
SANTICORE 2014

ADVENTURES

SENIOR WHIP-CRACKERS

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Dear Secret Santicore—

Looking for a sewer-based lair adventure/plot that is going to be inhabited by my take on a type of Ratmen, like Skaven or the ones used in the Night Watch. Warrens of the Ratmen. Don't worry about stats, etc but think of chaos-worshiped creatures (including mutant beastmen) that are the results of the clever little ratties rat experiments that have gotten out and are causing havoc. The party I'm aiming at inflicting this on should be around 5th-7th level. Thanks! M.N.

PLAGUE OF THE VERMIN GUILD

A Labyrinth Lord adventure for
3-6 players of Level 5-7 by Tim Snider
gameagain@gmail.com

Creator's Notes: I always wanted to design a crawl where the environment itself was hazardous to the PCs, thus was born "The Rot." If the Rodentum don't ring true to your home game, use your own favorite "verminous humanoid" race. Finally, the map was created with the Donjon Random Dungeon Generator (<http://donjon.bin.sh/fantasy/dungeon/>).

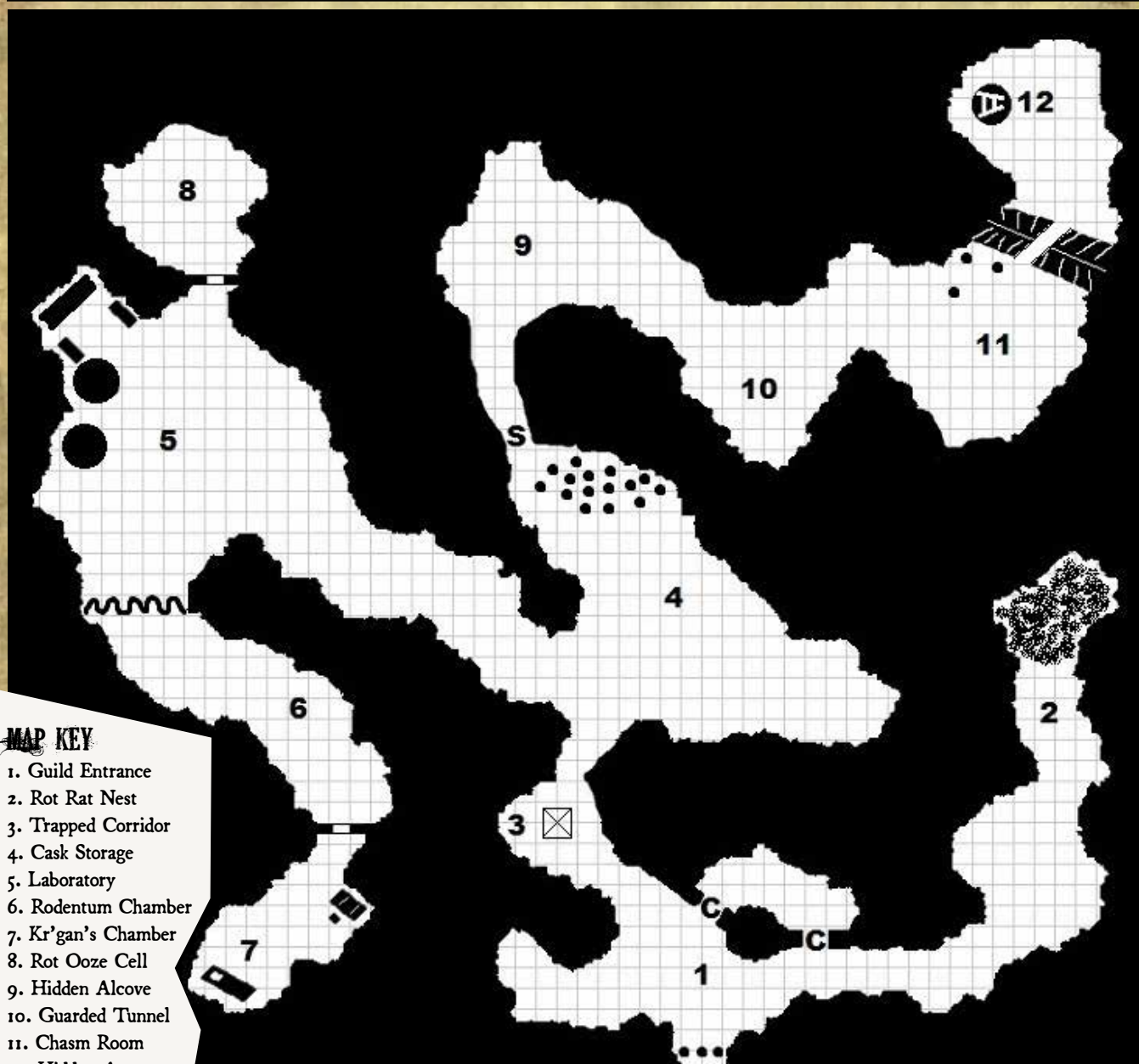
PLAYER INTRODUCTION

The players should find themselves passing through the sprawling town of Addersfield, a bustling seaport in the Northern Lands. During their stay, they should hear hushed whispers of a deadly plague that seems to be spreading throughout the west side of the town. Those touched by the wasting illness succumb quickly. Clerics from the town's various faiths have been pulled together in an attempt to turn the tide of the sickness with a battery of heal and cure disease spells and potions, but their attempts to halt the illness are wearing thin. Word of the player's deeds have reached these acolytes, and they have sent for them in hopes they can pursue their only lead — misshapened and twisted rats have been spotted entering and leaving the sewers near the sea's waterline. Those who have seen these mutant rodents claim that the creatures seem to be carrying the foul disease. It is assumed that the rat's nest in the sewers may be the genesis for the illness. The players will be rewarded by the town's holy men if they enter the sewers, find the nest, and "sterilize the contamination." The players will be given three vials of cure disease potion (just in case) as well several vials of flammable oil to help with the "cleansing."

GM BACKGROUND

A small guild of rat-like humanoids — the Rodentum — has set up a hidden lair deep in the sewers beneath Addersfield. Their leader, Kr'gan, is a powerful magic-user who also dabbles in the arcane ways of "science." Through medical experimentation crossed with chaos magic, Kr'gan has developed a toxic biological weapon called "The Rot" — a spore-laden fungus material laden with an insidious fast-spreading disease that he and his minions were immune to. His initial plan was to spread The Rot throughout the city, infecting and killing all of the citizens, and then claim the dead streets for the Rodentum. However, he didn't count on two unforeseen developments in his plans. First, some of The Rot somehow gained rudimentary animalistic sentience and lashed out at its creator and his followers with a new strain of The Rot, which didn't kill them but rather mutated them into mindless biological monstrosities dripping with disease. Second, some of the rats in the sewers were also infected with The Rot, and their presence has been spotted, leading the players down into the sewers to investigate.

The entrance to the guild can be found deep under the city after following the mutant rats through the labyrinthine sewer tunnels. (The GM could toss in a few random encounters in the sewers prior to the players' discovery of the Guild Entrance.) There is no natural light penetrating this deep under the town, so players will need to bring their own light sources. The GM should play up the darkness as the players stumble about. The Rodentum and Rot Rats have infravision and are able to see quite well in the blackness, but will shy away from bright light sources.



MAP KEY

1. Guild Entrance
2. Rot Rat Nest
3. Trapped Corridor
4. Cask Storage
5. Laboratory
6. Rodentum Chamber
7. Kr'gan's Chamber
8. Rot Ooze Cell
9. Hidden Alcove
10. Guarded Tunnel
11. Chasm Room
12. Hidden Access to Addersfield

1 GUILD ENTRANCE While investigating the sewers, the PCs should see one or two of the twisted mutant rats scampering through an iron grate about 6 foot square set in the sewer wall. This grate is actually a barred door that can be raised and lowered with a lever found in the hidden alcove in the north wall. The alcove is concealed with a set of curtains painted to look like the wall. (Treat as concealed doors that can be spotted on a roll of 1d3 on d6.) Two Diseased Rodentum are lurking behind the curtains, peering through holes in the material, watching the players with interest.

Diseased Rodentum (2) (AL C, MV 120' (40'), AC 6, HD 5, #AT 2 (bite/claw), DG 2d6/2d6 + disease, SV F3, ML 9)

Once the players have forced their way into the guild, the two

Rodentum guards will explode out of their hiding place, possibly gaining surprise on the players (unless the players previous spied the concealed doors.) They will fight to the death, clawing and biting at the intruders, trying to infect them with The Rot. Within the hidden alcove is a pair of daggers (once used by the guards before they succumbed to The Rot) as well as a leather purse containing a gold ring (worth 400 gp) and a platinum necklace (worth 1,200 gp).

2 ROT RAT NEST If the players follow any of the mutated rats, they will be lead to this cul-de-sac. At the end is a large trash pile accumulated by and left here by the Rodentum over many months: broken casks, shattered glass and crockery, bones from previous meals, etc. The resident giant rats lurking in the sewers have made this trash heap their home. Within the pile lurk 10 diseased Rot Rats. Now warped and twisted by The Rot, these rats will attack

any who disturbs their nest.

Rot Rats (10) (AL N, MV 120' (40'), AC 7, HD 1, #AT 1 (bite), DG 1d4 + disease, SV F1, ML 8)

Buried deep within the garbage pile (if the players are inclined to go digging) are three gems worth 200 gp each. There is also a well-gnawed slip of vellum that has the 3rd-level magic-user spell water breathing inscribed on it (treat as a magic scroll). A small empty burlap sack may also be found which is actually a small Bag of Holding.

3 TRAPPED CORRIDOR The corridor leading deeper into the lair is trapped with a hidden pit trap. The fall to the bottom (30 feet) will cause 3d6 hp of damage to anyone unfortunate enough to fall in. In 3 rounds, the ceiling above the trap will then collapse, filling the pit with rubble and stone (doing another 3d6 hp of damage to anyone still in the pit. The now-buried victim will suffocate in 6 rounds if they are not immediately exhumed.

4 CASK STORAGE This large cavern is (or rather "was") the staging area for the guild's future attack on the town above. In the northern alcove are 15 small wooden casks stacked haphazardly about. Each unmarked cask is filled with a spore-like dust laden with The Rot. If any casks are broken open, anyone within 20' of the cask must make a save versus poison or be infected by The Rot. There are three Diseased Rodentum here who will attack anyone who enters the area.

Diseased Rodentum (3) (AL C, MV 120' (40'), AC 6, HD 5, #AT 2 (bite/claw), DG 2d6/2d6 + disease, SV F3, ML 9)

Of note is a secret door (discovered on a 1-2 on 1d6) in the far northwestern corner that leads to Area 9, The Spilled Rot Chamber. This passageway was to be used to transport The Rot casks to a secret access tunnel to Addersfield (Area 12).

5 LABORATORY This area seems cleaner and more well-organized than the rest of the lair. A solid oak door is set in the north wall and a set of brown ragged curtains hangs across the passageway to the south. In a recess to the northwest is a large table and two smaller shelves lined with all manner of beakers, bottles, jars, and crocks. Kr'gan created The Rot in this makeshift laboratory using both science and sorcery.

Amongst the scattered bottles and overturned jars are 3 filled with interesting liquids and fluids. One jar holds a potion of animal control, one holds a potion of extra healing; and one jar holds the antidote to The Rot. There is enough antidote for six applications. If the town's healers can get their hands on just one dose of the antidote, they will be able to reverse-engineer enough to cure those who have not yet died of the disease and prevent any others from becoming infected.

There are two circular "pits" here that have been carved into the

stone floor. The pits were used as large caldrons during the creation of The Rot. One pit is now empty (about 20 feet across and 6 feet deep), and the other pit appears filled with a brackish-grey water. This "grey water" is actually a Grey Ooze that was used during the arcane creation of The Rot. It will lash out at anyone who gets close enough to its holding pit.

Large Grey Ooze (1) (AL N, MV 10' (3'), AC 8, HD 5, #AT 1, DG 2d8, SV F3, ML 12)

6 RODENTUM CHAMBER Through the curtains to the south is a wide, twisted passageway lined with moldy sleeping mats. This is where Kr'gan's Rodentum followers typically bedded down before their infection from The Rot. There is a single Diseased Rodentum in this hallway standing a lonely mindless vigil.

Diseased Rodentum (1) (AL C, MV 120' (40'), AC 6, HD 5, #AT 2 (bite/claw), DG 2d6/2d6 + disease, SV F3, ML 9)

If the players decide to toss the room, they'll find the following tucked under the various mats: 200 gp in assorted coinage and a ring of protection +1.

7 KR'GAN'S CHAMBER The large wooden door at the end of the hallway leads to Kr'gan's private chambers. He's never trusted any of his followers, so he created and built a very special door. First, the door is locked and trapped with a poison needle trap. If the trap is triggered, the victim must make a save versus poison or die. Secondly, to deter vandals from kicking the door open, the door is actually hollow and is filled with Green Slime. If the door is struck with any force by kicking or hitting it with a weapon, the door will shatter and Green Slime will spill out and attack.

Green Slime (1) (AL N, MV 3' (1'), AC NA no roll needed, HD 2, #AT 1, DG Special, SV F1, ML 12)

Green Slime will dissolve a victim in 6 + 1d4 rounds. It cannot be harmed with weapons and must instead be burned off with fire. (The Green Slime and victim split any fire damage taken.) Green Slime can also be killed by a cure disease spell.

Kr'gan's Chamber is a bit more comfortable than the common bedding area of his minions. A few fur skins cover the floor, and a rope bed is at the far end. There is a small chest under the bed, also trapped with a poison needle trap. (Save versus poison or die... again.) Inside the chest are 500 gp.

A desk and chair are against the wall. On the desk are Kr'gan's notes about The Rot, its creation, and his plans for destroying the city. However, it's written in the Rodentum language and will be unreadable without read languages or similar spells.

8 ROT ICHOR CELL The wooden door to this area is locked (but untrapped). There are no sounds that can be heard coming from the

other side. If the door is unlocked and opened, a blue-grey fungoid mass comes slithering out and attacks the party.

Rot Ichor (1) (AL N, MV 60' (20'), AC 6, HD 6, #AT 2 (tendrils), DG 3d8/3d8 + disease, SV F3, ML 12)

The Rot Ichor came into being when some of materials used in the creation of The Rot gained animalistic intelligence. It lashed out and infected all the Rodentum with a new strain of The Rot. Using a pair of torches, Kr'gan managed to drive the failed experiment back into this holding cell (used for abducted "test subjects") and lock it up. The Rot Ichor craves healthy tissue to infect, and it will continue to attack until destroyed. There is nothing else of interest in the cell.

9. SPILLED ROT CHAMBER When the players find and open the hidden door to this chamber, they should initially feel cool, fresh air moving through the chamber pointing to the existence of an exit to the surface nearby. As the torchlight flickers across the walls and floor, they will be shocked to see every surface covered with a blue-gray mold. At some point in the past, one of the casks containing The Rot was dropped in this chamber. (There is a splintered cask in the center of the room.) The quick-spreading fungus spread over the area, contaminating every surface. The Rodentum were hardly concerned due to their initial immunity, but they quickly acted to contain the spread of the material to this area. Players should take care to avoid any and all contact with The Rot. If they come into contact with it, they will need to save versus poison or they will contract the disease.

10. GUARDED TUNNEL Further along the tunnel, the PCs will be able to make out some dim light in the distance. (It's sunlight coming down the empty well at Area 12.) The walls of this area are also covered with more spread of The Rot fungus. (PCs still need to take care to avoid contact.) Lurking in the dimness are two Diseased Rodentum who will charge the interlopers.

Diseased Rodentum (2) (AL C, MV 120' (40'), AC 6, HD 5, #AT 2 (bite/claw), DG 2d6/2d6 + disease, SV F3, ML 9)

Kr'gan, the Rodentum Leader, is in the next chamber, preparing to set his plan in action (on a much smaller scale). He will be able to overhear the sounds of battle from Area 10 unless the players are being stealthy.

11. CHASM ROOM This room is also contaminated with The Rot, but it appears to be thinning out toward the northwest end of the room. At that end, a large yawning chasm about 30 feet wide has left a huge crack in the foot. A makeshift wooden walkway has been assembled over it.

Next to the chasm is a large Diseased Rodentum dressed in finery. Kr'gan is busying himself with three casks of The Rot. Now that

his plans are falling apart and The Rot is quickly spreading out of control, he is going to take as much of the diseased medium as he can carry and unleash it upon Addersfield. He has two Diseased Rodentum with him and, although they no longer follow his orders, they will attack anyone who enters the room. Kr'gan will use the distraction of their attack to grab the three casks, dash over the rickety bridge, and up the ladder at Area 12. If he escapes with the casks, he will use The Rot to infect the water supply of the town as well as using one of the other casks to infect the most populated section of the city as well as the primary gathering point for the town's healers. If Kr'gan escapes, Addersfield will be a ghost town within weeks.

Kr'gan, the Rodentum Leader (1) (AL C, MV 120' (40'), AC 4, HD 9, #AT 3 (2 claws, bite), DG 2d6/2d6/2d6 + disease, SV MU6, ML 9)

Diseased Rodentum (2) (AL C, MV 120' (40'), AC 6, HD 5, #AT 2 (bite/claw), DG 2d6/2d6 + disease, SV F3, ML 9)

12. HIDDEN ACCESS TO ADDERSFIELD In this small antechamber is an iron ladder that goes directly up a smooth rounded stone shaft. Fresh air and sunlight pour down the vertical tunnel. Any who climb the ladder will find that it empties out of an old dried-up well next to a dilapidated stable on the edge of town. When the well dried up years ago, both it and the stable were abandoned and both have fallen into disrepair. Kr'gan planned to use this secondary access to the town to quickly spread The Rot once it was ready.

NEW CREATURES

THE ROT

"The Rot" is an insidious wasting disease that causes open sores to appear as the new wounds ooze a blue-grey pus. Within moments, the victim's flesh begins to liquefy and slough off. Once contracted, The Rot causes 1d4 hp damage of wasting damage each hour until the victim dies or until healed. Cure disease and similar healing magics will stop the wasting effects of The Rot. Due to the way it was created, rodents and those related to the creatures will instead be mutated into twisted, mindless monstrosities.

ROT ICHOR

No. Enc.: 1 (o)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 6
Hit Dice: 6
Attacks: 2 (tendrils)
Damage: 3d8/3d8, disease (The Rot)
Save: F3
Morale: 12
Hoard Class: None

Rot Ichor a living mass of disease that has gained animalistic intelligence. The pulsating blob of blue-grey fungi slithers about, seeking out and infecting any healthy flesh it can find. Rot Ichor lashes out with two ropy tendrils, striking for 3d8 hp of damage. On a successful strike, the victim should save versus poison. Failure means he's contracted The Rot. (See previous description.) Rot Ichor takes double damage from fire and fire-based attacks.

ROT RAT

No. Enc.: 1d8 (1d12)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 1
 Attacks: 1 (bite)
 Damage: 1d4, disease (The Rot)
 Save: F1
 Morale: 8
 Hoard Class: XX

Rot Rats are common giant rats that have been infected with The Rot. These disease-carriers are covered with open sores, and a blue-grey slime coats their matted fur. Rot Rats bite for 1d4 hp of damage. On a successful strike, the victim should save versus poison. Failure means he's contracted The Rot. (See previous description.)

DISEASED RODENTUM

No. Enc.: 1d8 (2d6)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 5
 Attacks: 2 (bite/claw)
 Damage: 2d6/2d6, disease (The Rot)
 Save: F3
 Morale: 9
 Hoard Class: XX

Rodentum are verminous humanoids about 6 feet tall. These creatures have rat-like features with a long pointed snout, small ears, beady eyes, and sharp hooked claws. A grey-brown fun covers them from head to toe. The Rodentum in this lair though have been infected with The Rot, becoming mindless, diseased automatons. (They are NOT undead though, rather in a hypnotic daze.) Their flesh has open seeping sores, and a blue-grey slime seems to coat their fur. All Diseased Rodentum should appear twisted and bent, as if their skeletal structure has been warped. The creatures attack with one claw attack and a bite that each do 2d6 hp of damage. (They are too far gone to use their weapons anymore.) On a successful strike, the victim should save versus poison. Failure means he's contracted The Rot. (See previous description.)

KR'GAN THE RODENTUM LEADER

No. Enc.: 1
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 9
 Attacks: 4 (2 claws, bite)
 Damage: 2d6/2d6/2d6, disease (The Rot)
 Save: MU6
 Morale: 11

On the fateful day his experimentation got out of hand, Kr'gan was infected by the Rot Ichor. As his body began to twist and bend, but before his mind was completely broken, he was able to hurriedly drink an antidote to The Rot he had concocted. The potion stopped him from becoming mindless and made him somehow immune to further damage from The Rot. However, he is now a carrier of the disease. He has continued in his task of packing The Rot into the casks for future delivery, now working alone as his minions stand in a silent trance-like vigil throughout the complex.

Kr'gan can cast the following spells as a 6th level magic-user: 1st-level: Magic Missile, Read Languages; 2nd-level: Web, Invisibility; 3rd-level: Haste, Dispel Magic.

Dear Secret Santicore—

I'm looking for a suggestive adventure for a small band of explorers landing in a new solar system. What do they observe that brings them there in the first place, what does the system look like, what secrets does it hold, what major problems do they have to solve?

Thanks!

A.R.

SYSTEM GENERATOR

by Matea Diaz
mattgusta@gmail.com

WHICH CLIENT SENDS YOU TO THE SYSTEM?

1. The god-machine I/O, who wants a safe place to build a divine device to shuck the devout free from their fleshy prisons.
2. The Gravity Witch, who is looking for a place to safely try out her newly constructed Orbital Siphon.
3. The space demon Shura-Gor, who had a run in with some priests and wants a skip out of town before it gets inquisited.
4. The psychic parasite known as The Shiver, which wants to set up a nice commune/farm for its pliable hosts.
5. A Federation bureaucrat, who is looking for prospectors to determine the mineral wealth of a newly discovered system.
6. A doctor from The Universal University, who wants to establish a distant sanatorium to quarantine the victims of a strange new disease.

WHAT DO WE KNOW ABOUT THE SYSTEM NOW?

1. It was once ruled by a confederacy of gene-splicers, who twisted the local flora and fauna into monsters of nightmarish proportions and enormous appetites before killing each other with bespoke viruses.
2. The system's star has (relatively) recently exited its main sequence, subjecting all of its satellites to irregular stellar emissions.
3. There is only one planet, but it is orbited by several habitable moons, each possessing a species with extremely limited spacefaring ability and an abiding enthusiasm for war.
4. By all rights the system's planets should be uninhabitable, as the death throes of the system's star has ripped open a hole to Somewhere Else, bathing them in unnatural, if life-supporting, radiance.
5. It's an old, nascent system—the sun is a white dwarf, and there are no signs of life on its planets, though researchers have picked up ancient radio signals.
6. The system's star is orbited by vast fields of asteroids and debris, with impact-scarred planets sweeping through the narrow lanes years of collisions have cleared out.

WHAT OBSTACLE DO YOU FIND THERE?

1. A **spatio-temporal distortion generator**, which traps the team in the system until it is discovered and disabled.
2. The local star starts emitting an **Incandescence Field**, trapping the team on one of the system's planets for 24 hours and stimulating the local megafauna into a violent frenzy.
3. A long-forgotten cult of **debased humans**, who use their terrifying ancient tech with a mixture of religious reverence, magical thinking, and dangerous incompetence.
4. A space-cloud of **hull-chewing bacteria**.
5. A small fleet of alcoholic cannibal **space pirates**, all on edge after their ethanol assembly array broke and started producing nothing but Arnold Palmers.
6. A flotilla of rogue **tax-collecting robots**, violently gathering revenue for a polity that collapsed centuries ago.

WHO ELSE IS ACTIVE IN THE SYSTEM?

1. The Concordance of Maastricht, a wandering **artificial intelligence/legal construct** that enforces its humanitarian conventions with an array of remotely controlled drones
2. The Jonathan Pharaohs, an assembly of **self-propagating clones** who communicate with each other through psychologically degrading ansible implants.
3. The Zookeeper, a **predatory human scholar** who collects interesting specimens, regardless of what they think about their new home.
4. The Chronarchists, an **anti-time travel paramilitary organization** who will stop at nothing to prevent damage to the fabric of reality.
5. A **team of mercenaries**, working for another random Client.
6. The Maxwell Brotherhood, an **order of interstellar warrior-monks** who seek to prevent the heat-death of the universe.

SUPER LUCKY CAT

by Dyson Logos
dyson.logos@gmail.com

Dear Secret Santicore—

*A cat dungeon. As long or as short as you like;
I just ask it has cat(s) and dungeon. Capital W
Weird things would be awesome.*

Thanks!

K.M.

ADMINISTRATOR

FILE

921b

Operation: Super Happy Lucky Cat Extravaganza Egg Roll House

Codename: MiuMau

Do not accept from courier if seal is broken

Agency courier is required by law to demand proof of security clearance by seeing your card 1427-B/6 and fingerprint identification.

This file cannot be relinquished without such positive proof of identity and clearance.

INTRODUCTION

This mini-adventure for the classic Top Secret RPG involves the discovery of what has been happening to Chinese defectors who have recently been disappearing just before or after their defection. It is assumed by the administration that they are still on US soil, but it must be determined if they are being killed or captured, and how hostile agents are able to locate and isolate defectors so effectively.

The reality is that strange sorceries are afoot and the defectors are being discovered and neutralized magically by operatives working out of the Super Happy Lucky Cat Extravaganza Egg Roll House.

Here are several ways to get the agents to the Super Happy Lucky Cat Extravaganza Egg Roll House:

DEAD AND HOMELESS

This has been an ongoing problem for about nine months now, but a recent break in the investigation is why the administrator is contacting the agents now. Last Tuesday, a homeless man was struck and killed by a car and in the hospital it was determined that he was in fact Man-Fai Chan, a Chinese double agent who had begun working for the Agency six months ago and then promptly disappeared. Investigating into this strange homeless man will lead to his home in the back alley of the Super Happy Lucky Cat Extravaganza Egg Roll House - he had escaped their dungeon but his addiction to the Milk was enough that he couldn't leave the place.

A LOST CONNECTION

The agents start the process of bringing over a Chinese industrialite into defecting with several state secrets. When they go to meet him, they find his hotel room empty, the only clue being a takeout package from the Super Happy Lucky Cat Extravaganza Egg Roll House.

HELP ME

The agents are approached by a Chinese man who knows who they are (because he's a Chinese agent) and he begs for their assistance.

He is obviously insane and doesn't make much sense, but he does know who the agents are and that should be enough to arouse the agents' curiosity. He claims that everything is wrong at the Super Happy Lucky Cat Extravaganza Egg Roll House, but can't explain what exactly is wrong... just "everything". For added cliché, he then dies of withdrawal from the Milk.

THE SUPER HAPPY LUCKY CAT EXTRAVAGANZA EGG ROLL HOUSE

Quick Key:

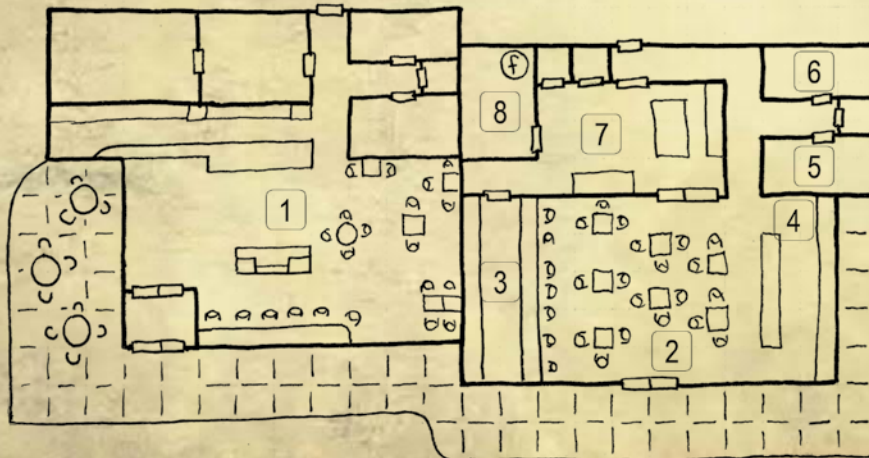
1. The Darkest Roast Coffee Shop
2. The Lucky Cat Dining Room
3. Bar & Cash
4. Buffet
5. Men's
6. Women's
7. Kitchen
8. Office

Small rooms without numbers are storage / pantry / closets

Situated in the parking lot of a big box strip mall and sharing a building with "The Darkest Roast" (a coffee shop / cafe / trendy place to show off your new laptop), the Super Happy Lucky Cat Extravaganza Egg Roll House is a small Chinese restaurant that presents very little of interest to those passing by, and very little reason to return unless you crave overly sweet and chewy chicken balls.

1d3 of the "Lucky Cat Hoodlums" will be in the dining lounge at any time, in addition to 1d6-1 innocent civilians and locals (most of whom will never return because the food and service are both horrid). The kitchen and bar will be staffed by the chef, Marcus Chow and 1d2 of the two female servers / bartenders. The thugs are always somewhat on guard, and Marcus Chow will be watching for suspicious activity.

The Hoodlums all have "Lucky Cat" tattoos on their shoulder blades or biceps and are aware that "crazy shit" goes on in the secret basement of the restaurant, but are not privy to what exactly it is.



Once a month they gather here after hours with “the Bosses” and Marcus and drink a shot of “white yin” and get paid for the month. They also pinch the occasional \$20 from the cash register with impunity as needed.

Marcus will vigorously defend the trap door to the basement and will call for backup from the Lucky Cat Hoodlums and even the other kitchen staff (even if they aren’t all that effective or in on the whole situation). Marcus will generally stay out of things if it just looks like routine violence or intimidation between characters and the hoodlums until things directly involve him or the basement access. Marcus and the Bosses are the only ones with keys to the basement. Marcus knows that there are two men downstairs (“The Bosses”) as well as the captured dissidents and spies. He also knows that Yiu-Nung Tang has a secret passage to another room where he determines who they have to capture and addict to the “White Yin”. He isn’t aware of the nature of the “White Yin” nor the precise nature of Yiu-Nung Tang’s secret passage.

The trap door to the basement is in the office behind the kitchen (marked as F on the map). It is padlocked with only Marcus and the Bosses having keys to the lock.

THE BASEMENT

1. Main Room
2. Office
3. The CatSpace

Climbing the ladder down to the basement is when things start getting weird. The basement has a strong animal odor to it - anyone rolling under their Animal Science AOK will determine that it is definitely feline - those with over 100 in the Animal Science AOK will identify it immediately as a house cat, but not the usual smell of urine or other waste, but that of many housecats in fine condition. The whole basement is hot - roughly 99 degrees Fahrenheit (37 Celsius). There are strange mewling noises coming from the room next to the ladder, but an Animal Science check at -20 will identify that these are not the sounds of cats...

The main room of the basement has a set of very small, but still definitely human-sized, wooden cages along the wall. Three are open, but the closest one to the ladder is padlocked shut with a small Chinese man within. If the agents are here trying to find a particular person, this is him, and if they aren’t curious enough to check out area 3, then they may be done with the operation at this point. The target will be cooperative and thankful for the rescue, but seems to be in a dream-state. Once removed from the Lucky Cat, he will become more lethargic, less cooperative, and will start wandering back towards the restaurant if left unattended. After 24 hours he will become feverish and shaky and will die six hours later.

If there is any commotion in the main room, then Kang Chien Lam will come out of the office (room 2) and engage the intruders.

The office is occupied by Kang Chien Lam and a huge collection of

ceramic “lucky cat” statuettes. The table on the left is covered in fragments of pottery and ceramic where these statuettes have been dropped or shattered (Lam and Tang both smash the statuettes and read the resulting chaos of debris as a form of divination, which is how they know when to enter the cat and how they summoned it here in the first place). Inside one of the 200 or so lucky cat statuettes is \$1,200 in a plastic bag.

Kang Chien Lam knows that Yiu-Nung Tang (whom he refers to as “the Sorcerer”) is in his secret chamber “beyond the beast”. He has visited there a few times in Tang’s company, but doesn’t like it there and doesn’t have the powers Tang has to determine who the double agents and dissidents are.

The final room of the basement is where the madness is. The far wall seems oddly half-collapsed, or perhaps covered in a large furry blanket. But more importantly there are five men in this room, walking around on all fours or curled up on the floor naked. One is leaning against the furry lumpy wall, face first into the fur. Another two are hiding in the back left corner of the room by the water heater. These last two will only be noted if that location is physically searched, or with a roll under the Agent’s Observation -30. A deep thrumming sound comes from the back wall, and the mewling noises noted from the other room are definitely coming from the men on the floor.

These men are all Chinese dissidents, double agents or turned spies and are all addicted to the milk of the mother cat (the “white yin” that the hoodlums drink once a month). Regular use of the milk has made them addicts, and a few have started to transform into something far more feline - growing whiskers, patches of fur, muzzles and similar. The two in the back of the room hiding behind the water heater have almost fully transformed and are treated as wild cats when confronted and will attack anyone attacking the mother cat. (Transformed Dissidents: Always hit in HTH range, dealing 1d6 damage. 10 Life Levels.) The mother cat will not defend itself except to mew loudly and pitifully. It has 45 Life Levels. None of the poor bastards in this room will survive due to their prolonged exposure to the milk.

If someone decides to push / dig into the massive cat’s fur, it seems to get denser but never actually reach a layer of skin (except when attacked, when it will bleed profusely). Those who push through completely will find themselves digging their way up out of a pile of fur into “another place”. There doesn’t seem to be a horizon here, the ground being slightly wavy and seemingly carpeted in a deep orange colour. The lighting is reminiscent of the last creeping light of sunset before the night takes over. And sitting nearby is a barefoot Chinese man in intricate robes and two tigers. Here, Yiu-Nung Tang communes with the spirit of the cat mother and determines who is the next person to be enslaved to her milk. He will signal his tigers to attack before engaging in hand to hand combat with interlopers - resorting to his Uzi if necessary.

In hand to hand, tigers automatically deal 1d10+6 damage each round and have 16 Life Levels.

The path to the "other place" cannot open if the mother cat is dead, and anyone trapped within will be trapped there forever.

Name: PS, K, W, Ch, Co, Cr, O, D, E, LL, QRC

"Lucky Cat Hoodlums - all fight with Martial Arts"

Pui-Wah Cheung: 77, 74, 48, 74, 98, 27, 63, 51, 86, 13, d
Woo-Ping Kwan: 114, 78, 10, 48, 43, 23, 33, 36, 46, 12, c
Brandon Chou: 81, 82, 81, 05, 86, 90, 88, 48, 46, 16, d
Tak-Man Shen: 97, 13, 10, 01, 40, 93, 67, 47, 21, 11, b
Stanley Yuen: 96, 76, 25, 90, 85, 94, 90, 92, 88, 12, f
Pad Ho: 79, 12, 89, 88, 92, 92, 92, 90, 90, 17, d

"Lucky Cat Bosses - both know Martial Arts"

Kang Chien Lam: 89, 78, 100, 65, 99, 111, 105, 88, 82, 19, e
Yiu-Nung Tang: 112, 82, 88, 96, 98, 88, 93, 92, 97, 20, t

"The Kitchen Staff - Marcus knows Martial Arts, servers are untrained"

Marcus Chow: 54, 95, 95, 63, 87, 97, 92, 80, 75, 15, j aa
Choi Ping: 64, 88, 48, 26, 39, 17, 28, 22, 33, 11, b
Moy Xiu Mei: 45, 15, 45, 80, 30, 25, 28, 53, 55, 9, b



Dear Secret Santicore—

I would love a small one page dungeon for any levels with a fungus/mushroom theme. Traps or environmental encounters would be icing on the cake.

Thanks!

J.S.

THE GROTTO OF CORRUPTION

by Eric Hoffman
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A sentient fungal colony led by The Brain Cap has invaded the crypts beneath a ruined monastery. The crypts house the remains of one of the lost order's most venerated members, Saint Vaporis the Pure.

DUNGEON NOTES

Rooms 5 through 15 (except 12) are mostly covered in fungal growth of a myriad of colors and shapes. The growth becomes thicker and more frequent the closer the characters get to The Brain Cap in room 15.

HALLUCINOGENIC SPORE EFFECTS

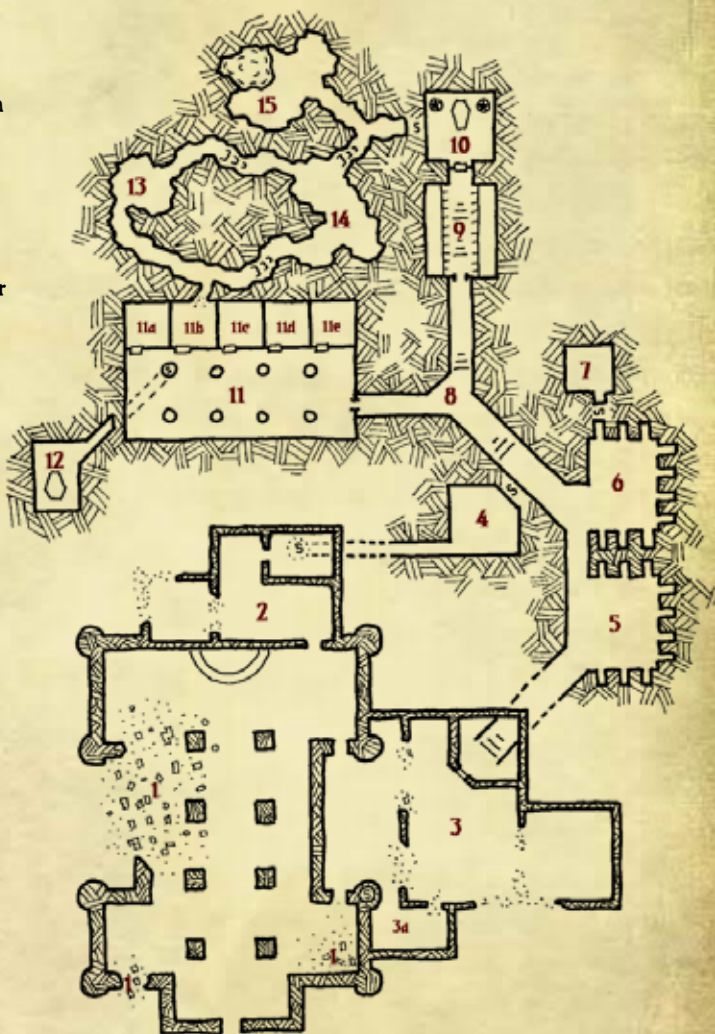
1. Glowing text appears on the cave wall in a language the character can almost understand.
2. Character's flesh begins to melt from his bones.
3. Character's allies transform into his worst enemies.
4. A face appears on the character's stomach and engages in conversation about the nature of the character's diet.
5. Pieces of rock break away from the walls and form a barbershop quartet to the character's great amusement.
6. The mushrooms in the cave sprout legs and join together in a chorus line. The character is compelled to join in.
7. The character becomes ravenously hungry and the fungus in the cave looks extremely appetizing (Save vs. Poison or die).
8. Roll twice.

WANDERING MONSTERS (ABOVE GROUND)

1. Spider, Crab (1-2)
2. Bandit (1-8)
3. Killer Bee (1-8)
4. Rock Baboon (2-8)

Wandering Monsters (below ground)

1. Lizard, Gecko (1-3)
2. Chanterelle Zombie (2-8) See room 6 below.
3. Green Slime (1)
4. Mushroom Man (1-2) (AC 8, HD 3, #AT 1, D 1-4 + stun, MV (30'), Save F3, ML 12). Anyone hit by the thick limbs of a Mushroom Man must Save vs. Paralysis or be stunned for 1 round. They take double damage from fire.



DUNGEON KEY

1. Loose Masonry. Characters walking through must Save vs. Paralysis or take 1d6 damage from falling stones.

2. Vestry. The ruins of the former head priest's chambers. A colony of 8 Killer Bees has made a hive in the intact northwest corner. If they can be killed or chased away the honey from the hive can be gathered in 5 turns given the availability of suitable containers. It is worth 400 gp. The secret door is under a flagstone in the intact northeast room. It leads to a shaft is 20' straight down. The wooden ladder has long since rotted away.

3. Dorter. These were the old Monk's living quarters. Nothing of value is left and the walls are completely gone in some areas. The door to crypt is heavy wood, banded with iron, and swelled with moisture.

3a. Spider Webs. 2 Crab Spiders make their home in webs that cover the top half of this room. The husks of two of their more recent victims are suspended in cocoons near the ceiling. One was a thief whose leather armor +1 is still intact. There is a secret compartment in the buttress wall that can be opened by breaking through a thin layer of brick. A skeleton of a mason who saw something he should not have is entombed within. He has a silver amulet in the shape of a hammer worth 25 gp. Chiseled on the inside wall in common is a message that reads; "Tell Larissa I love her, and I am sorry and that my silver is buried near where we first kissed, under an old ironwood stump."

4. Priest's Secret Chamber. The old head priest was a bad, bad boy. This room is full of old torture equipment and other unsavory devices. Hidden is an iron maiden is a dry rotted sack that contains 200 gp. In a secret compartment of an old desk is a cursed scroll. The secret door into the crypts is clearly visible from this side.

5. Crypts. A Shrieker lives near the passage leading to the north. If it wails, no slime, mold, or fungus will be surprised anywhere in the dungeon. It may also draw wandering monsters per the normal rules. If searched the grave niches will reveal 150 gp in assorted coinage and cheap jewelry.

6. Crypts. 8 Chanterelle Zombies stand guard in this room. Chanterelle Zombies identical to regular Zombies but are not undead - they are animated by The Brain Cap in room 15 by growing yellow frilly mushrooms in their body cavities. The secret door to 7 is the entire back wall of a grave niche. Characters will be required to crawl to pass through.

7. Hidden Crypt. Two stone sarcophagi. If opened nauseous gas will bellow out, anyone within 10' must Save vs. Poison or be at -1 to attack for 1d3 hours. Both contain skeletal remains of human males. The first also contains a silver mitre worth 100 gp. The second has a mahogany crook studded with 10 onyx stones worth 15 gp each.

8. Magic Mouth. A magic mouth high on the northwest wall intones the following in a deep clear voice anytime a living creature steps on the landing; "Below lies the final resting place of Vaporis the Pure". The Magic Mouth is meant to intentionally lead the unscrupulous to the false crypt, which is down the stairs to the north. The mouth is not lying though, as the true crypt is 'below' this level.

9. Lizard's Leap. 3 Giant Geckos live in this area. There is a 2 in 6 chance that they are hungry enough to attack a party of humans. Otherwise they will hide unless someone climbs onto the ledges where they lair. The remains of several previous meals lie high on the ledges. Amongst the bones is a fine quiver with 5 magic arrows +1. The door to room 10 is locked and made of heavy wood reinforced with iron.

10. The False Crypt. There are two stone statues and a large, ornately carved stone sarcophagus in this room. The northwest statue is of a man dressed as a mendicant priest holding his own head in his hands. The second is of the same man, although, younger in a pose of solemn prayer. If the fungus is scraped away from the sarcophagus the writing underneath can be read. It claims that "Here is the final resting place of Saint Vaporis the Pure. Martyred for refusing to grant a divorce to the evil Duke Etienne de Puce." The sarcophagus lid is heavy and requires 35 strength points to open. The corpse within is dressed as a bishop (observant characters may notice that is incongruous with the appearance of the statuary) and has a golden incense censer worth 100 gp, a golden signet ring inset with a garnet worth 20 gp, and a bone scroll tube with a First Level Clerical Spell. The secret door in the west wall is opened by rotating the western statue on its base so that the severed head faces away from the secret door.

11. Pillar Room. This room has 5 doors evenly spaced in the north wall. Careful observation will reveal that the fungus in front of 11b, 11d, and 11e is scraped thin. Once any of the doors is opened from this side, a hidden portcullis in the archway to the east will fall down and the Chanterelle Zombies in 11d and 11e will burst forth to attack. If the fighting goes on for 10 rounds, the Mushroom Men from room 14 will arrive to investigate. There is a secret panel in the northwestern most pillar that opens out. The inside of the pillar is hollow and metal rungs set in the stone lead down. The shaft is free of fungus. Once at the bottom a tight crawlspace leads to room 12.

11a. Ossuary. This room is stacked to the ceiling with bones. They are arranged by body part, rib cages to the east, skulls to the north, and limbs to the west. There is a Green Slime hanging on the ceiling that will drop on anyone who enters the room. Hidden in one of the skulls is a large emerald worth 250 gp.

11b. Breakthrough. Bones lie scattered about this room. The northern wall is broken through and a rough cavern lies behind.

11c. Spore Cell. Anyone touching the floor, walls or ceiling of this room has a 60-percent chance of releasing hallucinogenic spores into the air. Any character in the room must make a Save vs. Poison or roll on the Hallucinogenic Spore Effects table.

11d. Cell. 5 Chanterelle Zombies wait here to spring the trap in 11.

11e. Cell. 4 more Chanterelle Zombies, ready to attack. There is a loose brick in the back of this cell with 6 cp hidden in it.

12. The True Tomb of Saint Vaporis the Pure. The actual final resting place of the venerable Saint. The room is completely free of fungus and the air smells pure and refreshing. The coffin is made of polished plain wood, somehow untouched by the ravages of time. If opened the corpse inside is completely preserved, except for a clear separation of head from body. It is dressed in a simple woolen frock and rope belt. A wooden holy symbol is clutched in the corpses hands and radiates magic. For a lawful character the symbol acts as a ring of protection +1 and gives a +1 to all Saving Throws. In the hands of a lawful cleric, the holy symbol can also cast cure light wounds 3 times per day. Anyone of chaotic alignment who touches the holy symbol takes 1d4 points of damage per round. Neutral characters will feel uneasy holding the symbol.

13. Gaseous Room. A small fissure in the center of this room slowly vents a flammable gas into the area. Any open flame (such as a torch) has a 2 in 6 chance per turn of igniting the gas, causing 2d4 damage to everyone in the room. A smaller flame, or covered lantern, only has a 1 in 6 chance.

14. Spore Room. The floor to this room is filled to knee height with mushroom and other fungi. Anyone walking through this room will release hallucinogenic spores into the air. Anyone breathing in the spores must make a Save vs. Poison or roll on the Hallucinogenic Spore Effects table. 4 Mushroom Men are also in this room, standing guard over the entrance to the lair of The Brain Cap in room 15. They do not release spores by walking through the fungal growth.

15. The Lair of The Brain Cap. The Brain Cap is a 4' tall, 5' diameter purple mushroom that grows at the edge of the small pool of water against the western wall of this grotto. The floor is covered with very thick fungal growth, limiting characters to half movement. 6 Mushroom Men guard their leader, and will fight to the death.

The Brain Cap (AC 4, HD 6, hp 36, #AT special, D special, MV (0'), Save F5, ML 9). The Brain Cap cannot attack physically, instead it has several mental attacks to choose from. It may attack a single character with a psionic blast or, 1d3 characters with a psionic web. The psionic blast inflicts 1d6 points of damage unless the target succeeds on a Save vs. Wands. The psionic web paralyzes targets unless they succeed on a Save vs. Paralysis. The psionic web can be maintained indefinitely, but The Brain Cap can take no other actions while doing so, including targeting any more characters with the psionic web. The Brain Cap takes double damage from fire.

These caverns were originally a secret retreat of a sub-sect within the monastery and this room was their treasury. If the fungus is burned away, two metal chests will be revealed. Both are locked and quite heavy. Chest #1 is also trapped with a poison needle, although time and the application of heat will have degraded the poison. If sprung it will only do 1d8 points of damage instead of causing instant death. A Save vs. Poison will reduce this to a single point of damage. Chest #1 contains 1,500 gp and 6 gems worth 40 gp each. Chest #2 contains 2 potions of healing, a potion of gaseous form and a bag of holding.

GOLEM COMPLEX

by Stephanie Bryant
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Dear Secret Santicore—

Plan me out my campaign's next adventure.

Thanks!

R.S.

INTRODUCTION

The Golem Complex is a large underground facility used to manufacture two giant golems, one male and one female. The male golem broke free shortly after it was activated, bursting through the ceiling of its assembly room and escaping into the world.

The female golem was never activated, however, and remains locked in her assembly room like something from a fairy tale. Indeed, she is like a gigantic metal Sleeping Beauty with blades for eyelashes and grumpy earth elementals attending to her.

In the millennia since the first golem broke free, volcanic activity around the complex (thanks to the magical magma reservoir below) has covered up the only exterior entrance, and so now, plucky adventurers wishing to plumb the secrets and treasures of this place must do so through one of the more hazardous routes, the overland journey that leads to a caldera lake, or the trip through the underdark and a series of magma-flooded purple worm tunnels.

In any case, once inside, a number of non-trap hazards and treasures are in place to make any adventurer's life... interesting.

NOTES FOR THE DM

Although this dungeon has 17 locations listed, feel free to add a door to any location and expand out into more rooms and hazards, depending on how extensive you want this complex to be. In addition, the game system has been left up to you, with some tips for the level and type of skill challenge to use in any particular room or scene.

This module does not include stat blocks for any creature, preferring instead to provide a guide of "compared to the party's level, how tough should these be." The adventure also does not include monsters that are not unique to the adventure; most fantasy RPGs have some variety of "scaly fish people" to fill the role of the sahuagin, for example, and you don't need stats for things you will find in your preferred game system's bestiary.

Throughout this adventure, there are notes for Scaling the Dungeon to increase the difficulty level of exploring the complex.

There are also notes on the Dungeon State to identify changes in the dungeon that are conditional based on whether certain events have or have not happened.

COMMON FEATURES OF THE COMPLEX

DOORS AND HATCHES

This metal door appears to have a complex series of latches and levers used to unseal and open it. The hinges are recessed and the thickness of the door forms a tight seal in the wall.

Except when noted, every door in the complex is a complicated, fluid-tight metal hatch designed to withstand nearly anything. A series of locks and levers opens or closes the door, but doing so takes 2d4 turns. An average engineering check can cut the time in half. The door can be forced or broken (hard strength or athletics check), but doing so results in the door no longer maintaining a tight seal. With an average perception or spot check, an observant adventurer will notice that the doors can all be latched against the nearest wall, to remain an open position without damage.

DM Eyes Only: Any door that is left open or broken should be marked on the map. If the adventurers (or Metal Men) open the doors in area 15, any open or broken door will not stay sealed and the room it connects to is automatically flooded.

Scaling the Dungeon: To make this dungeon more difficult in case of flooding, mark off a few doors which have broken due to age and decay. The damage may not be apparent to a casual observer.

LIGHTING

Except where specifically noted, all rooms and corridors are not lit through natural or magical means. In areas where there is active magma, red light suffuses everything.

ACCESS CORRIDORS

This corridor is 10 feet wide, carved out of the surrounding rock and decorated with intricately etched frescoes. These frescoes appear to have been delicately etched into the rock and stone, perhaps using trained oozes. A wide groove runs down the center of the corridor, with a single metal track fixed firmly in the center of the groove. Along the side of the groove is a heavy metal chain under tension, perhaps affixed to a pulley system.

The Access Corridors are man-sized (10' wide) and have a groove running down the center of them where a metal track has been laid. A series of chains on pulleys help move materials along the tracks. In areas 9 and 12 are several carts that attach to these tracks and pulleys to more easily move along the complex.

Scaling the Dungeon: Access corridors are a great place to set up ambushes, have wandering creatures wander by, and present that perennial favorite-- the gelatinous cube. If there's a gelatinous cube in one side of the dungeon, do not describe the etched frescoes on that side of the dungeon, as these would have been erased by the cube.

UTILITY TUNNELS

This narrow tunnel is dank and dark, with an untrustworthy metal ladder running vertically. A hatch door opens into the tunnel, and similarly sealed hatches separate between each level of the complex.

A series of narrow (3' wide) utility tunnels with rickety metal ladders runs vertically from areas 11 to 14 and from 14 to 15. There are hatches between each tunnel at each level, in addition to an access door into the tunnel in areas 11, 14, and 15.

In addition, a utility tunnel leads down to the Boiler in area 6, but does not have a ladder as this was only used for maintenance. With the steam pipe in the way, it is a very tight fit.

Scaling the Dungeon: Also a good place for wandering creatures. Especially things that thrive in enclosed spaces. Giant spiders, anyone?

DUNGEON STATES

This dungeon has several "states" it can be in, as follows:

BOILER ENGAGED

If the boiler in feature 6 has a steady stream of water (probably from the flask of never-ending water in area 5), within 1d6x10 minutes, it will issue a steady pressure of steam that flows through the complex, particularly through any steam shafts. If this occurs, characters inside a steam shaft will take damage as they are slowly par-boiled. They can avoid this damage through spells or by leaving the steam shaft.

METAL MEN ACTIVATED

When a living creature attempts to interact with (speak with, move limbs, etc) a metal man that is dormant the metal man begins to activate. This takes 1d6 minutes and there is little sign (hard spot or perception check) that a metal man is turning on. After one activates, it commences the startup procedure on the next, which will start the next. The metal men will then either follow the living creatures, to challenge them or serve them, depending on if the living creatures have the defense passcodes. Or, if they cannot find any living creatures, they move to a nearby area and activate the metal men that are there.

Once activated, Metal Men may be found anywhere in the complex, as they proceed to perform maintenance tasks, extermination, and defend the complex from intruders.

Scaling the Dungeon: 1d4 hours after the Metal Men activate, they enter area 15, breaching the doors there and, if the complex isn't already flooded, flooding the complex.

MAGMA PUMP ON

When the Magma Pump turns on, the Forge ignites and becomes hot. The creature inside area 3 wakes up and gets irritated at being woken. Periodically, the creature will spew magma up the unprotected shafts, such as the one leading to area 12, and the purple worm tunnels in area 1.

FLOODED CORRIDORS

If either or both of the vault doors in area 15 are opened, the respective corridors on either side will flood with water from the lake, which fills all the way to just above the upper-most level (containing areas 13 and 14). At that point, characters can freely explore area 15, but their only unflooded way out is through the Utility Tunnel down to area 14.

Note that, if any adventurer breaks a door to one of the outer Access Corridors (or if you decide to break one for them), or leaves it open, that room is automatically flooded if the corresponding door from area 15 is opened.

The hatch in area 12 is not water-tight, so water flooding it leaks down into the disposal chute, though slower than in the rest of the complex. If this hatch is open when the area 15 vault door is opened, the magma beneath instantly vaporizes water flowing down into it, turning the tunnels on this side (and any rooms with open doors) into a deadly steam tunnel.

If left alone, it takes 2d4 weeks for the entire complex to finish draining if one or both of the doors is opened. During which time, the thing in area 3 is not happy.

UNIQUE NPCs AND CREATURES

These creatures and NPCs are unique to this complex. Other creatures in this adventure are probably in a bestiary somewhere for your system.

FATIMA THE GOLEM

A work of art and engineering, this bronze metal golem is covered in delicately etched designs that resemble lace-edged clothes. Burnished copper strands on its head are braided into an elegant, yet functional braid. Long, blade-like eyelashes adorn its eyes. Even the fingers of each hand is delicately painted.

The right hand is disconnected from the wrist, and a series of unmarked switches and buttons are exposed at the wrist.

Fatima is the 75' tall metal golem in area 11. She speaks multiple languages, is trained in diplomacy, but she has a personality of her own. She is physically extremely tough, a ferocious and fearless fighter, and has a problem with "authority." In fact, once activated, Fatima has no control switch to turn off or give commands.

Role-Playing Fatima: Fatima might deceive a party and allow them to think she accepts their orders until she decides what to do about them, but it is obvious with an average Insight roll

that Fatima bristles whenever someone tells her what to do. After 1d4 such orders, she will start to respond verbally that she doesn't like being told what to do. If the party persists, after another 1d4 direct orders, she snaps and stops viewing them as allies (difficult Diplomacy/Charisma check, plus a promise not to boss her around, to convince her otherwise).

Fatima knows the control passcodes to all the metal men and can activate them to serve her with 100% loyalty.

Scaling the Dungeon: Fatima should be a very challenging opponent-- 4 or more levels above the party's average would not be unusual. The challenge with Fatima is not in fighting and defeating her-- it's in convincing her that you're on her side... and in not giving her orders.

METAL MEN (NPCS)

These gold-plated metallic humanoids stand 6' tall and smell like oil and patience. Like much of the metal in this complex, they are acid-etched with interesting designs and patterns, each metal man different from the next.

If Active: The metal-man moves with a slight clicking and clanking sound. Even when not moving, it ticks quietly.

The metal men in the complex (areas 10 and 11), are human-sized clockwork beings who were created as part of the manufacturing and prototyping process for creating the golems. They are fiercely loyal to the complex and especially to the golems. In many ways, they can be role-played as very dedicated "fan boys" of the larger golems-- always trying to do what the golems might want or need.

Once activated, the metal men are not silent and cannot get surprise on an opponent using Stealth.

Each metal man has a defense passcode and a control passcode. The defense passcode merely identifies a person as an ally and deactivates the metal man's defense mechanisms as applied to that person. All the metal men have the same defense passcode, which is written in the user manuals in area 14.

The control passcode is a unique identifier that gives command over the metal man's programming to the person who uses the passcode. It requires a hard engineering check and 1d4x10 minutes to decipher a metal man's control passcode, using the serial number found on the backside of the metal man.

Scaling the Dungeon: The metal men can be tough opponents, especially since they work seamlessly together. Give them a challenge rating or level roughly equivalent to the party level, and give them a teamwork bonus when two or more of them are actively engaged with the same enemy. You can also scale the dungeon upwards by adding 1d6 metal men to areas 5, 9, 13, 14, and 17.

OOZES, PIGMENTED

Once opened, the jar exudes a raw, nasty smell that assaults your nostrils. Inside, you see a thick (yellow, purple, red, blue) goo. It may be a trick of the light, but it appears to be slowly moving inside the jar.

These 4 jars contain oozes of any type, but the color of the ooze does not match its type. For example, a normally mustard-yellow gelatinous ooze might be expected by the seasoned adventurer to be particularly ferocious, cold-resistant, acid-based, and capable of splitting itself. But in this area of the complex, that mustard-yellow jelly is pigmented to emphasize the yellow in its slimy structures. While your hardy adventurers prepare themselves for battle against an acid-and-poison spewing foe, this fella is just waiting to devour your flesh by Constitution damage, like any good little green slime does.

Prep Notes: Mix and match your oozes and color palate before play (and a page number of your monster manual or bestiary) so you know what to describe for the players and how these oozes really behave.

Pigment	Is Actually a.....	Bestiary page #
Yellow		
Purple		
Red		
Brown		

SKULKING CRITTERS

In the darkness, something small and vicious scuttles. Pairs of tiny eyes glow menacingly in the darkness.

Skulking critters are a number of non-sapient, individually weak grue-like species that lurk in shadowy corners of abandoned structures everywhere. They usually exhibit solitary behavior and do low amounts of damage, but if a long-undisturbed area is entered, all the critters in the area might rush to investigate a new source of light and warmth and, possibly, food.

Because they live in dark places, they have darkvision and communicate with each other via pheromones. Perhaps those pheromones also trick unwary adventurers? Make a saving throw (Wisdom or vs. Charm) to find out.

UNIQUE TREASURES

Feel free to put any number of other treasures in this dungeon, based on what you think might be around. Certainly, it would not be unusual for a lady golem to be without adornment-- perhaps there is a jewelry box with oversized gems in it? Perhaps our gentleman golem has a nice, if waterlogged, 3' wide pocketwatch that he left behind?

FLASK OF UNENDING WATER

This metal flask is etched with the images of water creatures. It has no cap, and sloshes when disturbed.

The water that spills from this flask isn't high-pressured, but it does flow without end. Who knows where the water comes from? Perhaps there is a desert world somewhere, slowly dying under a blasted sun, the landscape dehydrated and deadly due to land-depleting magic.

METAL MAN

See the description on page 7.

A metal man whose master passcode has been acquired (usually through the User Manual) can be a loyal and unflagging servant once removed from the complex. Although there are several of these in the complex, a few are damaged or worn down enough to be unusable. For this reason, only one Metal Man per character can be removed from the complex.

HATCH DOORS

See the description on page 4.

The hatch doors are an engineering marvel. If you can remove one without damaging it, and transport it to civilization, it would fetch a good price from the right buyer.

MAGICAL MAGMA

This flowing magma exudes powerful elemental magic.

Good luck containing it, but the magical magma remains hot until the inevitable heat-death of the universe. Useful for having a persistent source of fire and heat.

TOME OF ETIQUETTE

This enormous book is bound in leather. It is 10' tall and 3' thick, and weighs quite a lot.

This oversized tome of etiquette isn't terribly relevant today, but an historian or dealer in curiosities would pay a good price for it, if you can get it out of the complex in one piece.

USER MANUALS

This leather-bound book has no title on the spine, and appears to have been inexpertly bound together from folio pages.

The user manuals for the complex are, again, invaluable to the right buyer, and might be useful for anyone trying to figure out this complex.

AREAS, FEATURES, AND ROOMS

1 THE PURPLE WORM TUNNELS

Hot, close, dark, and deadly, these tunnels left by the purple worms digging beneath the complex appear to have flooded with molten magma.

These tunnels were originally dug out by purple worms, but have since been badly flooded with magma from area 3. Approach via this route is only deadly to those who cannot breath and swim through lava.

There is a small "land bridge" between areas 1 and 3 where adventurers might catch their breaths.

Scaling the Dungeon: Who says these purple worm tunnels are uninhabited? Wouldn't it be neat if there were a fire-immune purple worm down here, just slowly munching and burrowing its way through the rock and magma?

2 INTAKE PIPE

Jutting down from the rock ceiling above is a thick, metal column that stretches from the ceiling all the way into the magma below. It is unadorned and blackened by the fire and soot around it.

This intake pipe was used to draw magic-infused magma up from area 3 into the forge to be used in smelting ore and manufacturing the many parts of this complex and its creations. Made of mithril enchanted to be immune to heat, it is approximately 5' across and does not have handholds, since it's not meant to be used as a way in. It is, however, just about the only way up from the Lake of Fire. Note that you must be submerged inside the Lake of Fire to reach the opening of the Intake Pipe.

Dungeon State: If the Magma Pump is on, the Intake pipe is filled with swift-moving magma.

Scaling the Dungeon: Put a locked and sealed fireproof grate at the top of the intake pipe. Then wake up the thing in area 3

3 LAKE OF FIRE

An enormous lake of magma seethes and burbles deep beneath the earth. The surface is so hot, it destroys nearly anything not protected by magic, and the air is unbreathable due to lack of oxygen and many toxic fumes. And yet, there is a terrible beauty here, that of a force so primal and ancient, even the gods dare not tempt it by name.

This underground deposit of magma most likely has a fire primordial living in it. If you were a fire primordial, wouldn't you want to live here? If primordials aren't your cup of tea, perhaps a nice, nasty red dragon? In either case, this is an underground reservoir of magic-infused magma. There should be something restless and violent living in it.

Exits: There are a few ways out of the Lake of Fire, though most are not obvious due to their access points being submerged in magma:

- The Purple Worm Tunnels (area 1)
- The Intake Pipe (area 2)
- The Disposal Chute (area 12)
- The metal plate beneath the Boiler (area 6), which can be pried loose with some tools, strength, or engineering know-how. Be aware that removing the plate may result in moving or damaging the Boiler.

Dungeon State: If the Magma Pump is On, whatever is living in the Lake of Fire slowly wakes up, cranky.

Scaling the Dungeon: You probably don't need to scale up an underground lake of magma with a fire primordial in it. But if you do, add some fire eels to harry the adventurers if they dawdle. If you want to scale it down, give them a fireproof metal boat.

4 MAGMA PUMP

This brass-and-steel machine appears to be some kind of motorized pump to draw magma up from the reservoir below.

The Magma Pump is a mechanical device that, when activated, pumps liquid magma up from area 3. The pump is non-operational if the steam boiler (feature 6) is not engaged. Adventurers coming up through the intake pipe will come through the pump mechanism and exit through the forge.

Dungeon State: If the Boiler is Engaged, the Magma Pump is on.

Scaling the Dungeon: A sealed grate between the pump and the forge.

5 THE FORGE

This room is quite warm and dank, being flooded with several inches of water. An enormous forge dominates the center of the room, while workbenches, tables, and a large anvil fill one end of the room, near a hatch-like door. On the opposite side of the room, a strange metal cabinet is attached to the wall.

Being so close to the magma, this room is always very warm, even hot. This room is flooded with about three inches of water, which is slowly draining out through the ash grate in the bottom of the forge. This room houses the Magma Pump, Forge, workbenches and tables, a great anvil, and a strange metal cabinet (feature 7)

DM Eyes Only: See feature 7. There is a metal flask underneath one of the workbenches (average spot or perception check).

Dungeon State: If the Magma Pump is on, then the Forge will be filled with magic-infused magma. This room will be even hotter than usual (make endurance or heat resistance checks).

6 BOILER

At the base of a narrow access shaft is a large metal boiler with a funnel-like top leading to a thick metal pipe.

This enclosed boiler sits on a thin metal platform firmly affixed above the Lake of Fire, which acts as a kind of "burner" for converting water in the boiler into steam for the rest of the complex. The boiler is inside a narrow shaft, about 3' across, with pipes leading up to the rest of the complex. These pipes remained after the complex was built for accessing the steam pipes for maintenance. They do not have any footholds or ladders.

Dungeon State: If the Boiler is Engaged, this boiler is piping hot and pushing steam through the steam pipes. Chances are, those pipes aren't airtight anymore, so steam burns are a distinct possibility! Also, who knows what kinds of skulking critters might have decided to take up residence in the dark, warm corners of this complex? Unwary adventurers might be eaten by a grue!

7 STRANGE METAL CABINET

This strange metal cabinet is etched with an underwater scene in which a giant octopus is wrapped around and bringing down a ship.

Inside the cabinet is an odd metal bracket. It looks like it's supposed to hold something specific.

The strange metal cabinet (feature 7) contains an oddly-shaped bracket that looks like it's meant to hold something specific.

Underneath one of the workbenches on area 5 (average spot or perception check) is a metal flask, on its side, from which pours an unending trickle of water (hence the low flooding in this room). Examination of the flask shows it to fit perfectly into the bracket in the strange cabinet.

If this flask is placed in the bracket, the boiler (feature 6) will start to fill with water. In 1d3x10 minutes, the boiler will engage, filling all the steam vents with steam. At that time, the Dungeon State changes to Boiler is Engaged.

8 ACCESS TUNNEL

See the description on page 4.

This is a typical access tunnel, leading from the Forge room (area 5) to the incline shaft (area 9). Like all access tunnels in this complex, it is a narrow tunnel, boring through the rock, perhaps curving around particularly stubborn bedrock. The tunnel, like all the other tunnels, has a central track for hauling carts.

Scaling the Dungeon: This tunnel may have new inhabitants that have taken up residence since the complex was abandoned. Such residents would need to be hardy, subsisting largely on heat and small critters that worm their way through the hatches.

9 INCLINE SHAFT BASE

This inclined tunnel has the grooved track common to other parts of the complex. In addition, there are several levers near the wall, and two carts with wheeled bases that might fit onto the track.

This is the bottommost area of one of the incline shafts. These shafts have a track and pulley system for hauling one of the several carts that litter this area. Going up and down the inclines can be fatiguing if a character is encumbered or weak.

Dungeon State: If the Boiler is Engaged, the pulley system can be activated by attaching a cart to the rusted chains and using a series of levers located at each junction along the incline shaft. If activated, especially if used to cart adventurers, the system has a very high chance of breaking down at an inconvenient time, or having a chain break entirely, sending anything (or anyone) in a cart hurtling down to the base in an uncontrolled, but possibly entertaining, manner.

There is an identical system on the opposite side of the complex.

Scaling the Dungeon: There is a 100% chance that a pulley chain will break if the party uses the carts to go from one level to another, preferably at or near the top of the incline. This breakage results in an exhilarating ride, followed by a sudden stop, a Dex/Acrobatics check, and some falling damage at the end.

10. PROTOTYPING

If the Boiler is not Engaged:

As you enter this room, you are struck figuratively by the numerous strange inventions and devices within. A row of large, 5' diameter orbs with glinting blades affixed to them stand silent sentry in front of one of the doors. An enormous turbine next to the steam shaft sits silently, while a large pool of thick, multi-colored, bioluminescent liquid dominates one corner. Three metal figures stand in the middle of the room, and an enormous hand, perhaps 20' across, lies blocking the other door.

If the Boiler is Engaged:

This room clanks and whirs with the sound of a turbine operating, spinning multiple spindles and activating various machinery within the room. A series of large, 5' diameter orbs with glinting blades affixed to them glare menacingly at anyone entering through the door, the blades trembling as the clicks and clacks rattle through the room. A large pool of thick, multi-colored liquid glows eerily in one corner of the room. Three metal humanoids stand in the middle of the room, while an enormous hand, perhaps 20' across, blocks the other door.

This room houses the prototypes for the mechanical golems that were manufactured here, including the metal men that still remain. There is a large turbine in this room that, when active, operates the lash-blades and hand.

In the corner sits a pool containing various oozes and slimes which will awaken if disturbed. These were originally used in manufacturing, but have since been subject to a high-powered sleep spell. One of the ooze types is bioluminescent, so this room has natural, though dim lighting from the pool.

In front of the outermost door is a series of large "eyeball" looking devices with enormous, blade-like eyelashes. These eyes and lashes are oversized, even for the gigantic golem in area 11, as they are prototypes for how to make eyes and eyelashes look realistic. The keen edges on the blade-like eyelashes, however, are anything but "realistic" and are more like "terrifying."

In front of the inner door is a gigantic mechanical hand. The fingers of this hand are directly blocking the far door from opening, which opens inward towards this room.

Dungeon State: If the Boiler is Engaged, the turbine is on and the eyelashes swing down to slice against anything beneath them, at different rates, using different triggers, such as standing in front of one, or bad timing, or speaking. The eyelashes are very close to each other, so avoiding them is very difficult (hard dexterity saving throw or check).

In addition, the hand in front of the door can be activated to lift up each finger, separately or together, using a series of buttons and dials at the wrist. None of these function if the Boiler is not Engaged.

When a living creature enters this room, if they are not already awake, a Metal Man activates. See the description of Metal Men for details.

11. FATIMA'S SPA

This room is dominated by an enormous metal surface on which lies a gargantuan human-like figure crafted of copper and bronze (see Fatima's description on page 5). Beside the table is a tome, 10' tall and 3' thick-- that's some "heavy" reading!

Flanking one door is a large tub of molten wax, and several large jars, approximately 2' across. Next to these is a soft-bristled broom.

Beside the steam shaft an enormous golden throne sits with a helmet attached to the top. (If the boiler is engaged, hot air blasts downward from inside the helmet.)

Several metallic humanoids stand silently against the wall. Behind one of them is a small access hatch, about 2' across.

A large pit of mud at the far end burbles innocuously.

Perhaps the most "feature complete" room in this complex, the assembly room where the Fatima golem was put together bears less of a resemblance to a factory, than to a day spa.

The most dominant feature of this room is the enormous metal slab on which the Fatima metal golem lies, deactivated. Fatima's hand is disconnected from her wrist, revealing a series of controls that are key to activating her.

The other main feature is a large mud pit which houses a small earth elemental. If the Boiler is engaged, the mud pit is warm and the elemental is awake, active, and ornery.

To one end of the long room is a series of jars, all filled with toxic compounds of pigment and living oozes. Beside these pots is an enormous brush for applying the oozes to Fatima. See page 7 for suggestions for the oozes.

Next to these jars of oozes is an enormous throne with a helmet (see Dungeon State).

Five Metal Men stand at the ready in this room. When a living creature interacts with one of them, the metal men activate if they are not already active. They begin preparing Fatima for activation, but cannot activate her themselves.

The Molten Wax is a large bowl of hot, sticky wax which can be used to burn or immobilize an opponent.

The Tome is a large book (10' tall, 3' thick, weighing 200 lbs.) covering numerous topics such as crafts, music, and etiquette. It is clear that someone thought it would be instructive for the 75-foot tall metal woman with bladed eyelashes to know how to curtsy. The fools. It is, however, a snapshot into the distant past and could be of use to an historian.

There is a steam shaft attached to this room, as well as an access shaft which has a ladder leading up to the Control Room (area 14).

Dungeon State: If the Boiler is active, the steam shaft is warm, the heat helmet blasts hot air continuously (it has an off valve that is no longer operational), the molten wax is hot, and the earth elemental in the mud pit is awake.

If the Metal Men have awakened, all five of the ones present are moving about the room, preparing Fatima, opening the ooze jars, and stirring the hot wax.

Scaling the Dungeon: It's up to the DM how strong to make the air current-- for a low-level party, perhaps it is merely a curiosity. High level parties might take damage from proximity.

Additionally, The controls for Fatima's hand use a puzzle sequence that requires a difficult Intelligence check to solve.

12. DISPOSAL CHUTE

This access corridor has the standard groove and track system common to the rest of the complex. As the bottom-most junction, it also contains several carts, not attached to the track system. Further in, you can see a recessed panel in the floor of the corridor.

The disposal chute is where the denizens of the complex threw their refuse. It is nasty and may have skulking critters living in it as a result of the accumulated debris in the chute.

Dungeon State: If the Forge is active, the thing living inside the Lake of Fire may occasionally spit magma up the disposal chute. For kicks.

13. UTILITY ROOM

This small, easily-defended room has two hatch doors, a few ancient brooms, and a small utilitarian table and chairs. A series of small, locked cabinets line one wall. It is otherwise unoccupied.

This utility room was a combination break room and broom closet. Although there is nothing inherently of interest in here, it might make a convenient safe room for adventurers in need. You can put anything useful, interesting, or dangerous for your players to find inside the cabinets, which were one-time lockers for the workers in this complex. There is access to the steam shaft from this room, which can also keep a person warm.

14. CONTROL ROOM

This room is dominated by several desks, arranged in "U" formations, with numerous buttons, dials, and levers. One desk holds nothing but a large ledger, with a shelf above it holding an assortment of smaller bound volumes.

A small turbine here might power some of the instrumentation.

There is a small hatch in the wall, in addition to two doors on either end of the room.

This large room contains numerous control desks with gauges, dials, levers, and buttons. The steam shaft and turbine transfer signals from the controls to the rest of the complex. There is a narrow Utility Tunnel running down to area 11 and up to area 15.

On one desk is an ancient log book containing details about the events that transpired before the complex was abandoned. A shelf above this desk contains several books, bound in leather. The spines do not have titles; characters must pick up, open, and read the first page to know what these are. They are user manuals for features in the complex:

- *How to Make: Metal Minions:* Contains the passcode for bypassing the Metal Men's defense sequence and being seen as an ally. Individual passcodes for the Metal Men are not included.
- *Iron Giants and You:* Contains the following entry: "Fatima's hand is the key and control for awakening her." There are further instructions for how to operate those controls, though none explain how to control the golem once it is activated.
- *Oozes and Jellies:* Contains details on the care and feeding of oozes and jellies, including the gelatinous cube.
- *Operation of the Boiler and Forge:* Contains instructions for putting the flask in the bracket and operating the boiler. Has instructions on repair and maintenance of the steam pipes and several warnings about making sure the steam pipes are sealed and maintained before activating the boiler.

Dungeon State: If the Boiler is not engaged, none of the levers or controls operate.

15. BROSEPH'S MAN-CAVE

If the complex is not flooded:

Diving down into the lake reveals a hole in the "floor" of the lake, which appears to lead to a silt-covered man-made room beneath. Before the silt completely obscures your vision, you get a glimpse of a large throne seat and an enormous, rusted metal table.

This chamber at the top of the complex once housed the male golem, before he broke out and freed himself. It is now under water, being at the top of the volcanic caldera. The ceiling of the room is half-destroyed, resulting in the flooding of the rest of the room.

Lighting: The entire area is coated in silt from the lake bottom which stirs up as soon as anyone enters the chamber; characters without tremorsense are considered blind. Characters can make a difficult perception or intelligence check (modified if they specifically took action to observe before entering) to remember details of the room they might have seen before they entered it.

In addition to the two hatches, a Utility Tunnel leads down from this room, and a steam shaft also provides power. The shaft continues up to area 16.

There is a large, very heavy iron weightlifting barbell and weights. A metal slab is obviously where the male golem awoke. An enormous throne and footrest dominate one end of the chamber.

Scaling the Dungeon: Add some dangerous aquatic creatures to this room. Perhaps a group of sahuagin, whose king sits the might throne?

Dungeon State: If the Metal Men are active and at least 1 hour has passed since they were activated, one of the Metal Men may have opened the vault door to this chamber, flooding the rest of the complex, but emptying this chamber. See the Metal Men Activated and Flooded Corridors dungeon state descriptions.

16. THE CALDERA LAKE AND THE EXHAUST PIPE

This caldera lake is a picture of serene beauty. To one direction, the volcanic mountain ridge rises sharply up, while on the opposite side, a more gentle slope forms a natural beach head. The caldera is wreathed in fog at all times.

This caldera lake is a serene picture of beauty with an element of danger and surprise lurking beneath the surface. A pipe, nearly submerged, extends from the water, issuing small amounts of vapor which look, to the casual observer, like fog. Long-time residents of the mountains around the caldera claim it is haunted, for the “fog” never really goes away. That’s because the fog issues from a pipe that has a direct line down to the Boiler in feature 6.

Dungeon State: If the Boiler is engaged, copious amounts of steam billow out of the surface pipe. This steam is hot and can burn the unwary.

17. BURIED ENTRANCE

This small niche contains several carved stone benches and what appears to have once been a decorative mosaic floor. Large double doors terminate the corridor here, and by the damage to the door frame, something powerful and mighty has knocked forcefully on them before.

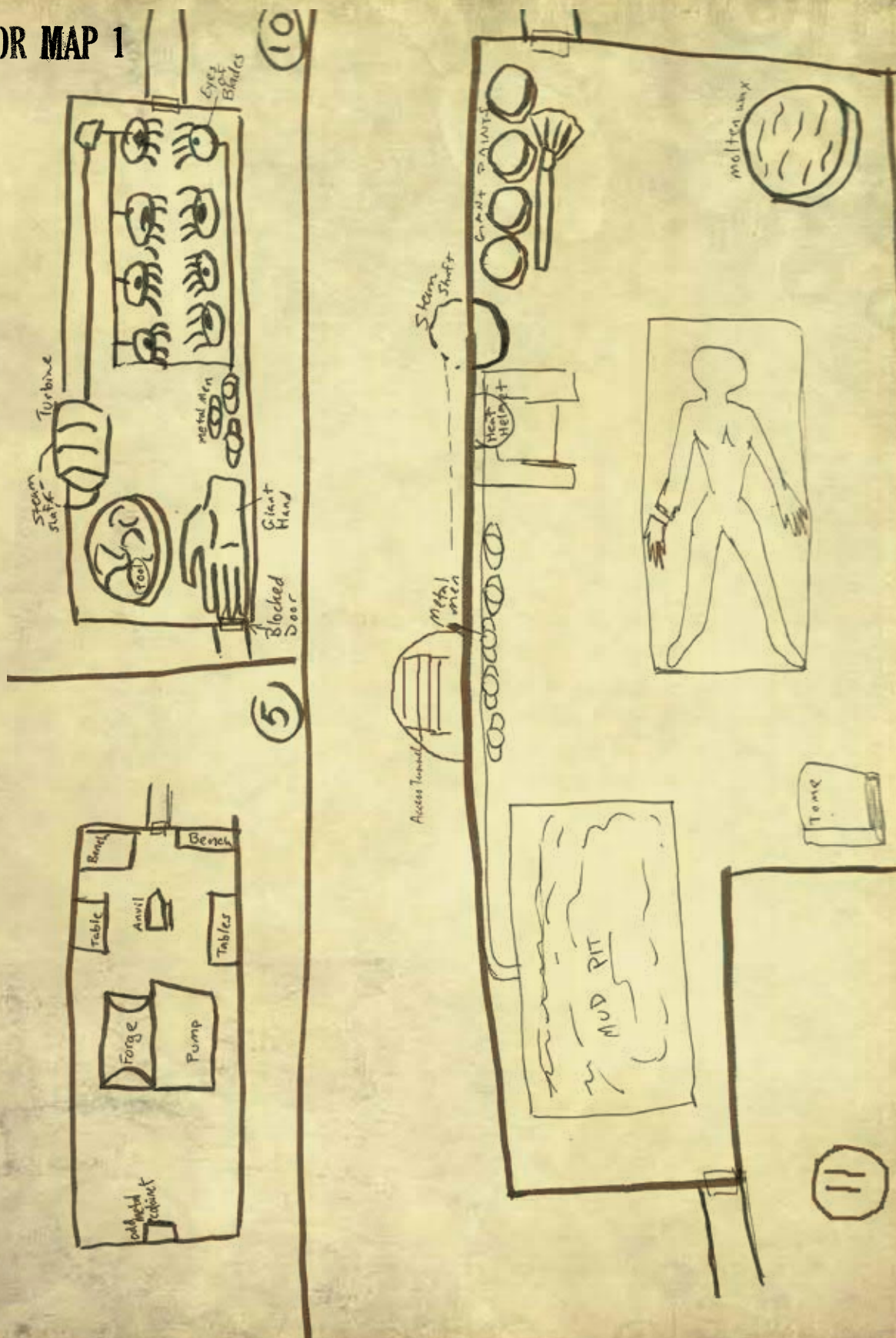
When this complex was active, there was an entrance into it via an exterior door. Unfortunately, volcanic activity long ago buried the door with hardened lava. Approximately 100 feet of rock and rubble cover this doorway from the outside. The entryway itself is a utilitarian space with seating areas, the ubiquitous cart tracks, and a hatch further in leading to area 13.

Scaling the Dungeon: Who likes skeleton guards? I do!

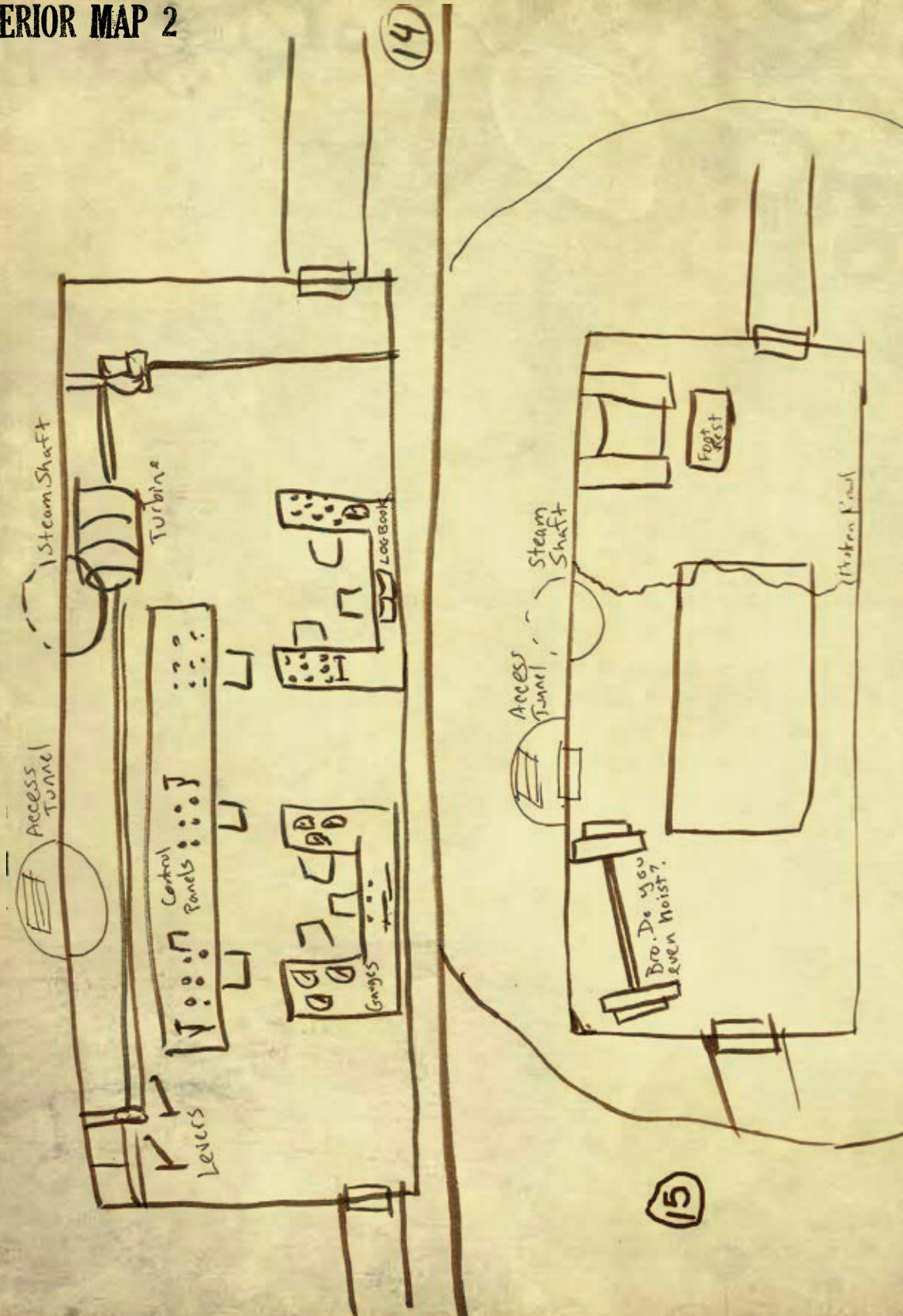
MAIN MAP



INTERIOR MAP 1



INTERIOR MAP 2



Dear Secret Santicore—

I would love to receive an adventure hook for a side quest or one-shot adventure. Or, barring that, a list of ingenious torture devices to put into a dungeon.

Thanks!

S.

THE TORTURE CHAMBERS OF THE HIGH INQUISITOR

by Joshua De Santo
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BACKGROUND

In a medium sized trade city a large number of homeless have gone missing. The local governor would normally pay no mind to this as it relieves the city of what he considers to be riff-riff. However, the people of the lower districts have come together to appeal aid and have unwittingly caused a ruckus in the noble districts in the process. With no recourse but to investigate or throw the noble district into chaos the governor has sent out a missive to any foolhardy enough: Find and stop whatever is taking the homeless and if need be rescue those who can be saved.

ADVENTURE HOOKS

Missive of the Troubled Governor. The missive of the governor has reached the party and eager for the reward (500 gp) and agree to the quest.

An Old Friend. One of the party members once journeyed with and formed a fast friendship with an old dwarf named Bomgi. After the two split to go on their separate roads Bomgi ran into some troubled times and ended up as one of the homeless forgotten on the streets of the city. Only recently did the player discover their old friend's fate but before they could make it to the city Bomgi was among the many who vanished.

An Old Wound. The party's cleric or paladin (or both if they serve the same god) receive word from their order about the recent activity in the city and request that they investigate. The letter tells the sad story of a Church Inquisitor who fell to darkness. The Order believes that someone has found the Inquisitor's dark secret and is copying the fallen Inquisitor's final, horrible acts. The Church requests that the copycat be eliminated and that any link to the Church be removed.

Book of Secrets. It is rumored that long ago a great dark mage created a book that in its pages held every dark secret of any individual alive or dead. All the owner of the book had to do was whisper the name of the person and that person's secrets would be theirs to know. The dark mage supposedly vanished from the city ages ago, leaving behind all his worldly goods except for the Book of Secrets.

ADVENTURE SET-UP

The Torture Chambers have a grand total of seven areas. The seventh area is locked away until the players find the five keys to unlock it. The halls connecting the chambers are patrolled by the victims of the Inquisitor. The characters should have the chance to encounter these victims every 50 yards or so.

1. Zombies
2. Flaming Skeletons
3. Skeletons
4. Plague Zombies
5. Ghosts
6. Shadows

AREA 1 THE STAIRS

This area is a stairway that leads up into the sewers of the city and a door that is locked by five keyholes arranged into the shape of a pentagram. Once the characters have the five keys those keys must be placed in the corresponding holes to the rooms the keys were located in. Should a character not put the keys in correctly they will be struck by a lightning spell trap.

AREA 2 THE ROOM OF THE HANGING COFFINS

Dozens of hanging metal coffins dangle from the ceiling of this area and lay on their sides upon the ground. The floor and some of the cages have ancient moldy bones. A single living homeless person, a dwarf named Bomgi, is trapped in one of the hanging coffins. When the players enter he will tell them to run. As soon as he finishes speaking four of the coffins will attack the players. Should Bomgi survive the attack and is freed by the players he will request that he come along to aid them (treat as hireling by rules of choice)

Enemies — Hanging Coffins x4 (treat as Animated Object monster from appropriate system)

Treasure — Approximately 25 gp worth of gold and jewels litters the ground.

Key Location — rear wall being held by a skeleton.

THE TORTURE CHAMBERS OF THE HIGH INQUISITOR

AREA 3 ROOM OF DESPERATION

A richly appointed chamber with fine carpets and tapestries. A sideboard against one wall has liquors of every variety available to drink as the players please. However, these bottles are laced with a poison that will magically over hydrate the drinker's body until they explode. When the character's enter this room they are enchanted by a spell that rings the door. This spell causes them to be overly thirsty. Any supplies they may have do not sate the thirst they feel. The effects of this spell last twelve hours.

Enemies — None

Treasure — None

Key Location — Resting on the sideboard.

AREA 4 ROOM OF IMPALEMENT

Large narrow spikes cover nearly every inch of this chamber. Hundreds of bones line the floor and a few more recent bodies slowly rot on the spikes. Once the characters are in the room the spikes come to life and writhe like snakes as they try to impale the characters.

Enemies — Living Spikes (treat as Animated Object)

Treasure — Approximately 50 gp worth of gold.

Key location — On the floor carelessly dropped among the bones.

AREA 5 ROOM OF GIANT RATS

This large pit of the room is a squirming mass of giant, rats who have grown large and dangerous in the centuries they have been used as instruments of torture and death. At the mere scent of human or demi-human flesh the two dozen or so giant rats will fly into a frenzy and attempt to devour the nearest character.

Enemies — Giant Rats x24

Treasure — None

Key location — Stuck in the gap of a Giant Rat's teeth.

AREA 6 ROOM OF THE WHEELS

This room is a giant sphere made up of five-foot wide sections of alternately moving wheels. Each wheel has 30 blunt, metal shafts extending from it at a distance of fifteen feet. The room itself spins as well at a rate of every three minutes, turning to a different angle. If hit by a shaft the player is knocked off balance and can potentially fall helplessly into the trap.

Enemies — None

Treasure — None

Key location — Stuck against the center most shaft.

AREA 7 INQUISITOR'S QUARTERS

This room is richly appointed. The walls are covered in a velvet wall paper and tapestries. From the five walls of the chamber a single faucet breaks through the wallpaper and various other tapestries. If any of these should be turned on it will issue forth blood not water. The Inquisitor is no where to be found until the character have explored the whole room. Once this has occurred the players will be overcome by fog that will be sucked into the form of the Inquisitor. While happy to talk to the characters he soon grows tired of it and attacks.

Enemies — The Inquisitor (Vampire)

Treasures — 250 gp worth in jewels and gold. The Book of Secrets found in a false drawer.

CONCLUDING THE ADVENTURE

Should the players be fully successful in their mission they will find that the city has released a breathe it did not know it was holding. The Governor reluctantly pays the characters and sends them on their way with a promise of future employment if their services and talents are needed again. If the characters rescued Bomgi he will beg for the adventurers to take him on as a faithful retainer. The book, while evil, is of little use unless the owner rolls a critical success. Otherwise the book lies.

With the Inquisitor dead the questions that still remain are simple. Why did the torture chamber exist at all, especially if it truly belonged to a good god or goddess. Further who or what turned the Inquisitor into what he was in the end?

Dear Secret Santicore—

I just need something involving the moon (or moons), and booze. Definitely booze. And moons. That's all I need this year, Santicore.

Thanks!

J.R.

DRAWING DOWN THE MOON

by Jeremy Friesen
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MOONSHINE

30 pounds corn meal
3.5 pounds malted corn
2 handfuls raw rye
40 pounds sugar
1 cup yeast

HANDOUTS

FATHER HAROLD'S COPY OF PATH OF VISIONS

Vigils. Full moon at apex.
Copse of trees on stony hilltop.
Singing. Shadows flicker before flames.

Matins. No moon upon the sky.
Feathers clutter beneath canopy.
Breathing. Silver bound by murder.

Sext. Clouds gather to plead their case.
Groaning. Wind and branches joins cause.

None. To purify herald rings.
Wailing. Heaven sheds starry tears.

Vespers. Waiting without Waning. It Comes.

-- Khatereh, Oracle of the Sacred Veil

As commonly translated from chapter 8 of the "Path of Visions"

LETTER TO LAWRENCE

My dearest Lawrence,

I hope this letter finds you well. I shall spare you my usual pleasantries, as I make haste to finish this letter before the messenger departs.

I have found a pagan ritual claiming to draw down the moon into the high priestess performing the ritual. There is some confusion about what into the high priestess means. I've seen reference to birthing, possession, and conjuration.

This past month, I attended one such ritual. Though it was required that I give many assurances of me being neither devout crusader nor interested in burning any of them.

It was a fascinating ritual, certainly passed on by oral tradition. While the ritual was convincing, and my attuned senses could feel the draw of power, I heard the words and knew they were incomplete or malformed.

I saw the motions, and there was no mistaking their eldritch origin, though the acolytes knew not the power they were almost wielding. Afterwards, with the fire lit revelry complete, I asked one of the more astute acolytes to recite the litany again.

I have done my best to transcribe this litany, along with the requisite gestures. I have made what I believe to be the corrections to both litany and gesticulations. Please check the attached scroll for accuracy and clarity.

Imagine, dear brother, if I were to draw down the moon. What power might we have. More research is required as to what this might mean.

Much love, your sister Katherine

SCRAP OF PAPER

Wicker Vicar. Spirits Distilled. Next Full Moon. Big Party. Our Shiny. Viscount Too Two.

BACKGROUND

Wicker Vicar and Viscount Too Two were sparring along the side of the merchant road a mile or so out from Avonia.

Jacob, a messenger was heading into Avonia. He was delivering, among other things, a letter and scroll from Katherine to her brother Lawrence.

The two kenku noticed Jacob, and coveting a shiny steel pin in Jacob's cloak, ambushed Jacob.

Wicker Vicar and Viscount Too Two dragged his body from the trail into the woods. Viscount Too Two grabbed the steel pin while Wicker Vicar rummaged through Jacob's rucksack. The both read the letter.

Wicker Vicar and Viscount Too Two would've taken everything but they heard noises and spooked. They grabbed the scroll and shiny steel pin, leaving a bloodstained rucksack and letter in the briers.

They brought the scroll back to their murder, presenting it to Lord Pretty Feathers.

A plan was set in motion. They were going to bring down the moon.

After much molting and rehearsing in the woods, the murder of kenku perfected the ritual from the scroll.

They set about infiltrating the harvest moon ritual. This involved some social engineering and heavy sedation of 8 of the participants.

At the time of the harvest moon ritual, each kenku used its innate change self to appear to be one of the acolytes of the ritual. To the surprise of the high priestess, the ritual was a success. To celebrate, the mead and liquor flowed; though it was notably stronger than normal.

The Kenku ensured the other participants were well beyond drunk. They absconded with the moon, leaving the remaining celebrants to their debauchery.

The moon is now being held captive in the distillery. Lord Pretty Feathers is preparing to distill the moon into liquid form then the murder will consume the moon's essence.

TRACKING TIME

It is late summer; end of August. The players have until sunset - 8pm; or things will happen (see below).

Action	Time Spent
Travelling from place to place	1d3 turns
Conversation	1+ turns
Pursuing a dead end	1d3+1 turns
Romping around in the woods	1d3 turns

Time	Event
12pm	Sext bell rings. Wind picks up. Gale storm forces.
3pm	None bell rings. Shooting stars are seen in daytime sky.
8pm	It's over.

For reference, 1 turn is 10 minutes.

STARTING THINGS OFF

The characters come into town at 10:00am. If you can't explain why they would be arriving in town at 10:00am, ask a few leading questions of the characters.

Ask the **Tracker/Guide Character**:

- Why were you unable to get to the village last night? And instead had to camp several miles away?

Ask the **Religious Character**:

- The pagan harvest ritual was last night, what were you hoping to do?

Ask the **Gregarious Character**:

- Ranul's Spirits is a distillery in town. Moon and Honey Shine is Ranul's famous spirit. When did you last have it? And who were you celebrating with?

INTERVIEWING VILLAGERS

Roll	Anything Unusual Around Town (d12)
1	Yeah, the candles seem to burn longer. Must be the bees!
2	I found this crumpled paper, can't read it, but I do plan to wipe with it. (Letter to Wicker Vicar)
3	I found this rucksack outside of town. I buffed out the bloodstains. There was a letter to Lawrence in the rucksack.
4	Last month, a two headed goat was born. (This is a dead end, and will chew up time)
5	The distillery has been bringing in a lot of outside work this past month.
6	A dance troupe went through town. They stayed at the inn.
7	We have had a bounty of mead and honey. Busy bees I say! I can almost taste this autumn's mead.
8	There was a traveling troubadour that came through. She was beautiful and charming. Young Samuel left town tongue a wagging.
9	I had a dream about a murder of crows. And yesterday, what do you know, I saw 10 crows gathering at the graveyard.
10	Every time the priest opens his holy book, it opens, nay turns, to the exact same page.
11	There was some clucking noises and a screech in the woods. I went to look, but the brambles were too much; Must've been chickens.
12	You mean besides the harvest moon ritual?

Roll	Did you Participate in the Harvest Moon Ritual? (d10)
1	It is a wonderful ceremony. This year I was sick and couldn't. I think it was something I ate, or drank.
2	My parents took me, but I don't go anymore. It don't seem to matter.
3	God shall smite those heathens.
4	A bunch of harmless mumbo jumbo.
5	I think I was there. But you know, I don't recall. I must've drank too much.
6	I don't have time for that non-sense.
7	Never heard of it. Is it a secret?
8	I saw more than a few of passed out before they would've went to the festival. They couldn't have made it.
9	I was there. I think the ritual worked. But I don't know; I'm rather hungover.
10	I watched from the woods. This year was different. She gave birth to a silver sheened devil. I ran for my life.

NAMED PCS

Lawrence

Lawrence is a middle-aged aspiring scholar, bejeweled with a ring on each finger (50 gp each). He collects and reads numerous books and scrolls.

He has the letter from his sister. But he does not have the scroll.

Lawrence is reluctant to speak about the letter or his sister. It is clear he is hiding things.

He is nervous. He and his sister were planning things. A crazy usurpation of the moon (Not that he'll tell you about that). And he's always been bullied by his older sister.

To get him to speak, treat him nice. Call attention to his rings. Ask to see them.

His house has several books open on every surface of his small home. Use the Book Table from "Vornheim: The Complete City Kit" to generate a random book if one is needed.

Helen, the apiarist

Helen is a young woman with curly brown hair. Her callous personality matches her weathered hands.

She has ample honey and beeswax, and would sell them. She'd also part with a few bees — you never know what crazy reagents a wizard might require.

She will ask if the character's have tried the Honey Harvest Moonshine from Ranul's Distillery. Ranul's Distillery uses the honey for mead and a honey moonshine.

Father Harold

A scholar and academic. He knows the religious texts. He is terrible at delivering any sermon, or having even a casual conversation. He will speak in platitudes and parables that are unrelated to the topic of conversation.

Every time he opens the Path of Visions, it turns to Chapter 8. (The above prophetic text).

For reference regarding times:

- Vigils - Midnight
- Matins - Sunrise
- Sext - Noon
- None - 3pm (None rhymes with bone)
- Vespers - Sunset

Ranul, the distiller

Ranul is the owner of Ranul's spirits. Her curly brown hair is bound in dreadlocks. Her almond skin tattooed with fantastical images.

She is in it for the money. And the Kenku have paid her a tidy sum to make use of her distillery. She always carries a coin purse (20 pp, 10 gp, 10 sp), secured by steel chain.

If encountered she will insist that she get back to work, as business has never been busier.

High Priestess Azrael

Each year Azrael and other farmers have attempted to bring down the moon. In previous year's Azrael has claimed to speak with the voice of the moon; nothing important simply a celebration of the year's accomplishments.

This year, things changed. Azrael was a conduit for a powerful ritual. She is both recovering from a massive hangover, giving birth to the moon incarnate, and coming to terms with a power far greater than she'd ever experienced.

If encountered she is a bit incoherent, still being somewhat drunk.

Azrael will be inquisitive about the character's experiences. She wants to know about the fantastic and mystical.

She will also share her experience though its a bit of a blur.

NAMED LOCATIONS

- Ranul's Spirits: The distillery and producer of ale. A haven of Kenku!
- The Beehive: An inn. Dispenser of the town's famous mead.
- The graveyard: There is an abundance of feathers in the graveyard. But otherwise lots of simple tombstones.
- The copse of trees: Several of the harvest ritual participants are still there, though many are still passed out.

THE KENKU

Kenku are nimble raven-like humanoids often shorter than most humans. They have beaked faces, feathered bodies, human-like hands, taloned feet, and feathered wings.

They covet shiny things, both physical and metaphorical; Often times blackmailing others to get what they want.

They organize into small collectives called murders. The leader of the murder is revered for its wisdom and prowess.

No. Appearing: 2d4

HD 2 to 5

Movement 6/18 (Flying)

AC 5 (Studded Leather & Dex)

#AT 3 or 2:

Claw x2 1d4 and Bite 1d6

Weapon and Bite 1d6

Magic Resistance: 30%

Intelligence: Average

Treasure: Average for HD

Special Qualities: Skills of a 4th level thief; Mimic familiar sounds, voices, and accents.

Spell-Like Abilities: Change Self 1/day (ends at sunup or sundown whichever comes first), Shocking Grasp 1/day (4 HD+), Mirror Image 1/day (5 HD+)

MURDER OF KENKU IN AVONIA

There are 8 Kenku in Avonia with the following breakdown:

2HD Kenku: Hop-Hop, Whistler, 6 Hearts

3HD Kenku: Viscount Too Two, Whicker Vicar, Friar Handsome

4HD Kenku: In Your Eye

5HD Kenku: Lord Pretty Feathers

The names are from Scrap Princess's Google+ Post. Thank you to: Scrap Princess, Jeremy Duncan, Mateo Diaz, Jez Gordon, Richard Grenville, Daniel Dean, Dallas M., Matthew Adams, Olivier Suarez, Cole Long, Anthony Picaro, Kiel Chenier.

FINDING THE MOON

The moon is being held captive in Ranul's Distillery. The incarnation of the moon in the form of a tarnished silver skinned baby boy. But unlike other baby's this incarnation was born fully aware and capable of speech. It is a sardonic and belligerent.

The kenku were quick to gag and bind the moon; growing tired of his acid tongue.

When the player characters first interact with the moon incarnate, have them make a reaction roll for the moon. Give them a +1 bonus if they approach with reverence. The moon incarnate will be very cooperative until released from captivity.

Roll	Response (2d6)
<2	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12+	Friendly, helpful

The moon wants to be back in the sky. The moon will tell the characters what is needed.

It could be that the moon must:

- Be drowned in a bath of moonshine
- Kiss the high priestess
- Wish upon the evening star
- Suckle from the high priestess

Or something more inline with your campaign's mythos.

WHAT HAPPENS AT SUNSET?

Bees? Elder god? Stars go out? A Dragon? Storms?

I don't know, what should happen if the moon doesn't return? Hysteria? Floods?

BONUS

The collective noun for spiders is a clutter. So why not take a cue from the prophesy and have a clutter of spiders at the copse of trees. Or aranea.

Dear Secret Santicore—

I would like a hex crawl adventure for L&L set in a swamp.

Thanks!

J.J.

THE ABYSSAL BOG OF DOOM

by Victor Garrison
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The Abyssal Bog of Doom is a large wetlands area that has several types of topography. Some of the areas are swamp while others are actually bog environments.

There are 4 concurrent story lines occurring in the Abyssal Bog:

1) Blood Coven Grove is a circular grove on the north side of what locals call Blood Coven Island hosts ritual gatherings of a group of witches known as the Blood Coven. There in the grove on a hilltop above the tree line is a stone altar where sacrifices are made. The Blood Coven had been preparing a sacrifice and will kill any who try to interfere with them. The 16 year old girl whom they had kidnapped has escaped into the swamp. The Witches have split up to search for her. Meanwhile a search party from the girl's home town have entered the swamp to find and rescue her and will assume the Adventure Party are Coven members. The girl who escaped the Blood Coven is now captured by a Swamp Troll on a nearby island.

2) The Missing Slaves and the Dwarf Search Party - Bound and chained human prisoner slaves disappeared in the swamp while en route to a Dwarf owned mine 50 miles away. The company has sent out a search party to find them. An escaped slave, a murderous cannibal responsible for the disappearance, has booby trapped an area of the swamp in which he is hiding.

3) The Vanished Village and the Lost Children - A farming community on the north edge of the swamp maintained cranberry bogs they constructed on the swamps edge. The entire village appears to have disappeared. Upon closer inspection it will be discovered that the population had been unaware of an impending threat and are all dead in their homes.

The Lost Children encountered in another part of the swamp are actually the ghosts of village children who were hidden in the swamp for safety sake by their parents. They were attacked and eaten alive in their hiding spot. Their skeletons are found in hex 402 while the children's ghosts are in hex 305. The ghosts will plead for help and try to way lay the party

4) The Grounded Ship and Phantom Crew - A series of phantom ghost encounters trace the crew of a grounded ship as they carry cargo across the southern most hexes of the map. The final hex has devastating consequences for the PC party.

Additionally, the GM can introduce encounters with:

Kraw'Nagaluch, Outer Realms Denizen - The GM can randomly roll 5D6. On a roll of 30 the party will have an encounter with Kraw'Nagaluch (see hex 707), a denizen from the Outer Realms manifest here by the events that culminate in hex 510. Kraw'Nagaluch is always in hex 707 but can simultaneously appear at any time in any other hex.

ABYSSAL BOG ENVIRONMENT

The entire swamp/bog is marshy with tall reeds (up to 3') growing in patches amongst densely populated tall cedar trees and gnarled scrub pines. Patches of briar thickets grow in areas of harder, sandy soil. Travel through the bog is at half normal rate, unless on horseback. Travel through areas of deeper water, 1' or more can be accomplished by raft or canoe more quickly than by foot, but is still hampered by dense tree growth and submerged roots and other obstructions. Traveling by foot is also hampered by roots and fallen logs that can trip the party, or worse, break a limb. Additionally, PCs can sink up to 3' in areas of silt mud.

Most of the travel is through water saturated terrain with wet, spongy, mossy ground covering.

Terrain in areas indicated as "bog" (B on the grid) vary from damp and squishy to ankle deep water, but could, in spots, be up to thigh deep. Scattered underwater are roots, fallen trees, and broken limbs, most of which can't be seen in the dark, brackish water. Ground could be covered in wet, soft, spongy moss

Terrain in areas indicated as "deep water" (W on the grid) are deeper water areas and must be swam through or traveled by raft, canoe, floating log, etc. Scattered underwater are roots, fallen trees, and broken limbs, most of which can't be seen in the dark, brackish water

Terrain marked as "marsh" (M on the grid) is marshy and muddy with lots of reed coverage. It is possible to sink up to one's knees (or more) in soft, silty mud in this area.

Terrain marked as "dirt" (D on the grid) is stable hard dirt, could be grassy, sandy or rocky but is easy to traverse.

References to islands are areas of mostly dry, hard terrain, either grassy or sandy. Islands are surrounded by water and have alternating shallow banks and steep drop offs which may be prone to collapsing into the water. Edges of islands are often muddy, reed covered marshes that rise up to higher, stable hard terrain. These marshes can stretch for up to a mile out and surround most of the island. Sometimes these marshes can bridge multiple small islands together.

The roads leading to the swamp in hexes 302, 107, 701, and 706 used to be connected before the area began filling with water. Hex 107 connected to 701 and 302 connected to 706. Both roads intersected at hex 504.

ABYSSAL BOG AMBIANCE

Smell:

- Swamp is dank and musty mixed with pine and cedar.
- Marsh mud stinks with an oily odor mixed with decaying vegetation.

Weather:

- Humid during the day. Damp chill at night.
- Mist normally lays over the water and in the woods during sunrise.
- Evenings have a 1 in 6 chance of a dense impenetrable fog laying over the swamp.
- Little to no breeze. Air is still, especially in densely forested areas.

Sounds:

- Croaking of a choir of frogs.
- Crows cawing in warning from every direction.
- The buzz of insects--beetles, crickets, locust..
- Bellowing calls of herons.
- Trees creak and tree tops rubbing against each other.
- Water splashes occasionally from unseen animals or a falling limb.
- Sounds carry and echo through the swamp.



THE HEXES

101

A road disappears into an impenetrable thicket of briars. The road runs from NW to SE through hexes 101, 201, and 302, ending up in the village of Uriah Shamble's Moor.

102

Among a thick forest and briar thicket there is the ruins of Heapton Keep, a small town burned to the ground, only stone foundations remain. If explored, near the center of town where the city hall was, is a metal door hidden under rubble. It leads to a tunnel which winds down stairs into a chamber. 8 Skeletons are there huddled around a small gold framed black mirror. It is a scrying mirror.

100' from the city hall foundation is the rubble of an old tower. The tower chamber is empty but it has symbols written on the interior of it's circular wall. On the northern point is a symbol for an eye, next is a glyph with an alpha symbol below it. Glyphs circle around evenly spaced in a straight line until the last glyph (before the eye) which has an omega symbol above it.

11 more foundations are in the town but all are in rubble with nothing interesting. The town has evidently been combed over by scavengers who missed the door in city hall.

Black Scrying Mirror - A Magic User can use this magic item to view distant places, people, or objects. It can be used for up to 2 turns, 3 times per day. The user of the scrying mirror cannot communicate or interact with any person or thing being observed. The Scrying Mirror can reveal what is happening else where in the swamp at the time it is being used. The GM can choose what scene will be revealed or the following table can be employed to determine an area.

1D6

1. Northern section
2. Eastern area
3. Western area
4. Southern area
5. Blood Coven Island
6. Hexes 504 & 604

Each time a Magic User uses the mirror the GM should roll a D4:

- Even number: Item used as intended.
- Odd number: an eye suddenly appears in the mirror causing extreme and debilitating fear and dread for 2D6 turns. This outcome happens EVERYTIME a non Magic User attempts to employ the mirror.

103

A field surrounds a pond in the middle of a large clearing. Dozens of giant wild boar are scattered through the field, dead. They've all died of a parasite that devours the stomach and intestines of its host, then spends a period of time in the larva stage growing inside the host's decaying carcass. The parasite is called, **Mohrberg's Worm**. When the **Mohrberg** larva metamorphose into young adults, it bursts out of the carcass chrysalis. A young adult resembles a young human child's body with a large centipede head and 3 pair of arms and hands, 1 pair at the shoulders, 1 pair mid torso, and 1 pair at the hips. The skin is pure white. They attack with the ferocity of a wolverine, repeatedly attacking any living thing it can see.

If PCs handle the wild boar carcasses they have a 4 in 6 chance of becoming infected by the parasite. There is a 2 in 4 chance that the parasites in the wild boars are in the young adult stage of development. If so, as the party approaches it will see the decaying bodies of the large boars quivering and shaking, due to the parasites are ferociously devouring the carcasses from the inside out. As the party comes within 5' of the carcasses, the parasites (if they are at the young adult stage) will burst out and attack.

Mohrberg's Worm: Young Adult Parasite - AL: N, MV: 120' (40'), AC: 5, HD: 3, #AT: 3 (2 claws, bite), DM: 1d4/1d4/1d4+1, SV: F3, ML: 10, XP: 80, AEC 141, HC: None

104

Vultures circling overhead the entire time PCs are traveling this hex. If a PC has been infected in Hex 103, becomes sick and can't travel any further the vultures will attack.

105

A hilltop above the treeline has a rocky cliff. There is a cave entrance in the cliff. A mother **Black Bear** is living there with her 2 cubs.

In the far back of the cave are the remains of a warrior party who died in this cave (from hypothermia) 25 years ago. Among the bones, and assorted shields and armor is a map of the swamp with detailed marks indicating the destination of this unfortunate party. They were on their way to **Stone Troll Isle**, to slaughter the **Trolls** that were killing the villagers livestock.

Black Bear Mother and 2 cubs -(3) AL: N, MV: 120' (40'), AC: 6, HD: 4, #AT: 3 (2 claws, bite), DM: 1d3/1d3/1d6, SV: F2, ML: 7, XP: 80, HC VI Total XP: 240. HP: 18, 14, 13.

Items:

- 4 shields (rusty, rotting)
- 6 swords (2 have value as weapons)
- Armor — all leather and decayed, no value.
- Map of the swamp.

106

Moderate forest and briar thicket. No encounter. The party feels the overwhelming sensation of being watched. It is so oppressive that the longer they remain in this hex, the more consumed with dread they become. The GM should make the party feel like there is a need to try to move under cover.

107

Bare earth and spots of grass. Trees to the western edge. The ground is higher in this hex. A road runs through this hex from the south west to the north east edge of the hex that borders the swamp. Along the path the party is following -- a sink hole suddenly opens up under their feet. The ground caves in leaving a hole with a diameter of 20' and depth of 40'. Bottom is 3 feet of water.

Before the sink hole opens the party's traveling order should be noted.

108

Fields of tall grass and wild flowers cover this hex with small wooded areas. If a **Magic User** is in the party a murder of hundreds of crows will attack. They will continue to attack through this hex following the party wherever they go, EXCEPT to the top of a hilltop where there are the ruins of an ancient tower. If explored the party will find a foundation floor of stone except the NW side which is decayed wood. Underneath the wood deck is a small chamber that has already been ransacked. Broken glass, ceramic and decayed leather bound books. There is also a small, empty wooden box measuring 12"X6"X6". The small box is a **Folding Boat**.

Magic Item: Folding Boat — On the side of the box is inscribed the command used to unfold the boat. Speaking it out loud will unfold the boat once to a length of 10'. speaking it twice it will unfold to a length of 24'. Repeating it a third time causes the boat to fold back up.

109

Beautiful lush forested area home to a **Dryad**. This **Dryad** is protecting a human she has enchanted and captured in her tree. The captured woman is slowly melding into / being absorbed into the tree. She refers to the enchanted woman as her lover. Her lover is a human female **Witch** apprentice from the **Blood Coven**. She was captured by the **Dryad's** enchantment while searching for the runaway sacrifice. She is only slightly absorbed into the **Dryad's** tree. If engaged in conversation the **Witch** will reveal information about the **Coven**, the runaway, and the **Coven's** plans and purpose for sacrifice (see hex 506). She may also reveal information about the escaped slave that the **Dwarfs** are searching for including that he is a cannibal, as well as the traps he has created elsewhere in the swamp.

The Dryad is dark skinned with blond hair and she is exceedingly beautiful. She may not move beyond 240' from her tree for more than 1 turn or she will die. Dryads can charm their victims. A victim must make their saving throw vs spells, or goes to the dryad's tree and becomes part of it. Currently, because of her Witch lover, she isn't interested in enchanting anyone in the party.

Treasure is buried in the roots of her tree and are items collected from previous lovers.

Dryad - AL: N, M: 120' (40), AC: 5, HD: 2, #At: Charm, DM: 0, SV: F4, HC: XIX, XP: 29 Treasure: GP: 4000, Gems (2): Lapis Lazuli-10 gp, Azurite-10gp. Total Value: 20 gp. Jewelry: (5): Box (small)-1800 gp, Necklace-10 gp, Medallion-20 gp, Comb-500 gp, Belt-1300gp. Total Value: 3630 gp. Magic: Scroll: Ward against Undead, Potion of Plant Control, Potion of Diminution, Potion of Fire Resistance

110

Thick forest. A large decaying ship is in the middle of the forest. Trees are growing up through the hull and deck. Within the area of the ship phantom images, like ghosts, in the peripheral vision of the PCs are noticed. Although hard to make out the visions seem to be of men unloading the ship. Some phantoms are leaving the area pushing a wagon east along a path. The path is real but it is obvious it has not seen use in many years.

201

Heavy briar thicket north section of hex, otherwise, light oak forest and grassy fields. 2 roads converge - 1 section runs from hex 101 to a town in hex 302. The other road runs to the scorched town in hex 102. There is evidence of very heavy and hurried travel along the road recently heading to (or from) hex 302. No encounter

202

The oak forested area of hex 201 slowly transforms into a forest of scrub pines and tall straight cedar trees in the south west of the hex.

In the north/northeast tip of the hex, a mile from the road on the corner of hexes 201, 202, & 203 is a darkened circle where all color has been sucked out of the area. A sound that can only be described as a raspy, sustained bell tone carried by wind, though there is no wind, is barely audible emanating from there. The circle of no color is about a mile wide. It is completely colorless at it's center and gradually regains color as one moves towards it's outer edge. From outside the circle it appears to be a darkened, decaying area of dead forest emanating the strange noise, but the forest is still leafy and isn't dead. The sound increases in volume slowly as one approaches the center, color fades as the tone gets louder. At the center of the circle is a leather bound book and a 3" crystal orb.

The orb is crystal. It is the only thing in the area that has color. It is a cloudy yellow with shades of orange ever so slowly shifting and swirling inside and has a greenish glow deep inside at it's center. If one holds it to their eye to peer inside it appears to be miles to the center glow. It feels heavy despite it's small size.

The leather bound book appears to be a grimoire. The book was on the ground opened to a page that has drawings of what could be the orb on the left side page. On the right is text and a small drawing of a demonic shadow consuming a human. Most of the text is written in the local language, but what appear to be spells AND the entire text mentioned above is written in code. The code that the text is written in is deciphered on the interior of the wall of the tower ruins in hex 102.

This is the area where the children from the village in hex 302 released a daemon from the orb using the grimoire found in the rubble of hex102. The Daemon hunted the kids down to their village bringing death to every household it silently entered looking for them. Their parents knew there was a danger and tried hiding the children in the bog, but the Daemon found them and devoured their flesh. The children's ghosts in hex 305 is the children's spirits but possessed by the Daemon.



203

Party will find areas where the swamp water is bubbling slowly. Bubbles of gas from decayed vegetation trapped in the mud at the bottom of the bog is leeching out releasing noxious swamp gas. Swamp gas can have a variety of effects. Roll a D6 for how swamp gas in this area affects the party.

1. Headaches, vomiting, stiff joints - PCs strength and dexterity suffer -2 for 6 turns.
2. Intoxication - PCs stumble, have difficulty cooperating and intelligence and wisdom suffer -2 points for 6 turns.
3. Sleep - PCs are groggy and stumble. They look for Their movement rate is cut in half as is their strength and ability to fight.
4. Amnesia - PCs forget what they are doing in the swamp. This lasts for 6 turns.
5. Clairvoyance: GM gives clairvoyant PC a glimpse of another significant encounter some where else in the bog. Example - "In the North Eastern section of the bog a murdering cannibal is hiding". Then give a brief description of the NPC.
6. Stupification: PCs lose 1 point of intelligence for 9 turns. Each additional encounter with swamp gas decreases intelligence another 1 point up to a maximum of 1/2 the PCs total intelligence.



204

The area is home to giant blood sucking bats that live in the many hollowed out old oak trees scattered and decaying throughout the section of the hex containing the northwest banks of the swamp.

Giant Bats (7): AL: N, MV: 30' (10') Fly 180' (60'), AC: 6, HD: 2, #AT: 1 (bite), DM: 1d4, SV: F1, ML: 8, XP: 20, HC None Total XP: 140. HP: 12, 10, 10, 8, 11, 7, 9.

205

This area is home to a Gnome named Yasrick Warynone. He has a small home hidden among the trees not far from the swamp's edge. He is fearless and friendly. He is happy to host dinner and offer safe sleeping quarters in the stables for the party. He knows everything that goes on in and around the Abyssal Swamp. He's talkative and loves to tell everything he knows of the swamp including many rumors. He will provide the party with good directions, food and wine.

Yasrick Warynone - AL, L or N, MV 60' (20'), AC 5, HD 1, #AT 1 (weapon), DM 1d6 or weapon, SV D1, ML 8, XP 10, HC XX, XP: 10. HP: 8. Treasure: GP: 2, SP: 22, CP: 11000.

Information and Rumor Table (d10)

1. In the middle of the swamp is an island where Witches perform human sacrifices the annual Blood Moon which is in 3 days. Their sacrifice has escaped and they are hunting her now.
2. The Stone Troll living in the swamp is blind and deaf on his right side. (True)
3. There is a runaway human hiding in the swamp. He eats other humans. (True)
4. Have you ever seen an Owligator? Well, you will! (True)
5. Beware of Swamp Gases. You can get sick or worse if you get caught in an area of it. (True)
6. If a giant leech gets a hold of you cut it's head off. (True)
7. There is a ship in the forest south of here. It appeared out of nowhere 70 years ago. The crew never made it back to civilization with the cargo. (True)
8. A group of men passed through here 50 years ago looking for a fountain of youth that they claim is on an island to the north in the swamp. (False)
9. The swamp is full of poisonous snakes. (True)
10. There's children lost in the swamp to the north that need help. (false-they are already dead).

206

Most of this hex is wet, mossy and marshy, up to ankle deep water. The eastern side of the hex is waist deep water. A large bullfrog (4' tall, 8' tongue) lives here. The frog speaks in a deep human-like voice. It does not know any language, it just repeats phrases like a parrot. The party will hear it speak before they see it. Any phrases can be spoken but references to the Blood Moon and sacrifice will lead the party to believe they have stumbled among members of the Blood Coven if they're aware of it's existence.

The giant bullfrog is not dangerous unless it accidentally lands on top of someone when jumping.

207

The water is ankle deep at the edge of the swamp and slopes to 1' deep 10' out from the edge. There is a 25' wide, 30' deep sink hole located 20' from the swamp's edge. A 15' catfish is trapped in this hole and is desperately hungry.

There is a small man (about 4' 6" tall) inside the catfish. When the catfish opens it's mouth you can see the man's head, arms and torso inside. He is alive and may smile and wave to the party if he's awake. If PCs try battling the catfish the man will draw a whip and attempt to defend the fish whenever the fish opens it's huge gaping mouth. If the catfish is killed the man will jump out of the mouth and attack. He has 5 - 6 foot long tentacles instead of legs. He wields the tentacles as weapons and will arm one with a short sword and another with a dagger. He is fast on his tentacles on land. In water he will grab mammals with his tentacles and drag them down and hold them underwater.

Giant Catfish - AL N, MV swim 90' (30'), AC 4, HD 8+3, AT 5 (bite, 4 feelers), DM 2d8/1d4 (each feeler), SV F4, ML 8, XP 620, HC none

Tentacled Man: AL: N, MV: swim 120', land 150', AC: 3, HD: 3+2, #AT: 4 (whip, tentacle, knife, short sword), DM: 1D6 tentacle or weapon, 1D4 SV: F1, ML: N/A: XP:50, HC: I, HP:11 Short sword +2, dagger +1, Whip

208

Quicksand.

209

Phantom Images / Ghosts continued from hex 110. Crew is carrying wooden boxes, rolling barrels and pushing a wagon loaded with cargo. There are several officers but most are crew members in shackles and chains. They are heading east through the forest along a vague trail. The party cannot interact with the phantom crew. The crew is oblivious to the party. Shouting orders and rattling chains can be heard but the voices and sounds are distorted and unintelligible. There is no way to tell what is in the cargo containers. Occasionally a shackled crewman is struck with a whip.

301

Man eating plants are located in the south eastern areas of this hex. The plants capture animals and humans with long whip like tendrils and pull their prey to their fluid filled flowers. The fluid is an acid that makes digesting flesh easier. Once in plants tendrils tiny needles inject venom that causes paralysis.

Passing through this area the party will experience 1 - 2 of these plants on an odd roll. Roll should be checked every turn for 9 turns.

Man Eating Plant: AL: N, MV: 0, AC: 5, HD: 2, #AT: 1, DM: 1d4 (acid)+ paralysis, SV F2, ML 9, XP: 60, HC: NA .

302

A town that borders the swamp at the end of the road from hex 201. Town appears abandoned. There are no signs of life. The town is perfectly silent. Upon inspection the party finds the villagers are all dead in their homes and shops. No signs of any kind of struggle. People had collapsed dead in the midst of all manner of mundane tasks. There is nothing that indicates what killed them only their skeletal remains.

303

Small island where the village cemetery is located. It is on an island due to the village superstition concerning the undead, but in this case it is true. There is a ghoul residing on the island among the graves and mausoleum.

Ghoul - AL C, MV 90' (30'), AC 6, HD 2 (turn as 3 HD), #AT 3, DM 1d3/1d3/1d3 + paralysis, SV F2, ML 9, XP 47, HC XXI Total XP: 47. HP: 9. Treasure: CP: 5000, GP: 5

304

Ankle deep water and soft mossy ground. Moderate density of cedar trees. The White Stag roams this area of the swamp. It is a large white deer with a huge set of flaming antlers. The antlers are always aflame. As soon as he is spotted he will charge the party, then leap into the air above their heads and run off disappearing into the swamp. Sighting the White Stag is a boon of luck for the PCs. They will get a +1 to save on the next 3 times they need to roll.

305

This area is covered with knee deep brackish water. The area is eerily quiet. The lack of any sound, no birds, no trees creaking, no distant water splashing, is uncomfortable for the party. After a while of travel through this hex, in an area that is more dense with trees than previous terrain, they will hear a voice behind them. It is a child's voice asking for help.

When they turn around they will find 9 children standing in the water 15' from them in the path they just walked through. The children vary in age from 7 to 12. The children look thin, dirty, confused and frightened. The children will plead for help, crying that their parent's left them here to die because they were bad children. They will slowly advance towards the party as they plead for help to get out of the swamp. The children will start to describe a monster in the swamp that is trying to get them; a large shadow of a beast that has a suffocating odor that smells like dung and charred flesh.

These children are actually the ghosts of the 9 children whose skeletal remains are in the berry bogs in hex 402. The beast they describe is what brought death to the entire village of hex 302. The beast was after the children who had playfully summoned it from an ancient grimoire found in the ruins of hex 102 along with the cloudy crystal sphere both of which were left in the forest of hex 202. The ghosts are the spirits of the 9 children but are possessed by the Daemon they released. The Daemon was able to return to it's realm by devouring those who conjured it, but the children's spirits cannot leave this world until they have killed and passed on this possession to other beings.

Children's Ghosts

AL: C, MV: 90' (30'), AC: 0, HD 2, #AT: 1, DM: , SV: F8, ML: 9, XP: 2500, HC: IX, XIX: None, HP:48

The possessed spirits of the children do not act as a typical ghosts. The children will attack as one creature using extreme fear, each PC seeing them ages 10 years and flees as with a fear spell for 2d6 turns. Their touch has a 1 in 4 chance of being an effective attack. If it is it effective it causes 1D6 points of damage. They also use a shriek attack and apparition attack by changing their form into hideously grotesque forms. The apparition attack has a 2 in 4 chance of being effective and if so ages the PC by 1D4 X 5 each attack. The shriek has a 2 in 4 chance of damaging intelligence by 1D4 points. A save versus spells negates the effect of any of these attacks.

If the PCs have the orb and or book these items can be used to turn the children and they will disappear.

306

Plenty of drinkable water and food (fish, crawdads, cat tail root, edible ferns, wild blueberries and cranberries). Players staying here regain strength & hit points at 3X the normal rate. They are safe and protected here.

307

Waist deep dark brackish water. The area is a snake nest, full of water moccasins. There is a queen snake residing in the nesting area. She is a Giant Snake, 25' long.

Water Moccasins - AL N, MV 90' (30'), AC 6, HD 3, #AT 1 (bite), DM 1 + poison, SV F2, ML 7, XP 65, HC None, XP:240. HP:18 No treasure.

Queen Water Moccasin (Giant Snake) - AL: N, MV: 90' (30'), AC: 6, HD: 5, #AT: 2 (bite, constrict), DM: 1d4/2d8, SV: F3, ML: 8, XP: 350, HC: VI, XP: 700. HP: 27 No treasure.

308

Water depth varies from 3' - 5'. Area has giant leeches.

Giant Leech - AL: N, M: 120' (40'), AC: 7, HD: 6, #At: 1 (drain blood), DM: 1d6, SV: F3, ML: 10, HC: None, XP: 670

Giant leeches are 4' long, brown, and slimy. They live in marshy terrain and other bodies of stagnant water. When a giant leech hits in combat, it latches on to a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round. Once attached, a giant leech will only release a victim if the victim dies or the leech itself is killed.

309

Party will find areas where the swamp water is bubbling slowly. Bubbles of gas from decayed vegetation trapped in the mud at the bottom of the bog is leeching out releasing noxious swamp gas. Swamp gas can have a variety of effects.

Roll a D6 for how swamp gas in this area affects the party. (See Hex 203)



310

Phantom Image / Ghosts from hex 209. Officers and shackled slave crew are moving cargo in wooden crates and barrels through the forest, heading east on a vague trail. Crew is stumbling and being beaten with sticks and whips by the officers. Slave crew is screaming but voices and sounds are distorted. It appears that they are frightened to continue this journey eastward.

401

Abandoned apple and pear orchards. The fruit is safe to eat. This area had been cultivated and farmed by the village in hex 302.

402

Cranberry bogs at the edge of the swamp. These bogs were maintained by the people of the village in hex 302. Bones of 9 children are here on high land in the bog. These are the remains of the 9 children in hex 404. They were brought to the bogs by family that were aware that something was happening to the town and wanted to hide the children from whatever it was the children unleashed in Hex 202. The children did not survive. Their flesh was stripped from their bones and devoured by the Daemon they released from the orb.

403

A Dwarf search party is searching for Dwarfs that were escorting slave labor purchased from a human prison. The party was traveling across the swamp to bring the slaves to a mine in the area. They are now 2 months late.

The Dwarves are not happy about discovering a human party in the swamp. They avoid conversation and won't discuss their business in the swamp. The Capt.'s name is Grimsilver Honorgave. He has a Hellhammer that does 1d8+3 damage.

Dwarf (5 in party) - AL L or N, MV 60' (20'), AC 4, HD 1, #AT 1, DM 1d8 or weapon, SV D1, ML 8, XP 10, HC XVI]
Total XP: 50. HP each: 8, 6, 6, 3, 8. Treasure: GP: 50000, Gems : 5 - Total Value: 245 gp. Assorted short swords, axe and Dwarf sized armor and shields.

404

Sharp spikes in the ground are hidden in the dark, brackish water. The spikes have been placed intentionally by the escaped slave to sabotage any search parties sent to capture him. The spikes are placed randomly throughout the areas surrounding the island in hexes 404, 503, & 705. Some spikes are placed in clusters. The spikes are sharp and long enough to pierce a foot if stepped on. The ends are barbed so they cannot be easily pulled out.

When walking along the edge of the island in these hexes the GM should roll 1D4 for each party member each turn. A roll of 1, 2, or 3 indicates someone has stepped on a spike. Then each PC encountering a spike should roll 1D8 to see if they noticed the spike first on a roll of 8. Do not announce what is happening until all rolls are completed. The spikes need to be pushed through the top of the foot so the barbed end can be broken off, then the foot can be pulled off. Spike does 3 points of damage and walking without assistance is impossible

405

A shroud of mist rises from the water, it has a noxious odor and causes disorientation. Roll a D6. Using the top edge of a hex as 1, number each side rotating clock wise. Regardless of the Party's plans, whatever number the GM rolls is hex side the Party finds itself exiting from with no idea what might have happened to get them there. The GM can add whatever details desired, PCs are naked, PCs all have symbols cut into their foreheads, PCs have lost weapons, gold, other items...anything at all and the PCs have no idea how it happened or where they are.

406

Western area of Blood Coven Island. The western region of the island is a rocky cliff 50' high. At the top is a grassy grove. Within the center of the grove is a raised dais on which stands a sacrificial stone altar. There are also 2 - 10' tall statues. They are hermaphrodite humans with antlers. One has a beard and facially looks more masculine, while the other has a more feminine face.

If the altar is moved the statues will come to life and attack those in the vicinity. They are there to protect a hidden area beneath the stone where is kept The Black Horn of Dereleth used to summon the Elder Gods during sacrifices.

Hermaphrodite Statues (each) - AL C, MV 60' (20'), AC 4, HD 5, #AT 2 (fists), DM 2d6/2d6, SV F5, ML 11, XP 500, LL 98, HC None, Total XP: 500. HP: 29. Treasure: None

407

An owligator is hiding beside a fallen tree in the swamp. Water is 2' deep at this location. A second owligator will join the struggle.

Owligator - AL N, MV 100' (40'), Swim 110' (50'), AC 5, HD 3, #AT 3 (2 claws, bite), DM 1d8, SV F3, ML 9, XP 175, HC XX HP: 40

An Owligator has long jaw that clamps down like an alligator but is actually a sharp beak. Their forward legs are 3 times longer than their rear legs. Their paws have strong, long sharp talons that they use to quickly grab their prey and pull them into their beaks. Then they rip and shred their prey apart. The dark greenish, black feathers covering their hides are oily and water resistant which helps them to be buoyant and especially quick when moving through the water.

408

Springy, soft mossy marsh with much reed coverage and no trees. Wandering through this hex allows horizon to horizon views of the sky and clouds. This hex is home to a 20' Water Naga. The Water



Naga has just experienced swamp gas and is violent, disoriented and hallucinating. She believes that the tallest member of the party is an old lover (that she killed and devoured) and is angry that he has returned and wants to put him back where he belongs (which means to devour him again).

If the party camps out in this hex overnight they will be awoken in the middle of the night by the Naga who has wrapped her body around the tallest PC and she is passionately kissing him with her long thin snake tongue. If he struggles she will constrict tighter and tighter until she crushes his body. The Naga's breath reeks of fish and decay.

Water Naga: HD: 7; AC: 5[14]; #Atk: 1 bite (1d4 + poison); MV: 12 (Swim 20); SV: 9; CL: 10; XP: 1400; HP: 37 Special: Poison, spells: Magic Missile, Sleep, Mirror Image. Treasure: Magic: Sword +2, , Potion of Speed.

409

Phantom Images / Ghosts continued from hex 310. Officers and slave crew have set up camp. Campfire is burning and the shackled and chained slave crew are sleeping. Officers are talking around the campfire and look upset. Guards are standing watch around the cargo. They look very solemn. If the party pays close attention to details they will notice the guards are all magic users and they all look very concerned.

501

Dense forest that becomes more and more difficult to journey through the further north or northwest the party travels.

502

Water depth varies from 1' - 6". Area is home to a giant snapping turtle. The turtle is hundreds of years old. It has runes written on it's back. They were written when the turtle was younger and was used to protect a Wizard's home (sort of like an attack turtle). The runes are a spell that when recited out loud, calms the turtle and renders it docile. The turtle reverts back to aggression as soon as the spell is finished being spoken, so the spell must be repeated continuously until out of harms way.

Giant Snapping Turtle - AL: N, MV 30' (10') Swim 120' (40'), AC: 0 (head, flippers 5), HD: 10, #AT: 1 (bite), DM: 6d4, SV: F10, ML: 9, XP 1,700, AEC:: 139, HC None] HP: 50.

A giant turtle is extremely temperamental and aggressive. They live in bodies of fresh water or large rivers. They lie in wait for prey, extending their 10' long necks very suddenly to surprise on 1-4 on 1d6, and then snap at prey for 6d4 hp damage.

503

Sharp spikes in the ground are hidden in the dark, brackish water. The spikes have been placed intentionally by the escaped slave to sabotage any search parties sent to capture him. The spikes are placed randomly throughout the areas surrounding the island in hexes 404, 503, & 705. Some spikes are placed in clusters. The spikes are sharp and long enough to pierce a foot if stepped on. The ends are barbed so they cannot be easily pulled out.

When walking along the edge of the island in these hexes the GM should roll 1D4 for each party member each turn. A roll of 1, 2, or 3 indicates someone has stepped on a spike. Then each PC encountering a spike should roll 1D8 to see if they noticed the spike first on a roll of 8. Do not announce what is happening until all rolls are completed. The spikes need to be pushed through the top of the foot so the barbed end can be broken off, then the foot can be pulled off. Spike does 3 points of damage and walking without assistance is impossible

504

North west side of an island in the swamp. Terrain is silty mud at the banks rising to hard sandy soil 2 feet above the water. Some tall strong oak trees stand among the cedar and scrub pines. In one of these oaks is suspended from their feet, the corpses of the 2 Dwarf guards being searched for. Their bodies have been stripped and decapitated. limbs have been removed by the escaped murderer (who presumably has eaten the Dwarfs for a dietary change of pace!).

Signs of heavy traffic is evident in the sand. The murderer is living on this side of the island. If the party tripped any bell traps, then he is aware that they are near.

If bell traps were rung then he is waiting in a tree with a bow and 10 arrows he has made.

If no traps were tripped then the party could surprise him.while he is carving human or Dwarf flesh or smoking meats, fishing, sleeping, etc.

He is ruthless, cunning and insane. He has no conscience and will kill anyone or anything without giving it a second thought. He will do anything to avoid being imprisoned again. He will fight before talking and always strikes first. He eats all flesh, including human, Dwarf and Elf. He believes eating the flesh of his opponents increases his ability to conquer any foes.

John Magsman, Purchased Slave, Thief 6, Hit Points: 30, Armor Class: 7, Alignment: Chaotic, XP: 80001, Sex: Male, Age: 32, Height: 6' 0", Weight: 195 Str: 15, Dex: 9, Con:13, Int: 12, Wis: 9, Cha: 12. To Hit: -1, AC Mod: 1, HP Adj: 1, Sv Vs. Mgc:-1, React Adjus:0, To Dam: -1, Initiative: -1 Treasure: Dwarf sword, knife, warhammer +3, 2 small shields +3. 6 gold rings, CP: 25, SP: 76, GP: 86, Bow and 10 arrows,10' pole, lantern, 10 flasks of oil, leather backpack.

505

Raft with decaying human bodies bound in chains. Some of the limbs of the dead have been sawn off. 2 bodies have been removed from the raft, their wrists still bound in shackles. Raft is floating in the water 50; from the bank of the island the murderer is hiding on.. Vultures are pecking away at the corpses, but will fly away if party comes within 30' of the raft.

506

The Blood Coven is a band of 13 Witches who use this secluded island in the swamp for Sabbats and Ritual Sacrifices. While they don't all live here they do have a few camouflaged hovels on this side of the island and someone is usually here to keep an eye out for intruders. The hovels are 3' high from the outside, covered in dirt, moss, and leaves. The doors are hidden with camouflage. Entrance is through the door and 3 steps down giving about 5' of height inside at the highest point. There is little inside, but bunks for 4, 2 on either side, a small clay fireplace and a lamp on the table in the center of

the room w/ 4 chairs. On a shelf on the wall are plates, pots, cups, matches and utensils.Each of the hovels are similar. They do not keep any personal items, ritual tools, weapons, etc. here.

The High Priestess and 3 other members are here when the PCs enter the hex. The Coven had convened on the island to sacrifice a 16 year old girl kidnapped from a town east of the swamp. The girl escaped from the Coven's clutches and part of the Coven is out searching for her. 1 member is in hex 109, trapped in the Dryad's tree. 4 Witches are in hex 607, 2 captured Witches in 507, and 2 Witches are in hex 708.

3 Witches are in one hovel, sleeping The High Priestess is in one by herself.

Roll 1D4 to determine which hovel is entered first:

1. Empty
2. 3 Witches sleeping
3. Surprise the High Priestess
4. Empty

Which ever inhabited hovel is entered first will alert the other to intruders. The 3 Witches will come to the aid of the Priestess, but the Priestess will run into the woods to hide if the 3 Witches are surprised first. She will then send out her snake familiar to find the other Witches searching the swamp for the escaped girl and alert them to the intruders.

High Priestess Jex Von Cheriux, Chaotic Female Magic-user 5, Atr: 11/10/10/9/10/14 , AC: 9, HP: 15 Equipment: No Armor, Dagger. Personality: Noble, Intimidating, Corrupt Spellbook: First (2): Shocking Grasp, Read Magic, Magic Aura, Allure, Jump.Second (2): Stinking Cloud, ESP, Ray of Enfeeblement. Third (1): Hold Person, Invisibility 10ft. Radius.

Her Snake Familiar: AL N, MV 90' (30'), AC 7, HD 1, #AT 1, DM 1d3, SV F1, ML 7, XP 13, HC None

Evroult l'Appeville, Chaotic Male Magic-user 2, Atr: 10/13/10/5/13/5 , AC: 11, HP: 5 Equipment: No Armor, Dagger, Personality: Cowardly, Abhorrent, Obedient Spellbook: First (2): Floating Disc, Charm Person, Shield, Dancing Lights.

Laothoe, Neutral Female Magic-user 2, Atr: 12/15/11/15/11/12, AC: 8, HP: 5 Equipment: No Armor, Dagger. Personality: Weak-Willed, Jaded, Callous Spellbook: First (2): Mending, Charm Person, Spider Climb, Ventriloquism.

507

This hex is marshy and mossy wet ground with moderate tree coverage. A band of 6 humans from a town south east of the swamp are searching for the girl kidnapped by the Blood Coven for a sacrifice. They have 2 captured Witches with them. When they encounter the adventure party they will automatically assume they are members of the Coven and attack them to capture them. They will attempt to force a confession, then take them back to town where they will be tried and burned at the stake.

The captured Witches will "confess" the the PCs are the actual leaders of the Coven and will try to negotiate their release in exchange for details about the PCs and their involvement in witchcraft, including how the PCs cast spells on them to make them become Coven members.

Malachai Daufari - Party Leader, Lawful Male Fighter 4, Atr: 14/4/13/10/9/9 , AC: 3, HP: 19 Equipment: Splint Mail, Shield, Trident +2, Spear. Personality: Rash, Wise, Abhorrent

Gerbodo, Lawful Male Fighter 1, Atr: 15/13/14/8/14/7 , AC: 7, HP: 7 Equipment: Leather Jerkin, Dagger. Personality: Cheerful, Impressionable

Margarete, Neutral Female Fighter 1, Atr: 17/16/14/6/10/14, AC: 5, HP: 5 Equipment: Leather, Heavy Flail. Personality: Callous, Prankster

Prymneus, Neutral Male Fighter 1, Atr: 10/11/11/10/12/16 , AC: 8, HP: 8 Equipment: Nothing, Shield, Long Sword, Scimitar. Personality: Dogmatic, Trusting

Eztegune, Neutral Female Fighter 2, Atr: 15/14/11/8/12/12 , AC: 9, HP: 16 Equipment: No Armor, Dagger. Personality: Harsh, Humble

Pentecost, Neutral Male Fighter 2, Atr: 13/11/15/8/17/13 , AC: 6, HP: 15 Equipment: Chain Mail, Heavy Crossbow, Short Sword. Personality: Notorious, Corrupt, Miserly
Captured Witches

Marjer Dedericus, Neutral Female Magic-user 2, Atr: 13/15/13/8/10/12 , AC: 10, HP: 3 Equipment: No Armor, Dagger. Personality: Aloof, Weak-Willed Spellbook: First (2): Scribe, Identify, Sleep, Jump.

Gumpert l'Apperville Lawful Male Magic-user 2, Atr: 10/14/8/11/6/14 , AC: 9, HP: 8 Equipment: No Armor, Dagger. Personality: Calculating, Bloodthirsty, Philosophical Spellbook: First (2): Summon Familiar, Dancing Lights, Sleep, Charm Person.

508

This area is wet mossy ground. While exploring in this area the party come across a forest of fungus and mushrooms. This Fungal Forest is densely populated with hundreds of large toadstools and mushrooms, some up to 20' tall, and covers an area of 4 square miles. If they spend more than 3 turns in the forest they will succumb to it's psychoactive spores, The spores cause psychedelic

experiences. The party will quickly become tired and unable to go on without sleep. They will doze off quickly and have vivid dreams of mythic proportions. They will sleep for 1D4 days. Upon waking they will find they have been captured by Mushroom Men. They've been bound and brought to a Mushroom Man camp. There are 8 Mushroom Men in the camp.

Mushroom-Men: HD 3, 2, or 1; AC 5[14]; Atk Fist (1d6) or weapon; Move 12; Save 14, 16, or 17; CLXP 5, 3, or 1 240, 60, or 15; Special: Spores. Treasure: 3 Spears, 2 pikes, 4 shields *1, 56 GP

Mushroom men grow up to 4' tall and have arms and legs.

Mushroom men release 1D6 spores which grow into mushroom men within 1D4 rounds, though with 1 HD lower than the parent. Mushroom men of 1 HD cannot produce spores upon dying. The spores have 2 hit points (before becoming fully formed mushroom-men).

509

The party passes through this hex without ever realizing they passed through.

510

Phantom Images / Ghosts continued from hex 409. The Officers and slave crew have carried the wooden crates and barrels into hex 510. The scene at this point is sheer terror. The shackled slaves have all collapsed on the ground cowering and screaming, covering their heads. Officers have dispersed running off in different directions trying to escape what is to come. Magic Users are struggling with all their might to contain something that is happening. They are straining and are in obvious agony, blood running from their noses and ears. First one, then another head explodes across the field. The other 2 Magic Users collapse on the ground dead, blood pouring from their mouths across the ground. The wooden crates explode open with blinding light and massive 6 fingered hands and arms, clawed and decaying reach out of blinding light in horrific unnatural motions trying to grab anything in their way.

A couple of the dozens of massive hands of dark colors not of this dimension grab the chained slaves waving them around by their shackles, then pulls them into the light which detonates an implosion in time and space. The gravity of the space occupied by the arms and hands sucks down wind and air. All the trees in a radius of a half mile are uprooted and pulled down by the implosion. All the trees in the area are now lying down with their treetops pointing to the center of the implosion.

The party has witnessed a scene that had occurred 50 years before but the event reached out through time and re-occurred. At this point the party has lost all memory about this trip. They have no idea how or why they are standing among all the downed trees. They have no clue which way they came from or any sense of direction.

601

An owligator is on a large platform rock and is devouring a large black bear. There are 2 smaller owligators waiting for a chance to grab some of the bear. Both decide to go after the party.

Large Owligator - AL N, MV 100' (40'), Swim 110' (50'), AC 5, HD 4, #AT 3 (2 claws, bite), DM 1d8, SV F3, ML 9, XP 250, HC XX

Small Owligator (each)- AL N, MV 90' (40'), Swim 100' (50'), AC 5, HD 2, #AT 3 (2 claws, bite), DM 1d8, SV F3, ML 9, XP 150, HC XX

602

Party will find areas where the swamp water is bubbling slowly. Bubbles of gas from decayed vegetation trapped in the mud at the bottom of the bog is leeching out releasing noxious swamp gas. Swamp gas can have a variety of effects. Roll a D6 for how swamp gas in this area affects the party. (see Hex 203)

603

Trip wire connected to bells and chimes are hidden beneath the surface of the dark brackish water. The cannibal murderer set these up as an alarm for someone approaching the island. While the PCs are crossing through this hex the GM should roll a 1D4 for each member of the party every turn. If the PCs are on the furthest side of the hex from the island bank, there is a 0 chance of tripping a bell wire. At the half way mark it is tripped on a roll of 1. Within ¼ of the hex away from the island it is tripped on a 1 or 2. Walking along the bank it is tripped on a 1, 2, or 3. If a roll indicates a tripped bell wire, then the PC should be told to roll a 1D8 to see if they noticed it before tripping it. They successfully saw it without tripping it on a roll of 8. PCs should not be informed of the reason for dice rolls until a final outcome is established.

604

South eastern side of the island where the murderer is hiding out. The murderer, John Magsman, is on the other side of the island in hex 504. He has brought 2 of the bodies from the raft to this part of the island to be butchered. There are 2 wolves tearing apart the bodies left there. They will attack the party.

Wolves (2): AL N, MV 180' (60'), AC 7, HD 2+2, #AT 1 (bite), DM 1d6, SV F1, ML 8, XP 35, HC None Total XP: 350. HP: 13, 12

605

Trip wire connected to bells and chimes are hidden beneath the surface of the dark brackish water. The cannibal murderer set these up as an alarm for someone approaching the island. While the PCs are crossing through this hex the GM should roll a 1D4 for each

member of the party every turn. If the PCs are on the furthest side of the hex from the island bank, there is a 0 chance of tripping a bell wire. At the half way mark it is tripped on a roll of 1. Within ¼ of the hex away from the island it is tripped on a 1 or 2. Walking along the bank it is tripped on a 1, 2, or 3. If a roll indicates a tripped bell wire, then the PC should be told to roll a 1D8 to see if they noticed it before tripping it. They successfully saw it without tripping it on a roll of 8. PCs should not be informed of the reason for dice rolls until a final outcome is established.

606

This hex is mossy and muddy with very dense cedar tree coverage. Many large trees have fallen and taken down other trees when they fell. There is a lot of rotting large trees and the area reeks of rotten wood and mold. The party must climb over these fallen trees to traverse this area. The party will hear the sound of what might be a child crying. Is it the runaway girl? Springing from behind rotted tree stumps, a giant centipede prepares to strike. The party is disgusted as they realize what the giant centipede actually is.

The giant centipede is an Infanticede, a creature created by the Coven during a ritual several years ago. They were summoning an Outer Realms Watcher using several children as sacrifice, but everything went wrong and instead they manifested the monstrous Infanticede. While this creature looks like a centipede at first glance, it is actually 10' of baby body parts assembled like a centipede. Each segment is a child's head connected to the others in a chain attached at the neck to the top of the scalp of the next one. A pair of infant arms sprout from each segment from where the ears of each head would be.

Each face has a look of agony, some are crying, some have pained expressions, while others are vomiting on itself. The creature has claws on all of it's 20 pairs of hands. The head at the front of the creature is double the size of the segments and is 2 infants faces combined with large prismatic insect eyes and massive mandibles protruding from the mouth. It can also project acid vomit up to 15'. The creature is fast, aggressive, and exceedingly violent. In addition, as an Outer Realm denizen, the Infanticede can shift location by 10' once a turn. When a PC strikes the Infanticede it will scream in a child's voice, even crying out "Mommy!"

Infanticede - AL C, MV 120' (60"), AC 9, HD 1d4 hp, #AT 5 (mandible bite, multiple arms, projectile acid vomit), DM: claws - 1D6 / mandibles - 2D6 / acid - 1D8,, SV F1, ML 9, XP: 125, HC None, HP: 45

Location Shifting: The Infanticede can shift it's location at will within a 10' diameter. The GM should roll 1D4 every turn to see if a shift occurs. A shift occurs on a roll of 4. Direction of shift is determined with 1D4 where 1= creature's left, 2= creatures right, 3= forward, 4= backwards. A roll of 1D10 determines distance shifted.

607

The swamp in this hex is ankle deep to 1' of water and mud and extensive reed coverage. The party will encounter 4 Blood Coven Witches searching for the kidnapped girl who escaped.

Blood Coven Witches

Theocharista Ravel, Lawful Female Magic-user 2, Atr: 11/17/10/11/11/10, AC: 9, HP: 5 Equipment: No Armor, Dagger. Personality: Arrogant, Capricious, Nosy Spellbook: First (2): Detect Magic, Shocking Grasp, Mending, Manipulate Fire.

Madelgarde Ysolt, Chaotic Female Magic-user 3, Atr: 7/16/13/9/13/15, AC: 9, HP: 11 Equipment: No Armor, Dagger. Personality: Greedy, Wise, Hotheaded Spellbook: First (2): Unseen Servant, Light. Second (1): Shatter, Mirror Image, Auditory Illusion, Amnesia.

Eudes Ysolt, Lawful Male Magic-user 3, Atr: 10/14/8/10/12/11, AC: 9, HP: 9 Equipment: No Armor, Dagger. Personality: Sensuous, Callous Spellbook: First (2): Enlarge, Ventriloquism, Identify, Jarring Hand, Comprehend Languages. Second (1): Stinking Cloud.

Olar Frederada: Lawful Female Magic-user, Lvl: 3, Atr: 9/16/15/13/15/16, AC: 8, HP: 8 Equipment: No Armor, Dagger. Personality: Jovial, Remorseful Spellbook: First (2): Floating Disc, Magic Aura, Jarring Hand, Summon Familiar. Second (1): Stinking Cloud, Invisibility.

608

This hex contains a very small island ¼ mile in diameter. It is higher than other islands in the swamp and is covered with hard soil and grass with limited tree coverage. The girl kidnapped by the Blood Coven who then escaped is here captured by a Swamp Troll.

The Troll's encampment is a simple lean to, fire pit with extra large pot and a few tools: a large knife, fishing pole, and axe. The Troll has his treasure buried under the roots of the tree where his lean to is set up.

The girl is bound with coarse rope and tied to a tree. She will assume the PCs are Blood Coven members and will try to escape from them if she gets the chance.

Swamp Troll: AL: C, MV: 120' (40'), AC: 4, HD: 6+3, #AT: 3 (2 claws, bite), DM: 1d6/1d6/1d10, SV: F6, ML: 10, XP: 600, HC: XIX HP: 32 Treasure: GP: 2000, silver locket with a woman's hair inside (from a soldier he captured and ate), a silver cross.

Kidnapped Girl

Sumar Metzler, Neutral Female 1, Atr: 8/14/11/15/17/14, AC: 6, HP: 4 Equipment: Oversized mens shirt Personality: Optimistic, Weird, Disturbed

609

This hex is deeper brackish water, 3' to 5' The party will need to wade neck deep, swim, or use a watercraft to pass through. There are water moccasin snakes in the area.

Halfway through the hex the party will encounter a pack of 5 Water Wyrds. They are extremely aggressive and violent. Imagine a cross between monkeys and piranhas.

Water Wyrds look like hairless chimpanzees with gills, huge bulbous black eyes, and webbed fingers and toes. It's long tail can be used for grabbing or stabbing with it's sharp poisonous tip. Their bodies are up to 4' with tails of the same length. Their mouths have 3 rows of needle sharp and razor like teeth.

Water Wyrd (5): AL: N, MV: 90' swim / 50' on land, HD: 2; AC:: 5; #AT: 3 (bite, tail, hands/claws / 1D6, 1D4+poison, 1D4) SV:F3 15; XP: 55, 275 total, HP: 15, 13, 11, 11, 9 Treasure: none

701

A road leads out of the swamp to the northeast. 50 miles north by northeast is a Dwarven Mine where the prisoners sold as slaves were to be transported.

702

Soft sandy ground and dense scrub pine forest. No encounters this hex.

703

What appears to be mud and silt near the swamp bank is actually a Black Pudding.

Black Pudding - AL: N, MV: 60' (20'), AC: 6, HD: 10, #AT: 1, DM: 3d8, SV: F5, ML: 12, XP: 3,100, HC None, HP: 55. Treasure: None

704

This hex is shallow water and marshy bog. There is dense tree coverage and the area is dank and dark. The party encounters a 7 gas spores floating towards them attracted by the heat of the PCs bodies. Gas Spores are floating fungi filled with gas and poisonous spores. It uses infrared vision to identify mammals then attaches it's tentacle to the mammal's skin to transfer spores to it's victim's body where the spores infect the host. Gas spores will sprout from the victim's skin killing the infected mammal within 1 week. If a weapon is used against a gas spore and punctures it the gas spore will explode causing 6D6 points of damage within a 20' diameter.

Gas Spore - (7) AL: N, MV: 30' (10'), AC: 9, HD: 1 hp, #AT: 1, DM: Save poison die in 1 day (if hit, Save wands or suffer 6d6 damage), SV: F1, ML: 12, XP: 6, HC: None Total XP: 42. HP: 2, 2, 2, 2, 1, 1, 1. Treasure: None

705

Sharp spikes in the ground are hidden in the dark, brackish water. The spikes have been placed intentionally by the escaped slave to sabotage any search parties sent to capture him. The spikes are placed randomly throughout the areas surrounding the island in hexes 404, 503, & 705. Some spikes are placed in clusters. The spikes are sharp and long enough to pierce a foot if stepped on. The ends are barbed so they cannot be easily pulled out.

When walking along the edge of the island in these hexes the GM should roll 1D4 for each party member each turn. A roll of 1, 2, or 3 indicates someone has stepped on a spike. Then each PC encountering a spike should roll 1D8 to see if they noticed the spike first on a roll of 8. Do not announce what is happening until all rolls are completed. The spikes need to be pushed through the top of the foot so the barbed end can be broken off, then the foot can be pulled off. Spike does 3 points of damage and walking without assistance is impossible.

706

Road leads out from swamp to a nearby town. Immediate area is gently forested with oak and sycamore trees, ground, except for dirt road, is covered in thick green grass. If Adventure Party exits swamp at this point they will be arrested by local officials and brought to nearby town to be charged with involvement in the criminal activity that has recently taken place in the swamp.

There are 24 well armed officials and another 12 snipers with cross bows in hiding. All 24 Armed Officials are similar in skills, armor, and weapons:

Lawful Fighter, Lvl: 4, Atr: 12/11/6/11/14/11, AC: 3, HP: 16 Equipment: Plate Mail, Short Sword

12 Crossbow Snipers are also similar in skills and attributes:

Lawful Fighter, Lvl: 3, Atr: 12/10/13/14/8/8, AC: 7, HP: 12 Equipment: Leather, Light Crossbow, Bastard Sword

707

Kraw'Nagluch, an abyssal denizen of the outer realm that envelopes our perception of reality. This creature will always be in this hex but can simultaneously be in any other hex at any time.

The GM can randomly roll 5D6. On a roll of 30 the party will have an encounter with Kraw'Nagaluch (see hex 707), a denizen from the Outer Realms manifest here by the events that culminate in hex 510. Kraw'Nagaluch is always in hex 707 but can simultaneously appear at any time in any other hex.

Kraw'Nagaluch can not be looked at directly, he can only be seen in the periphery of one's vision. As an Outer Realm being drawn in to this plane of existence by a cataclysmic accident he is constantly oscillating between the physical realm here and the Outer Realms. His form is recognizable as a humanoid form up to 7' tall with hideously grotesque features appearing to ceaselessly fold in on itself. A hog like human face then appears to be genitals and rectum then intestines turning into a brain, then mouth, then wringing hands. This endless transformation of grotesque body image morphing is incredibly disturbing to witness. Any PC that does not turn and flee within 1 turn must make their saving throw or lose 1D4 points of intelligence.

Kraw'Nagaluch wants nothing to do with the PCs and will only attack if provoked or if the party is in possession of the orb from hex 202. If the orb is with the party, Kraw'Nagaluch will illuminate with a mercurial light that will be directly visible to the entire party. The PC in possession of the orb will collapse and the orb will levitate out of where ever the PC had it stored.

If the party attacks Kraw'Nagaluch will draw a sword out of thin air. The sword edge is an intricately patterned serrated edge that dances like webs of flame. It will slice through any material as if it were melted butter. Before swinging the sword he will give a warning scream to the party. Each PC will need to make their saving throw or be thrown to the ground from the force of the scream.

When he obtains the levitating orb he will cut it with his sword at which point his mercurial aspect will disperse in every direction in a million tiny shafts of silver light and be gone. Each PC should roll 1D4 to see if they were hit with a shaft of light (odd # no they were not, even # yes they were).

Those hit by the light will be able to turn the possessed children's spirits in hex 305 if they have not already encountered them. If they do encounter them the PCs touched by the light will let out a scream so forceful it will turn the children's ghosts. The PC will not know they can do this. In case of the encounter the GM will instruct them that a force takes control of the affected PC's bodies and released the screams.

Kraw'Nagluch - AL: C, MV*: 25' (0'), AC 2, HD 6, #AT 2 (scream, Outer Realm Aether Sword), DM: scream - 2D6 / sword - 13D8, SV F3, ML 10, XP 350, HC: NA HP:45.

Sword can not be handled by any living thing on this plane of existence..

708

This hex is mossy and spongy marsh. 2 members of the Blood Coven are searching in this area for the runaway girl.. These are the 2 youngest members of the Coven and aren't fully initiated. In fact, they aren't completely dedicated to the Craft, it's something their parent's who are Coven members forced them to participate in. They can be persuaded to let the PCs continue traveling without a fight.

Druet Ravel, Chaotic Female Magic-user 1, Atr:
13/16/14/13/9/14 , AC: 8, HP: 2 Equipment: No Armor, Dagger.
Spellbook: First (1): Jarring Hand, Allure.
Geffrey l'Apperville, Chaotic Male Magic-user 1, Atr:
11/10/12/13/9/15 , AC: 8, HP: 3 Equipment: No Armor, Dagger.
Spellbook: First (1): Read Languages, Unseen Servant.

709

Party will find areas where the swamp water is bubbling slowly. Bubbles of gas from decayed vegetation trapped in the mud at the bottom of the bog is leeching out releasing noxious swamp gas. Swamp gas can have a variety of effects. Roll a D6 for how swamp gas in this area affects the party. (See hex 203)

710

This hex moves from hard earth in the western hex edge to marsh and reeds to deep water in 1/2 of a mile. The party will either walk in 4' of water, swim or navigate a watercraft. As soon as the party enters this hex they feel that something is wrong, like a haunted feeling of doom permeates the swamp. They also feel there is something compelling them to continue through it, like an optimism that they all share that they are part of something much bigger than themselves and that they have a part to play in the scheme of things unfolding around them.

After trudging and swimming, or navigating a watercraft 2 miles into the hex they sense that the water that has always been still in the swamp is actually moving forward in the direction they are going. It quickly develops into a situation they lose control of as they realize they are entering fast moving water at the edge of a swirling whirlpool. They sense magic here if for no other reason than the raging, violent whirlpool is perfectly silent. The whirlpool was created during the original disaster in hex 609. It sucks everything that enters the moving waters into it. There is no possibility of escape. PCs should be told to make their saving rolls to avoid drowning (although there is no chance that they will drown). PCs will pass out as they are swept under water and pulled down to untold depths.

When the party awakens they are in a random hex of the Abyssal Swamp. GM rolls a D8 (reroll if 8 comes up) for the 1st hex number, then roll D10 (reroll if 10 is rolled for an area that has only 9 hexes) for the last 2 digits. It is twilight and will remain twilight for them regardless of time of day or position of the sun.

When they come across animals or other people they will find everything is moving backwards. It is impossible for them to interact with others because they are in a permanent state of time moving backwards while they are moving forwards through it. Even if they were noticed by another human, they would be forgotten immediately. They are safe from being attacked by anything EXCEPT the Abyssal Denizen of Other Realms from hex 707, which in this backwards dimension is violently aggressive and will hunt the party down wherever they go ANYWHERE.

If the first random roll puts them in hex 710, they go through the whirlpool and enter another random hex BUT it is normal--NOT backwards and no twilight.

The only way out of this is dimensional slip is to go back to hex 710 and go through the whirlpool again, showing back up in a random hex but as normally played. Unless the random hex rolled is 710 in which case they immediately go through the whirlpool and return to a random hex on the map in twilight all over again.

AFTERWORD

I grew up in an area full of forests, swamps, and river marshes so I enjoyed visiting these places in my mind while writing. The name of this "swamp crawl" is an homage to my favorite metal podcast, The Soggy Bog of Doom. Artwork was found online and I believe it's all copyright free.

Finally, it's been decades since I've DM'd a game and I have never read Labyrinth Lord until now, though while writing this I became very fond of it, therefore, it is very likely that creature and NPC stats will need tidying up (like, a lot of tidying up). I hope the encounters themselves make it worth it.

I used a couple of online resources for help creating the stats and treasures.

Mithiril and Mages

<http://www.mithrilandmages.com/blog/labyrinth-lord-resources/>

Campaign Wiki

<https://campaignwiki.org/wiki/Monsters/HomePage>

THE ABYSSAL BOG OF DOOM



Dear Secret Santicore—

I would like a location-based fantasy caper scenario. Short is fine -- I'm thinking of a one-and-done single-session fill-in scenario outline. I'm thinking of an environment at least partly inhabited by people rather than a ruin full of monsters. Definitely a heist or caper rather than a quest.

Thanks!

J.H.



*Princess Cyndipoot is trapped,
you must save her and win her heart!*

A Princess has been trapped by a horde of skeletons and zombies inside her tower. Every few hours another group of adventurous young men gather at the base hoping to show their prowess and storm the tower to win the Princess's heart. Over five days well over thirty brave young men have entered the base of the tower and none have escaped the tower.

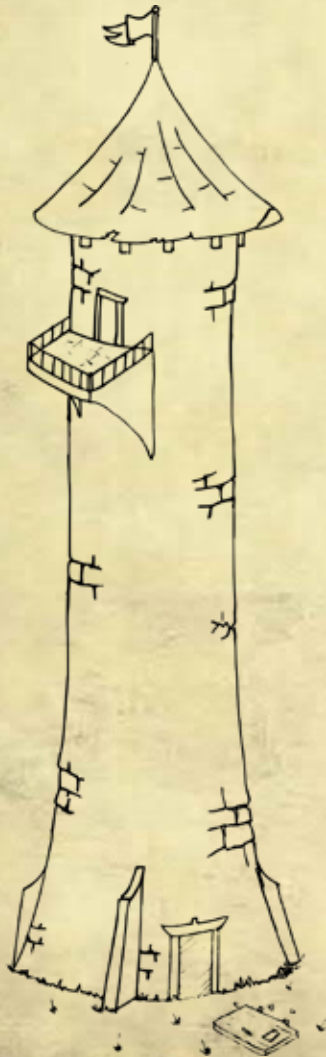
The one problem? Well, besides the zombie horde that stand between you and the maiden...you are a goblin!

You and your ragtag group of friendly goblins have decided now is your time to shine! Rescue the Princess and win her heart! You will be heroes of the Kingdom!

WHAT IS REALLY GOING ON (GM NOTES)

This is all a ruse. The Princess has been possessed by an ancient, evil and long forgotten deity named Atë. Atë was able to possess the princess through a beautiful, cursed tiara. It was a gift from the Princess' suitor, Prince Fuldor, who presented it as an engagement gift to his bride, knowing she would immediately be possessed by the ancient goddess he worshipped.

Atë immediately possessed the Princess and then slew her guards, turning them into undead slaves to protect her. She allowed one to remain alive and used her magically enhanced beauty to Charm him.



He was then released to spread the word the Prince and Princess are alive and trapped at the top of the tower.

As word spread around the Kingdom, brave young men have donned their armor and swords and marched off to their doom inside the tower. As they are slain, Atë's terrible magic raises their bones, slowly growing her zombie army which she plans to use to establish a new kingdom of terror!

Now it is up to a ragtag band of goblins to save the day and, with some luck, win the heart of a princess!

CREATING YOUR BRAVE HEROES

Allow players to create their heroes as usual except reduce the number of dice used. If your games usually roll 4d6 and drop one, only allow players to roll 3d6. Or roll 4d6 and only take the lowest dice. However you do it, you should end up with lower than average scores. GMs should make every attempt to encourage players to put low scores in Wisdom and Intelligence scores.

To assist in making all goblins unique, each player rolls once on the **Goblin Quirks** and **Goblin Abilities** tables below. Allow players to pick if they wish (though it will be much more fun to determine these randomly).

GOBLIN QUIRKS (2D6)

- 2: Long Arm - One arm is visibly longer, and bigger, than the other, goblin receives a +1 on damage with any weapon held in this arm's hand
- 3: Wooden Stump - lost a leg below the knee and now hobbles about on a wooden stump, once per game the goblin can pull out any reasonable item from within the hollow stump
- 4: Wild Tongue - you cannot control your long tongue and it will continually hang a few inches beyond your lips, wiggle and flop about, you can accurately tell the value of any gem licked by the tongue
- 5: Stinky - Whenever you enter a stressful situation you must make a save or relieve your bowls immediately

6: Old Crazy Eye - you have one eye that continually wanders about, looking in random directions (causing anyone talking to the goblin to feel uneasy), however, the goblin can never be surprised

7: Hook'em - you lost your hand years ago and replaced the missing appendage with a large iron hook, it looks vicious and menacing, doing d4+1 damage per strike, plus it allows you seem legit when you speak like a pirate

8: PTSD - you suffered more than the average goblin in your younger years and now you suffer fits of nutty and odd behavior, unfortunately for your friends this means you could snap at any moment

9: Mutant! - you were born with a two foot long tail poking out from your buttocks, this tail is strong enough to hang from a rafter or hold on to a single, large item

10: Voracious Eater - you are always starving and can barely resist stopping to snack on anything, even things most goblins would consider barely edible

11: Poisoner - you love poison, to the extent that you tend to poison nearly everything, all the time, sometimes even other goblins, you have a few vials of poison on your belt and can apply it to your blades for additional damage

12: The Mole - you are special, you are one of the minions of Atë and have worshipped the ancient goddess for all your years, you have planned to bring these goblins - your friends - as offerings for the goddess in hopes of gaining favor in her eyes

GOBLIN ABILITIES (2D6)

2: Cave Crawler - you can climb the walls and perform a surprise drop attack on those below, gaining automatic surprise and doing double damage on a successful strike

3: The Scrum - the goblin may encourage his allies to join him in a swarm attack on any single target, the goblin will make a normal attack roll and if he succeeds he does d4 damage, every goblin that joins him automatically does an additional d4 damage to the target

4: Simple Arcane Trickster - player can choose a single spell (must be of a prankster or trickster nature) and goblin can cast this spell once every other round, gm and player must agree to spell

5: Booger Flinger - goblin can produce an amazingly large booger from its nostril at a single target (requires a to hit roll), it is sticky and causes the target to feel nauseous, any complex action the target takes (spell casting) requires a save or automatically fails until a round is spent removing the disgusting snot

6: Fast Mover - once every ten minutes the goblin can cover three times the normal distance, even when encumbered

7: (Un)Chemist - the goblin sees himself as an amazing chemist and he carries around an amazing number of small vials filled with various chemicals, allow the player to come up with what his vials do on the fly, however, every time he must make a Wisdom check, failure means the vial does something completely random and usually not very helpful to the goblin's goal

8: Acidic Urinator - your urine is highly acidic and will cause pain when it comes in contact with bare skin, causes 1 point of damage until washed or wiped off

9: Big Eared - goblin can never be surprised but any very loud noise (say an owlbear's terrible roar) will cause him to crumple in pain for a single turn as he tries to cover his ears and reduce the noise

10: Gut Vomit - you can vomit at will four times a day, causing a mouthful (or two) of stinky, slimy vomit to automatically strike any target directly in front of you and less than ten feet away, vomit is goeey and gross, it will blind the target for a round and be generally disgusting

11: Ankle Biter - in addition to any normal action, may make additional attack, if successful causes d4 additional points of damage with a vicious bite to their enemy's ankle

12: Bug Bomber - goblin is a lover of bugs and keeps small vials, pouches and bottles of various types of bugs hanging from his belt, GM should encourage creative use of these bugs

THE TOWER

The tower is comprised of three levels, however a GM who finds he has additional time to run the adventure can add more middle levels in between the lowest and top level. This allows for the GM to beat up his players a little more without too much additional work. The outer wall of the tower is covered with a highly flammable oily substance that can easily be lit by a torch or Prince Fuldor who stands watch on the balcony above.

The lower level - The front door has been ripped from its hinges. Inside is a large circular area with a long staircase climbing to the left while two rooms cover much of the right wall. In the middle of the room is a large hole that was once covered with a once sturdy iron grate, it now lies partially torn open.

The room closest to the front door has a missing door, inside are numerous zombies that will begin storming out to slay the party as soon as they make any noise.

The other room has d4 human guards behind a locked door. Depending on how the goblins approach these humans, they could become allies or enemies.

Once the players make it to the base of the stairs a horrible and blood curdling scream fills the tower. The owlbear has awakened from his slumber, he is not happy and will make his way out of the hole.

It will take him two rounds to climb to the top of the hole, upon smelling the goblins (his favorite snack when alive), the will begin to pursue the goblins relentlessly.

If the goblins make it to the stairs and upward, the owlbear will begin smashing its way through the stairs, following its snack. It will take it eight ten rounds for it to smash its way through to the next level. As it climbs it will leave passable but smashed stairs behind it, but very deadly. The owlbear will be stopped by nothing until it either eats all the goblins or reaches the top level where Atë will order it to stop and guard what is left of the stairs.

The middle level - This middle level is the birthing chamber of Atë's zombie slaves. Atë's method for creating zombies is an old and outdated one. She has summon a Birthing Demon, a large slug like creature that she has enchanted to give birth to zombie like creatures she plans to fill the ranks of her army. This demon is huge, taking up half the room with its massive bulky slug-like body. Atë has enslaved a few human guards to serving her and serving the adventurers as a snack for the Birthing Demon. Near the demon's mount lies a large pile of nearly dead victims as they wait to fed to the demon. The process takes about ten minutes and the demon will then shit out a squirming and nasty zombie-like creature that serves Atë exclusively. When first born the creatures will mindlessly mill around the room.

When the goblins enter this level a handful of new-born zombies will be wandering around the room. They will slowly realize the goblins are a threat and move to attack them. The enslaved humans will completely ignore the goblins and continue to feed the nearly dead adventurers into the maw of the demon. The demon, for its part, cares not what happens and will simply keep chewing the adventurers up and shitting out more. The demon will not attack and will simply die after it is dealt damage equal to the number of goblins in the room times three. Once it is destroyed, there will be a bright flash and the demon will disappear, having returned to its plane.

The nearly-dead adventurers, if cured, will join the goblins if asked, they will be eager to resume their quest to gain the princess's heart.

Options for additional levels - If the GM wishes to add additional levels to the tower, merely reuse the middle level map and stock it more Human Guards that have been trapped here by the zombies. These humans will be disgusted by the birthing chamber on the level below them and will likely aid the goblins on their quest. As an added option, the GM could place this optional level before the goblins reach the birthing chamber.

The top level - Atë waits here, plotting her overthrow of the kingdom. If the goblins make it this far she will attempt to sway them to her cause, offering them wealth, riches and wench. However, she will stab them in the back at the first opportunity. Prince Fuldor is guarding the balcony but will return to defend the Princess if she is threatened. A number of guards, equal in number to the party, will exit the single room on this level and attack the goblins if they threaten the princess.

If things begin to look exceptionally dire for Atë she will make her way to the balcony, turn into a four foot tall bat and try to escape to fight another day.

In the room is a treasure hoard. This is left to the GM to determine what it the correct level of treasure for their level of play.

ATTEMPTING TO CLIMB THE OUTSIDE

Especially creative goblins might decide to attempt to climb the outside of the tower. Atë has thought of this and knows this would cause her secret to easily be discovered. Prince Fuldor has been placed on guard on the balcony. To all observers he appears to merely be watching and encouraging the adventurers as the attempt enter the tower to save the day. His goal is to bring additional victims into the tower to be turned into Atë's personal undead army. If anyone attempts to climb the outside of the tower they will immediately notice a strange, oily substance on surface of the outer walls. This will not hinder their climbing, in fact it will actually give them an edge when scaling the wall (provide a bonus of +1 or +2 to all climbing checks). However, this too is a ruse. Once they are roughly halfway up the side of the tower, the Prince will use one of the gifts given to him by the goddess: Create Fire. The Prince can create small flames at will and cause the substance to burst into flame. This will immediately cause damage to all clinging to the side of the tower.

MONSTERS

This entire adventure is intended to be scalable to any particular group, thus the monsters of this adventure are named only, allowing GMs to scale the power levels or number of creatures to fit the party their players are running.

Atë - treat as a greater Necromancer two to four levels higher than the highest party member's level

Prince Fuldor - treat as intelligent warrior equal in HD as the highest level character, additionally has the ability to create small fires (as cantrip)

Zombified Personal Guard (however many the GM requires) - treat as Zombies, when slain they melt much like hot wax, the liquid that remains is extremely flammable, they are rather dumb and thus far have not figured out how to use the stairs. It should be noted that these zombies do not create additional zombies by bite or touch.

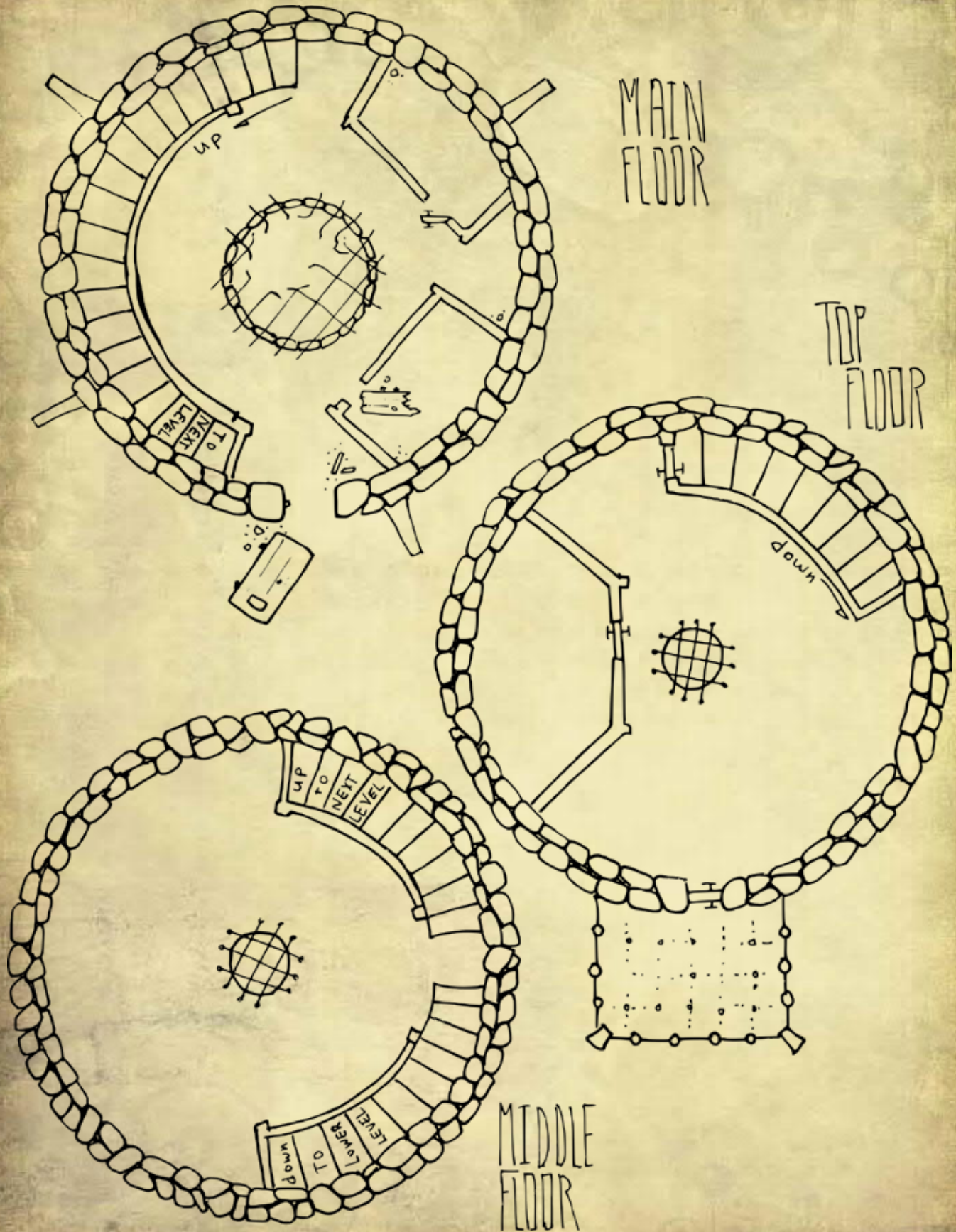
Owlbear Zombie (one) - released from its prison beneath the tower, killed and raised by Atë, it guards the first level from the deep hole below the tower, he is amazingly strong, pissed off, aggressive and relentless....he also favors goblins as a snack. The GM should power up the owlbear (or power down as necessary) to ensure he is scary and neigh impossible to defeat. This will put the goblins on the run and force them to expedite their climbing higher in the tower. He was slain by Atë who then brought him back to life to serve her. Now he hates all that is alive and will stop at nothing to make it dead.

Slavers of Atë - Atë has enslaved the guards to serve as the nursemaids for her zombies and help man the zombie nursery she has established in the middle level of the tower. Treat as fanatical humans of various fighter level.

Human Guards - trapped on the middle level, these humans will not take lightly of the goblins being inside the tower, swift convincing by the goblins may allow the guards to become allies

Guard Dogs (2-4) - the princess used to keep

Brave and young slain heroes - treat as skeletons or zombies



Dear Secret Santicore—

An adventure sketch or scenario for a wild west/frontier type of setting. Order in one direction, chaos in the other. All folklore is true? Maybe there's a genie-powered train? Or not? Maybe the whole thing takes place on a train. Or in the open range? Cosmic cowboys? Weird monsters? I LEFT UP TO YOU! Rules wise, default to LotFP or Basic, but if something else strikes your fancy, go for it. I'm flexible.

Thanks! J.

THE HOWLING FRONTIER

by Conor Toleson
conor.toleson@gmail.com

West of the settled kingdoms, past the Great River that divides much of the continent, lies a forlorn wilderness known by civilized folk as the Howling Frontier. Past the Great River, the forests of the east give way to rolling prairies, endless miles of plains that rise and fall in gentle curves. The Rolling Plains, as they are called, stretch for hundreds of miles, growing hotter and dryer, until the prairie becomes a desolate desert. The dusty desert is known as the Badlands, a deadly wild that only ends at the natural wall of Stony Mountains, an enormous range that throws up a nearly vertical wall of impenetrable stone. No man has ever climbed its unknown heights and seen what lies beyond...at least none who have ever returned. Once one passes the Great River and steps into the wilds past its nurturing waters, until one reaches the barrier of the Stony Mountains, one stands within the Howling Frontier.

It has been the Howling Frontier for nearly a century, when the goblin horde known as the Howling Doom gathered across the river and made ready for war against the western kingdoms. The goblinoid tribes swelled in numbers after several years of abundant rain in the normally dry Plains and Badlands, which watered the grasses which feed the great herds of oryx that roam across the Plains. Easy hunting fed the goblin tribes well, until the rains went away, and the oryx with them.

Drought followed rain, famine followed feast. Hunger drove tribes to war over scarcer resources, and the cauldron of war forged champions and warlords, who subjugated and allied tribes together into great warbands. Warbands battled across the Plains until one warchief subjugated all rivals; Haakon the Howler. A hobgoblin of tremendous size and vicious temperament, Haakon united tribes of goblins, hobgoblins and bugbears into his Howling Doom horde, and waited until spring. He gathered his strength, appointing his captains, organizing his unruly horde into an army that reflected its master. His Howlers, fierce hobgoblin bards, served as inspiration and organizers for his army. When spring broke winter's chill, his horde poured across the Great River.

The eastern kingdoms had prepared for his coming, though. Brave adventurers, ranging far into the wilds west of the River, had brought back word of the hobgoblin warchief and his swelling ranks. Their words were believed when scouts sent to verify the truth never returned. The kings and queens of the east made ready for war. Doughty fighting men were called to serve their lords, magic users were called upon by their lieges, temples turned out their clergy to serve as hospitallers; even the thieves guilds sent their best throat-cutters. Some came for duty, some for glory, some for coin, but all fought together. The allied kingdoms named King Sherwood of Illinas their commander, and he led them to victory.

After a long campaign of organized retreat from the river, with the horde burning as they went, Sherwood saw that Haakon had overstretched himself, and launched his counter attack. For every life taken by the goblins on their march, 10 goblins died on their retreat. On the eastern bank of the Great River, the Howler rallied his horde and prepared for the final clash, the river at their backs. The battle nearly went against the assembled forces of men, until King Sherwood and his knights came to grips with Haakon and his Howlers. The noble king struck down the warchief, and the horde's will was broken.

In the aftermath of the battle, many honors were granted to Sherwood and other heroes of the battle. Many lands had suffered brutally, and many warriors won their spurs during the war. Many new knights had no lands of their own, and there was little need for them now the horde was defeated. So Sherwood and his fellow monarchs convened and decided on a course to stop another horde from crossing the Great River. They declared all the lands west of the Great River open to settlement to any who could hold their claim for 10 years. All the kingdoms would recognize these claims if they met the condition. Warriors without lands of their own marched west to carve new homes from the new frontier, and knights went to found their own lands to become lords. Magic users went to find rare reagents and lands where they might practice their magics while answering to no one.

Priests of many religions went to evangelize to the savages of that land, and convert the new settlements to their gods. Rogues of every description went to swindle, cheat and steal every coin they could from the settlers. The expanse became known as the Howling Frontier...

THE TOWN OF GRAVEDUST

Far into the Howling Frontier, across the Rolling Plains, and nestled along a sluggish river on the border of the Badlands, lies the town of Gravedust. It is a small community, but it is the heart of the county Rottinheim. It is ruled, nominally, by the earls of Rottinheim, the Vanmorgheins. The county was settled some seven decades ago, when the first of the Vanmorgheins, Erastus Vanmorghein, arrived and built his family's first home here, a solitary watchtower. Erastus was a warrior of some repute, who had fought in the war against the Howling Doom horde, but lost his familial inheritance to a scheming cousin. Or so he said. Others whispered that Erastus was the pretender, and had been driven into exile at sword point when his machinations became known. Few repeat such stories where others may hear...

Erastus crossed many new founded holdings on his journey west, and chose the spot for reasons that few understood. The unreliable river nearby dried out half the year, and was seemingly the only useful natural feature. It was rather centrally located, not far from the cemetery the settlers had begun interring their dead in. Regardless, Erastus used all his coin to hire dwarven stonemasons to build his tower, but ran out of money before it was complete. The masons steadfastly refused to work without pay, though they left the cut stone for their former employer, as that was already paid for. Erastus cursed their backs and declared he would finish it himself. The dwarves laughed, but word reached them in a month that Erastus had done just that.

How Erastus accomplished this is unknown, and is the source of the unwholesome rumors that surround the Vanmorgheins to this day. It is said that Erastus made no progress, day after day, until the next night of the new moon, when a strange light was seen in the tower from nearby settlers. The next day, the tower stood completed, a wonder that astounded those who saw its transformation overnight.

It was not the finest job, though; the top half of the tower was noticeably crooked and inexpertly constructed. If this seemingly miracle coincided with a pack of worgs digging up the local settlers' cemetery and dragging the bodies off to devour, well, no one saw any connection.

For the next 10 years, Erastus defended his Crooked Tower, and if he experienced any joy when he received the charter of his claims to his new county from the eastern kingdoms, no one could tell.

Now that the lord of Crooked Tower was confirmed as Count of what he dubbed Rottinheim, he began the construction of a proper manor house, abandoning the Crooked Tower for it even before the manor was complete. The name given to his tower had always enraged Erastus, and he was determined his new home would be a house worthy of the name he gave it, Rottinheim Manor. No one understood how Erastus thought he could pay for it; even if he leveraged every tax his title allowed him, there weren't enough settlers of enough wealth to pay to build a cabin.

When Erastus summoned "his people" to attend him, he surprised them all with a mound of silver ore. He had found a silver vein in the nearby hills, and had been working it himself, he said. But now that he was confirmed as count, he was eager to share his wealth. His subjects were overjoyed as the discovery of silver and the opening of the new mine turned their home into a boomtown, practically overnight. As prosperity flowed into the area, Erastus declared a large expanse of land around the Crooked Tower and the soon-to-be Rottinheim Manor his personal demesne. With their liege keeping them at arm's length, a permanent settlement grew up around the only landmark nearby, the growing cemetery. Thus was the town of Gravedust founded.

Miners, blacksmiths, prospectors and other industrious sorts arrived in the county, including many dwarves among them. With these new arrivals came taverns, gambling halls and minstrels to entertain the workers. Ranches and farms sprang up around the town to feed its growing populace. The great herds of oryx were divided and herded into corrals by the new ranchers. The town also diverted local streams and rivers to feed the Tomb River, as it was now called, the source of the town's water. The increasing numbers of civilized folk, and their scramble for resources, increased pressure on the goblin tribes in the area. Their primary food source was being walled off from them, increasing their raids on Gravedust and its outlying settlements. Erastus levied new taxes on the county to pay for a wall to be built to defend the town. Some grumbled as to the cost, with the silver mine garnering such wealth, but most were simply grateful for the safety.

With the Silver Skull Mine working at full capacity, the Vanmorghein coffers filled. Rottinheim Manor was built to Erastus' exacting specifications, and no expense was spared. The sprawling manor house was completed in less than a year since the Mine's opening, and with his home completed, Erastus sent for his wife. To everyone's surprise, the irascible Erastus was indeed married; to a beauty some 20 years his junior, Ophelia Vanmorghein. A wan beauty, Ophelia charmed the people of Gravedust, though she was little seen. Constantly in ill health, she bore Erastus three children, weakening with each birth.

After the birth of their third child, she no longer left the manor house at all, so weakened was she. Their three children, Morgaen, Gallahed, and Percival grew to adulthood, but stayed within the Manor and its grounds for the most part. Staying close to their housebound mother, supposedly.

When Erastus finally died, he was entombed in a mausoleum on the family demesne, and Gallahed, as the eldest son, inherited his lands and title at the age of 16. His elder sister, Morgaen, was beside herself at being passed over in the inheritance. She left Gravedust and the county, and was not heard from for many years.

Gallahed was a strapping young man, and a warrior like his father. He was renowned as a rider, lancer and hunter. His early death at the age of 19 during a hunting accident was a tragedy that the whole county mourned. Percival inherited the family lands and title, himself only 14. Morgaen returned not long after her brother's death, her jealousy forgotten in her grief. She appointed herself Percival's guardian, as he had not reached his majority.

The new lord is greatly overshadowed by his sister, who takes charge in all matters of the count. She claims to have been seeking education back in the eastern kingdoms during her exile, but dark rumors swirl. The current talk of the town is her pronouncement that the Silver Skull is nearly played out, and the miners will have to take a half reduction in their wages or the mine will have to close. Many miners are angry at her proclamation, and are agitating for action to make their anger known to "the countess". Others are mystified; the Silver Skull lode shows no signs of playing out that they can tell, so what does Morgaen know that they do not? If the silver isn't close to running out, why does she wish everyone to think otherwise? Many pressing questions present themselves in Gravedust these days...

Dramatis Personae

Morgaen Vanmorghein — A raven-haired beauty, who looks much like her mother though of stouter constitution. She is a charming woman, when she wishes to be, but has her father's wrathful temper and imperious nature. She acts as regent for her younger brother Percival, the rightful count, who is only 15. Dark rumors swirl around her, and some hotheads say she is a witch who caused her brother Galahed's death.

Percival Vanmorghein — The current Count of Rottinheim, a shrinking 15 year old boy who lives in his sister's shadow, as he once lived in his brother's. He loved Galahed, though, and was not jealous of being a second son. His sister frightens him, however; he has suffered the wrath of her anger since childhood, despite her assurances that she loves him and works for his own good.

Ophelia Vanmorghein — No one outside the family and its household servants have seen Ophelia in some 15 years, since Percival's birth. According to the family she still lives but is in poor health and cannot leave the house.

Sheriff Horus Rathclef — A tough and fair man, Horus was a companion of Erastus when he first came to what is now Rottinheim. They parted on harsh terms, exactly what those terms were no one knows, but when he was confirmed as Count of Rottinheim, Erastus asked Horus to be Sheriff. Horus accepted, and the old ranger works hard to keep the peace in the oft boisterous streets of Gravedust while also patrolling the trails and outlying settlements. He and Morgaen do not see things eye to eye, and he does not appreciate her 'knights' patrolling the town and county. She wishes to be rid of him but on this Percival will not bow to her.

Corvo Ironfoot — the dwarven foreman of the Silver Skull Mine, Corvo is treading a difficult line between the miners and Morgaen. He is trying to keep the miners from doing anything rash but is unsure of his own future if Morgaen really will shutter the Silver Skull. He suspects there is something untoward going on, as he sees no evidence the silver is played out. He is looking for someone to investigate the old mine works, where he has seen Morgaen and her agents at night with no known purpose...Wilbur Thistlebottom — an eccentric gnome alchemist and prospector, he claims to be able to smell the silver in the ground. Others say his years spent in the silver refinery have poisoned his brain. His outspoken position that Morgaen is a witch who wants to drive out the miners and use undead to mine the silver, keeping the profits for herself alone, has made most dismiss him as harmless crank.

Hecatonhire "Heck" Handerson — Heck Handerson is one of the largest ranchers in the county, who counts nearly a thousand head of oryx among his herds and owns the Hellbound Ranch. His oryx-skull-in-pentagram animal brand is famous in the region. He is the largest employers of oryxers, the ranch hands who herd the great horned beasts. The oryxers are all expert riders, skilled in handling both their mounts and herd beasts, and count skill with a rope and a bow as equally vital skills for their profession. They drive the cattle between their summer and winter pastures, and protect them from the many predators and goblin raiders. Heck is a champion horseman and was a common oryxer himself until he managed to win every horse race at the county roundup, winning him enough silver to buy his ranch. Heck's herds have been losing beasts and none of his hands have been able to find the culprit. Beasts disappear in the middle of the night, their bodies gone, and prints abruptly ending in the middle of fields. It is a mystery that has Heck looking for outside help.

T

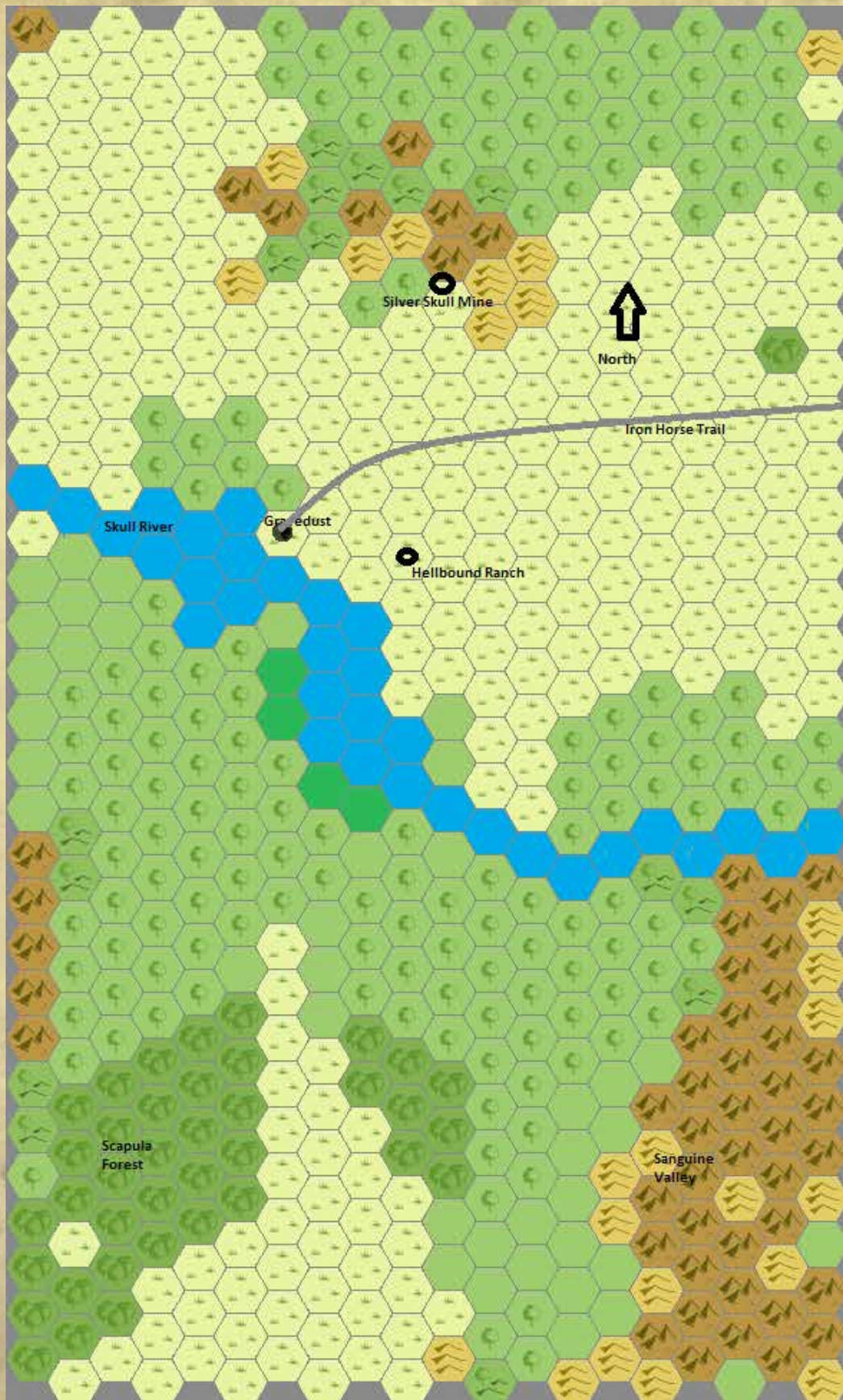
heronimus Goldtooth — a dwarven engineer of the Iron Horse Guild, Theronimus is skilled in both mechanisms and magic. He is responsible for Gravedust's latest addition, a spur of the Iron Horse Trail. The Trail is the creation of the Iron Horse Guild, who adapted the mining cart that dwarves have used for centuries, and applied it to other uses. Dwarven cities use hand-powered carts to move chains of carts loaded with passengers and goods around; the Iron Horse Trail is the same concept, adapted for the surface world. The carts are the size of wagons, ingeniously devised, but instead of the strength of a few hardy dwarves, the Iron Horse uses bound fiends to provide the muscle power. The tireless outsiders propel cart chains that would be impossible for mortals to move. Each chain is headed by a bastille; a dweomered iron cage on wheels that binds the fiends within and forces them to work at their stations. Their strength propels the Iron Horse, their infernal heat making the bastille scalding to the touch and constantly belching sulfurous smoke. A vulnerability for the Guild on the surface world is the rails that the Horse runs on, since intelligent enemies can sabotage them to stop a chain to raid.

Bertrand "Black-Blade" Sirrion — all frontiers attract rogues and scoundrels of all descriptions, on the run from the law in more settled lands and eager to ply their dastardly trades far from the prying eyes of the law. Like a lodestone around its neck, Black-Blade and his bandits are Gravedust's criminal burden to bear. Black-Blade was a highwaymen back in the Seven Kingdoms, until he had made himself too notorious with his rapine and plunder, and fled east ahead of warrant for his execution. He continued his ways all across the Howling Frontier, and his latest venture has been robbing travelers, wildcat miners and anyone else he and his road agents can bushwack coming up the trail to and from Gravedust. Sheriff Rathclef has publically sworn to bring him to justice, but every time he comes close to catching Black-Blade and his band, they seem to slip away again. This has spread rumors that Black-Blade has some source of information in Gravedust that is keeping him informed.

Sarakk Red-Fist — Chieftain of the Bloody Hand tribe of hobgoblins, the largest and most dangerous of the local goblinoid tribes who live in cliff side villages in Saguine Valley. Sarakk and his tribe bitterly resent the presence of Gravedust and the humanoids in their traditional homeland. He has led many raids against the town and its denizens, and they are a greater threat than Black-Blade and his bandits. He is a fierce warrior, and a charismatic figure among the goblinoid tribes. In inter-tribal councils, he is a persuasive hardliner who pushes for unity, the formation of a new horde, and the utter destruction of Gravedust.

Thankfully for Gravedust, the other tribes suspect Sarakk is trying to make himself warlord at their expense, and so have resisted his calls for war.

Balazzar Strange-Tooth — shaman-chief of the largest goblin tribe, the Wyrdbark, who inhabit the dense, tangled Scapula Forest, subsisting on the many strange mushrooms and fungi they harvest. Balazzar is a shaman of no little skill, but his confidence in his own abilities has waned in years. Balazzar is old, very old for a goblin, and remembers marching with the Howling Horde, and their defeat by the humanoids of the Seven Kingdoms cracked his faith. The settlement of the frontier has shaken him, and watching Gravedust grow and repulse attack after attack has caused that crack to widen and become a chasm. His magic has not deserted him, but he has become paranoid and indecisive as chief. He fears that the goblin gods have been thrown down by the humanoids' pantheon, and they are doomed to be slaves or swept away.



Dear Secret Santicore—

A small adventure of daring-do in a historical (1200-1500 ish) European archipelago milieu, drug dealers, unauthorized slave traffic, smuggling and stuff, for low level parties. Also, Old Ones.

Thanks!

P.V.

MANON, WITCH PIRATE OF GUERNSEY

by Steve Albertson
jonnyturbo86@gmail.com

The year is 1486. The PCs have been sent by the Abbot of Torre Abbey in the coastal town of Torquay, England to hunt down the witch pirate Manon and bring her back to Torquay for trial on charges of heresy and witchcraft. Manon had caused havoc and fear throughout Torquay a little more than a week before the PCs arrived. The PCs have been given the run of a ship and it's crew and have followed Manon's trail to the small British Sea (now English Channel) archipelago of Guernsey, but where is she hiding now?

MANON RUMORS

d6

Rumor

1 Manon captains a ghost ship that turns all who board it into specters. (True... kinda: Manon captains "Aforgomon" a ship that turns the living into gruesome incorporeal undead only while they are on board. The ship itself is also incorporeal. See below for more details.)

2 Manon is so beautiful that no man can withstand her womanly wiles. (True/False: Manon is very attractive from the torso up, but has squid-like tentacles for legs... which may turn some people off.)

3 Manon can see the future, and can teach you to see the future. (True: but only on the occasion that she drinks Tawil (see below), or she has you drink Tawil, and even then not always.)

4 is in league with Satan to conspire against all good Christians. (False: Manon is a willing slave of Yog-Sothoth conspiring against everyone to gain more power and favor from "The Opener of the Way.")

5 Manon is nothing but a glorified drug dealer. (False: She is most certainly a drug dealer, see Tawil, but she is also a powerful witch and cult leader.)

6 Manon is a princess from the east who has run away to become Satan's bride. (False: Manon is the daughter of the Governor of Guernsey.)

Guernsey is the main Island and has two important locations for this adventure, Cornet Castle and The Vale. Guernsey remained neutral during the 100 year war between England and France that ended less than 20 years ago, and is now a haven for pirates, freebooters and those who wish to remain outside the common law.



Cornet Castle — is a large fortified island castle with a keep and surrounded by a small bustling village filled with traders, merchants, pirates, French and English soldiers (who do not get along), and the handful of permanent residents who keep the whole thing running. Inside the keep is the governor of Guernsey, the council of Guernsey, the bishop of Guernsey, and all other high ranking members of society. There is a militia that is always on site, but it is made up mostly of men from the countryside. The castle guards the island's very sizable port.

The Vale — This is the north-eastern most area of the island. It is craggy on the coast, but evens out to gentle plains inland. The farmers of this area have an evil and ancient pact with the deep ones who live just off the coast. They bring the farmers a mystic jelly in exchange for copulating with the locals. The farmers will keep their half-breed offspring hidden from the eyes of interloping visitors. Outsiders are not welcome. The people of The Vale use the jelly to create an hallucinogenic brew mixed with rum and cultivated ergot from their grain. The drink is called Tawil.

Herm — This island has become the pirates' playground. No ships are safe unless you're already in with this ruthless crowd. They've built a small shanty town filled with murder, savagery and vice. The northern part of the island hosts the remaining members of the Saint Tudwal monastic order. A company sworn to protect the ancient secrets of the hidden Neolithic tombs scattered throughout the northern half of the island. Inside of these trap-ridden tombs are sacred magic items that belonged to the islands long forgotten heroes.

Jethou – The island is occupied by an order of Benedictine Monks who devote themselves to hard work and the making of beer, mead and rum. They work hard, but play harder. They are completely oblivious to horror that surrounds them. No visitors would dare rob or brutalize this establishment for fear of ruining the excellent product that they make.

Brecqhou – The indigenous islanders of Brecqhou have not left this island in thousands of years. They are the protectors of this region. They are insular and don't trust outsiders. They live in simple shacks and conduct a silent war against the Deep Ones of The Vale and the horrors committed on island Sark. They are quiet infiltrators and saboteurs. They have spells of their own and defensive magic against the unknowable horrors of the Old Ones. They can be convinced to help in exchange for a sabotage mission to destroy The Vale's storerooms of Tawil.

Sark – On the island is a main monastery and several small outposts dedicated to different saints. Secretly this is a Yog-Sothoth cult called The Order of the Key and the Gate – headed by the witch pirate Manon. The cult's focus on rituals of human sacrifice, then imbibing Tawil. Guernsey is secretly filled with members of the cult who will make it onto the island regularly to indulge in the ritual. The current tide of riff-raff and near-do-wells has kept the cult well stocked in sacrifices.

WHERE IS MANON?

When the PCs arrive at the archipelago of Guernsey, Manon could be at any of the following locations. She is back at her home archipelago for a few reasons.

1. She needs to re-up her supply of Tawil from The Vale to pedal throughout the British Sea.
2. She needs to pick up booze from Jethou to bring to The Vale.
3. She needs to visit her father to dump off all the money and loot from the spoils of her last campaign. He is well aware of everything that she is up to and hiding it from everyone else.
4. She needs to stop by Herm to replenish her crew and sell the last of her inventory of Tawil.
5. She needs to raid Brecqhou to capture an old rival to be her next human sacrifice in a Tawil ritual.
6. She needs to stop at Sark to once again attempt the ritual that will transport the entire archipelago to the realm of Yog-Sothoth... maybe this will be the time it works.

Roll randomly to see where she goes first and then go with what makes the most sense as to the next place she'll visit. Allow the PC's to follow her trail, but let her be a step or two ahead of them until they first meet.

TAWIL

Tawil is a highly addictive thick, red-brown liquid that must be imbibed to gain it's mystic and mind altering effects. The drug is packaged by Manon in small vials in the proper dosage. If a user takes more than one vial in 24 hours they must roll 1d10 but start from 11 on the table. One dose lasts 2-8 hours.

Users of Tawil all experience: mild hallucinations, an altered sense of time (time moves faster, slower or stretches), colors seem more vivid, patterns morph and shift leading to an understanding of hidden meaning in all objects, but each dose leads to a main attraction, which is one of the following events on the Tawil table below.

How to use the Tawil table:

- Taking one dose alone roll 1d20
- Making a human sacrifice, roll 1d10
- Performing the human sacrifice with the proper ritual to Yog-Sothoth, choose from any item on the table.
- Taking more than one dose within 24 hours, roll 1d10 using 11-20

TAWIL EFFECTS TABLE

1. Your spirit is transported to a plane where you look onto the immeasurable glowing orbs that are Yog-Sothoth. You gain special knowledge of the workings of time, space, and the existence of an Outer God, and roll 1d8:
 - 1) Blasted: you are shot with a silver liquid and disintegrate,
 - 2) Seen: your eyes blast out of your head
 - 3) Touched: a limb corrodes and withers
 - 4) Drank by: You age 1d6x10 years,
 - 5) Impregnated: male or female, you are impregnated by Yog-Sothoth and will give birth to a monstrous baby in 9 months
 - 6) Different: your physical appearance becomes bestial & hideous
 - 7) Given sight: one eye is replaced by a glowing orb that allows you true sight, and to see into other planes,
 - 8) Given touch: once a day you can touch a living creature to summon and command a monster from a distant world – killing the touched creature as the monster tears through its flesh to enter our world. A person given touch may only have one summoned monster on this plane at a time.)
2. Your spirits is transported to anywhere on the planet to witness an event that happened at any time in history.
- 3.

4. Your spirit is transported to anywhere on the planet to witness something happening right now. You may cast a random spell at will for the duration of the dose.
5. You can levitate at will for the duration of the dose.
6. You gain all knowledge about a certain task for the duration of the dose, but forget the entire experience and all associated knowledge when the dose has worn off.
7. You teleport to a specified location for the duration of the trip. Others will tell you that you wandered off and disappeared for hours.
8. You know everything about every person you come in contact with for the duration of the dose, but forget the entire experience and all associated knowledge when the dose has worn off.
9. You gain the knowledge of how to summon a monster from a distant world for the duration of the dose, but forget the entire experience and all associated knowledge when the dose has worn off.
10. You can see all true forms and into other planes for the duration of the dose.
11. You die for the duration of the dose and then are brought back to life when the dose would've worn off
12. You go blind for the duration of the dose
13. Your body feels like it's burning for the duration of the dose
14. Loose the use of a limb for the duration of the dose
15. You witness a horrible atrocity that occurred near your location from the perspective of the victim.
16. You witness a horrible atrocity that is happening right now from the perspective of the victim.
17. You have a difficult time forming sentences and a frothing primordial slime oozes from every orifice.
18. Utter and total fear of everything for the duration of the dose.
19. Insanity: roll on an insanity table... you have that now... forever
20. Ego death: you now permanently experience the effects of this drug in your day-to-day life.

She's been granted many boons through her intimate relationship to the corrupt people of The Vale, and her excessive use of Tawil. She has formed a dedicated cult on Sart through the corrupting influence of the drug Tawil. She now spends her time sailing the British and Mediterranean Seas distributing the corrupting drug and building her cult. She acquired the ship through the mentorship of The Vale and the horrid rituals of the deep ones. Already a high priestess, she is being groomed to be the bringer of Yog-Sothoth.

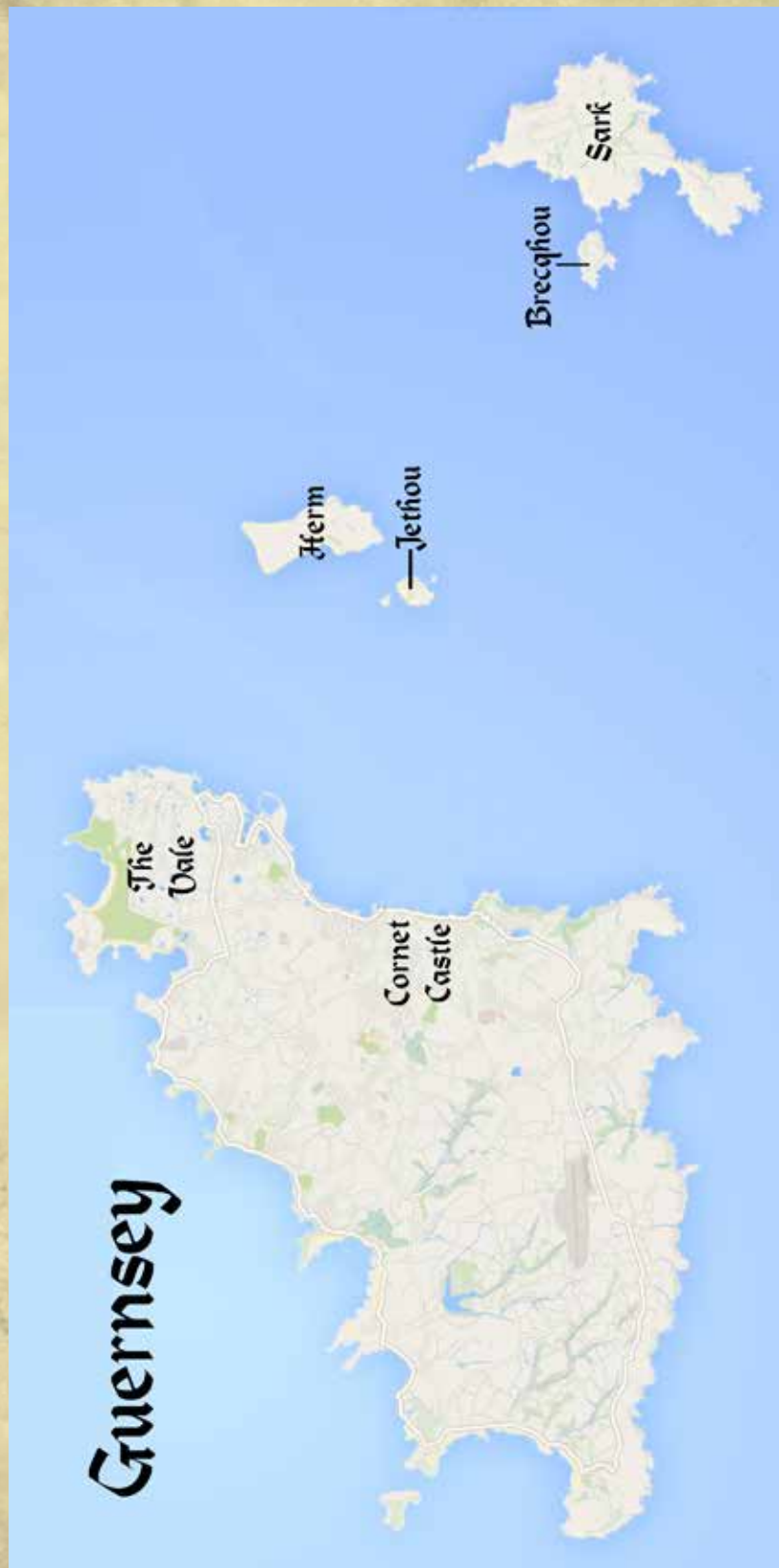
AFORGOMON AND MANON'S CREW

These men and women have been corrupted by the drug Tawil and now follow Manon without question. They are apt and violent sailors who are zealous in their allegiance to Manon. They work hard on their jobs of spreading the corrupting influence of Tawil. While aboard the ship they are incorporeal spirits, but as soon as they leave the ship they are whole again. When the crew comes ashore they will fill the pubs and brothels, looking for the weakest members of society to spread their putrid drug and ultimately religion. An crew member will be happy to tell you how terrible their life was before they met Manon. "She is our savior," they'll say, "leading us to The Opener of the Way."

The ship itself is an incorporeal spirit. It only exists at night and disappears during the day, only to reappear exactly where it disappeared at daybreak. The ship simply moves to a shadow dimension during the daylight hours. If the ghost ship moves through another ship, all living things must roll vs. fear effects. Magic is the only thing that can strike or anchor the ship to this realm. Keeping the ship in the daylight will destroy it.

MANON THE WITCH PIRATE

Manon has a glowing orb eye and a hairy paw for a hand that were gifts from Yog-Sothoth. She was given sight and given touch as in the first option on the Tawil table above. She dresses in pirate garb from the waist up, and her legs are made up of writhing tentacles. She would be beautiful if not for her physical oddities. She is always accompanied by a hunting horror that she has summoned forth with the hairy paw. She is only a low level spell caster who has just begun her journey for power.



Dear Secret Santicore—

*I humbly, on my kneesily, request a small
adventure with an elephant in it. The elephant must
be on the side of 'good', whatever that means.*

Thanks!

S.F.

A TELEPHANT NEVER FORGETS

by Justin Davis

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BACKGROUND

Once a decade, the peaceable telephants that populate the Mutant Future gather to psychically exchange their species' accumulated knowledge. They migrate from far and wide to return to their ancestral home, a devastated Ancient zoological garden complex. [Mutant Lords should use the "ruin-ified" map of their local town's zoo.]

Due to the telephants' raw might, their sacred meeting spot is considered forbidden, and been left unmolested for centuries...until now!

CONFLICT

This year, psi-poachers plan on raiding the telephant rendezvous to harvest the creatures' massive brains. Sinister!

THE ANTAGONISTS

The psi-poachers are a grubby assortment of four unsavory Pure Humans, two battered Androids, and a foul-mouthed Mutant Plant. They extract living brains from their victims using an Ancient gadget called The Skull-Scooper, a colander-like helm with just too danged many whirling blades, sucking hoses, and blinking lights. The ruffians all ride motorcycles.

INVOLVING THE PCs

Perhaps the psi-poachers are recruiting local talent to pull off the caper, and promising a "big score".

Or maybe the PCs' village has a historical protection pact with the telephants, and the local "rite of passage" into adulthood is to serve as guards at the gathering, meaning a guaranteed run-in with the nogoodniks.

Or maybe the telephants themselves get precognitive awareness of the plot, and reach out to the PCs via dream-projection.



AFTER THE VILLAINS' INEVITABLE DEFEAT

For as long as telephants stride the wastelands, their species will be eternally grateful to the PCs and their descendants. And they will gladly share long-lost secrets of the Ancient variety, like disease cures and locations of supply / weapon / vehicle caches!

TELEPHANT

No. Enc.: 0 (2d10)

Alignment: Lawful

Movement: 150' (50')

Armor Class: 4

Hit Dice: 10

Attacks: 2 or 1 (2 tusks, or trunk, or weapon)

Damage: 1d10 / 1d10, or 1d8 + squeeze, or by weapon

Save: L10

Morale: 9

Hoard Class: XXII

XP: 10,800

Telephants are enormous creatures with pulsating, exposed brains (which are conveniently protected by force fields) atop their heads, and a vast array of psionic abilities. They use their trunks to manipulate Ancient artifacts. If a telephant strikes with a trunk in combat, it grabs and restrains the target, and does an automatic 2d6 damage per round afterwards.

Relatively peaceable creatures, telephants avoid conflict, and try to get along with their fellow sentients. And unlike other pachyderm-related mutants, telephants never use trample attacks, as they find them (and the resultant messes) unseemly.

Mutations: Damage Turning, Disintegration, Empathy, Force Screen (Greater), Increased Willpower, Know Direction, Mental Phantasm, Metaconcert, Mind Thrust, Neural Telekinesis, Neural Telepathy, Precognition, Temperature Control



Dear Secret Santicore—

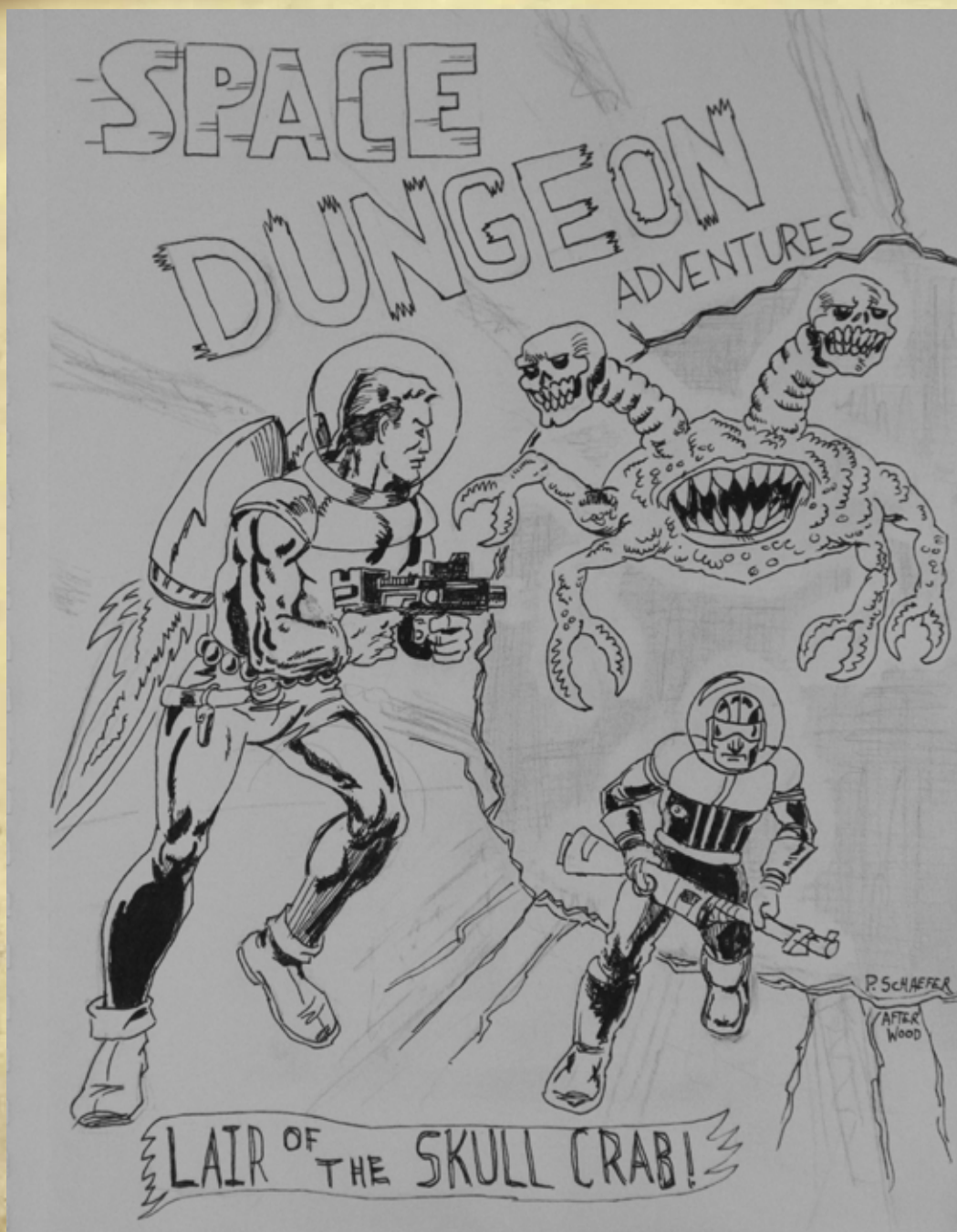
Draw the dopest thing you can think of featuring
mutants in a dungeon, because aliens!

Thanks!

M.F.

SPACE DUNGEON ADVENTURE

by Paul Schaefer
nemo235@hotmail.com



Dear Secret Santicore—

A micro-adventure inspired by your favorite episode of Gilligan's Island or some similarly retro television show that I can drop into my post-apoc/fantasy sandbox.

Thanks!

C.W.

THE CUBEMEN FROM THE WOODS

by Nathan Ryder
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A note: I mostly play Lamentations of the Flame Princess but I've tried to make this micro-adventure as system-neutral as possible.
Another note: Inspired by the 80s TV show "Terrahawks" – in particular, Episode 3, "Thunder-Roar."

Rookwood is a prosperous farming town, well known for fertile fields. In recent weeks it has become more well known for raids on those fields by strange creatures. "Cubemen" attack every few days, coming from the woods to the west of the town. In the most recent incident a farmer was killed, and two others were seriously hurt. Rookwood's trade is suffering; the Mayor and the most wealthy farmers and merchants have gathered a 5000 silver piece reward for anyone who can solve the problem.

THE PROBLEM

Seven and a half miles past the woods are a series of small hills that no-one goes to; there are old superstitions describing them as places of evil worship. These are false, but the hills are home to the last remnants of a very, very old civilisation. The Guk have been gone for thousands of years, but their servants, the clayfolk, have slept for a long time and woken as the machines keeping them asleep have failed. Only a few have survived.

The cubemen are clone-workers for the remaining clayfolk. Crop destruction is incidental to soil theft – rich in the minerals needed to create clay-life. Each raid gives them material to animate more cubemen, and soon the clayfolk will start creating more of themselves.

ROOKWOOD

Rookwood is a town of over eight hundred people. Several wealthy farmers look after many acres of land and produce bountiful harvests of essential crops; smaller cultivators produce rare fruits and vegetables. Life is generally serene, with market day every Wednesday, and traders visiting each Saturday.

Fields lie to the west, and extend a couple of miles out on a lush plain. Beyond the fields lies a dense woodland area, then a series of hills that runs for twenty miles. A river runs down from mountains in the north. A trade road to the nearest other town (two days' travel) heads to the east. Roads to the north and south lead to other

settlements (all a minimum of four days' away). The nearest city is over a week to the south.

Five weeks ago the attacks started. Cubemen would not attack unless provoked; several attempts by farmers and hired hands have failed to stop cubemen before they get to the fields. Witnesses have claimed that cubemen are using "burning slings". People are scared and do not know what to do. Only two merchants showed up on Saturday – both charged high prices. No-one is sure if anyone will come this week.

RUMOURS AND GOINGS ON

- 1 Mayor Anderburr has offered 1000 silver pieces of his own money to the reward.
- 2 Alva Talse, a local alchemist, claims she knows what the cubemen are and needs a couple of their heads to run some tests.
- 3 A shepherd's son, Bryn, heard a strange roaring sound echoing out of the forest two nights ago.
- 4 No-one so far has been able to kill a cubeman.
- 5 One of the farmhands who drove off the last attack swears the cubemen shot fire from their heads.
- 6 The wife of the farmer who died says he was rambling about a strange creature in the field.
- 7 Joe said that the stores are running low as caravans have been avoiding the area.
- 8 The owner of the White House Inn will offer free board to any party who repels the cubemen.
- 9 A tracker found a big pile of dead butterflies and trampled undergrowth in the woods to the northwest.
- 10 Gordo the merchant is profiting a lot from all this... He must know what's going on...

THE GUK

The Guk were humans. They knew deep magic. They made people of clay. They made them in their image, and they made them conscious. The Guk got sick and then there were none of them left. Their clayfolk survived. They built machines to hide away and sleep for a long time. Then they woke up.

THE CLAYFOLK

The clayfolk who have woken are sending out cubemen from their

THE CUBEMEN FROM THE WOODS

hill crypts. They are gathering clay soil to make more cubemen and clayfolk. They have little of value to treasure hunters, save for a small cache of gold used for magical designs. They live in a series of four large caves under the hill; the last and deepest has an ancient stone door leading under the earth. They have not opened it.

Cubemen 2d6HP, AC as leather

Clay-clones. 5'8", smooth, toy-like humanoid bodies. Heads are perfectly cuboid, each surface bears a simple face (neutral, happy, sad, anger). The top is blank. Vaguely conscious; responds to danger and orders from clayfolk.

Special:

Carry short staves (d6 damage). Appear in groups of six; if raiding a field, three pile soil into bags for transporting, while three form a defensive perimeter.

Three times per day can fire a shot from their anger face (firing from left eye). Range is fifty feet (+3 to hit). The shot is a small burning ball of gel (d4 damage).

Unless heads are removed, twelve hours after "death" they will revive at 1HP and try to return to the hill crypts.

Mother 15HP, AC as bare skin

Mother is the oldest surviving clayfolk. She is weak and recovering from stasis. Has revived three dozen stored cubemen. She wants to build a sufficient force of cubemen to gather more clay soils and create as many true clayfolk as possible.

Special:

Spell options as a 10th level magic-user, plus the clerical spell Control Weather; has not used this yet, but grows tired with the townspeople interfering and considers sending a storm. Can heal clayfolk or cubeman for d8HP by touching them; in her current condition this costs her 2HP.

Can mentally contact other clayfolk within ten miles.

Has a rod to control Ssram's pain collar. He has been leading the cubemen on their raids, but staying out of sight.

Son 30HP, AC as platemail

Son was derived from Mother, but something went wrong. His mind is empty of magic and most other things; he is big, strong, fast, feels little pain and thinks only of killing. When he wanders from the hill crypts he can usually be found killing insects. He is big and noisy, and would love to kill forest animals but scares them away. Mother has forbidden him from approaching Rookwood.

Special:

Attacks with a two-handed sword (4+d6 damage) of Guk design. He has a +5 attack bonus. His skin is dense and years in stasis have only made it tougher. Despite his size and stupidity he can move at 150% of normal rates.

Sister 10HP, AC as bare skin

Sister was based on Mother's mind and body template. She was made specialised for clayfolk creation and healing.

Special:

Has spells as a fifth level magic user.

Once per day can use soil from the Rookwood fields to give life to d3 cubemen (there are hundreds of cubemen in storage).

She can attempt to heal clayfolk or cubeman at any time that she is free to touch them. Roll less than or equal to her current HP on a d20 and she restores d10HP; if over her current HP then she restores d10HP but loses d3HP of her own.

Only Sister knows how to make clayfolk at the moment and can attempt this once per day (30% success rate) with sufficient refined soil.

Ssram 40HP, AC as chainmail plus shield

A bony humanoid lizard 100 millennia out of his time. Functionally immortal — only massive damage and dismemberment can truly kill him. Ssram is the last of his kind. Held prisoner by the Guk after leading a war party against them. A pain collar he wears kept him in check, a weird pet for the Guk. Waking from stasis, he is Mother's unwilling general.

Special:

Carries a serrated sword (d8 damage) and shield that he bears as champion of his people. Both would be seen as valuable by knowledgeable historians.

Ssram's blood is toxic to humans; a successful hit causing bleeding will trigger a save versus poison by PCs in melee; failed saves induce 2HP damage and an ongoing -2 to actions.

Ssram can roar to confuse once per hour; soundwave can be heard for miles. Anyone within sixty feet is stunned for 3d20 seconds; save versus paralyzation halves this time.

WANTS AND NEEDS

Rookwood needs the monsters repelled, or they will be eventually attacked outright and overrun.

Mother wants to lead an army of clay. It will take several weeks before she has enough strength (personally and in numbers) to openly lead her people out. She is content to let the cubemen act and remain hidden for now. She doesn't know enough about the current humans to know what challenge she faces.

Son just wants to kill.

Sister wants to create a life which is hers to nurture.

Any new clayfolk will feel a need to survive and multiply — a compulsion Mother has instilled.

Ssram wants to be free, but needs to follow orders or Mother will punish him.

POSSIBLE FUTURES

The existence of the clayfolk will not be immediately obvious from the situation in Rookwood. If a group of cubemen are killed by a party of adventurers, Ssram will report this to Mother. Mother will then most likely instruct Ssram to lead a dozen cubemen to seriously damage the town and townspeople. Son may "act out" and just start slaughtering Rookwood's people. The clayfolk are weeks away from having a small army; each new clayfolk created will be a 6th to 9th level magic-user, so unless they are discovered and the problem addressed they will grow powerful quickly. Rookwood is not the only source of soil in the world, but there is no more nearby.

Dear Secret Santicore—

Labyrinth Lord or other B/X clone mini-dungeon
or adventure location, or whatever really. It's better
to give than to receive!

Thanks!

E.H.

PIT OF SLIMORD

by Andrew Bellury
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PIT OF SLIMORD

The Pit of Slimord is a deep well of filth in the deepest dankest darkest section of Slimord's castle. Players might be tempted to go exploring this portion of Slimord's lair after hearing rumours of great powers that will be bestowed upon them by defeating the beast known only as SLIMORD!



1. TREASURE. LIKE SWORDS. GOLD. AND COOL STUFF.
2. GANG OF SLIME COVERED SKELETONS PLAYING CARDS
3. SHOWER ROOM. LIKE THE SHOWERS ON NICKELODEON. SLIME SHOWERS.
4. THIS IS THE HOME OF 5 DIRE WOLVES. YOU CAN HEAR THEM SNARLING.
5. THE PIT.



Each  = 10 

The players should explore a bit first, maybe they get pretty stoked at finding the Treasure in the first room. They really should just take it and leave, because there is nothing else down here but pain and death. If they defeat the Slimy skeletons they find a normal deck of cards covered in slime. Yuck. Turns out they were gambling with bones, so, they can take those too. If they shower in the slime have them make a save. Failure means rolling a d8 on the muta-chart. If they defeat the big bad wolves, they find a key, which will grant them access to the main chamber. Once inside they will find SLIMORD picking his snotty nose, and chanting some foul prayer. Slimord will fling portions of his nasty jelly like body at the party inflicting stingy slime damage. Owie! Getting hit by these attacks also gives a chance for mutation. If they manage to overcome SLIMORD, His body subsides back into the pit, and all that remains is his sweet magic hat. Those who haven't been turned into grotesque deformed creatures can fight over who gets to wear it. Gives a +5 slime bonus to AC.

Mutation Table

1. Player turns into a jar of peach jelly, and is dead.
2. BrundleFly
3. Grows tentacles and can only speak vowels.
4. Kangaroo legs, turtle shell, and goldfish face.
5. Skin is replaced with eyeballs, everywhere.
6. Super strong! Super dumb. head shrinks to action figure size.
7. DM's Choice.
8. Gain all the power of the SLIMORD!



Dear Secret Santicore—

Please may I have a dungeon of horrible grimtoothy traps guarding marvellous treasures.

Thanks!

THE EYE OF MELCHIZEDEK ANTIGROPELOS

by Tom Fitzgerald
tfitzgerald237@gmail.com



pon a twilit byway shambles Melchizedek Antigropelos with exquisite waterproof leggings. Of these leggings he is proud and is suspicious of covetice.

Needing little incentive to do so he accosts onlookers about his suspicions with taunting jibes and scornful sneers. Should those accosted display the slightest bit of interest in the leggings he glares balefully at them with the roseate carbuncle he has in place of a left eye and then all the world is engulfed by a vision: a kaleidoscope

of tunnels and stairways burrowing into the darkling earth and pitfalls and perils and weird glimmerings in a night beyond the reach of the angels of daylight.

Should PCs avoid the topic of the leggings and give fight, they will find a worthy adversary but render obsolete the rest of the adventure. Should they merely ignore the fellow they will be sure to encounter him periodically thereafter, always wearing the leggings, always suspicious.



Melchizedek Antigropelos; Minor Avatar of Metagrobolism MU10/C10 AC: 15 (DEX, leggings) MV: 40' hp: 33 #Att: 1 stick Dmg: 1d4 Special: magery AL: N ML: 11

Magic-User Spells: *Trenchant Rejoinder* (magic missile), *Black Lullaby* (sleep), *Aegis of the Coil* (shield), *Mantle of Abhorrence* (invisibility), *Thralls of the Splintered Light*, (mirror image), *Blinding Curse* (continual light), *Borne Aloft by Daemon Swans* (fly), *Phlogistonic Disruption* (fireball), *Mantle of Gorgonhide* (protection from normal missiles), *Hie Over Cap* (dimension door), *Hudibrastic Emblustrication* (confusion)

Cleric Spells: *Supplication to St. Frithegund* (cure light wounds), *Transubstantial Orison* (purify food and drink), *Witchfinder's Nose* (detect magic), *Unmasking the Enemy* (detect

evil), *Dreadnought Oratory* (remove fear), *Inquisitorial Examination* (know alignment), *Await Thy Judgment* (hold person), *Trial of Immolation* (resist fire), *Sacristan's Vigil* (silence 15' radius), *Righteous Indignation* (striking), *Purge the Unclean* (cure disease), *Bond of Eternal Servitude* (animate dead), *Eudaemonic Host* (protection from evil 10' radius), *Martyr's Gift* (cure serious wounds), *Scourge of Falsehood* (detect lie), *Summoning Forth from Shadowed Lands* (raise dead), *Visitation of the Hashmalim* (flame strike)

Note: Spellcasters in the dungeon, being aspects of Melchizedek, use spells from these lists in the order listed up to their capacity.

Within the Eye

The first place the PCs arrive is always the Junction of Pinkish Granite, where tallow candles gutter in sconces and writing on the wall in hastily scrawled charcoal reads, "Thou jesteth, surely". Four possible ways of exploration await.

Onward travel requires the following simple procedures;

Denominative Roll: d6 determines what manner of thing greets onward travel. The terms used to refer to things are nonstandard to allow different initials that a GM might key the resultant diagrammatic representation of the place with a shorthand (e.g. C-III-5 indicates the Schrimphonger's Workshop). Places and things referred to in the denominative roll will be referred to as loci, except for cases in which they are not.

Enumerative Roll: d6 indicates specific version of the thing encountered, as well as generating other information such as the number of exits a chamber might have.

The tables cascade such that once you roll a two on your Denominative and a one on your Enumerative roll to indicate the Rackmeister's Manufactory (C-I-1), repetitions of the same combination will indicate The Cyst of Nornerly (C-II-1), The Plundered Catacomb (C-III-1), then the Sky-Burial Tower (C-IV-1). It should be noted that the repetition does not render all the possibilities of a given subsection obsolete, only the particular result already encountered need be discarded.

As a general Rule (Parenthetical information covers that which is not immediately apparent) [Hard Brackets cover crunch]

First, Roll d6 to determine what's encountered, this will be referred to as the Denominational Roll;



Way



Chamber



Peril



Denizens




Booty



Guardian

THE EYE OF MELCHIZEDEK ANTIGREPOLOS

Enumerator Result →						
Ways I.	Rotting Fresco	Creaking Stairs	Into the Foul	Burrowing Dark	Chimbley Ladder	Meandering Stairs
Ways II.	Sump-Channel	Path of Rot	Rotting Jetty	Ramshackle Mineshaft	Obsidian Grotto	Path of Slugs
Ways III.	Precipitous Ascent	Cold Water	Stairs of Winter	Antediluvian Gallery	Sinister Lamplight	Hall of Rust
Ways IV.	Patinated Hall	Vitreous Tunnel	Seven Cisterns	The Crack	Sewer of a God-King	Chittering Chasms
Chambers I.	Rackmeister's Manufactory	Hercinian Throne Room	Sunken Drear	Sequestarium of Belphegor Throstlewick	Urnhouse	Memorial of Regnant Fowl
Chambers II.	Cyst of Nornerly	Hall of the Hundred Troughs	Nodding Brethren	Thyrs Lair	Tomb of the Sun	Thickets of Worldliness
Chambers III.	Fallen Grandeur	Plundered Catacomb	Astromancer's Star Dome	Anthropophagus Larder	Schrimpschonger's Workshop	Calidarium
Chambers IV.	Sky-Burial Tower	Ye Pit of Night Aeternal	Underlake	Roots of the Doom-Tree	Dungeons of the Margrave of Lesser Omphalia	Cave of Fitful Daylight
Perils I.	Manglehole	Grimacing Ifrit	Grey Corridor	Shard Vault	Nycticorax	Wooden Bridge over River of Dirt
Perils II.	Pretty Red Rope	Crumbling Rock	Seven Stepping Stones	Churl Snare	Sullen Hall	Blade of Bold Rogiero
Perils III.	Scourge of Doubt:	Perilous Hagioscope	Beneath a Hellish Kitchen	Guivre-pit:	Glitterbait Net-Snare	Burning Barrel and Brazier
Perils IV.	Mordant Humour:	Cemetery Gonne	Caerobolim	Brimstone Deadfall	Walk in the Garden	Bile Geyser
Denizens I.	Little beetles ...	Silverfish...	A nest of bones...	Things that fly in utter silence...	Thick yellow webs...	What once was a man...
Denizens II.	Lantern Bruntling	Greetsome Golachs	Hobroddans	Hoularts of Mormo	Jinny Spinners	Murderous Humbledrums
Denizens III.	Reptilian things...	Hoarse Thrumming	Broken clay tablet...	Unrelenting foetor...	A hole in the floor...	Excrement spatters...
Denizens IV.	Lang-Cripple	Harrowjacks	Aspics	Fenris Curs	Brollachans	Callitrix
Booty I.	Manky Furs	Fine Wheelbarrow	Ploughman's Ransom	Tappestere's Satire	Twittering Thing	Pyx of Black Lead
Booty II.	Wounding Knife	Pertinax	Hrundegeld's Thrift of Swingeing	Tincture of Mystic Juniper	Flute of Shame	Renunciation Cassock
Booty III.	Repugnant Troll-Maul	Bright Gunther	Codex Ferocitatis	Gavelock of Puissant Prying	Prism of Roseate Crystal	Recusant Canon
Booty IV.	Ferdinando	The Denunciator-General	Runcible Spear	Baneful Circlet	Panoply of Jahangir Simoom	Choak-Pear
Guardians I.	The Verdigrue	Dreadwyrd Leer	Ayesha Gallû	Proctor Grackle	The Cartomancer	The Fossegymme
Guardians II.	Shifting Bole	Ur-Man-Trout	Swarthy Reiver-Chief	Achille Gargouillier	Eponymous the Kettlemonger	Arianwen Triboulet:
Guardians III.	The Fisher at the Well	Grimhild the Werewhale	Aspirant of the Sixth Tetragram	Eremitic Eft	Idleman the Rat-King	Symeon, a Leprous Giant
Guardians IV.	Recumbent Head	Carcharodon Amplexus	Morgenhallow's Arbor	Archdeacon of the Lesion of Loss	Hermetica the Contraptioneer	The Arkwright

Following the Denominational Roll go to the section indicated by the roll and roll another d6 (the Enumeration) to determine which manifestation is encountered, ignoring duplicate results and passing on the next subsection when such arise (Refer to table for easy results).

It is important to record the rolls as they occur as the numbers will be used for various purposes further down the line.



Special: Portals - Should the GM feel it will improve the experience it may be determined that between one locus and another are doors that obey the time-honoured behavioural constraints of Mythic Otherworld doors (cf. Musings of Philotomy). All are shut and jammed and will swing shut again if allowed to do so. Forcing them not cause wandering monster check unless GM is using special Itinerant Abomination rules. Even spiked doors will have swung shut if the last roll before re-encountering them was a 5 or a 6.

Combining the enumerator of a locus and that of what lies beyond gives a number between two and twelve. Each successive portal of the same type will have a different detail {provided thusly}

2. Door of solid stone. {granite, sandstone, marble, basalt}

3. Hanging curtain of mildewed cloth {fustian, soiled linen, patchwork tatters, human skin}

4. Wickerwork gate of twisted withies. {trampled rose, golden hair, white feather, red thread}

5. Rickety door of weathered wood. {muddy palm-print, black mould, rusty knife, abstract scrawlings}

6. Wooden portcullis bound by ropes and resin. {white kerchief, impaled rat, peeling green paint, effigy of twigs}

7. Gaping aperture that prohibits no egress. {cobwebs, dangling roots, inhuman footprints, bloodstains}

8. Rough-hewn wooden door with rawhide nailed upon it. {donkey hide, rabbit skins, Cocodrille-skin, human skin with tattooed lilies}

9. Sturdy oaken door studded with iron nails. {burn marks, feeble scratchings, deep gouges, embedded arrow}

10. Heavy wooden door bound with bronze. {Brass knocker with motif: Green Man, Rams-head, Grinning Death, Firedrake}

11. Rusty iron portcullis. {Motto above reads: "Lurch Ye Hence", "Vitiate the Recondite", "Thy Lion Awaits", "Long is the Way and Hard"}

12. Iron gate, double doors. {Paired grotesques in relief: Hydrae, Gorgons, Sirines, Hekatoncheires)



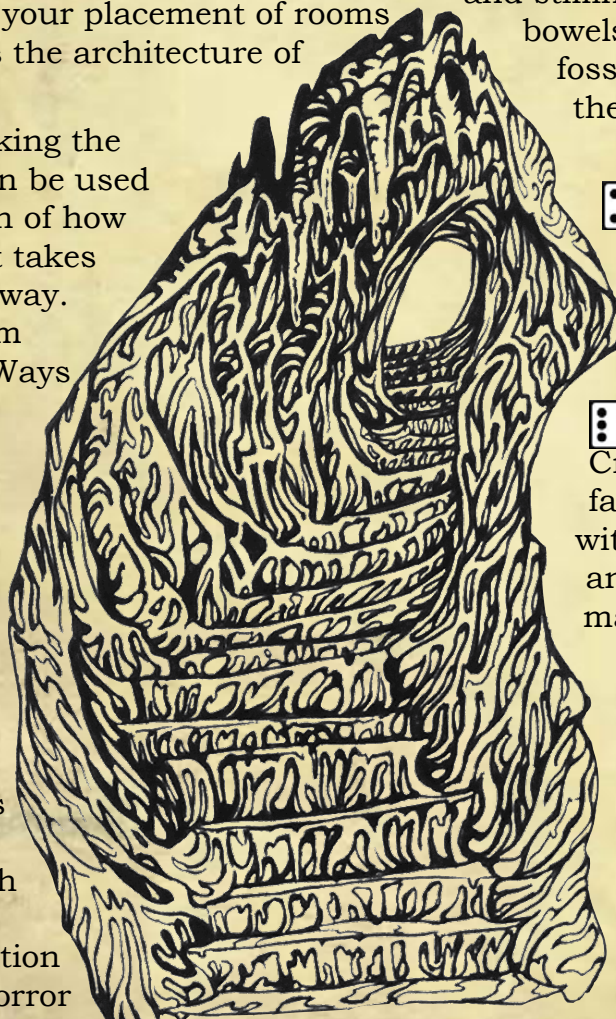
• Ways

Ways go up and ways go down but it need not affect your placement of rooms - this place has the architecture of a dream.

Generally speaking the Enumerator can be used as an indication of how many rounds it takes to traverse the way. Transitions from Ways to other Ways can be drawn as junctions or branching corridors.

I.

• **Rotting Fresco:** Long gallery portrays noble family's descent through generations of bestial degradation to liquescent horror



• **Creaking Stairs:** Rickety wooden stairways climbs through black abyssms (Dropped torches fall forever into dim distance)

• **Into the Foul:** Crumbling stone stairway descends through dismal reeking tunnel into miasmatic dank (Delves become afflicted with harmless mucus and malaise from the putrid atmosphere)

• **Into the Burrowing Dark:** Twisting and stifling squeeze down into the bowels of the earth (Dim vestiges of fossilised epochs are exposed in the walls)


• **Chimbley Ladder:** Rusty ladder-rungs climb hollow stone chimney (Rungs creak and squeal in their footings)


• **Meandering Stairs:** Cramped stairway rises and falls and twists without reason with switchbacks and dead-ends and other vagaries of demented masonry


II.


• **Sump-Channel:** Reeking channel of oily sludge, knee-deep, low-roofed (sufficient heat will set it to burn for weeks)


W-III-3: Stairs of Winter

 **Path of Rot:** Sinuous tunnel through colossal rotten tree trunk lit by phosphorescent decay and fitfully shining glazeworms hanging on silken threads


 **Decaying Wooden Jetty:** Swollen timbers crusted with molluscs, over briny depths where huge crustaceous things move slow and weird


 **Ramshackle Mineshaft:** Timbered mineshaft in state of dereliction, poisonous ore glimmers in the walls (sense of crushing weight held back by feeble construction going to ruin)


 **Obsidian Grotto:** Iron bridge arcs through cavern of razor-sharp volcanic glass. (Light sets the black shards to sinister twinkling)


 **Path of Slugs:** Dank crawlspace beneath ancient cisterns, dripping and gurgling of drains (sense of extreme oppressiveness)


III.


 **Precipitous Ascent:** Harrowing clamber up jagged cliff-face on heavy iron chains. Troglodytic cercopithecines give warning cries from far above [Harmless and fearful]

 **Cold Water:** Natural cavern neck-deep in frigid water, blind fish nudge curiously (Ripples and drips break an ancient silence)


 **Stairs of Winter:** Icy cavern of howling winds climbs through the heart of a glacier (sinister groans and cracks may be heard above the wind)


 **Antediluvian Gallery:** Trapezoidal tunnel of cyclopean construction, titanic blocks of granite ingeniously fitted (Dim glyphs tell of genocidal campaigns against debased salamandrine autochthones)


 **Sinister Lamplight:** Skeletal hands emerge from earthen walls, grasping lanterns that burn with a sickly bluish light (lanterns are held tightly as if the hands are reluctant to let go)


 **Hall of Rust:** Iron hall of massive plates, huge rivets swollen with centuries of rust, footsteps ring loud here.


IV.


 **Patinated Hall:** Corridor of beaten copper embossed with oceanic scenes. (Naiads consume the viscera of laughing sailors under the moon) - Passage leads to desolate seashore and the crying of gulls.

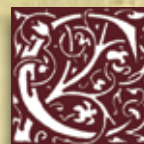
 **Vitreous Tunnel:** round tunnel of slick and lumpen glass, occasional weird outcroppings of jagged obsidian (Vague sense of terrible danger) - passage leads to blasted valley of slag-heaps and fumaroles.

 **Seven Cisterns:** Wooden gantry over cisterns filled with muck from which peer curious salamanders of ponderous girth.
- Passage leads to foul rivers in the dark and swamps in endless caverns.

 **The Crack:** Narrow squeeze between two vertiginous cliff-faces through which the bloated must sidle awkwardly -
Passage leads to precipitous barrens of stone unyielding

 **Sewer of a God-King:** Grand colonnaded arches and mosaic adorn this long-disused sewer. (Mosaic scenes depict the Moon descending from the sky down a tall tree and enslaving the folk of Earth). -passage leads to the Citadel of Calefactio Baryton in the Protectorate of Transmontane Sciatheria.


 **Chittering Chasms:** Drifts of noxious guano crawling with vermin impede progress through these long caves (Periodic showers of filth come down from the deafening colonies above) passage leads to the Feodality of Vanquished Urheim





Chambers


Number rolled indicates number of exits. Encounters generated in search of exits may, at the GM's choice, be placed within the Chamber. Though they are apparently empty the principle of "fluff is crunch" applies, there may be a purpose to jars of vinegar and sinister orchids that is not immediately apparent.

I.


 **Rackmeister's Manufactory:** Smouldering smithy, stifling with menace. Forges, anvils, quenching baths. Produces tools of torture (thumb-screws, barbed tongs, hooks, manacles, chains etc.)


 **Hercinian Throne Room:** Fine Hedgehog furnishings scattered and strewn. (Torn tapestries depict the tyrannical reign of Queen Frithegund the Implacable)

 **Sunken Drear:** Abandoned Vodnik lair neckdeep in mire. Effigies of greenish bone (The remains of about a hundred children can be found)


 **Sequestarium of Belphegor Throstlewick:** Claustrophobic wooden library the books of which are noxious and derivative (There is a preponderance of titles on Immaterialist Philosophy and the construction of aqueducts, Less than


one in ten are legible, all are sodden and mouldering)


 **Urnhouse:** Cavernous storeroom, jars of vinegar. Craven cynocephalid whelps yammer among them (Their dam is absent, having wandered into some unknown doom)


 **Memorial of Regnant Fowl:** Pilastered hall of pinkish marble. Stone Phoenicopterus parade in relief (In a stone city upon a lake from which the moon emerges and in which the bird-people drown themselves)


II.


 **Cyst of Nornerly:** Rune-chamber, Climbing serpents tell sordid sagas in carven runes.

 **Hall of the Hundred Troughs of Bile:** Humid foetor hangs in the air (Bile is mildly corrosive, remnants of things lie within a few troughs)


 **Nodding Brethren of the Garth:** Garden of sinister orchids growing in gore, watchful silence reigns.


 **Thyrs Lair:** Murky low beamed den of musky beast-stink, Gnawed bones and scraps of fur (Bestial musk clings to those who have entered this place)


 **Tomb of the Sun:** Shadow-haunted vault of stony echoes (Carvings depict the sun in repose at the bottom of the sea)


 **Thickets of Worldliness:** Grove of carven stone trees where flit the shadows of Aptalons in amorous congress (Harmless phantasms recall better days long ago)


III.

 **Fallen Grandeur:** Cavern where roof has collapsed to a great height, vast pile of shattered stone takes 10 rds to clamber across to single exit


 **Plundered Catacomb:** Embalmed occupants dismembered and trampled, every scrap of treasure gone (Unless, of course, treasure be found)

 **Astromancer's Star Dome:** Observatory dome of purple glass looking over burning golden hills, (Five suns glitter against black sky. Breaking glass reveals poisonous air [1d6 dmg/rd until PCs close and seal doors behind them])


 **Anthropophagus Larder:** Smoked joints of manflesh, sausages and carcasses hanging from meathooks. [Should anyone eat of the meat they will need to save vs. poison for each day they do so or be transformed into a GHUL, as ghoul]


 **Schrimpschonger's Workshop:** Among noxious dust and the smell of old bones are tusk and horn and bone of Karkadann and Monoceros and Horse-


Whale carved and engraved but long since split and crumbling and riddled with boneworms. [There are Affinities of Decay crowded here that will - 10% chance per round - destroy a random object owned by a party member]


 **Calidarium:** Carven alabaster pillars and nereids cavorting in mosaics around three wading pools filled with stagnant scum (The nereids frolic with and are chased by the moon, luminous polliwogs swim in the scum)


IV.


 **Sky-Burial Tower:** a ladder and a trapdoor above opens to a platform, fanged battlements pierce the clouds in a realm of dreadful heights (PCs may exit the Dungeon from this point to the Gulf of Eyries, a treacherous pinnaced realm of desolate crags where soar the Greatest of Birds).

 **Ye Pit of Night Aeternal:** A vast chasm gives way to a riddled darkness of endless tunnels and years of blindly groping (after 1d6 years the searcher finds the realm of GREWSOME TROLDES [Dwarfs])

 **Underlake:** Cold Expanse of sulphurous azure water (phosphorescent FLOUNDERBOYS lurk within and KNUCKERS and secret tunnels to Lake Nenuphar and the outside world)

 **Roots of the Doom-Tree:** Maze of burrows between colossal roots (Exits lead to perilous forests; Grimley Wode and the Ouzelwood and the Scaddaw Grove and what-have-you).


 **Dungeons of the Margrave of Lesser Omphalia:** Wails of the suffering and the stink of burning (Exits lead to oubliettes and torture chambers and wine cellars etc.)

 **Cave of Fitful Daylight:** (Exits lead to rabbit burrows and overhangs returning to the vicinity of the initial encounter with Melchizedek, where the sun is sinking beneath the horizon)



Perils

Number rolled indicates maximum number of party members affected by trap. Traps may be placed in their own specially designed space or worked into a Chamber or Way in whatever manner the GM sees fit.

 **Echoing Broad Expanse:** Stone floor of enormous flags, pressure on the wrong one and chute opens into Manglehole of grinding wheels [2 in 6 chance of d10 dmg + stuck unless someone can retrieve victim with successful remove traps]



Grimacing Ifrit of Black Iron:

Should one attempt to pass beyond without laying an item upon the altar, statue mouth coughs acrid lime [Save vs. petrification or blind 1d6 turns]



Bland Grey Corridor of

Indeterminate Height: Acrid smell presages caustic-substance-sodden rope net triggered by tripwire to come sailing from above. [Dex. check to avoid, 1d3 dmg per rd. until successful Dex. check or 5 dmg caused by edged weapon to escape]



Shard Vault:

Vault of tinkling icicles [CON check to breathe calmly or it splinters to falling shards - 1d8 dmg]



Abode of ye Nycticorax:

An Owl roosts here in a messy nest atop one of twelve multi-armed statues of heathenish devil-deities with wicked weapons brandished (Something glitters in the nest, a worthless piece of mirror, touch one statue and they all topple catastrophically [Save vs. dragon or 3d6 dmg.]



Wooden Bridge over River of Dirt:

Bridge is roped to notches in the ceiling, right in the middle of the bridge is caltrop chute [d4 dmg initially then d4 dmg x 20' unless MV reduced to 10' per rd]

II.



Pretty Red Rope:

Ornately braided sash of crimson silk hangs from ceiling

aperture, pulling it sounds colossal gong in the earth, disrupting internal structures [d6 dmg + 1d6 turns deafness]



Tunnel through Crumbling Rock:

Footfalls sound hollow here (must be actively listening to detect it) earthen sinkhole gapes beneath thin crust of worm-eaten stone, victim is unhurt by fall but slowly crushed and stifled by tons of collapsing earth, (1 dmg/rd until 100 STR points of cumulative effort are applied to assistance)



Seven Stepping Stones across

Sulphurous Sludge: third stone shifts, causing the slime to belch noxious fumes (save vs. death or swoon 1d4 rds during which drowning in sludge ensues)



Churl Snare:

Spring-hoe hidden in recess, tripwire trigger (WIS check to notice unless actively searching, Attack +0 d6 dmg)



Sullen Hall: Hall of grimacing grotesques in bas-relief, hexagonal tiles, one of which triggers poison dart from mouth of gurning babewyn that induces spasmodic berserk flurry [50% chance of being set off, Attacks at +1, save or attack everyone for 1d6 rds]



The Blade of Bold Rogiero:

Backsword embedded in floor, if pulled forth unleashes tumbling stony skull of giantish ancestor from hidden chute in ceiling [DEX check or 2d6 dmg]

III.

• **Scourge of Doubt:** Squatting idol of Simian Saint, too-close examination and pressure in altar-zone triggers barbed chain-grapnel from groove in floor to sweep across area, [DEX check to jump or 2d6 dmg]

• **Perilous Hagioscope:** A little chapel with an altar made of the bones of the dead and a little aperture opposite in a wall of bones (try to get too close to peer through the aperture and the wall collapses) [DEX check or 1d6 dmg and pinned for a turn]

• **Beneath a Hellish Kitchen:** Low sooty corridor, should too much sound be made there will be cinder dump through towering chimney [1d3 dmg, shield negates] (Should characters attempt to climb the SMOULDERING SCULLION 500' above will dump more cinders, hot water, boiling lard etc. onto climber [as Fire Giant])

• **Guivre-pit:** Stony passage sloping down gets gradually steeper and more slippery leading to snakepit [WIS check to notice, DEX check to keep footing, STR check to leap, 1d4 dmg per round from poisonous serpents]

• **Glitterbait Net-Snare:** Net hidden in the filth of a midden where glass baubles shine temptingly, touching the baubles triggers the net to be pulled up by hidden rope to hang from the ceiling, somewhere nearby a bell chimes (none answer, whoever set the trap is gone)


• **Burning Barrel and Brazier:** Heavy and spiky iron brazier smoulders at the bottom of stone stairs, third step triggers rolling barrel of naphtha from top of stairway [d4 dmg to anyone on steps before smashing into flaming ruin for 2d8 dmg/rd for 5 rds]


IV.


• **Pail of Mordant Humour:** Balanced upon a blue door left slightly ajar is a lead bucket of ferociously caustic pitchy stuff (has a slightly sharp fragrance to the keen of nose) [1d20 dmg, 1d12, 1d10, 1d8, 1d6, 1d4 on successive rds until washed off] - On the far side is the Laboratory of Orinico Balustrade in Crippswich Hollow, it is morning

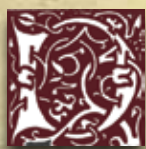
• **Cemetery Gonne:** mist hangs low among tombstones like teeth, a tripwire among them triggers the gonne [Scattershot effects two, dmg: 4d4, disturbingly loud] - Necropolis of Fuliginous Prime lies beyond

• **Caerobolim:** Upon twin plinths an alabaster bowl holds three grey stones and a copper cauldron holds three red stones. (Should these stones come together they will explode catastrophically) [d12 dmg per stone involved to 20' radius] - Those killed thus will find themselves in Ibis-Town on the far side of the River Between

 **Brimstone Deadfall:** Old miners' tools lie before an excavation into deep yellow brimstone, should three or more approach too close or tamper the wall will collapse [WIS check or 3d4 dmg + save or lose 1 point of CON from noxious dust] - Burning City lies beyond

 **Walk in the Garden:** Wooden boardwalk between gardens of wickedly thorny succulents and fiendishly tangled and barbed vine-thickets, sufficient weight triggers device that flings those on the boardwalk into the thick of it [4d3 determines damage and number of rounds spent extricating themselves from the plants, Light armour reduces damage by 1, medium by 3, heavy by 5, assistance may be rendered but rescuer takes whatever damage rescued individual avoids] - Beyond lies the garden of the Manse of the Rain-God

 **Bile Geyser:** Ground is pockmarked and encrusted with stinking exudate, subterranean rumblings and sighs can be heard [1-in-3 chance per round that a boiling gout of corrosive nastiness bursts from the earth, 7d4 dmg] - Beyond lies the blaring City of Utmost Salience




Denizens


These itinerant abominations are foreshadowed in ways that are sometimes concrete and sometimes abstract. Fitting them or their shadows into the dungeon


requires some creativity on the part of the GM. It is left open whether they exist in a locus especially designed for them or are worked into a Way or Chamber or the abode of a Guardian.


Once you've worked your way through the denizens of IV and supplementary denizens of VI and find yourself rolling the same number again and the PCs haven't escaped into whatever world or unknown region awaits them it may be determined that PCs are blundering into Fetch-lands and eerie things will occur: a sneer leaps from face to face, a hitherto unknown party member toiling dutifully beside, or themselves a couple of hours before, maimed or terribly aged.


I.


 Little beetles fly out of the dark to incinerate themselves in torch flame or fall to be crushed underfoot and others still come on with determined stupidity, climbing walls or battering themselves against whatever obstacle gets in their way.

 Silverfish have made a home among you clothes and pale roaches that eat your hair can be heard, gnawing away when all is silent.


 In a corner is a nest of bones and rags and ragged splinters and dung.


 In the dark, beyond the edge of light there seems to be things that fly in utter silence


 Thick yellow webs clotted with dust and the mummified bodies of dead mice in vast and sinister shrouds over everything.


 What once was a man lies dead in grotesque attitude of agony, his head swollen to a purple turnip.


II.


 **One LANTHORN BRUNTLING:** A brassy-coloured chitinous thing like an earthbound beetle clumsily creeping, its foreparts surmounted by a brazen lanthorn blazing bright [As Fire Beetle]

 **Two GREATSOME GOLACHS:** Nightmarish myriapodal things, pale to translucency, innumerably multifarious limbs a-clatter, feathery antennae flailing eager. [As Giant Centipede]

 **Three HOBRODDANS:** Rodents of outlandish size with the faces of demented children ravening after meat. [As Giant Rats]


 **Four HOULARTS OF MORMO:** Wizen owlsh things with the tiny faces of shrivelled hags contorted with hideous hunger [As Stirges]


 **Five JINNY-SPINNERS:** prancing gingerly on seventeen spined and spindling limbs, bodies a knot of gristle, more limbs degenerate and useless and fangs and a single eye, glaring, all-too human. [As Giant Crab Spider]


 **Six MURTHEROUS**


HUMBLEDRUMS: Like unto hornicles grown bloated on their own virulence, Bristly and glistening metallic, striped in green and demonic indigo, whirring wings and wicked barb . [As Killer Bees]


III.


 Little reptilian things with too many limbs scuttle on the walls or peer wide-eyed with suspicion at interlopers

 Hoarse thrumming is heard afar, deep and resonant, and again farther off in response

 A broken clay tablet scribed in the cuneiform of the Autarks speaks cryptically of a dance of the deaf and of the peaceable kingdom where all voices are quiet.

 For years this place has been sprayed with piss of the most awesome and unrelenting foetor reminiscent of fox and skunk and rutting lynx.

 There is a hole in the floor here the sides of which are pitted as with corrosion and a sharpness in the air.

 Excrement spatters the walls here and some of the stuff seems to be smeared upon the ceiling, footprints in shite suggest deformed children have been at play here.

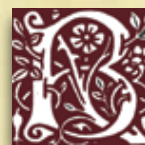


D-IV-1 Lang-Cripple

seething with corrosive bile. [As Green Slimes]

Six CALLITRIX brandish stones in apish forepaws and totter on their hindlimbs in mockery of mankind, profaning themselves obscenely [As Baboons]

Further Encounters with Denizens and their foreshadowings;
V. 1. Rancid shanty falling down 2. Collections of insects impaled on thorns 3. Broken down shoes and cobbler's tacks 4. Shrill and reedy howls from far away 5. Drums in the deep 6. Sense of cold dark emptiness alone in forever. **VI.** 1, BLASTIE [As Dwarf] 2. GROT APES [As Goblins] 3. LUBRICIOUS COBBLEDEHOYS (As Halflings) 4. CYNOCEPHALIDS (As Kobolds) 5. GONGS (As Orcs) 6.SPINDLE-GHAISTS (as Skeletons)



Booty

IV.

One LANG-CRIPPLE: Clinging naked to the wall is a man-lizard, sprawling squamous and lidless of staring eye [As Giant Gecko]

Two HARROWJACKS: Toad-fiends, bloated black as pitch and seeping, mewling younglings bursting from their blistered backs [As Giant Toads]

Three ASPICS dancing their sinuous poison dance, hissing infernal formulae, stings all a-glitter. [As Spitting Cobra]

Four FENRIS CURS like craven pye-dogs gone all to mange and foetid gangrene, yelping, cringing and snarling vicious [As Wolf]

Five BROLLACHANS like viscous clots of shadow drip from the ceiling

Treasure is expressed in groats for idiosyncratic reasons, there are no formal guidelines for conversion to local currencies. GMs can assume equivalence, divide or multiply as they see fit to achieve results in shekels or pfennigs.

I. Booty found upon an altar, an anvil, a table, a bed...

Manky Furs: Five vermin-infested beast-fells [Protection from inclement weather, -2 reaction penalty in civilised society from fragrance and itching, 10

groats each]

Fine Wheelbarrow: painted crimson [x5 increase to load limit but is noisy and has trouble with stairs - 80 groats]

Ploughman's Ransom: Sack of bronze ingots with stamped head of Charnel Queen (50 groats, weighs as much as five items)

Tappestere's Satire: Tapestry of cloth-of-gold depicts obscene debauchery of the reign of the Badger-King [100 groats]

Thrice-Damned Twittering Thing: Curse-whistle of bone plays haunting melodies [100 groats]

Pyx of Black Lead: Coffin of saintly fingerbones [200 groats, acts as a Holy Symbol]

II. Plunder hid within a chest, a cabinet, an urn, a coffin...

Beorhtaelfrith's Wounding-Knife: Scramasax with name of ancestral chieftain marked in runes [short, d8 dmg, 100 groats]

Pertinax: Birdcage with alabaster jackdaw that speaks (His demeanour is of a dutiful and sarcastic manservant out of the inscrutable south) [+3 surprise bonus, 800 groats]

Hrundegeld's Thrift of Swingeing:

Leatherbound book of archaic combat presented as rhyming doggerel, comical illustrations of nude antagonists in green ink [500 XP for fighters if they carry it with them and study it daily]

Tincture of Mystic Juniper: Dipsomantic scrying bottle reveals traps [3 turns, maudlin drunkenness also lasts 3 turns, -7 CHA, 150 groats]

Flute of Shame: Unaccountably delicate silver tracteries adorn this public-humiliation device [100 groats]

Renunciation Cassock: Surcoat woven of saint's hair, fantastically uncomfortable [allows extra Protection from Evil 1/wk, -1 reaction rolls to non-holy folks due to ill-temper brought on by discomfort, 600 groats]

III. Plunder found behind a pillar, a door, a statue, a sarcophagus...

Repugnant Troll-Maul: Stone hammer covered in glyphic inscriptions and possessed of an uncanny malevolence [heavy, unwieldy 2d10/dmg 1/2 rds 100 groats]

Gunther Bright Gunther: Pewter lampadarius-drone, can speak but is peevish and uncooperative. (MV: as human, light 30' AC: 15 hp 1)

Codex Ferocitatis: Badly spelled manual of pankration combat [judicious study by fighters allows + 2 AC bonus]



when unarmoured and allows d4 dmg when unarmed from a variety of bites, eye-gouges and genital attacks. Possessor must make WIS check each day to resist discarding armour and eschewing good sense, 50 groats]



Gavelock of Puissant Prying:

Enchanted crowbar of Dweorhish manufacture [+3 to open doors]



Prism of Roseate Crystal:

Erotic Zoetrope depicting female werewolves in flirtatious scenarios among hemlock-groves [500 groats-worth but will cause scandal]



Recusant Canon:

Gilt-edged canon of despicable heresies depicts monk fornicating with one another and enjoying outdoor activities. Illumination is superb and utilises plenty of gold leaf [Sufficient to get the possessor burned in most places, 700 groats]

IV. Plunder found elsewhere



Ferdinando the Jackanapes:

Impudent monkeyboy in spangled vest [will scout and report 1/day but is otherwise sullen, requires thrice normal provisions, most of which he will throw away or trample, stats as Kobold, 1000 groats]

The Denunciator-General: Seven-jointed saintly flail adorned with scripture. [heavy, unwieldy, d12 dmg]

The Runcible Spear:

A bronze spearhead of marvellous craftsmanship and fiendish jaggedness (wielder attracts attention of sinister brotherhood of SVARTLING BARE-SARKS)[1d8 dmg if mounted on ebon shaft, gets worse after each successful strike 1d10, 1d12, 2d8, 3d6, 2d10, 5000 groats]



Baneful Circlet:

Simple crown of beaten lead with mantikhoras eating mandrakes engraved upon it [Renders the wearer immune to poison and all the beauty of creation, -1 CHA each time it is worn, 2000 groats]



Panoply of Jahangir Simoom:

Richly decorated harness of enamelled lamellar and mail, inscribed all over with paynim script warding against lions and the ghosts of lions [as mail, offers complete protection against lions and the ghosts of lion but rouses their ire such that they will endeavour to slaughter the family of the wearer and generally destroy their life, 3000 groats]



Choak-Pear:

Ornate golden filigree adorns this trap-sprung, case-hardened implement of blackmail, possession of which is an indicator of considerable nefariousness. [1200 groats]



Guardians

Each of these rooms hold a sentinel who disallows passage through a portal (a locked iron door unless otherwise stated) unless the party pays a toll or overcomes them in combat or in some other way secures the key they keep close. Guardian hit points are equal to all the Enumerator rolls aggregated thus far. If minions are present divide the same hit point total between them as you see fit. Guardians do not possess treasure unless the next roll indicates treasure, in which case it is reasonable to make the treasure the Guardian's and place it where you see fit. Hostility modifies PCs reaction roll.



G-I-1 The Verdigrue

I.

• **The Verdigrue:** At the mossy bottom of a shaft open to a grey sky stands guard an ingeniously crafted brazen automaton fashioned in the form of a grimacing Woodwose. The VERDIGRUE requires a living plant to brighten his

“garden” (Carven in primitive relief around the mossy walls are images of a saint dispensing justice upon a forest by having the trees torn out and stuck back in the ground upside-down)[As Ogre, Hostility: Dutiful +2]

Dreadw. Leer and his Odious

Popinjay: Perched at a high lectern before a Trapdoor in the ceiling amongst towering piles of blasphemous doggerel, The DOOMSAYER cannot speak but issues commands through his two-headed popinjay familiar (In substandard verse, will accept a pithy limerick as toll) [As 4th-level Elf w/-mail and Partizan, Hostility: Vehement +2]





Rancid Harem of

Ayesha Gallû: Enormously gravid concubine lounging among tattered opulence, weird laughter comes from some unknown source. (A swallowed hyaena torments her, will accept any corpse as toll) [As Ghoul, Hostility: Disturbingly Seductive: -4]





Proctor Grackle: In an improbable little tree before a yellow door perches a peculiar twittering birdlike man, elaborately monocled and jabbing of cane, (Procuratorial details consume him, will accept full and frank account of travails as toll) [As Gnome, Hostility: Haughtily Official -2]

 **The Cartomancer:** Pretty eidolon made of plaster and papier mache, crumbling decay and mildew impinging on her previous perfection, paper roses in jars of clay. (Her door is bound by powerful wizardry, you must pay 100 groats or forfeit an item to sit with her and have your fortune told before she will allow passage) [1 in 6 chance she will tell you what is in your future, i.e. what will you roll - expressed vaguely, As MU-2 Hostility: Cryptically Genial -5]


 **The Fossegrimme:** In a frigid vault where icicles hang from a stone drainpipe the Fossegrimme, an antlered fiend of bestial aspect, sits tootling mournfully on his Serpent. Unnaccountable drifts of autumn leaves lie scattered about. [As 3rd-level Elf, requires audience for maudlin recital as toll, Has memorised *Hopelandic Lament* (charm person) instead of *Aegis of the Coil*, Hostility: Forlorn -4]


II.


 **Skifting Bole:** Cooing nursemaid in a room, the furniture of which has rotted and gone to stains and shadows of what once was, holds a little tree-stump in a swaddling cloth whose wizened little face splutters and barks and vomits sorcery (It desires changing and is consequently in a rage) [as E1 (Nursemaid) and M-U5 (Skifting), Hostility: Cranky +3]


 **Ur-Man-Trout:** Ancient and hoary

ichthyoid mercenary with hard and sullen eyes sits by a little stream where the torchlight sparkles. He is bleeding. (He wants to be left to die in peace) [As F7 w/- caliver {d8, 1/3 ignores armour}, tuck {d8} and buckler {+1 AC}, morion {+1 AC} and cuirass {+5 AC}, Special: Loses one hp/rd, Hostility: Resigned to his fate -5]

 **Swarthy Reiver-Chief:** Knee-deep in water, in the charred remains of a dragon-prowed ship-burial the BLACK DRAUGR waits (His hoard scattered, he will accept the Runcible Spear, the Sack of Ingots or the Baneful Circlet as a toll, the exit is under water) [As Wight, Hostility: Dreadful +1]

 **Achille Gargouillier:** Fussily moustachioed man in workshop surrounded by unfinished stony grotesques (seeks life-essence, interested in attaining bits of trampled mummy etc.) [As M-U3, can divide hp among; BABEWYNS {goblins}, HUNKY-PUNKS {halflings} and SHUG MONKEYS {hobgoblins}, Hostility: Uninterested -7]

 **Eponymous the Kettlemonger:** Maniacal gambolling trickster covered in clanking pots and pans, goggle-eyed and bristly and large of strangling hands. Reeks of neglect and fervour-sweat (Seeks a moment of tenderness and serenity) [as D4, Hostility: Creepily friendly -4]

 **Arianwen Triboulet:** Pallid-faced and dressed in jet-black foppery, possessed of a rapier of impractical length, curled upon herself like a sick crow she perches on a pile of ragged carpets, battered

vases and jars of sour wine (She fears the ghost of a lion that follows her and seeks an exorbitant sum in exchange for her substandard plunder) [as T6 w/- rapier {d8}, brigandine {+3 AC} and buckler {+1 AC}, Hostility: Weary -4]

III.

• **The Fisher at the Well:** In a black room of thrumming basalt a pale-to-a-point-nigh-luminosity naked youth is fishing in the central well, his voice is terribly shrill, he wants a living thing for his hook to catch a well-worm. (Exit is a little way down the well) [as Wraith, Hostility: Dangerously Other +0]

• **Grimhild the Werewhale:** Enormously tall and capacious of bosom, sneering and aloof, preening Handmaiden of a Nameless Queen. (Will allow passage if sufficient flattery is offered, if angered will offer battle by catastrophic transformation into a whalefish) [Causes dmg equal to her hitpoints, half if save vs. dragon successful, those with weapons drawn get automatic attack, she will transform back after one round, Stats as Hill Giant, Hostility: Aloof -2]

• **Aspirant of the Sixth Tetragram:** Weirdly sexless entity, stained indigo, orifices sewn shut, dances eerily. (Chamber is painted in wondrous palimpsest of mystic glyphs, no exits apparent)[Character who dances with the ASPIRANT OF THE SIXTH TETRAGRAM - DEX check, WIS check, CON check, opens glyphic portal - as Spectre, Hostility: Preoccupied with Transcendence -4]

• **Eremitic Eft:** In his hermitage amongst outrageous fungal growths a penitent newt with scourge and cilice revises scripture with assiduous perspicacity (It accepts quills, ink and parchment or the Renunciation Cassock or Günther as suitable toll)[As 5th-level Cleric with Light armour and d6 scourge, may call upon d6 MENDICANT FUNGI to assist - as Zombies, Hostility: Patient and Distracted -2]

• **Idleman the Rat-King:** A number of rats [equal to the total number of dice rolled to come this far] tangled together in a writhing mass of knotted tails and hair and squealing savagery concealed beneath a cloak in man-shape [as Carrion Crawler, Hostility: Baleful +3]

• **Symeon, a Leprous Giant:** In a great wooden hall is a hideous man as tall as the roof-tree whose bellowings betray a terrible torment (a fire is burning in the hearth and the table is set but all is rotten. Symeon will accept a healing balm as toll if he is found reasonable) [as Troll, Hostility: Unreasonable +5]

IV.

• **Recumbent Head of the Studendous Dead:** Vast and dead, half-embedded in stalagmites, a titan head lies gaping. (The lips do not move when it speaks in a harsh drone, MURDEROUS HUMBLED RUMS have made a hive of its lungs)[As Killer Bee minions, Will accept all potions, unguents and sorcerous herbiage as toll, then guide delvers

through abominable labyrinth of innards to the Vastnesses of Micklegarth]

Carcharodon Amplexus: Of great girth and fearsome grandeur, fishbelly white in fiendish finery resplendent, possessed of seven tiers of teeth (May taunt briefly with unctuous odiums before slaughtering everyone with his Trebleswerde - "O hast thou come to the end of all, my precious pilchards?", ivory door leads to scurrilous piratical port-city.) [As Cloud Giant, Hostility: Inevitable +10]

Morgenhallow's Arbor: Morgenhallow Umbragea waits couchant and plumed among a bewildering menagerie of botanical entities that shriek and burble and bloom their carrion splendour (She requires that one eat of the fruit of the Peridexion Tree that is deadly poison, stone gate leads to Overgrown Palace in the Lost Lands)[As Dryad, Plants are harmless, Peridexion fruit is save or die, Hostility: Untameable: +0]

Archdeacon of the Lesion of Loss: In his scriptorium the weirdly-tonsured Archdeacon toils at exquisite illuminations of decadent debaucheries. (At his behest exquisitely-rendered LUSTRAL NYMPHS unfurl themselves from manuscripts to unleash their catastrophic beauty) [As 7th-level Cleric with Nymph minions, will allow passage to those who ask, door of ebony leads to Sevenfold Cathedral in an Empire of Hate, Hostility: Disarmingly Reasonable: -5]

Hermetica the Contraptioneer: Extravagantly bespectacled gnomish entity on teetering stilts juggles grenadoes amidst pageantry of ragged mannequins (Hermetica demands return of Pertinax, Gunther and the Zoetrope lest she unleash her haunted SKUG POPPETS, brass trapdoor leads to Marchaunt-City at Carnival time) [As Gnome with Goblin minions and 3 6-dice fireballs, will allow passage to those who return her treasures, Hostility: Annoyingly Fey: -2]

The Arkwright: Hulking bearded man toiling in a mineshaft to dig out ribs of the earth that he might build an ark to ride out the Final Deluge at the end of time. (This DWEORG wishes that three stay with him to dig forever as toll, iron portal leads to Furnace-Citadel in Tröllhame) [As 8th-level Dwarf w/-18 STR, heavy armour and Mattock of Athamaunte - ignores armour, 2d8 dmg, Hostility: Distant from Earthly Affairs: -7]

Should PCs escape in this way they will find a scrap of parchment with this note;

Nepenthe for the sorrowful of memory

Azoth for the Seeker of the Stone