 tail (1d8) and up to 3 weapons (1d8);

Saving Throw: 12

Special: Magic resistance 25%, hit only by magic or silver weapons.

Move: 12

Alignment: Chaotic

Challenge Level/XP: 8/800

Malcarnae are female creatures with a four-armed human torso and the lower body of a great, writhing serpent, fifteen feet long. These horrible creatures are one of the many possible teratomorphs that may result from human congress with demons, most commonly an incubus. In some cases they may also be hatched from clutches of eggs laid by Marilith demons following events too hideous to contemplate. When they are born into any but the most depraved human societies they are usually killed at birth, so they are seldom found upon the material planes. Malcarnae generally arm themselves with a shield and three weapons, and can also attack with their lashing tails for 1d8 points of damage. Despite the horrible shape of these creatures, they are obscenely beautiful; creatures of fewer than 4 hit dice cannot attack them, and opponents with 4 or more hit dice must make a saving throw to succeed with any attempted physical attack. They are immune to normal weapons (other than silver ones) and have magic resistance of 25%. The human parentage of the malcarnae prevents them from being turned by a cleric. Some malcarnae may have clerical spell casting ability.

The Malcarna first appeared in Footprints magazine, and is authored by Matt Finch.

MOREVNA

Hit Dice: 8

Armor Class: 2 [17]

Attacks: None

Saving Throw: 8

Special: Devour; 50% magic resistance

Move: 12

Alignment: Chaos

Challenge Level/XP: 10/1400

Morevna's main attack is the ten glowing, green, ectoplasmic tentacles that stretch out like striking serpents from her hood to attack a target (all of the tentacles attack the same target, and collectively make one to-hit roll). If the tentacles hit, the victim must succeed at a saving throw or be sucked into Morevna's hood. The last thing the character's companions will see is the character's body turning semi-transparent as its shape distorts and twists upward along the tentacles and into the hood, with a disgusting slurping noise (equipment is left behind). Morevna can attack in this fashion once per melee round. It is particularly disturbing since Morevna is no larger than a normal human, and can devour people bigger than she is without even bulging.

A devoured character sits as an egg-shaped piece of glowing ectoplasm inside Morevna's stomach for 1d6 days before the soul is devoured, leaving behind only an emerald worth 2,000 gp. A *remove curse*, *restoration*, or *raise dead* spell cast upon the ectoplasm will return the character to life in the original body.

Morevna is turned as a lich (but cannot be turned in the chamber where she is encountered in the adventure).

NEREID

Hit Dice: 4

Armor Class: 9 [10]

Attacks: Spit poison 20ft

Saving Throw: 13

Special: transparency, water form, magic resistance, kiss, shape water, water mastery, spit poison

Move: 12 (Swim 14)

Alignment: Neutral or Chaos

Challenge Level/XP: 6/400

Nereids are female water creatures related to the elves and nature-fey. The nereid's true form is that of a small pool of water. They can assume humanoid form at will and usually take the form of a very beautiful female with long golden hair, pearly white skin, and green, almond-shaped eyes. Many sailors, seafarers, pirates, and other sea-goers have met their ends at the hands of the nereid. The supernatural beauty of these creatures lures men to their doom, for behind the beauty of the "honeyed ones" lies certain death for any creature that tries to steal a glance or kiss from the nereid.

A creature of the opposite sex seeing a nereid must make a saving throw or be instantly beguiled by the creature's devastating beauty. A beguiled creature seeks to steal a kiss from the Nereid; and this kiss means instant death unless the mortal succeeds in making a saving throw.

A nereid can form water into a shape of a lash, which acts independently and is treated as a separate monster with AC 4[15] and 15hp. The lash attacks as a 4HD monster (the same as the Nereid), and the Nereid does not need to concentrate to maintain its presence. If the nereid dies, the lash collapses into normal water.

The nereid's shawl contains a portion of her life force. If it is ever destroyed, the nereid immediately and forever dissolves into formless water.

When a nereid is attacked (including both weapons and grappling attacks), she can attempt a saving throw, and if she succeeds, instantly transform her body into her natural water form and flow away unharmed.

Nereids shy away from combat and flee at the first sign of conflict if possible. If a nereid encounters only female opponents, she assumes the shape of a handsomely striking male humanoid. Her powers of deceit are not as effective in this form, however, and the saving throw against the nereid's beauty is made at a +2 bonus.

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OCTOPUS OF THE STYX

Hit Dice: 7

Armor Class: 4 [15]

Attacks: 8 tentacles (1d4)

Saving Throw: 9

Special: Constriction and pinioning; 25% magic resistance; regenerate 6hp/round.

Move: 2 (Swim 10)

Alignment: Chaotic

Challenge Level/XP: 12/2000

After a giant octopus hits with a tentacle, it does 1d6 points of damage per round, automatically, instead of the initial 1d3. Also, there is a 25% chance that the tentacle "hit" pinions one of the victim's limbs (roll randomly for left/right arms and legs to see which is immobilized).

PHOENIX OF ANNWN, The

Hit Dice: 10

Armor Class: 5 [14]

Attacks: 2 tentacles (2d6), bite (4d6)

Saving Throw: 5

Special: Swallow whole, immune to fire

Move: 6

Alignment: Chaotic

Challenge Level/XP: 11/1700

The Phoenix of Annwn might or might not be a unique creature in the vast warrens and cracks of the many planes of existence, but she is definitely not the bird of legend. Rather, she is a vast mass of slimy blubber with thick leathery skin, roughly the size of a small cottage. She has two long tentacles that cause damage more from heat than from anything else – a character who is immune to fire will suffer only 1d3 hit points of damage when hit. Her great mouth, which is invisible until it gapes open to show ridges of sharp bone within, inflicts 2d6 points of damage to a character who is immune to fire, 4d6 otherwise. On a roll of 19 or 20, the mouth swallows its target whole – in which case the swallowed character will begin cooking in the heat of the creature's guts, taking damage at a rate of 1d6 hit points per round, +1 more hit point for

APPENDIX 3: NEW CREATURES

each round the character has already been cooking (i.e., 1d6+1 on the second round, 1d6+2 on the third, etc.). A swallowed character can attack from within, but attacks and damage are at a -4 penalty.

PIG-MEN

Hit Dice: 6
Armor Class: 4 [15]
Attacks: 2 weapons (1d8)
Saving Throw: 10
Special: None
Move: 12
Alignment: Chaotic
Challenge Level/XP: 6/400

Pig-men are ogre-sized humanoids with pig-like features, including small ripping-tusks that protrude from their mouths. The pig-men are created by the sorceress, Circe, on the Isle of the Phoenix, in the Land of the Dead. There she uses her powers to transmute travelers that are unfortunate enough to cross her path. Once transmuted, the pig-men grow enthralled by Circe, and serve her without question.

SLEEPWOOD FUNGUS

Hit Dice: usually about 2 per patch
Armor Class: immune to weapons
Attacks: none
Saving Throw: 19
Special: Sleep spores
Move: 0
Alignment: Neutrality
Challenge Level/XP: n/a

Treading atop sleepwood fungus ruptures the fungal material, releasing sleeping spores into the air. Anyone inhaling sleeping spores must make a saving throw or fall into a peaceful sleep.

This purplish fungus grows in cool, damp areas. Colonies of sleepwood fungus form into puffballs, tiny spheres, that when disturbed explode, loosing spores into the air. Although the spores are to be avoided in most situations, many cultures utilize the fungus to aid those plagued by insomnia and nightmares.

The fungus is essentially immune to weapon damage, but can easily be killed with fire or other similar attacks (acid, electricity, weed-killer, etc).

SPIRIT TOADS

Hit Dice: 4 to 9
Armor Class: 3 [16]
Attacks: 2 claws (1d6) and 1 bite (1d6)
Saving Throw: varies by hit dice
Special: Spell-like powers, 25% magic resistance, immune to non-magical weapons, see invisibility, displacement
Move: 12
Alignment: Neutrality
Challenge Level/XP: varies by hit dice and magic powers

Spirit toads dwell in the Land of the Dead, and are denizens of the banks of the River Styx. They are somewhat larger than normal toads, being about the size of a cat or a chicken. Spirit toads are curious but placid creatures, observers by temperament. They are generally cordial if spoken to, but accept no form of ridicule or derision, being proud and powerful beings in their own right. The toads place themselves in interesting locations so they may observe as events unfold. Occasionally there will be large numbers of them on particularly interesting banks of the river of death, watching.

Spirit toads vary considerably in their powers, though all of them have some sort of magical capabilities. Their abilities are spirit-powers rather than true spells, but the older and more magical of them have capabilities that rival the spells of a powerful wizard. When a spirit toad calls forth its power, its eyes glow with a color that does not exist in the material planes.

These beings are partially magic resistant (25%), are immune to non-magical weapons, always see invisibility (including the ability to see into the Astral and the Ethereal planes of existence), and are not always exactly where they appear to be. This latter feature of the toads' reality

means that any attack against one of the spirit toads has a 50% chance to miss before a to-hit roll is even attempted. Spells also have a 50% chance of being directed to the wrong place, but the toad is generally no more than 3ft from its apparent location, so spells such as lightning bolt or fireball will come close enough to do normal damage.

Spirit toads have the same spell-casting abilities as a Magic-User of the same level as the toad's hit dice, but with two additional spells per level. Since these are spirit-powers, however, the toad cannot have more than two particular spells in any given level. For example, a toad that can cast three first level spells might carry detect magic and charm person x2 (two particular spells), but could not carry detect magic, charm person, and read magic, because that would be three different spells.

WOOD WEIRD

Hit Dice: 12
Armor Class: 0 [19]
Attacks: 2 branches (1d10)
Saving Throw: 3
Special: turn flesh to wood, 25% magic resistance, immune to non-magic weapons, immune to fire and cold.
Move: 6 on earth, 12 on wooden surfaces
Alignment: Chaos
Challenge Level/XP: 15/2900

A wood weird is a thing from beyond the material plane, but linked to it in somewhat the same way as an elemental is related to the realms of normal reality. However, a wood weird is drawn from deeply within nature's Chaotic and predatory elements. These beings are virtually unknown on the material planes, for the secret of summoning them is one of the higher mysteries of druidism and it is seldom done – the creatures are as much demonic as elemental, depending on how one might choose to classify them. Their summoning is one of the darker and more unpleasant of druidic secrets and ceremonies.

If a wood weird hits with an attack, the defender must make a saving throw or be turned to wood. As there is no well-known spell that turns wood to flesh, this is a very difficult condition to remedy, although a considerable amount of praying by a temple full of clerics might manage it as a boon, and a group of druids could achieve the reversal of the effect with fairly little effort (although a number of druids would have to participate).

In addition to its other properties, a wood weird has 25% magic resistance, and is immune to non-magic weapons, fire, and cold.

VULCHLING

Hit Dice: 1
Armor Class: 7 [12]
Attacks: 1 bite (1d4+1) or 2 talons (1d4)
Saving Throw: 17
Special: None
Move: 6 (6 Fly)
Alignment: Chaotic
Challenge Level/XP: 1/15

Vulchlings are a malevolent race of avian creatures akin to the vulture. Their faces, though bird-like, seem to have an almost human quality to them. They resemble 6-foot tall vultures with black feathers, gray beaks, and gray or brown talons. Unlike normal vultures, vulchlings are not only scavengers but predators, and they feed on living prey as well as carrion. Vulchlings can occasionally be found in the company of harpies or vrocks, but most of their time is spent in their lairs — usually large nests found in desolated places, or even deep within the earth.

Vulchlings prefer to attack from secret or ambush by lying in wait for their prey and then swooping in to attack with their razor-sharp talons and beak. Slain opponents are carried back to the vulchlings' lair and fed to the young vulchlings.

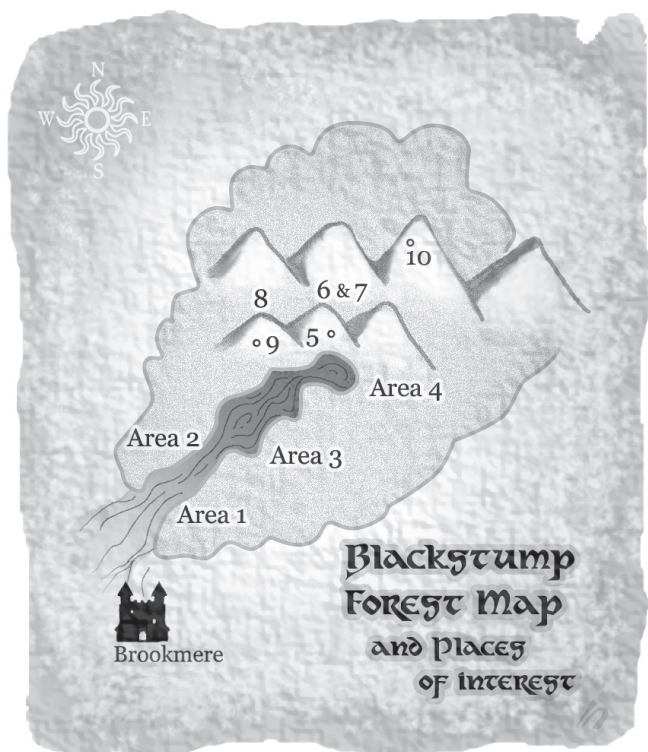
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Appendix 4:

Player Handouts

Player Handout 1: Map of Blackstump Forest



Player's Handout 3: Pryderi's Riddle

*It yields to all
But is never defeated
And often those that underestimate its power
Succumb to its depths.
At times it rages with mighty force
And at other times it is calm.
Armor is useless against it,
In fact it is a detriment,
As those with the most armor are the worst off
When battling this foe*

Player Handout 2: Letter From Sylvanus

Lord Thorbold of Brookmere,

It is in great distress that I write this letter to thee. I pray to all of the gods of light that it will safely be received in Brookmere by your Lordship. Our town of Silvanus is in dire need of your assistance. Several bands of orcs and other foul beasts have come down from the mountains and raided our town, killing much of our guard. They linger on the edge of the forest and base of the mountains rather than return to their homes. We have little defense and I fear that it will not be long before they strike again. Scouts report other dark beings at the forest edge, and people go missing in the night. Please Thorbold, I beg thee to send help to our town. May the gods of light smile upon thee.

Mayor Gareth of Silvanus

Player Handout 4: Letter to Vasilisa

Envelope Penned to Vasilisa,

Sister, it is your honor and privilege to aid in the defeat of the pitiful human settlement, Sylvanus. You are to aid our younger sister Elyria of the Moon Tower in conquering the village, and taking a number of prisoners. As you know I must spill the blood of seven hundred innocents with the axe to free Medb. As such, it is your job to see that at least that amount of the humans be kept alive and returned to Castle Novgorod. The remainder of the humans may be destroyed or taken as slaves — I care not of their fate. Take five chains of the keening fallen and go with Elyria and the war band to Sylvanus. May Lilith favor you on your journey.

Morwenna Novgorod