

ASTONISHING SWORDSMEN AND SORCERERS OF

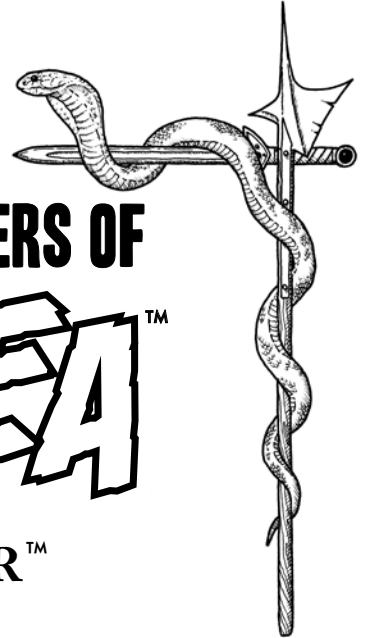
HYPERBOREA™



THE BEASTS OF
KRAGGOTH MANOR™

BY TIM CALLAHAN

JLB
2017



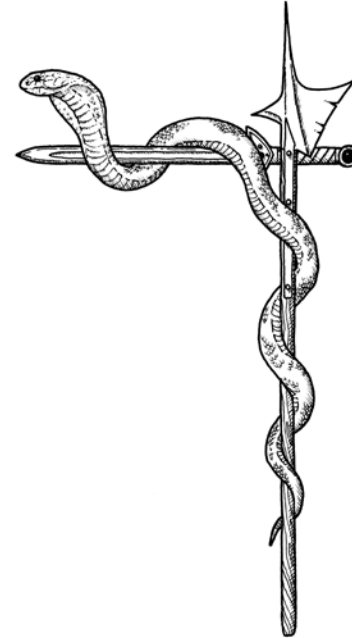
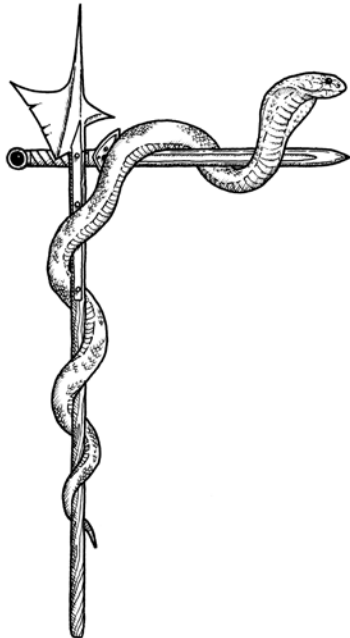
ASTONISHING SWORDSMEN AND SORCERERS OF **HYPARBOREA**™

THE BEASTS OF KRAGGOTH MANOR™

*An adventure in Hyperborea
designed for from four to six characters of 4th through 6th level*

by Tim Callahan





CREDITS

Text: Tim Callahan

Editing: David Prata

Additional Development: Jeffrey P. Talanian

Front Cover Art: Johnathan Bingham (inks), Daisey Bingham (colours)

Back Cover Art: Del Teigeler (inks), Daisey Bingham (colours)

Interior Art: Johnathan Bingham, Peter Mullen, Diogo Nogueira, Glynn Seal, Jason Sholtis, Del Teigeler

Cartography: Andreas Claren, Glynn Seal

Graphic Embellishments: Glynn Seal

Layout: Jeffrey P. Talanian

Play-Testers: Participants at Carnage Con and Total Confusion

The Beasts of Kraggoth Manor[™] takes players into an action-packed realm of adventure: the mythical world of Hyperborea, a sword-and-sorcery campaign setting inspired by the fantastic fiction of Robert E. Howard, H.P. Lovecraft, Clark Ashton Smith, and others. This adventure is designed for *Astonishing Swordsmen & Sorcerers of Hyperborea*[™] (AS $\&$ SH[™]), a role-playing game descended from the original 1974 fantasy wargame and miniatures campaign rules as conceived by E. Gary Gyax and Dave Arneson. Therefore, AS $\&$ SH is compatible with most traditional fantasy role-playing games (c. 1974–1999) and their modern simulacra, such as OSRIC[™] and *Swords & Wizardry*[™].

For more information about AS $\&$ SH, please visit us at hyperborea.tv.



NWA203 ISBN 978-0-9851476-8-6

© 2018 North Wind Adventures, LLC. Made in the USA.

“Astonishing Swordsmen & Sorcerers of Hyperborea”, “AS $\&$ SH”, “The Beasts of Kraggoth Manor”, and all other North Wind Adventures product names and their respective logos are trademarks of North Wind Adventures, LLC in the USA and other countries. “OSRIC” is the trademark of Stuart Marshall and Matthew Finch. “Swords & Wizardry” is the trademark of Matthew Finch.

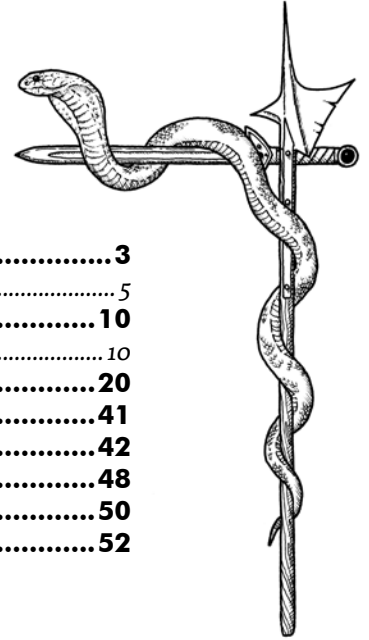
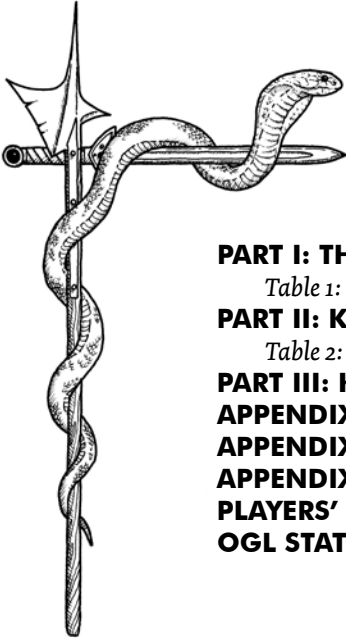


TABLE of CONTENTS

PART I: THE ADVENTURE BEGINS	3
<i>Table 1: Rumours</i>	5
PART II: KRAGGOTH MANOR ENVIRONS	10
<i>Table 2: Random Encounters</i>	10
PART III: KRAGGOTH MANOR	20
APPENDIX A: NEW SPELLS	41
APPENDIX B: NEW MONSTERS	42
APPENDIX C: NEW MAGIC ITEMS	48
PLAYERS' HANDOUTS	50
OGL STATEMENT	52

He cared little for converse, other than the iron echoing of his metal servitors, who assented always to all that he said, and spared him the tedium of arguments. And it may have been that there were times when he wearied a little even of this, and preferred the silence of the petrified women, or the muteness of the beasts that could no longer call themselves men.

—Clark Ashton Smith, “The Maze of Maál Dweb”

PART I: THE ADVENTURE BEGINS



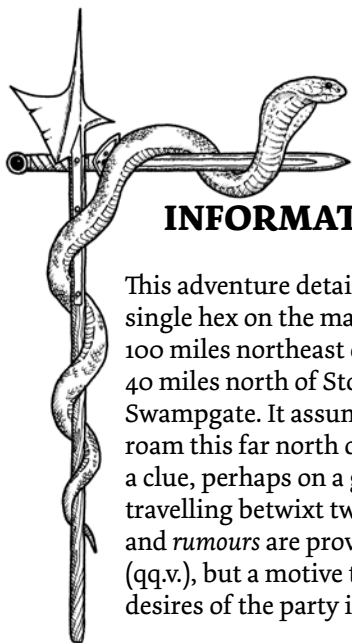
INFORMATION FOR THE PLAYERS

Read aloud or paraphrase the following boxed text to the players:

Your party have travelled northeast from the great city of Khromarium, through the unforgiving expanse known as the Lug Wasteland. Threats of death loom all about, as you follow a series of old, half-sunken trails toward the dry hills ahead. You’ve lost your footing more than once, and now you are covered in rancid bog muck. For days you’ve dreamt of nothing more than a dry place to lay your heads, but you’re weeks away from anything resembling civilization.

You undoubtedly seek greater riches in the north: ruined tombs secreting ancient artefacts, deep caves filled with long-lost Atlantean technology, or strange villages built atop sacred Hyperborean burial grounds that brim with pre-Green Death treasures. For now, you march through thick sludge, wracking your brains for what the back-alley urchins and drunken wanderers may have said about this region. Nothing but rumours, of course, but maybe there’s a glimmer of truth to hold onto as you trudge on this interminable march.

Finally, after having emerged from the treacherous bogs, you set up camp on a craggy outcropping that provides dry land and a modicum of protection from the crawling unknowns. Straightaway your attention is drawn by a nearby light source, a fire not more than a hundred yards away. Through the cacophony of croaking frogs, buzzing insects, and hissing slimy things, a shriek of pain knives through the air.



INFORMATION FOR THE REFEREE

This adventure details the points of interest within a single hex on the map of Hyperborea, approximately 100 miles northeast of the great city of Khromarium, 40 miles north of Stonebrook, and 60 miles east of Swampgate. It assumes that the PCs have a reason to roam this far north of Khromarium: perhaps to follow a clue, perhaps on a greater quest, or perhaps merely travelling betwixt two points. Possible *adventure hooks* and *rumours* are provided for the referee's convenience (qq.v.), but a motive that derives from the needs and desires of the party is oft most effective.

HYPERBOREAN CYCLE:

Each Hyperborean year brings about its own weather conditions, and some years in the 13-year cycle will be frost-covered and unbearably cold. If your campaign occurs during these colder years, then the Lug Wasteland should be icy and treacherous. The frozen lands still should provide some shelter, and none of the landmarks or encounters of the north would change, but the winds would be dreadfully bitter. The referee would be well-served by playing up the uncomfortable environmental effects of such low temperatures to add texture to the game.

BACKGROUND: The centrepiece of the adventure is the trouble at Kraggoth Manor, a centuries-old, partially crumbling estate. The PCs should hear about the manor as a possible place for rest and recovery. When they first glimpse it, the manor will appear to be under assault by **mountain apes**—enormous, hirsute savages—and the PCs may assume the inhabitants are besieged. In sooth, the mountain apes are preparing to battle a more horrific threat inside the manor, though the party likely will attack the apes to protect the “innocents” within. Even if the PCs suspect danger and duplicity within the house (as experienced players oft do), the mountain apes are too hostile and overtly Evil to ignore.

Inside Kraggoth Manor, twisted versions of humanity reign. Recently the house was a site of rest for a band of **Pictish adventurers**. The PCs indeed may find some of the Picts inside; though they may seem friendly (albeit odd), they are beguiled by the alien forces that have overtaken the manor.

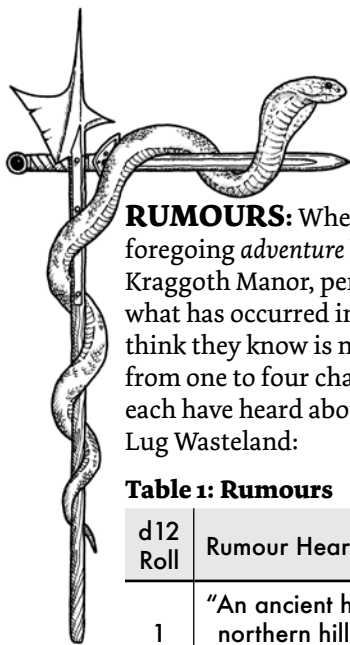
The lord and lady of the manor, **Leonid** and **Eustace Bonneville**, may have gained ownership of the property illegitimately, but such legalities matter little now. When they discovered the strange, floating **silver cylinder** deep below the house, otherworldly vapours

transformed them into something more than human. Too, the manor house holds other strange mysteries and terrors, cultivated from generations of death and corruption within. The environs around the manor house are not without their own perils, as **bandoggs**¹ and **giant spiders** hunt for prey, and an ominous **monolith** looms.

ADVENTURE HOOKS: If the party need a reason to travel here (other than exploration of the unknown and thirst for adventure), then perhaps one of these adventure hooks would suit your campaign. Should you elect to utilize one of these hooks, be prepared to adjust the INFORMATION FOR THE PLAYERS accordingly.

- ★ **Parzill Qarros** [PAHR-zihl KWAH-rohs] of Swampgate has hired the PCs to discover what happened to the Kraggoth family nearly two centuries earlier. Qarros, an elderly scholar with ties to the Khromarium Sages' Guild, has learnt that the family was amongst the founders of Swampgate Outpost c. 334 CÆ. They subsequently disappeared to the east and never were heard from again. Qarros will pay the PCs **1,000 gp** for information on where the family settled, or what happened to them along the way.
- ★ Rumbling, like a rolling thunder, has been heard from the north several times per week, but no storm has come. The **fane of Lunaqqua** in Khromarium has shewn interest in hiring the PCs to investigate these strange sounds. They have learnt that the rumbling appears to come from the territory once settled by the famous Kraggoth family. They offer to pay **1,000 gp** to discover the source of the rumbling.
- ★ Prominent Khromarium merchant **Kamvin Xillthos** [KAM-vihn KSIHL-thohs] thinks an overland route from Swampgate to Brigand's Bay would yield increased profits. If feasible, such travel would avoid the corrupt shipping industry and the dangers of the Hyperborean Sea. He claims his initial forays to the north have shewn it is not as dangerous as it once was, but some problems in the hills do need to be addressed. He will pay the PCs **500 gp** to clear out a nest of **giant spiders** that lies in the path of his proposed new trade route. Further, he will cut the PCs in on his operation, promising them a regular income of **200 gp per month** each if they can keep the northward route clear of danger.

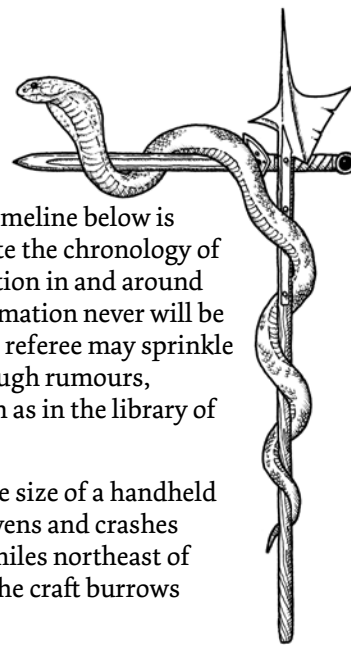
¹ See APPENDIX B.



RUMOURS: Whether or not the referee uses the foregoing *adventure hooks* to bring the PCs toward Kraggoth Manor, perhaps they have heard tales about what has occurred in the area. Of course, what they think they know is not always accurate. Roll 1d12 for from one to four characters to determine what they each have heard about the northeastern edge of the Lug Wasteland:

Table 1: Rumours

d12 Roll	Rumour Heard	Veracity
1	"An ancient house still stands in the northern hills, providing shelter for those who need it."	<i>True</i>
2	"Trolls nest in a cave near the edge of the marsh, waiting to prey on travellers."	<i>True</i>
3	"A black-souled necromancer lies buried in this blasted heath, entombed in an enchanted casket."	<i>False</i>
4	"A family from Swampgate has ties to this region—Kraggoth or Kargoth, something like that. They say one of their own buried his daughter in the hills generations ago and never was seen again."	<i>Partially true</i>
5	"A dire wolf on the hills behaves strangely, as if it's been trained to guard something."	<i>True</i>
6	"Kraggoth Manor was destroyed decades ago by barbarian cultists."	<i>False</i>
7	"Nothing will grow on the edge of Kraggoth Manor."	<i>False</i>
8	"The dead rise from the marsh when the twin full moons shine down upon us."	<i>False</i>
9	"You're crazy to go there. I've never heard of anyone who survived in those hills for more than a day."	<i>Probably true</i>
10	"Great wealth is guarded by beasts in the old house of the northern hills."	<i>True</i>
11	"Centuries ago, an outpost was supposed to be built in the hills, but it never was completed, because everyone involved fell ill and died."	<i>Partially true</i>
12	"Mountain apes have overtaken the hills."	<i>Partially true</i>



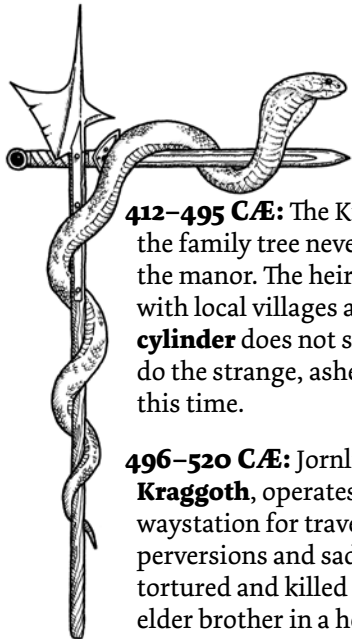
TIMELINE OF EVENTS: The timeline below is presented as a reference to illustrate the chronology of events leading to the current situation in and around Kraggoth Manor. Most of the information never will be revealed during the adventure. The referee may sprinkle in bits of history as he sees fit through rumours, legends, and historical tomes (such as in the library of Kraggoth Manor).

c. 485 BCÆ: A **silver cylinder**, the size of a handheld metal rod, slices through the heavens and crashes into the hills approximately 100 miles northeast of Khromarium. Almost as if alive, the craft burrows itself into the ground.

290 CÆ: Khromarium patriarch **Vardath Verhaven** [VAHR-dath vayr-HAH-vihn], former general and would-be politician, commands a crew to erect a fortified retreat in the northern hills. Unknowingly (though perhaps subtly influenced by alien forces), Verhaven breaks ground above the dormant **silver cylinder**, on a dry patch surrounded by lush vegetation. One night, strange, dusky humanoids—seemingly hewn from the stone itself—crawl out from the ground below and annihilate the entire excavation crew. Verhaven and his men are assumed to have been murdered by northern Kimmeri-Kelt savages.

370 CÆ: **Jornlin Kraggoth** [ZHORN-lihn KRA-gahth], late of the still-unfledged town of Swampgate, heads east with a corps of indentured servants to oversee construction of a fortified manor. He selects the site of a decades-old ruined fortification, where Vardath Verhaven met his fate four score years earlier. A scholar, self-styled mystic, and pseudo-aristocrat, Kraggoth's mastery of sorcery is scant, but his powers of persuasion are not insignificant. Betwixt his charms on northern villagers and his ample wealth, he ensures that Kraggoth Manor will be a suitable estate for his family.

371–411 CÆ: Within a year of the manor's completion, Kraggoth's beloved daughter **Layla** begins to wither away from an unknown malady. Her skin turns unnatural shades of blue and purple as she passes on. Thereafter, Kraggoth Manor becomes a mournful place. Jornlin Kraggoth and his wife live in the manor for the rest of their mortal years. They retreat into occult tomes and ancient histories for the comfort of possible answers—no matter how extreme—whilst raising four more children in the sombre home.



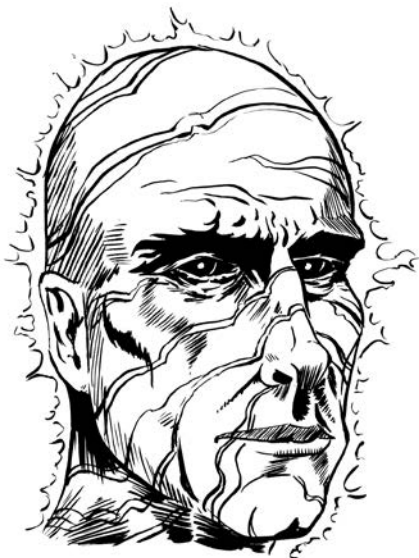
412–495 CÆ: The Kraggoth line continues, though the family tree never branches out beyond the walls of the manor. The heirs only rarely leave home to trade with local villages and collect curiosities. The **silver cylinder** does not stir, deep below the ground; neither do the strange, ashen humanoids re-emerge during this time.

496–520 CÆ: Jornlin's last living descendent, **Brant Kraggoth**, operates Kraggoth Manor as a decaying waystation for travellers. A man with strange perversions and sadistic desires, young Brant had tortured and killed his parents, later sacrificing his elder brother in a heinous necromantic ritual. As he grows older, alone with his occult tomes and artefacts, he sometimes plays the role of hospitable host; after he disembowels his guests in the cellar. After Brant's death in 520 CÆ, Kraggoth Manor lies abandoned for decades.

556 CÆ: Two decrepit, thieving confidence artists from Brigand's Bay hear rumours of a strange house in the hills, possibly filled with riches. Risking their lives, they take the journey to this potential treasure palace.

Leonid and Eustace Bonneville are riddled with disease when they claim Kraggoth Manor as their own. Stubborn and foolhardy, they ignore the prickly hairs on the backs of their necks and batter down the front door with a stone from the collapsing wall outside.

Inside they find an opulent mansion falling into ruin. Brant Kraggoth's decomposing corpse lies on the divan in the sitting room, the noxious stench filling the air; notwithstanding, the Bonnevilles luxuriate in their newfound riches. Unwilling to leave the manor house and forsake its wealth, Leonid and Eustace



dispose of Brant's corpse, tossing it in a nearby creek. They proceed to turn Kraggoth Manor into their own depraved palace; however, they board the doors to the cellar, obeying a supernatural dread of that subterranean place.

558 CÆ: Having ignored the cellar of their manor house for nearly two years, the Bonnevilles allow boredom and curiosity to prevail. Leonid and Eustace descend to find not only detritus from the Kraggoth family past, but also the nightmarish scenes left behind by the last one of that line, Brant Kraggoth. Suddenly, ashen humanoids emerge from beneath the stone floor. The Bonnevilles are snatched up and dragged into a malefic black pit below.

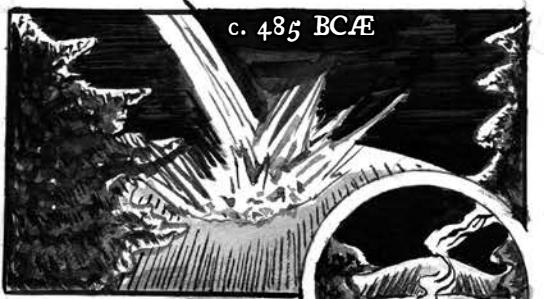
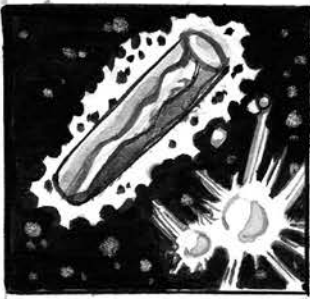
They are thrust before the **silver cylinder** that crashed to Hyperborea a millennium before. Now it is the size of a large metal coffin, hovering three feet off the ground and reflecting the glowing embers from the unstable stone deep beneath Kraggoth Manor. Multihued mists arise from the **silver cylinder**, hovering around Eustace and Leonid as they scream in blood-curdling terror.

Two alien essences enter the human hosts. Eustace's skin gains a scaly purple hue as she transforms into a **setiaan**². Leonid's pale flesh ripples with blue energy as he transforms into a **camulon**³. His form becomes almost bloated with the alien presence, his near translucent skin streaking with dark-blue veins and ripples along his mighty thews. Mindless as automata, the Bonnevilles enter a pool of greenish-gold **ichor** near the hovering **silver cylinder**. The corrupted pair, now infected with the alien presence but still retaining hazy memories of their former selves, remain dormant in the depths below Kraggoth Manor.



² See APPENDIX B.

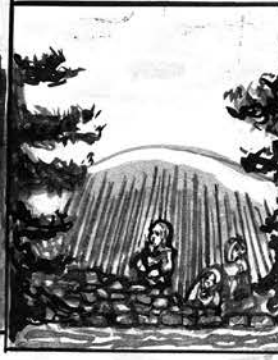
³ *ibid.*



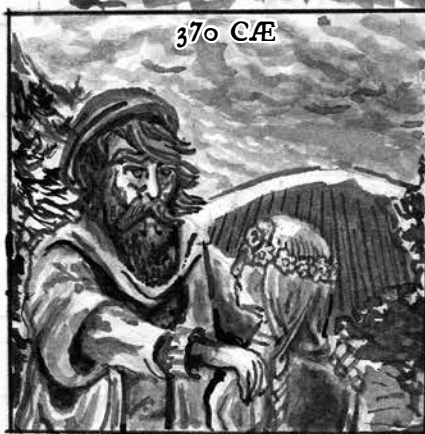
c. 485 BCÆ



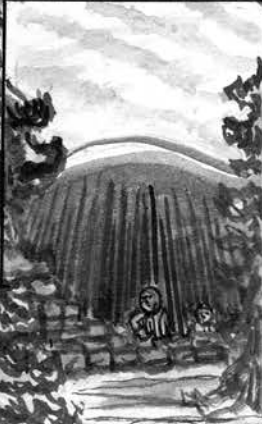
290 CÆ

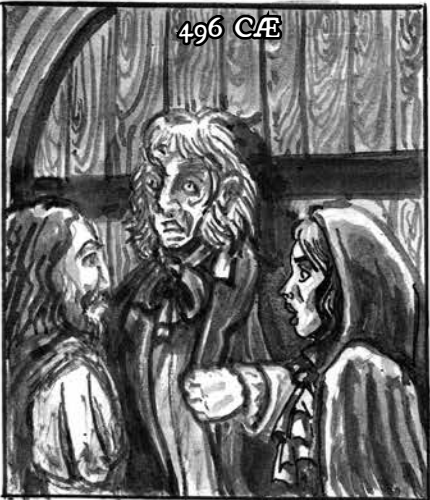


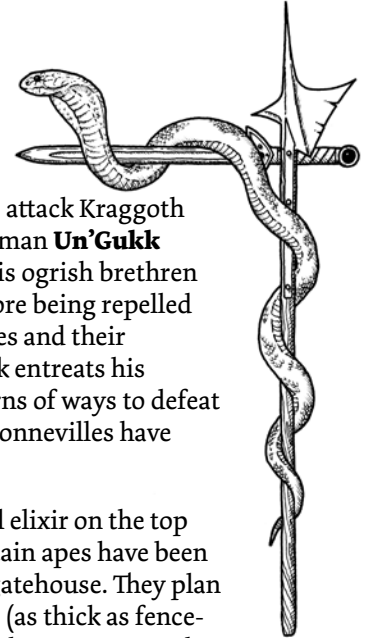
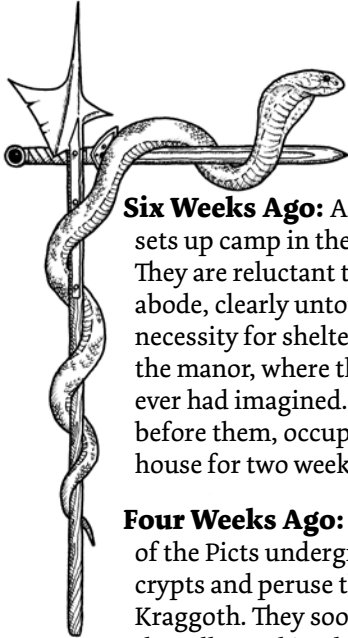
H.B
2018



370 CÆ







Six Weeks Ago: A group of 7 Pictish adventurers sets up camp in the wilderness near Kraggoth Manor. They are reluctant to enter what appears to be a cursed abode, clearly untouched by outsiders for years. Soon, necessity for shelter pushes them inside the walls of the manor, where they find more comfort than they ever had imagined. The Picts, like the Bonneviles before them, occupy the main floor of the manor house for two weeks, revelling in its luxury.

Four Weeks Ago: Eventually, curiosity draws two of the Picts underground, where they tour the cellar crypts and peruse the gruesome apparatuses of Brant Kraggoth. They soon descend into a cavern under the cellar and inadvertently rouse the hibernating camulon and setiaan, the beasts that were once Leonid and Eustace. The Bonneviles feast on the two Picts and then ensorcell the others, reclaiming their manor home with newfound servants to attend them. Relentlessly they begin to prey upon a local **mountain ape** tribe, killing and devouring the simians one by one.



Three Days Ago: Mountain apes attack Kraggoth Manor, led by **mountain ape** shaman **Un’Gukk the Red-handed**. Un’Gukk and his ogrish brethren attempt to assault the house, before being repelled in the courtyard by the Bonneviles and their Pictish thralls. In retreat, Un’Gukk entreats his extradimensional patron and learns of ways to defeat the alien monstrosities that the Bonneviles have become.

Today: Un’Gukk stirs a pot of foul elixir on the top of the southern tower. His mountain apes have been hunting and storing food in the gatehouse. They plan to use sorcery and wooden spears (as thick as fence-posts) to destroy what lies inside the manor. Even by their standards, it is foul and uncanny.

N.B.: The PCs likely will assume that the mountain apes are the Evil force besieging the manor house. Ideally, their expectations will be subverted as the truth of the manor becomes increasingly clear.

MONSTER AND NPC STATISTICS: Monsters and non-player characters (NPCs) may have the following statistics, abbreviated as noted:

- | | |
|------------------------------|-------------------------------|
| UT = Undead Type | #A = Attack Rate |
| AL = Alignment | D = Damage |
| SZ = Size | SV = Saving Throw |
| MV = Movement | ML = Morale |
| AC = Armour Class | XP = Experience Points |
| DR = Damage Reduction | ST = Strength |
| HD = Hit Dice | DX = Dexterity |
| hp = Hit Points | CN = Constitution |
| FA = Fighting Ability | IN = Intelligence |
| TA = Turning Ability | WS = Wisdom |
| CA = Casting Ability | CH = Charisma |

Special = Special Abilities

Gear = Equipage and Treasure Carried

Attack roll bonuses are noted for each weapon in the *Attack Rate (#A)* entry. *Armour Class (AC)* and *Damage (D)* figures are calculated to include all pertinent modifiers from attribute scores, magic items, *weapon mastery*, and the like.

PART II: KRAGGOTH MANOR ENVIRONS

Refer to the KRAGGOTH MANOR ENVIRONS MAP. Unlike the boggy wetlands of the Lug Wasteland to the southwest, and the bubbling tar pits to the west, the hills around Kraggoth Manor are relatively dry and desolate. Only scrub brush and cacti dot the jagged hills, except for the immediate vicinity of the manor house, which is strangely overgrown with lush vegetation. Natural caves and outcroppings provide shelter from the sun and oft serve as nests or dens for deadly creatures.

RANDOM ENCOUNTERS: Though rangers from Swampgate may perform cursory patrols of the region, nothing here keeps the predators at bay. To check for wandering monster encounters, roll 1d10 every two hours during daylight and every hour at night. On a roll of 1 or 2, the party encounter something on the table below. If the party are particularly loud, or using campfire-sized light at night, then a roll of 1–3 on a d10 will lead to an encounter.

Table 2: Random Encounters

d% Result	Encounter
01–11	Archæopteryx (1)
12–17	Aurochs (2d4)
18–33	Bandogg (1d6)
34–41	Beetle, Giant Fire (1d6)
42–49	Centipede, Giant Black (3d4)
50–52	Man, Bandit (2d6)
53–55	Shambling Mound (1)
56–66	Spider, Giant Wolf (1d2)
67–80	Stirge (2d6)
81–94	Troll (1d4)
95–00	Wolf (2d4)

Archæopteryx: Hovers around party for 1d10 turns before striking. It will wait until a PC is distracted by other enemies before attacking, if possible, and will flee if hit by a ranged attack. AL N; SZ S; MV 20 (fly 60); DX 10; AC 6; HD ½ (hp 3); #A 3/1 (claw/claw/bite); D 1/1/1d2; SV 17; ML 5; XP 9.

Special: If both claw attacks hit one opponent, wing claws rend, each causing 1d2 hp damage.

Aurochs: Will charge any men or quasi-men in their path. AL N; SZ L; MV 30; DX 9; AC 5; HD 4 (hp 14); #A 1/1 (gore); D 1d10; SV 15; ML 6; XP 90.

Special: Initial gore as *charge attack* at +2 bonus and double damage dice. Can gore two adjacent foes on single attack roll.

Bandogg⁴: Will bring unconscious prisoners or dead bodies back to THE CAVES OF THE SPIDERS, #4. AL CE; SZ M; MV 40; DX 10; AC 7; HD 2 (hp 10); #A 1/1 (bite or scimitar); D 1d6 (bite) or 1d10 (scimitar, two-handed); SV 16; ML 7; XP 28.

Special: Track 10-in-12. Victim of bite or edged weapon attack must make *death* (poison) save or suffer spasms and hallucinations in 1d6 days and death 2d6 days later.

Gear: scimitar, 3d4 ep, 1d8 gp.

Beetle, Giant Fire: Will attack only at night; if encountered during the day, will sleep unless provoked. AL N; SZ S; MV 40; DX 9; AC 4; HD 1+1 (hp 6); #A 1/1 (bite); D 2d4; SV 16; ML 7; XP 20.

Special: Glands above eyes and by abdomen radiate fulvous light in 10-foot radius; if carefully extracted, they continue to glow for 1d6 days.

Centipede, Giant Black: Will crawl out from rocks or underbrush unexpectedly. AL N; SZ S; MV 20; DX 13; AC 9; HD ½ (hp 3); #A 1/1 (bite); D 1d2; SV 17; ML 7; XP 25.

Special: Bite delivers venom; make *death* (poison) save or suffer additional 2d6 hp damage.

Man, Bandit: These Kimmeri-Kelt nomads will attempt to divide the party's attention and steal valuables before fleeing. They will attack only if it helps them gain valuable items or weapons. AL CE; SZ M; MV 40; DX 9; AC 9; HD 1 (hp 7); #A 1/1 (short spear); D 1d6 (short spear, hurled or one-handed) or 1d8 (short spear, two-handed); SV 16; ML 8; XP 10.

Gear: short spear, 1d20 cp, 1d6 gp, 1% chance of a magic item.

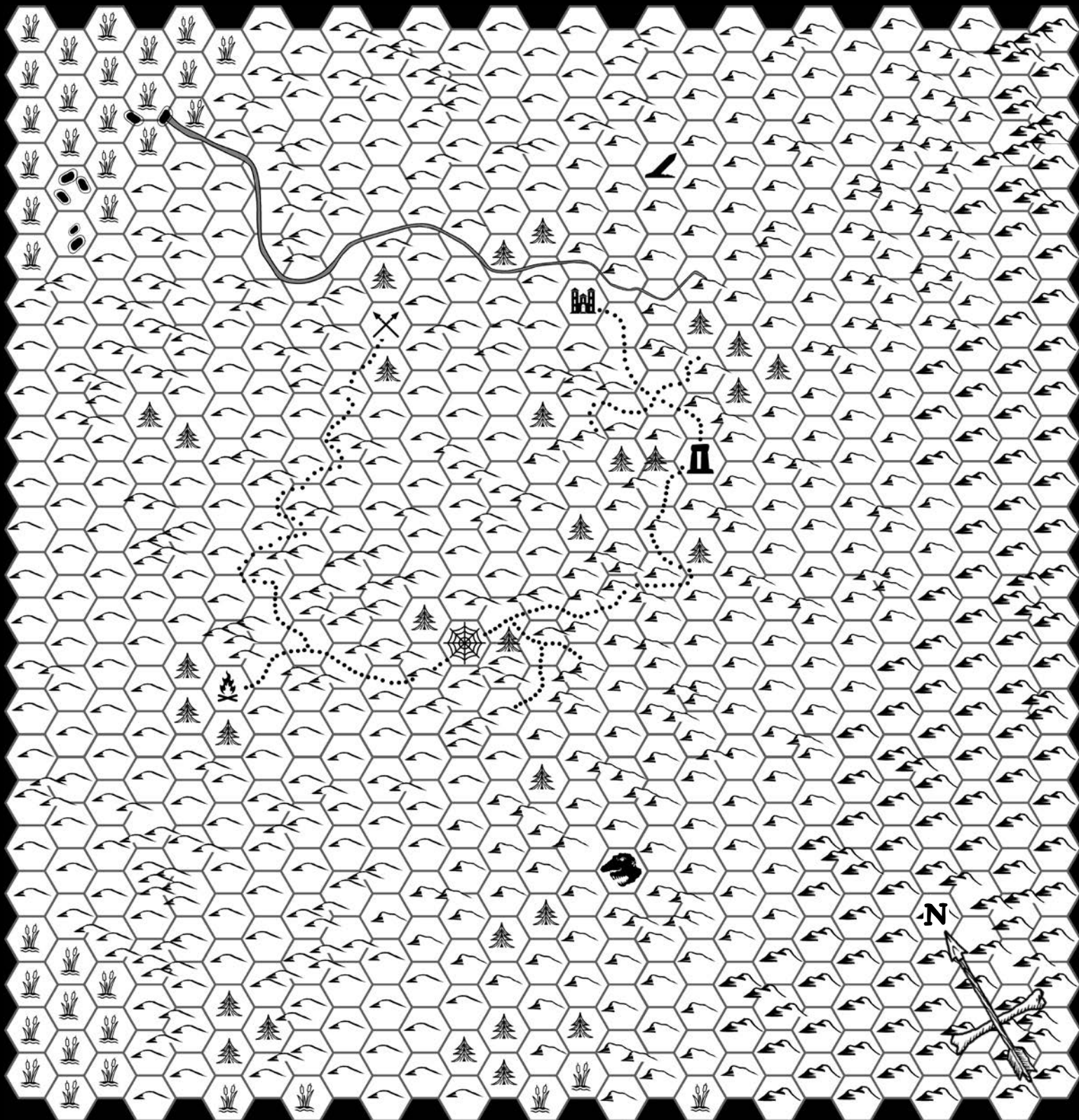
Shambling Mound: Lurching monstrosity that slowly will pursue any potential meal. AL N; SZ L; MV 20; DX 5; AC 0; HD 10 (hp 51); #A 2/1 (lash/lash); D 2d8/2d8; SV 12; ML 12; XP 2,050.

Special: Immune to fire; cold attacks cause ½ damage. Electrical attacks provide 1d8 hp boost. Saves at –2 vs. plant-related spells. Weapon attacks inflict ½ damage. If both attacks strike same target, victim entangled by roots that will suffocate him; *extraordinary feat of strength* to break free.

⁴ See APPENDIX B.

KRAGGOTH MANOR ENVIRONS

1 hex = 1 mile



bogs



hills



traveller's
campsite



caves of
the spiders



ruined
temple



kraggoth
manor



forest



tar pits



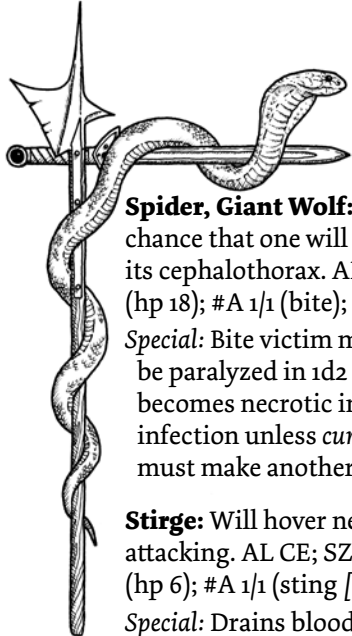
troll
cave



pictish
hunters



cursed
monolith



Spider, Giant Wolf: These spiders are hunting; 20% chance that one will have a makeshift saddle attached to its cephalothorax. AL N; SZ L; MV 50; DX 14; AC 5; HD 4 (hp 18); #A 1/1 (bite); D 2d6; SV 15; ML 8; XP 255.

Special: Bite victim must make *death* (poison) save or be paralyzed in 1d2 rounds, lasting 2d6 turns. Wound becomes necrotic in any event; 3-in-6 chance of infection unless *cure disease* cast. After 30 days victim must make another save or die.

Stirge: Will hover nearby for 1d4 rounds before attacking. AL CE; SZ S; MV 10 (fly 60); DX 10; AC 7; HD 1 (hp 6); #A 1/1 (sting [+2]); D 1d3; SV 16; ML 8; XP 19.

Special: Drains blood for 1d4 hp damage per round until sated (~12 hp).

Troll: Equal chance of eating kills in open or bringing back to THE TROLL CAVE. AL CE; SZ L; MV 40; DX 8; AC 4; HD 6+2 (hp 39); #A 3/1 (claw/claw/bite); D 1d6/1d6/2d6; SV 14; ML 9; XP 870.

Special: Can scent prey within one mile, unless upwind. Regeneration begins 3 rounds after sustaining damage, at 3 hp per round, save fire or acid damage. Even if killed they will regenerate to life (unless all damage is via fire or acid).

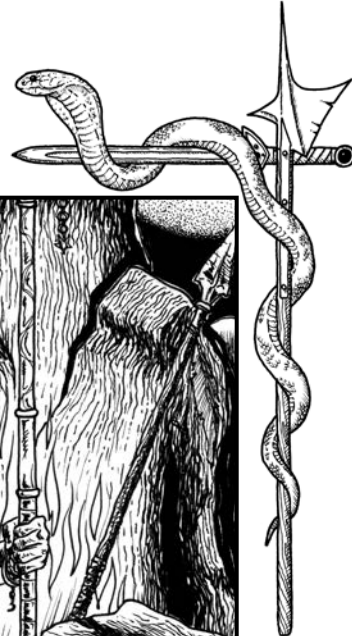
Wolf: Searching for easy food; they gladly will accept scraps, but will eat humans if necessary. AL N; SZ M; MV 60; DX 11; AC 7; HD 2+1 (hp 7); #A 1/1 (bite); D 1d6; SV 16; ML 7; XP 35.

THE TRAVELLER'S CAMPSITE

Here rises a series of rocky mounds sprouting clumps of dry grass. A small outcropping provides slight shelter for wanderers. If the PCs approach the firelight (as described in INFORMATION FOR THE PLAYERS), then they will encounter **Vrill**, priest of Lunaqqua, at this area, tending the fallen Pict, **Ulgeer** [uhl-GEER].

If they arrive at this spot later, then they will discern mere remnants of a campfire: charred sticks and a few blackened stones beside the drippings of a tallow candle. They also will discover the corpse of a Pict lying here, covered with dirt, rocks, and twigs. In either event, by the time the party arrive, the Pictish ranger will have expired his last breath.

Whether attended by Vrill or abandoned, Ulgeer's corpse wears damaged chainmail, with a short spear and a hand axe by his side. His backpack is stuffed mostly with dirty rags, a crudely cut wolf fur, and two small bunches of dried belladonna. A soft leather pouch contains **18 sp**.

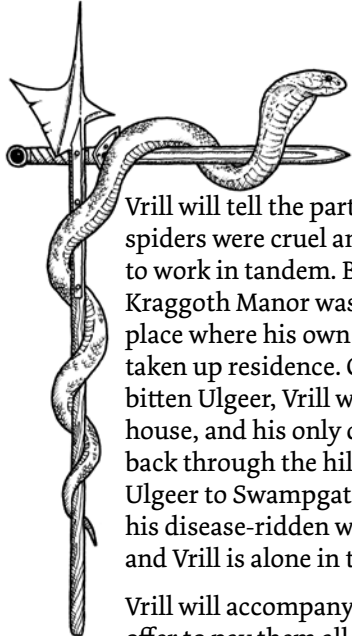


Vrill [VRIHL] (1ST-LEVEL COMMON PRIEST OF LUNAQUA): AL CG; SZ M; MV 40; AC 9 (8 vs. melee); HD 1 (hp 6); FA 0; TA 1; CA 1; #A 1/1 (quarterstaff); D 1d6; SV 16 [*death* +2, *sorcery* +2]; ML 8; XP 20; ST 11, DX 11, CN 9, IN 8, WS 13, CH 12.

Special: Cleric spells (×3 per day, none currently prepared; knows *cure light wounds*, *detect evil*, *purify food and drink*, *sanctuary*). *Read scrolls*. *Scribe scrolls*. *Reflexion* ×1 per day.

Gear: quarterstaff, soft leather pouch (holding fine, chalky sand), small sack, wineskin, cloth robe, silver holy symbol of Lunaqqua, **5 cp, 14 sp, 10 gp**.

If engaged, Vrill, a willowy, saturnine fellow with long forehead and close-set eyes, will claim to originate from Khromarium. He and his travelling companions were headed north along these same trails when they were ambushed by feral dog-men and grotesque spiders from the hills a few miles east. He is the only survivor, and he would have been killed, too, had he not been rescued by the now deceased Pict, who said his name was Ulgeer.



Vrill will tell the party that the dog-men and the spiders were cruel and vicious, and they appeared to work in tandem. Before he died, Ulgeer said that Kraggoth Manor was a safe haven for travellers, a place where his own Pictish people recently had taken up residence. Carrying a delusional, spider-bitten Ulgeer, Vrill was unable to find the manor house, and his only desperate choice was to trek back through the hills. He had planned to bring Ulgeer to Swampgate, where he might heal from his disease-ridden wounds. Now the ranger is dead, and Vrill is alone in this dangerous place.

Vrill will accompany the party if asked. He also will offer to pay them all his gold and silver if they will help him find Kraggoth Manor to return Ulgeer's body to his kin before they continue their travels. Vrill also hints that his erstwhile companions may have carried precious cargo, which was taken by the canine and arachnid monstrosities that attacked them. Notwithstanding, he does not seem eager to return to that zone of death.

THE TROLL CAVE

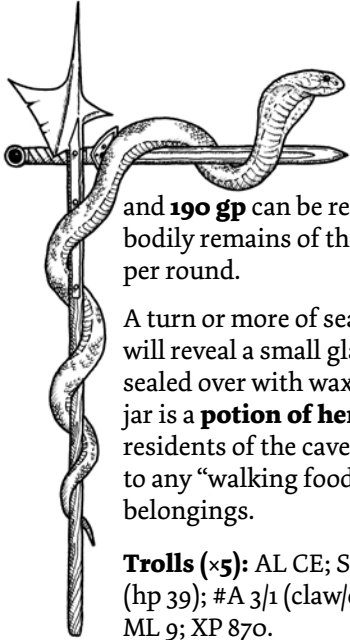
Living here in a dry cave surrounded by dense overgrowth are **5 trolls** (less any that were encountered and slain as wandering monsters in the area). They are siblings that killed and devoured their mother years ago, though her bones hang from vines in the entryway of their living space, a gruesome curtain of remembrance. The trolls come and go from their cave, always looking for new living things to torture before eating. They prefer to torment humanoids (because they scream the loudest), though their prey in recent months has consisted mostly of **giant frogs** and **red deer**. They avoid the **giant spiders** of the region—too many legs, not enough meat.

The troll cave has a 10-foot-diameter mouth, opening to a tunnel littered with the bones of gnawed animals and humanoids. The tunnel stretches 40 feet, gently rising to a relatively flat living space of 50-foot diameter. The final 12-foot length before the entryway is so clogged with bones that it is nigh impossible to enter the trolls' living space without kicking loose a small pile of ribs. Only a professional (one with the *move silently* ability) can sneak in quietly, but his chance-in-twelve is reduced by -2.

Where the trolls sleep, amidst bloody furs and dead things not yet eaten (such as rotting meat on the bones of a **bandogg**⁵), a bag of coins spills onto the bone-sprinkled floor. The large sack contains **955 cp**, **1,040 sp**, **987 ep**, and **880 gp**. An additional **102 cp**, **50 sp**, **28 ep**,



⁵ See APPENDIX B.



and **190 gp** can be recovered by picking through the bodily remains of the trolls' victims, at a rate of 10 coins per round.

A turn or more of searching the piles of furs and bones will reveal a small glass jar, plugged with a cork and sealed over with wax. The thick yellow liquid inside the jar is a **potion of heroic action**. Of course, the current residents of the cave (if present) will object violently to any "walking food" rummaging through their belongings.

Trolls (×5): AL CE; SZ L; MV 40; DX 8; AC 4; HD 6+2 (hp 39); #A 3/1 (claw/claw/bite); D 1d6/1d6/2d6; SV 14; ML 9; XP 870.

Special: Can scent prey within one mile, unless upwind. Regeneration begins 3 rounds after sustaining damage, at 3 hp per round, save fire or acid damage. Even if killed they will regenerate to life (unless all damage is via fire or acid).

THE CAVES OF THE SPIDERS

Refer to THE CAVES OF THE SPIDERS MAP. In this sloping valley southwest of Kraggoth Manor, a blind **giant wolf spider** has formed a strange alliance with **Hgrach**, the alpha of a pack of savage **bandoggs** ("dog-men"). Hgrach has attempted to coerce his bandogg brothers to ride the giant spiders as steeds into battle against enemies in the northern hills.

Alas, such training has gone poorly, and several bandoggs and spiders have lost their lives as a

consequence. Hgrach and the great blind spider, **K'lakka Shonn**, continue to conspire. Their minions, meanwhile, maintain a respectful distance from one another, even whilst operating toward the same goals: capturing and devouring whatever comes near.

1. VALLEY: The hills incline toward peaks 120–180 feet in elevation, and this valley pass appears to be the safest route to the northeast. However, it is watched by **4 bandoggs** in a brush-covered alcove on the southern side. Opposite their position, **3 giant wolf spiders** (less any encountered and slain as wandering monsters in the area) lurk in a patch of trees on a 40-foot ledge of the northern wall.

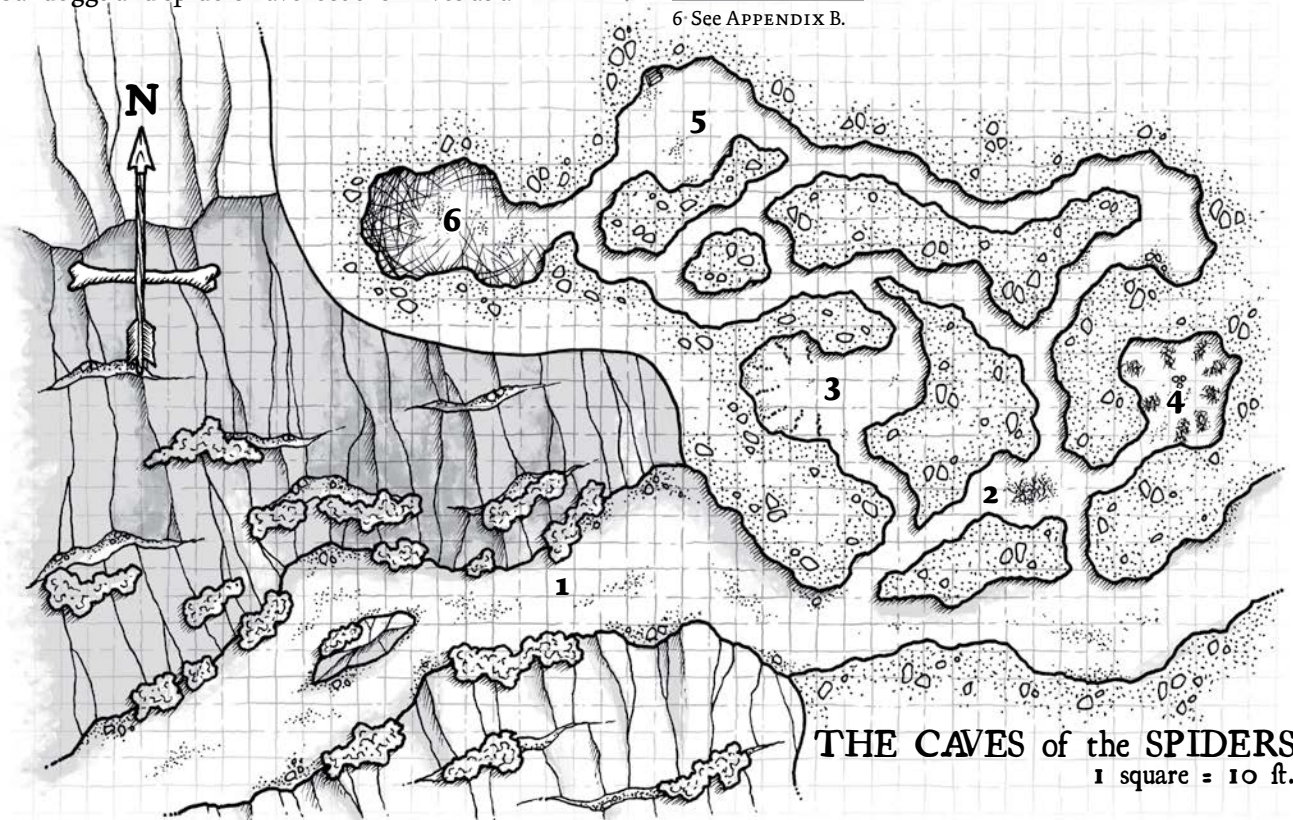
If any living creatures walk this path, the giant wolf spiders will strike first, attempting to paralyze the rearmost victims to prevent easy retreat. Meanwhile the bandoggs will wait 1 or 2 rounds before attempting to surprize the front ranks, as the victims turn to repel the spider attack or flee in terror. The bandoggs wield rusty, disease-ridden scimitars; they slather the blades with their foamy saliva. The spiders wear crude leather straps that seem like poorly constructed saddles.

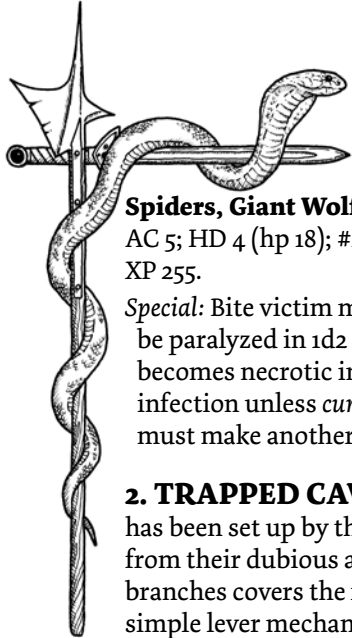
Bandoggs⁶ (×4): AL CE; SZ M; MV 40; DX 10; AC 7; HD 2 (hp 10); #A 1/1 (bite or scimitar); D 1d6 (bite) or 1d10 (scimitar, two-handed); SV 16; ML 7; XP 28.

Special: Track 10-in-12. Victim of bite or edged weapon attack must make *death* (poison) save or suffer spasms and hallucinations in 1d6 days and death 2d6 days later.

Gear: scimitar, **7 ep, 3 gp**.

⁶ See APPENDIX B.





Spiders, Giant Wolf (x3): AL N; SZ L; MV 50; DX 14; AC 5; HD 4 (hp 18); #A 1/1 (bite); D 2d6; SV 15; ML 8; XP 255.

Special: Bite victim must make *death* (poison) save or be paralyzed in 1d2 rounds, lasting 2d6 turns. Wound becomes necrotic in any event; 3-in-6 chance of infection unless *cure disease* cast. After 30 days victim must make another save or die.

2. TRAPPED CAVERN: This crudely **trapped** area has been set up by the bandoggs to protect themselves from their dubious allies. A layer of dried leaves and branches covers the floor, somewhat **concealing** a simple lever mechanism. The lever is connected to a chain that drops a spiked wooden platform from the ceiling of the 12-foot cavern above. With any light source, the trap is easily detectible, as no attempt has been made to hide the chain or the spiked platform, but a reckless runner surely will trigger it.

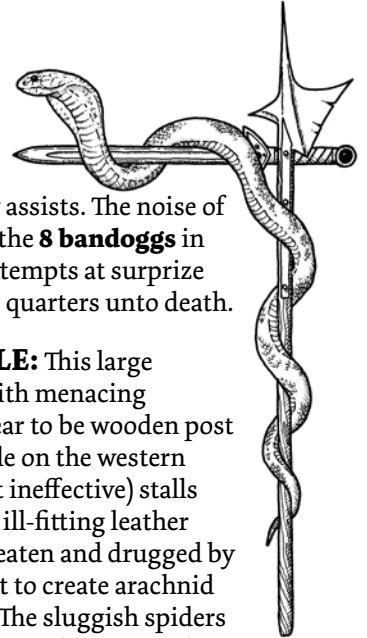
If triggered, the 15 × 15-foot platform drops on everyone beneath it, dealing 2d6 hp damage. Any creature on the eastern or western edge of the trap may make an *avoidance* save to escape it. A victim will require 2 rounds and a successful *test of strength* to liberate himself, or but 1 round and a combined *test of strength*

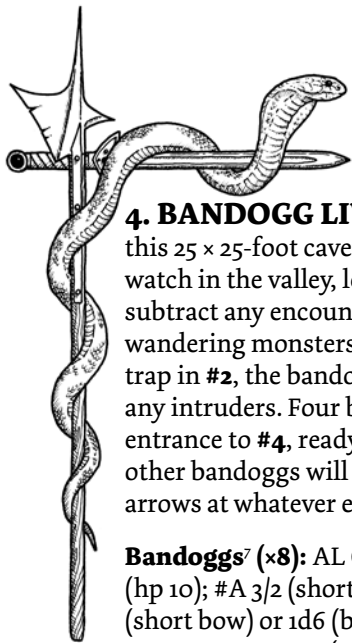
(maximum 5:6 chance) if a free ally assists. The noise of the triggered trap will be heard by the **8 bandoggs** in #4, who will become alert to any attempts at surprize attacks and will defend their living quarters unto death.

3. SADDLED SPIDER STABLE: This large limestone cavern is 20 feet high, with menacing stalactites looming over what appear to be wooden post fences set up in imitation of a stable on the western half. Three of the six defined (albeit ineffective) stalls house **giant wolf spiders** wearing ill-fitting leather saddles. These spiders have been beaten and drugged by Hgrach as part of his failed attempt to create arachnid mounts for his dog-man warriors. The sluggish spiders will attack and attempt to eat anything that enters the area, but otherwise will not leave this part of the cavern.

Spiders, Giant Wolf (drugged) (x3): AL N; SZ L; MV 30; DX 7; AC 7; HD 4 (hp 12); #A 1/1 (bite); D 2d6; SV 15; ML 8; XP 240.

Special: Always attack last. Bite victim must make *death* (poison) save or be paralyzed in 1d2 rounds, lasting 2d6 turns. Wound becomes necrotic in any event; 3-in-6 chance of infection unless *cure disease* cast. After 30 days victim must make another save or die.





4. BANDOGG LIVING QUARTERS: Living in this 25 × 25-foot cavern are **12 bandoggs**. Four are on watch in the valley, leaving eight currently present; subtract any encountered and slain elsewhere as wandering monsters. If anything has disturbed the trap in #2, the bandoggs will be ready to confront any intruders. Four bandoggs will hold ranks at the entrance to #4, ready to bite any intruders, whilst the other bandoggs will stand 20 feet behind, ready to fire arrows at whatever enters.

Bandoggs⁷ (×8): AL CE; SZ M; MV 40; DX 10; AC 7; HD 2 (hp 10); #A 3/2 (short bow) or 1/1 (bite or scimitar); D 1d6 (short bow) or 1d6 (bite) or 1d10 (scimitar, two-handed); SV 16; ML 7; XP 28 (32 with bow).

Special: Track 10-in-12. Victim of bite or edged weapon attack must make *death* (poison) save or suffer spasms and hallucinations in 1d6 days and death 2d6 days later.

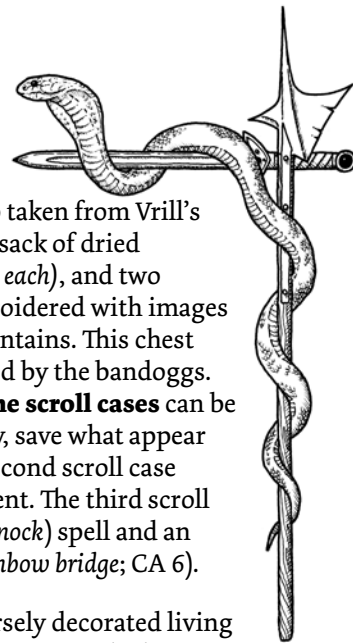
Gear: scimitar, **7 ep, 5 gp**. Four bandoggs also each have a short bow, arrow quiver, and 6 arrows.

A three-foot gap in the 15-foot ceiling reveals sunlight (or perhaps the stars, moons, or Saturn), shewing that this section of the cavern is open to the sky. Beneath the gap in the ceiling, three mouldy wooden buckets rest on the cavern floor, clearly used by the bandoggs to collect rainwater from above. A courageous adventurer might be able to wriggle up through the additional 50 feet of stone tunnel to reach the rocky hilltop above, though a *test of dexterity* is required. Failure indicates the climber becomes stuck.

The stench in this area is almost overwhelming. The bandoggs sleep on musty piles of rags and leaves, with evidence of their previous abductions and raids in the form of **3 wicker baskets** and **2 small wooden chests**; all are somewhat rotted and not fastened in any way. Laying around the cavern are various bits of unusable armour and several serviceable but unreliable weapons: 12 rusty daggers and 5 short swords.

The wicker baskets contain filthy traveling clothes, a broken quill pen, a shattered jar of ink, and one intact hooded lantern with oil. Digging through these miscellanea also will yield numerous coin purses amounting to **167 cp, 281 sp, 140 ep, and 127 gp**. One small wooden chest, taken from their raid on Vrill's travelling companions, contains three full waterskins (one marked with the symbol of Lunaqua and filled with holy water), a tarnished **gold pendant necklace** (50-gp value), an **electrum amethyst brooch** (200-gp value), **6 carved jade figurines** (50-gp value each) depicting different historical towers, and a 2 × 3-foot rolled leather mat with irregular oval shapes branded into it.

⁷ See APPENDIX B.



The other small wooden chest, also taken from Vrill's travelling companions, contains a sack of dried mushrooms, **2 pearls** (100-gp value each), and two slightly moth-eaten blankets embroidered with images of grand towers looming over mountains. This chest contains a **false bottom** undetected by the bandoggs. In this hidden compartment, **3 bone scroll cases** can be found. The first scroll case is empty, save what appear to be six twisted fingernails. The second scroll case contains 7 blank sheets of parchment. The third scroll case contains a **magician scroll** (*knock*) spell and an **illusionist scroll** (*misdirection*; *rainbow bridge*; CA 6).

5. HGRACH'S LAIR: This sparsely decorated living space hewn from a high-ceilinged cavern is the home to the **bandogg leader, Hgrach**, and his **4 bandogg guards**. The room is lit with candles lining the northern and southern walls, some resting on the floor and some set into nooks in the cavern wall. Hgrach is fond of the flickering lights and how his own shadow appears on the wall, with his arms extended inside his (stolen) embroidered robe.

The bandogg guards keep ineffective watch on the eastern passage. On a 30% chance, they leave their post to look down the western passage, ensuring that neither **K'lakka Shonn** nor her children approach. These guards have been on the job for only one week. They were promoted from the pack to replace the previous guards, who disappointed Hgrach by failing in their attempts to ride atop a saddled spider.

Hgrach wields a gnarled wooden staff with a partial carving of a jackal head at the top. He also wears a **skullcap of arachnid reverie**, which he believes allows him to control spiders; he is wrong. Only by the grace of K'lakka Shonn is he allowed to remain in these caverns, feeding her with fresh kills and keeping her and her children sated for now.

Hgrach [hīh-GRATCH], Bandogg Leader: AL CE; SZ M; MV 40; DX 13; AC 6; HD 4 (hp 21); #A 1/1 (bite or staff); D 1d6 (bite) or 1d4 (staff); SV 15; ML 9; XP 120.

Special: Track 10-in-12. Victim of bite or edged weapon attack must make *death* (poison) save or suffer spasms and hallucinations in 1d6 days and death 2d6 days later.

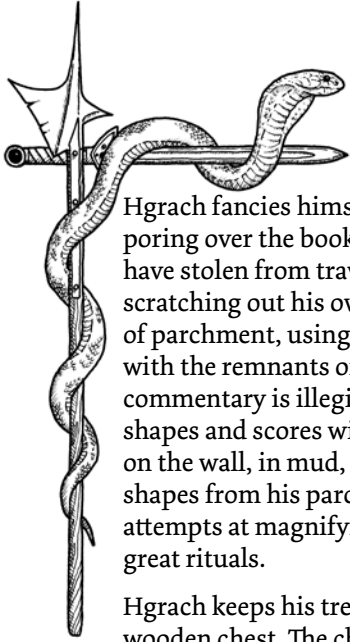
Gear: **skullcap of arachnid reverie⁸**, staff, **key** to chest.

Bandogg Guards (×4): AL CE; SZ M; MV 40; DX 10; AC 7; HD 2 (hp 13); #A 1/1 (bite or battle axe); D 1d6 (bite) or 1d10 (battle axe, two-handed); SV 16; ML 8; XP 28.

Special: Track 10-in-12. Victim of bite or edged weapon attack must make *death* (poison) save or suffer spasms and hallucinations in 1d6 days and death 2d6 days later.

Gear: battle axe, **7 ep, 5 gp**.

⁸ See APPENDIX C.



Hgrach fancies himself a scholar, and he has been poring over the books and scrolls that his minions have stolen from travellers. He even has taken to scratching out his own words of wisdom on scraps of parchment, using the dip pens and blood mixed with the remnants of dried ink. His written commentary is illegible, resembling crude shapes and scores without meaning. Markings on the wall, in mud, match the scratches and shapes from his parchment; these are his attempts at magnifying his power through great rituals.

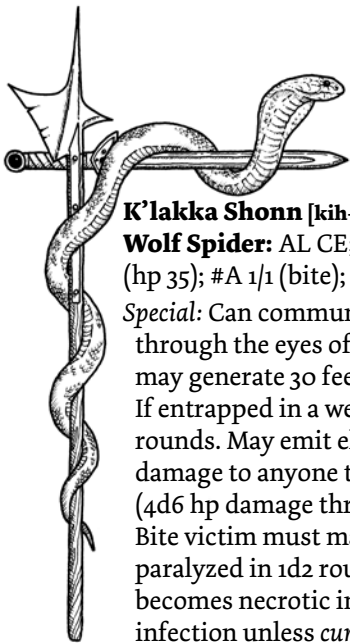
Hgrach keeps his treasure in a large wooden chest. The chest is **locked**, with the **key** clearly visible around Hgrach's neck. Inside the chest will be found Hgrach's prized possessions: one lead amulet (worthless), one enormous glowing green stone (a rock covered with luminous moss, worthless), four tiny brown bottles (three filled with muddy water, one filled with a thick, rust-coloured **potion of diminutiveness**), one large wing (from a **harpy**), **842 cp, 770 sp, 860 ep, 880 gp**, and a small sack of gems. The sack holds **1 aquamarine** (50-gp value), **1 chalcedony** (50-gp value), **2 chrysoberyls** (50-gp value each), **1 chrysoprase** (50-gp value), **1 jade** (50-gp value), **1 jet** (50-gp value), **1 lapis lazuli** (20-gp value), **1 moss agate** (20-gp value), and **1 sardonyx** (50-gp value).

6. K'LAKKA SHONN'S NEST:

Thin webs festoon every inch of this place. Only **K'lakka Shonn**, the great mother of these spiders, is able to weave webs, and she takes great pains to do so. She is a **mutated giant wolf spider**—some might say an avatar of Tlakk-Nakka, the spider goddess.

K'lakka Shonn crawls along the 25-foot ceiling, surrounded by nearly a hundred of her recent hatchlings. Many of these will wander off; some will stay to grow into loyal servants—even willing to be saddled and ridden, if Mother demands. Anyone entering the area without K'lakka Shonn's permission will be attacked by this **wolf spider hatchling swarm**.





K'lakka Shonn [kih-LA-kuh SHOHN], **Mutated Giant Wolf Spider**: AL CE; SZ L; MV 50; DX 16; AC 4; HD 6 (hp 35); #A 1/1 (bite); D 2d6; SV 14; ML 11; XP 620.

Special: Can communicate telepathically and see through the eyes of her spider kin. Every 3 rounds, may generate 30 feet of webbing at a cost of 1 hp. If entrapped in a web, a man can break free in 19–ST rounds. May emit electrical pulses dealing 3d6 hp damage to anyone touching a web she touches (4d6 hp damage through a metallic conductor). Bite victim must make *death* (poison) save or be paralyzed in 1d2 rounds, lasting 2d6 turns. Wound becomes necrotic in any event; 3-in-6 chance of infection unless *cure disease* cast. After 30 days victim must make another save or die.

Wolf Spider Hatchling Swarm: AL N; SZ L; MV 30; DX 11; AC 7; HD 5 (hp 20); #A 5/1 (bites x5); D 1 (x5); SV 14; ML 9; XP 200.

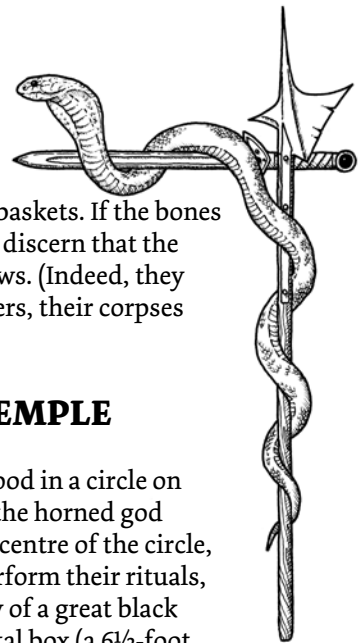
Special: Swarm attacks as collective and may bite as many as five different targets per round, using webs to manoeuvre quickly from corner to corner. An aggregate 20 hp damage will destroy enough of the hatchling swarm to force their siblings to retreat. Bite victims must make *death* (poison) saves or suffer infection that causes –2 attack penalty for 4d6 hours (multiple bites not cumulative).

Buried deep beneath 15 feet of webbing along the western wall of this cavern, three humanoid figures hang bundled in cocoons. One of the victims is an unconscious **bandogg**; its rusty scimitar is webbed to its thigh, and its coin purse holds **3 ep** and **4 gp**. Another victim is **Shirn** [SHERN], one of Vrill's travelling companions, now dead, with a **+1 short sword** hanging from her belt.

The final victim is a dead Pictish hunter, **Klysh** [KLUHSH], who was making his way to Kraggoth Manor to join his brothers and sisters. Klysh wears leather armour and carries a dagger. He has no money in the coin purse at his belt, but a balled-up piece of parchment reveals a crude, **hastily penned map**⁹ of the area around the manor house.

THE PICTISH HUNTERS

This is the former encampment of Pictish hunters. The six wood-and-fur tents here are smashed apart; no survivors are present. All that remains are dozens of Pictish bones picked clean of flesh; an aurochs skull under a mammoth fur; a battered staff carved with a serpentine head; 8 broken arrows with the heads intact, one of them **silver** (5-gp value); 2 intact arrows;



a dagger; and two broken wooden baskets. If the bones are inspected with care, one might discern that the Picts were slain with axes and arrows. (Indeed, they were victims of Kimmeri-Kelt raiders, their corpses later picked apart by scavengers.)

THE RUINED TEMPLE

Generations ago, 17 large stones stood in a circle on this spot, a cromlech in tribute to the horned god Cernunnos (Thaumagorga). At the centre of the circle, the druids of Cernunnos would perform their rituals, chanting around the wooden effigy of a great black stag. The stag straddled a large metal box (a 6½-foot cube), half buried in the ground, within which human sacrifices would bake from the fire when the effigy burnt. Since then, all but three of the standing stones have been toppled, splayed out like a jagged sunburst—or perhaps the razor-toothed maw of a hideous worm—when seen from above.

This sacred spot has been overtaken long since by worshippers of Xathoqqua: primitive savages from the hills and diabolists from Khromarium. They buried the large metal box deeper below the ground and attempted to drag one of the smaller toppled stones to cover it. When that endeavour failed, they used dirt and moss to hide the metal chamber, though any inspection would reveal that the dirt and moss recently were disturbed.

The toppled stones now feature carvings of round eyes with narrow slits, crude lizard shapes, and swirls with small bat wings. The standing stones remain untainted. One of the fallen stones to the east is covered with splattered blood, and a trail of blood can be followed north, toward Kraggoth Manor.

A small band of **mountain apes** were here within the past day, seizing supplies from the handful of Xathoquans who had pilgrimaged here. Two of the Xathoquans were abducted; furthermore, their herbs were appropriated, along with an **elixir of longevity**. Two other Xathoquans remain, hidden inside the metal box, praying to their god in vain and contemplating their next move. If anyone or anything disturbs the cultists, they will fight defensively and attempt to flee to the south, providing information to the party only if coerced.

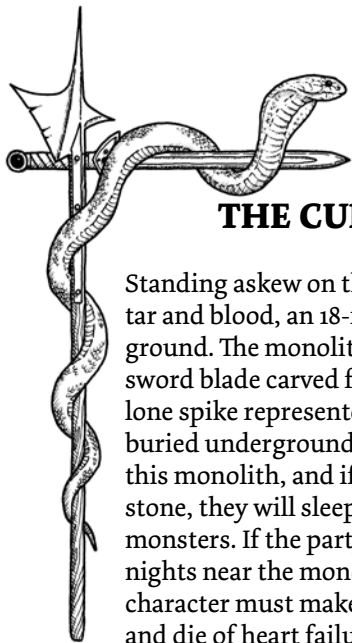
Men, Xathoquans (x2): AL CE; SZ M; MV 40; DX 9; AC 9; HD ½ (hp 3); #A 1/1 (dagger); D 1d4; SV 17; ML 5; XP 10.

Gear: dagger. One of the cultists has a **cleric scroll** (darkness).

⁹ See PLAYERS' HANDOUT #1.



MULLEN



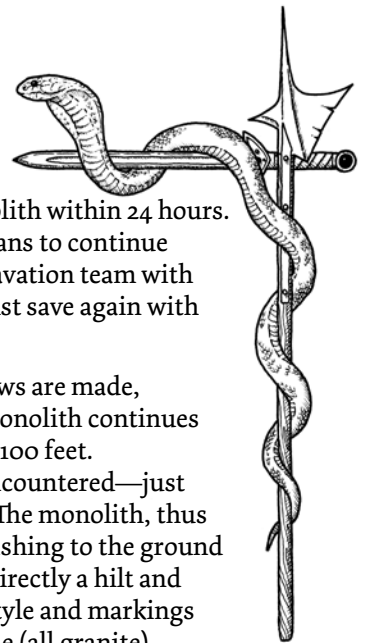
THE CURSED MONOLITH

Standing askew on the mudflats, smeared with dried tar and blood, an 18-foot-tall stone spike juts from the ground. The monolith resembles a gigantic, weathered sword blade carved from granite—almost as if this lone spike represented the tip of an enormous statue buried underground. Nothing grows for miles around this monolith, and if the party camp near the looming stone, they will sleep soundly, free from wandering monsters. If the party sleep for two consecutive nights near the monolith, however, then each sleeping character must make a *death* saving throw or turn grey and die of heart failure.

Any character who digs at the base of the monolith to a depth of 20 feet or more, seeking to reveal what lies beneath, must make a *death* save or fall comatose for one week. He too will die of heart failure if not moved

at least a mile away from the monolith within 24 hours. If a character succeeds and has means to continue digging (i.e., sorcery or a large excavation team with appropriate equipment), then he must save again with every 20 feet exposed.

Ultimately, if five such saving throws are made, excavators will discover that the monolith continues down in the same shape for nearly 100 feet. (Remarkably, no bedrock will be encountered—just soil, sand, and loose substratum.) The monolith, thus loosened, will then topple over, crashing to the ground like a thousand claps of thunder; directly a hilt and crossguards will be exposed. The style and markings of the ornately carved hilt and blade (all granite) indicate ancient Kimmerian craftsmanship. Holy men of Kimmerian descent (including Kimmeri-Kelts) will believe that the monolith is actually the sword of Krimmr. They might be right.



PART III: KRAGGOTH MANOR



UPPER WORKS

Refer to the KRAGGOTH MANOR UPPER WORKS MAP. The manor house sits atop a humble plateau of dirt and stone, surrounded by an irregular ring of lush vegetation a hundred yards outside. The vegetation—far more verdant than anything else in the area—is thorny but not difficult to cut. The eastern side of the ring appears to have been torn apart by recent intruders.

The defensive walls around the manor property have crumbled significantly, with only large portions of the eastern wall intact. Depending on the level of devastation, the outer walls of the manor vary from 2–8 feet of smashed stone to 12-foot-tall sections that mostly have weathered the centuries. The **mountain apes** have claimed the towers along the eastern wall, and the trail of blood from THE RUINED TEMPLE leads to the gatehouse (#2).

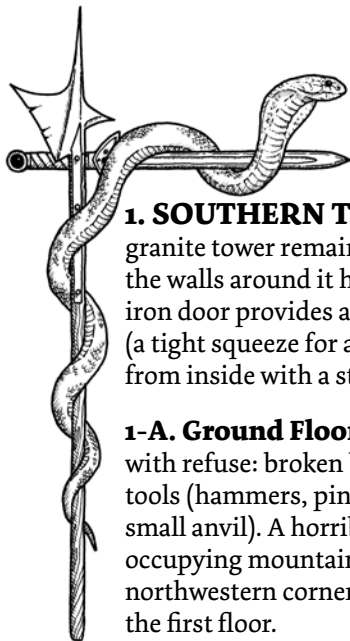
The following boxed text can be read or paraphrased to the players as the referee sees fit:

You see an old manor house encircled by a crumbled wall, with a pair of enduring towers to the east. It presents as a single-storey structure of stone, with high ceilings supporting a gabled, slate-tiled roof that is heavily damaged, albeit basically intact. The manor is highly stylized with fluted buttresses, ribs, superfluous spires, and other flamboyant embellishments. However, every window appears either obstructed by boards or filled with relatively new masonry, preventing any readily available glimpse into the interior.

The manor house includes chambers and halls of 18-foot ceiling height. The interior design features whitewashed, wainscoted walls; floral-carved crown mouldings; yellow pine floors; and eight-foot-tall oversized doors of carved walnut. As noted, all windows are either boarded or bricked in.

Three methods of ingress are available, though only the front entry (#5) is obvious. A secondary door on the northern side (#9) is accessible, though it is boarded. A **secret door** in the back of a fireplace on the northern wall (#14) is also a possible entrance.





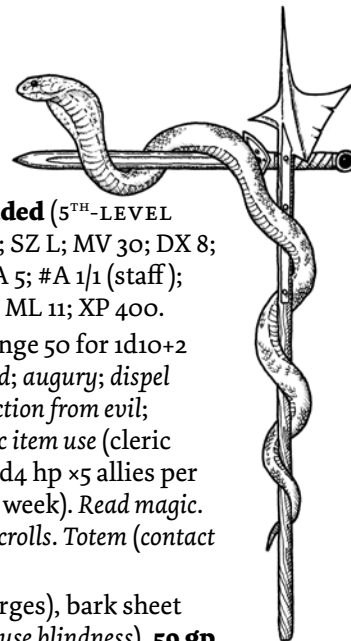
1. SOUTHERN TOWER: This mossy, 20-foot-tall granite tower remains largely intact, although most of the walls around it have crumbled. A rusty, 3 × 6-foot iron door provides access to the ground floor within (a tight squeeze for a mountain ape). The door is **barred** from inside with a stout piece of wood.

1-A. Ground Floor: The ground floor is littered with refuse: broken barrels and crates and rusty tools (hammers, pincers, spikes, tongs, and a small anvil). A horrible stench fills this level, as the occupying mountain apes have evacuated here. In the northwestern corner, stairs spiral about a newel up to the first floor.

1-B. First Floor: The floor of this level is supported by pegged-in timbers that have survived the ages. A bucket in the centre of the floor collects rainwater (or melted snow) from a leak in the roof. In the northeastern corner, a large pallet formed of grass, leaves, and rodent-shredded tapestries forms a large, odorous mound. Stuffed under the pallet is a small hemp sack containing **8z sp** and a crudely carved wooden effigy of Xathoqqua.

Loopholes notch the walls of this floor, two facing south and two facing east. A stone staircase in the northwestern corner winds down to the ground level. A ladder pegged into the northern wall ascends to a 4 × 4-foot trapdoor that provides roof access.

1-C. Roof: Atop the southern tower, a massive **mountain ape shaman** with painted tribal markings, **Un’Gukk the Red-handed**, stirs a noxious liquid in a cauldron with a large branch. The cauldron bubbles with greenish slop. Another **mountain ape** stands guard, ready to signal for reinforcements as Un’Gukk performs his black ritual. Both apes focus their attention on the front entrance to Kraggoth Manor and would be unlikely to notice any movement from the south.



Un’Gukk [uhn-GUHK] the Red-handed (5TH-LEVEL MOUNTAIN APE SHAMAN): AL CE; SZ L; MV 30; DX 8; AC 5; HD 5+4 (hp 32); FA 4; TA 3; CA 5; #A 1/1 (staff); D 1d6+4; SV 14 [*death* +2, *sorcery* +2]; ML 11; XP 400.

Special: Can hurl a large stone to range 50 for 1d10+2 hp damage. Cleric spells (*command*; *augury*; *dispel magic*). Necromancer spells (*protection from evil*; *cause blindness*). *Draw poison*. *Magic item use* (cleric or magician). *Medicine man* (heal 1d4 hp ×5 allies per day; treat poison or disease ×1 per week). *Read magic*. *Read scrolls* (shaman only). *Scribe scrolls*. *Totem* (*contact otherworldly being* ×1 per week).

Gear: **staff of life essence**¹⁰ (42 charges), bark sheet **spell book** (*protection from evil*; *cause blindness*), **59 gp**.

Ape, Mountain: AL CE; SZ L; MV 30; DX 8; AC 5; HD 4+4 (hp 28); #A 1/1 (heavy spear); D 1d10+2; SV 15; ML 9; XP 200.

Special: Can hurl a large stone to range 50 for 1d10+2 hp damage.

Gear: **45 gp**.

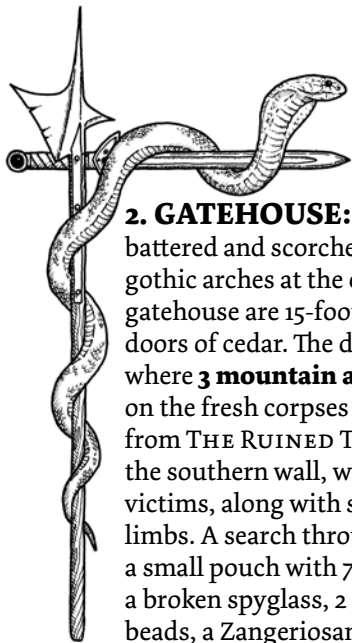
The “branch” with which Un’Gukk stirs the ritual soup is actually his **staff of life essence**. The foul liquid in the cauldron is effectively a massive **healing potion** reservoir (150 doses) that heals 1d4 hp to mountain apes. Men may derive the same benefit, but first must make *death* (poison) saves or instead suffer 1d4 hp damage, followed by violent vomiting for 2d4 rounds (rendering victims *prone*).

Behind the apes, set against a merlon of the crenelated tower roof, is a wooden rack of herbs and spices used by Un’Gukk for his rituals and his cooking. The rack contains various dried herbs in crude wooden baskets and boxes, including coriander, fennel seed, garlic, rosemary, and the dried caps of a nauseating toadstool. Amongst the herbs is an **elixir of longevity** (a dull lavender liquid in a metal flask) appropriated from the Xathoquans at THE RUINED TEMPLE.

¹⁰ See APPENDIX C.

RUNNING THIS SECTION OF THE ADVENTURE: The mountain apes standing atop the towers of #1 and #3 should appear hostile towards the manor house and even more hostile towards any interruptions to their plans. They are the primary and most obvious threat. However, the inhabitants of Kraggoth Manor itself are even more dangerous.

The relatively open layout of the manor could lead to an extremely deadly situation for the PCs, should they rush into the house at any point. Even if they enter carefully, much of the main floor is a series of adjoining rooms; any loud actions in one room could bring about additional enemies from rooms nearby. This aspect of the adventure design is intentional and essential. A bit of room-to-room exploration may be done, but inside Kraggoth Manor the party likely will face dangers that will escalate quickly. They may need to find a way to escape whilst they still live to tell the tale.



2. GATEHOUSE: This stone block gatehouse, battered and scorched, stands 18 feet tall. Set within gothic arches at the eastern and western sides of the gatehouse are 15-foot-tall, iron-reinforced double doors of cedar. The doors are **barred** from inside, where **3 mountain apes** (one of which is injured) feast on the fresh corpses of two Xathoqqans abducted from **THE RUINED TEMPLE**. Half-broken shelves line the southern wall, where lies the gear from previous victims, along with several yet-to-be-devoured rotting limbs. A search through the bloody equipment will reveal a small pouch with 7 lead sling bullets, a bar of soap, a broken spyglass, 2 fishing hooks, a set of prayer beads, a Zangeriosan mask (iron, riveted, and stained with soot, identifying one as a blacksmith), a scimitar, a short bow sans bowstring, 7 arrows, and 5 heavy spears that require a strength 16 or higher to use.

Apes, Mountain (x3): AL CE; SZ L; MV 30; DX 8; AC 5; HD 4+4 (hp 26, 20, 7 [19]); #A 1/1 (stone axe or heavy spear); D 1d10+2; SV 15; ML 9; XP 200.

Special: Can hurl a large stone to range 50 for 1d10+2 hp damage.

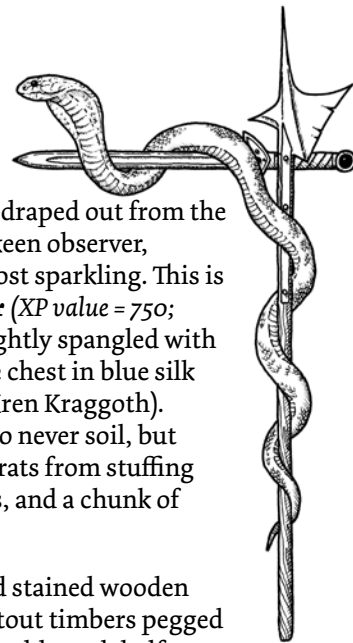
Gear: 45 gp.

3. NORTHERN TOWER: Investigation outside the eastern wall of this tower will reveal heaps of crudely cut animal skins, piles of rocks, and several long, bent branches. The latter may have been used as clubs or skewers, with dried blood near the ends. Like **#1**, this mossy, 20-foot-tall granite tower remains generally intact, although most of the walls around it have crumbled. A rusty, 3 × 6-foot iron door provides access to the ground level within (a tight squeeze for a mountain ape). The door is **barred** from inside with a stout piece of wood.

3-A. Ground Floor: The smell of rodent urine consumes this area. In the southwestern corner, stairs spiral about a newel up to the first floor. The northeastern corner is piled with sand, leaves, shredded rope, tattered cloth, and other debris in a three-foot-tall, five-foot-wide mound, where rest **6 giant rats**. The rats exhibit timidity and will retreat deep into the debris at the presence of men, but if the nest is poked or prodded, they will react violently.

Rats, Giant (x6): AL N; SZ S; MV 40 (swim 20); DX 8; AC 7; HD 1/2 (hp 4); #A 1/1 (bite); D 1d4; SV 17; ML 8; XP 9.

Special: 1-in-6 chance of disease upon successful hit, unless *death* (poison) save made. If save fails, victim either dies in 1d6 days, or is bedridden for a month. Roll a d6: On a 1–3, disease is terminal; otherwise non-deadly strain is contracted.



A sleeve of white cloth can be seen draped out from the bottom left side of the pile; to the keen observer, it appears unnaturally clean—almost sparkling. This is part of a suit of **+2 padded armour** (XP value = 750; GP value = 4,500), pure white and lightly spangled with bits of pewter. Embroidered on the chest in blue silk are two intersecting letter Ks (for Kren Kraggoth). The magical armour is enchanted to never soil, but this dweomer has not stopped the rats from stuffing its sleeves with leaves, shelled nuts, and a chunk of **obsidian** (17-gp value).

3-B. First Floor: The battered and stained wooden floor of this level is supported by stout timbers pegged into the walls of the tower. A bloody, bloated, half-eaten Pictish corpse (a hireling of the Pictish adventurers in the manor) lies on a cot set in the southeastern corner. A half-drunk bottle of wine leans against the corpse, the lip, neck, and shoulder of the bottle smeared sticky with blood.

Loopholes are notched into the eastern and northern walls, providing glimpses without. A stone staircase in the southwestern corner spirals down to the ground floor. A ladder mounted on the southern wall climbs to a 4 × 4-foot trapdoor that provides roof access.

3-C. Roof: A **mountain ape** stands guard here, leaning against a merlon, watching the eastern hills and frequently looking back toward the front entrance of the manor house (**#5**). Large chunks of stone from the crumbling wall litter the top of the tower and can be thrown at any potential threats. This brute awaits a signal from **Un’Gukk** to attack the **dire wolf** at **#4** that protects the front doors of the manor. The mountain ape will leave his post to explore if he hears anything unusual.

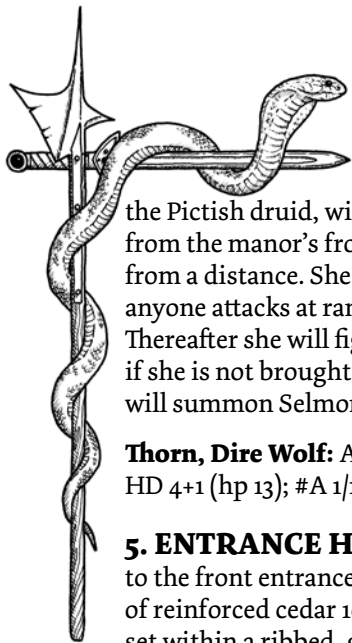
Ape, Mountain: AL CE; SZ L; MV 30; DX 8; AC 5; HD 4+4 (hp 28); #A 1/1 (heavy spear); D 1d10+2; SV 15; ML 9; XP 200.

Special: Can hurl a large stone to range 50 for 1d10+2 hp damage.

Gear: 37 gp.

4. COURTYARD: Though far less barren than the area immediately outside the crumbling defensive walls, this grassy courtyard is patchy, unkempt, and littered with broken masonry. At the eastern side of the courtyard, wide marble steps mark the front entrance of Kraggoth Manor (**#5**). These stairs are met by an overgrown cobblestone pathway leading to the gatehouse (**#2**).

A **dire wolf** named **Thorn** guards the front doors to the manor. The wolf, a companion animal of **Selmone**



the Pictish druid, will not move more than 20 feet away from the manor's front entrance, even if she is attacked from a distance. She will retreat to the steps and howl if anyone attacks at range or moves within 10 feet of her. Thereafter she will fight back as necessary to stay alive if she is not brought into the manor house; her howling will summon Selmone from #5.

Thorn, Dire Wolf: AL N; SZ L; MV 50; DX 10; AC 6; HD 4+1 (hp 13); #A 1/1 (bite); D 2d4; SV 15; ML 8; XP 150.

5. ENTRANCE HALL: Wide marble steps ascend to the front entrance of Kraggoth Manor: double doors of reinforced cedar 10 feet tall, pointed at the top, and set within a ribbed, gothic arch. Each door includes a door knocker of verdigris-encrusted bronze, shewing the head of a **sabre-tooth** with a solid ring set in its mouth. The doors normally are **barred** from within, unless **Thorn** at #4 howls for her master to come. If the PCs cross the courtyard here, then a red-haired Pictish woman will part the doors, pull in the wolf by the scruff of her neck, and gesture for the PCs to enter quickly.

Inside, the foyer is marble, with copper accents along the wainscoted, whitewashed walls, as well as at the tops and bottoms of the **four pillars** supporting the 18-foot-tall ceiling. The pillars of whitewashed pine look dusty, chipped, and cracked, but otherwise solid. (Any physical contact with the pillars will disturb their illusion, as noted hereafter.) Opposite the front doors, eight-foot-tall double doors of carved walnut are set in the western wall, and open archways are centred on the northern and southern walls. A cursory glance reveals a dining room to the north (#6), whence wafts a delectable aroma; a dusty gallery to the south (#10) appears to contain art pieces shrouded by sheets.

Guarding this room and occasionally watching the courtyard through peepholes in each door is **Selmone** the Pictish druid. Selmone is about 5½ feet tall, with pale, freckled skin and a shock of red hair twisted to knots and woven with bits of antler. She has been ensorcelled by Leonid, the camulon master of the manor house, and dark circles under her emerald eyes betray insomnia.

Selmone [SEHL-mohn] (4TH-LEVEL PICTISH DRUID): AL N; SZ M; MV 40; AC 7; HD 4 (hp 14); FA 3; CA 4; #A 1/1 (scimitar [-2]); D 1d10 (scimitar, two-handed); SV 15 [death +2, sorcery +2, fire +2]; ML 11; XP 100; ST 9, DX 12, CN 12, IN 11, WS 12, CH 12.

Special: Druid spells (influence normal fire, magic stone, speak with animals; barkskin, obscure). *Clandestine tongue* (Druidic). *Natural identifications*. *Read scrolls*. *Scribe scrolls*. *Traverse overgrowth*.

Gear: leather armour, scimitar.

Selmone will attempt to greet the PCs kindly, luring them in with benevolent gestures and indicating that they are in peril if they linger outside. She will present as friendly and sociable, though faintly sluggish; she sometimes slurs her words as if slightly intoxicated. If told about the death of Ulgeer, she will not seem upset. Even if offered his remains, she may shrug and say something like, "That's unfortunate. Please leave the body in the corner."

Thorn, the dire wolf from the courtyard (#4), is her animal companion; notwithstanding, even if Thorn has been attacked by the PCs, Selmone still will greet them positively. She will not attack if at all possible, until she has lured one or two of them into #12, the sitting room, where her master dwells. She first will try to separate the PCs, by offering food and drink and tours to various parts of the old manor, with the help of her Pictish friends in #10.

Pillars: As noted, any physical contact with the pillars of this foyer will disturb their illusion, revealing that each features a crudely carved, dæmonic porcine visage at six-foot height. Each horrible mien seems to mouth slowly a specific phrase again and again. Close inspection will reveal different words formed by each mouth. The referee is advised to soundlessly mouth the phrases from each pillar as it is scrutinized, so the players may attempt to cognize these cryptic messages from the past.

NW Pillar: "Beware the final son."

NE Pillar: "Unspeakable... beneath the surface."

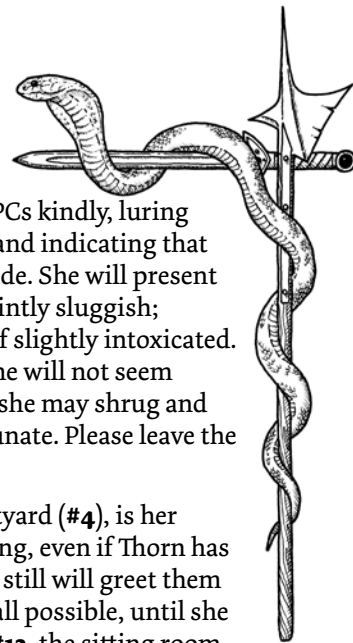
SW Pillar: "Help us. Destroy us."

SE Pillar: "Layla is not with us."

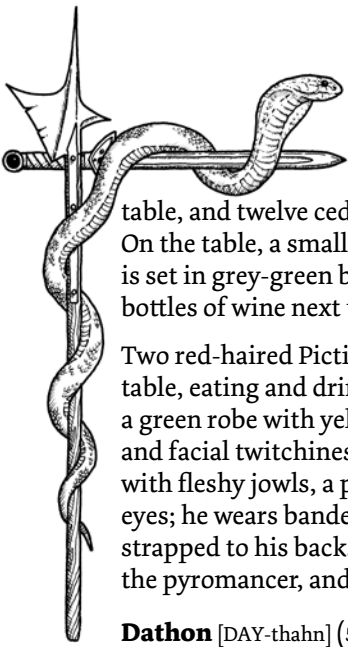
If the pillars are revealed, and Selmone is asked about them, she will claim not to understand the sorcery that they contain. She will say she has noticed it, but has never been able to do anything about it. She will advise the PCs to ignore the pillars.

The pillars contain the spirits of Brant Kraggoth's victims¹¹. If the PCs destroy any one pillar, or if *remove curse* is cast, all four souls will be freed. They will cry in torment as they rise upwards for a moment and then dissipate in a burst that stings the eyes of all in the room.

6. DINING ROOM: The smell of meaty stew drifts up from the long table in this decorated dining area. Mouldy purple curtains hang against bricked-in windows, and the cedar table features ornate woodworking of a more prosperous time. A brass chandelier with half a dozen lit tapers depends over the



¹¹ See PART I: TIMELINE OF EVENTS, 496–520 CÆ.



table, and twelve cedar-carved chairs surround it. On the table, a small meal of human sausages in broth is set in grey-green bowls, along with several open bottles of wine next to **4 silver goblets** (5-gp value each).

Two red-haired Pictish adventurers are seated at the table, eating and drinking. One Pict is slim, garbed in a green robe with yellow trim, and prone to scapular and facial twitchiness. The other is large and boorish, with fleshy jowls, a purple, bulbous nose, and close-set eyes; he wears banded mail, with a massive hammer strapped to his back. The thin, fidgety one is **Dathon** the pyromancer, and the burly oaf is **Moitos** the fighter.

Dathon [DAY-thahn] (5TH-LEVEL PICTISH PYROMANCER): AL N; SZ M; MV 40; AC 9; HD 5 (hp 15); FA 2; CA 5; #A 1/1 (dagger [-1]); D 1d4+1; SV 14 [device +2, sorcery +2, fire +2, cold -2]; ML 11; XP 200; ST 9, DX 13, CN 14, IN 12, WS 14, CH 9.

Special: Pyromancer spells (*burning hands, dancing lights, smoke cloud, flame blade, glitterdust, dispel magic*).

Candle (evoke heatless flame ×5 per day). *Read magic*. *Read scrolls*. *Scribe scrolls*.

Gear: +1 dagger, bronze sword hilt, pouch of gold dust (25-gp value), 55 sp, 18 gp.

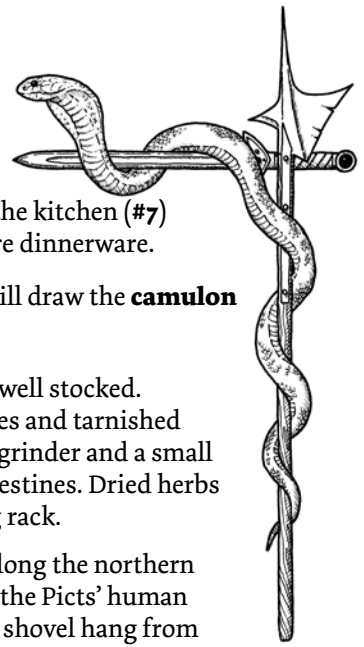
Moitos [MOI-tohs] (3RD-LEVEL PICTISH FIGHTER): AL CG; SZ M; MV 30; AC 4; DR 1; HD 3 (hp 18); FA 3; #A 3/2 (great hammer [+2]); D 2d6+3; SV 15 [death +2, transformation +2]; ML 11; XP 50; ST 17, DX 9, CN 12, IN 12, WS 12, CH 11.

Special: Heroic fighting (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (great hammer, hand axe).

Gear: banded mail, great hammer, 20 sp, 2 gp.

Like Selmone in #5, these two Picts have been ensorcelled by Leonid the camulon. Their slurred speech seems to indicate a state of drunkenness, but in sooth is an effect of their mental enslavement. They will attempt to assist Selmone in splitting the party; if successful, they soon will attack. Following are examples of ways in which Selmone, Dathon, and Moitos might separate the party:

- ★ Selmone might suggest one or two PCs accompany her to greet the master of the manse, Lord Leonid, who is in his sitting room (#12) contemplating his next move. She might say that he does not prefer being addressed by large groups of visitors; one or two will do.
- ★ Dathon might invite a fellow spell caster to discuss over a glass of wine what sorcery could be used to drive off the humanoid beasts that routinely assault the manor.



- ★ Moitos might request help in the kitchen (#7) bringing out the stew and more dinnerware.

N.B.: Combat in the dining room will draw the **camulon** from #12 in 1d4 rounds.

7. KITCHEN: The kitchen is not well stocked. On the shelves amongst rusty knives and tarnished silver bowls are a prominent meat grinder and a small basket filled with rotting sheep intestines. Dried herbs (all innocuous) hang from a curing rack.

A large cooking hearth is located along the northern wall, where simmers a large pot of the Picts' human sausage stew. A pair of tongs and a shovel hang from the stonework at the side of the hearth. A butcher's axe and two salting bowls rest along the northern wall, beside the hearth.

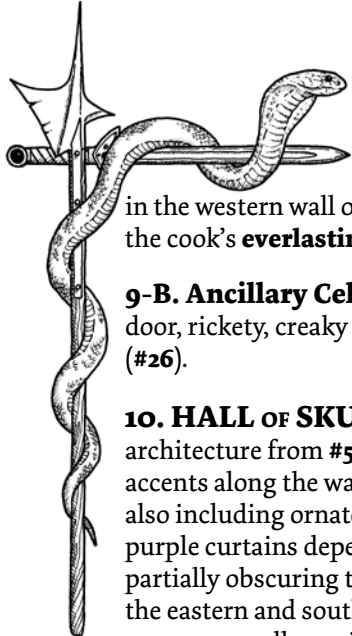
N.B.: If **Moitos** from #6 persuades a PC to help him get the stew here, he will shut the door and attack immediately. How well the noise of combat filters into the dining room is at the referee's discretion.

8. PANTRY: The shelves and cabinets here are relatively bare, with only a few chipped plates and one tarnished **silver platter** (2-gp value). Against the southern wall, in a low cabinet with two drawers and two shelves, green mould covers the wood; its source is the several loaves of bread that line the drawers. Behind one of the cabinet drawers (if it is pulled out completely) can be found a small cedar box carved with the eye of Xathoquua on the lid. It contains **dust of madness** (8 doses), having the appearance of ground petals mixed with pollen.

9. COOK'S QUARTERS: Human bones litter this dusty room. A close inspection reveals that they belong to two humans, killed recently and butchered with axes or swords. They look to have been cut apart, the meat picked clean.

A humble bed (with blood on the sheets, as though someone used them to wipe his hands) sits next to a simple wooden chest that has been smashed open. Anything of value already has been taken; all that remains is a torn cloth sack containing old leather shoes and a leather apron, cracked with age. A door on the northern wall provides access outside (to #24), but it has been secured with six iron spikes, requiring an *extraordinary feat of strength* to force.

9-A. Cook's Closet: The door to this closet is unlocked. A pile of ratty cloths sits in the middle of the floor. Under the pile is a small wooden box holding a brass hourglass, 125 sp, and 36 gp. Behind a loose stone



in the western wall of the closet (treat as a **secret door**), the cook's **everlasting drinking horn** can be found.

9-B. Ancillary Cellar Stairs: Behind this **locked** door, rickety, creaky wooden stairs descend to the cellar (#26).

10. HALL OF SKULLS: This room continues the architecture from #5: a marble floor, with copper accents along the wainscoted, whitewashed walls, also including ornate crown mouldings. Mouldering purple curtains depend from tarnished brass rods, partially obscuring the bricked-in windows along the eastern and southern walls. This room looks like a museum gallery with nothing hanging on the bare walls, the ornate wooden shelves empty. A nauseating stench wafts from the southeast (#11), even more powerfully the closer a character is to that toxic corner. It smells of rotting swamp vegetation and faeces.

Casually arrayed about the centre of this room are seven pedestals of marble, each five feet tall and covered with dusty blankets of varying quality. The blankets, some woven from dyed wool and some silken, seem to have been thrown atop objects that rest on all but one pedestal. Removal of the blankets reveals dirt-encrusted skulls on six of the seven pedestals. The remaining pedestal is covered by a blanket, but no skull rests beneath it; such lack of a discernible shape beneath the covering will be obvious to anyone in the room.

These are not trophies of Leonid and Eustace, but rather the skulls of Kraggoth ancestors (a peculiar practice, even in Hyperborea). These skulls are of **Jornlin Kraggoth**; his wife, **Betta**; and their four children who lived to adulthood: **Kren** [KREHN], **Lillian**, **Juyle** [JEUL], and **Tarvenna** [tahr-VEH-nuh]. If any skull is removed from its pillar, the walls of Kraggoth manor will begin to rumble. The rumbling will quiesce if the skull is replaced to any pillar, so long as no more than one skull occupies a pillar at a time. The rumbling also will begin to fade after 1 turn, even if a skull is not replaced.

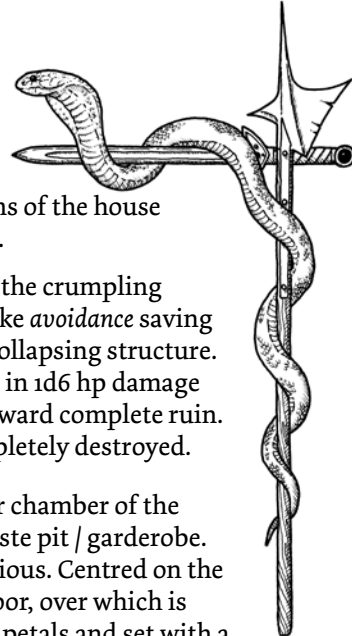
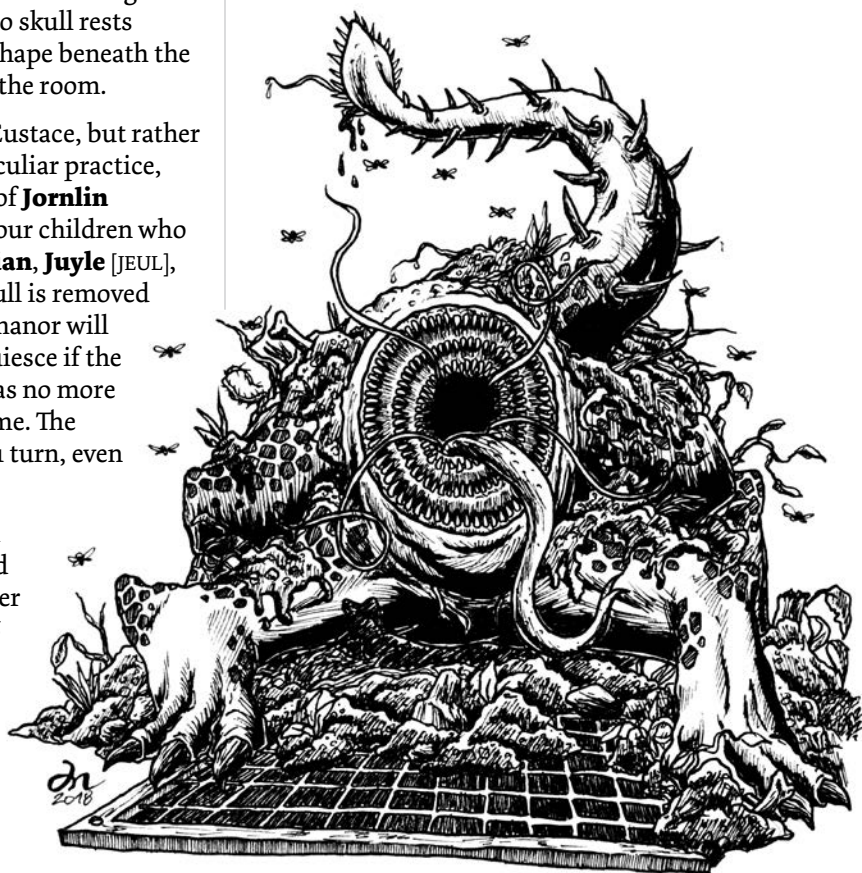
If Layla Kraggoth's skull (i.e., the head of **Layla the mummy** in #29) is placed upon the empty pillar, with those of her kin atop the other six, then within 1d6 rounds all seven Kraggoth souls will quit the walls of Kraggoth Manor for their final cosmic resting place. Once they have departed, the manor will imbue all Good characters inside with the equivalent of a *bless* spell that lasts for seven days, and then it will begin to collapse. Each round

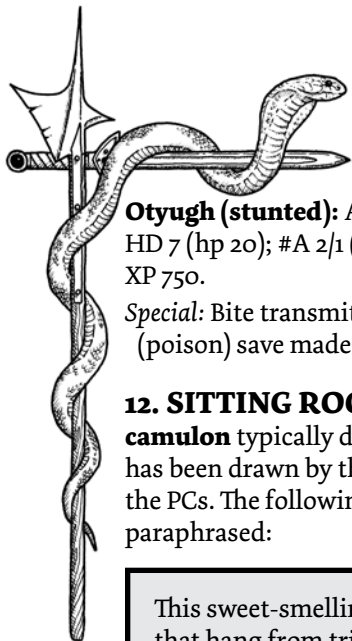
thereafter, the stonework and beams of the house increasingly will fall to the ground.

Every round characters stay inside the crumbling house (or the cellar), they must make *avoidance* saving throws to dodge the dangerously collapsing structure. Failure on the saving throw results in 1d6 hp damage per round, as the manor lurches toward complete ruin. After 1 turn, the house will be completely destroyed.

11. WASTE ROOM: This corner chamber of the manor house contains a former waste pit / garderobe. The door is missing, its hinges obvious. Centred on the floor is an open, iron-lidded trapdoor, over which is mounted a shelf strewn with dried petals and set with a brass censer that contains residue of perfumed oil.

The trapdoor is choked with refuse, including cracked wooden buckets, filthy rags clumped with what seems to be decomposing vegetation, and bits of rotting furry flesh. This vile mound of offal and stench-ridden muck covers an old, stunted (3-foot diameter) **otyugh**, with rotten teeth and only a single, half-withered tentacle. It will lurch out to attack if its pile is disturbed. Below the pile extends the old waste pit, to 15-foot depth.





Otyugh (stunted): AL N; SZ M; MV 10; DX 4; AC 4; HD 7 (hp 20); #A 2/1 (lash/bite); D 1d6/1d8; SV 13; ML 7; XP 750.

Special: Bite transmits terminal disease unless *death* (poison) save made.

12. SITTING ROOM: This is where **Leonid the camulon** typically dwells, unless his attention already has been drawn by the Picts (of #5 and #6) attacking the PCs. The following boxed text may be read aloud or paraphrased:

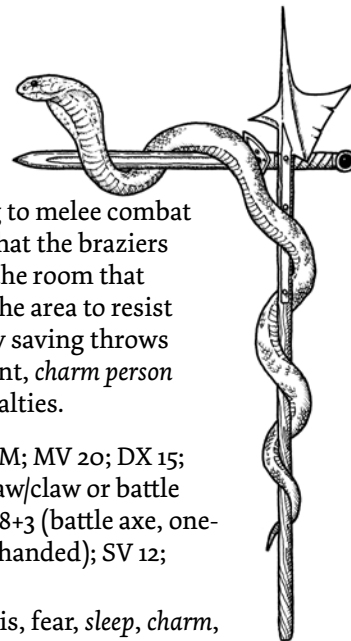
This sweet-smelling, smoky room is lit by braziers that hang from trios of bound poles near the eastern and western walls. Dangling from the poles, above the braziers, herbs smoulder in stoneware bowls. Soot-soiled tapestries hang from the walls, and thick-piled carpets, ragged and stained, drape the floor. The room is scattered with plush chairs and divans upholstered in purple velvet and red silk, albeit stained and worn.

If the Picts of #5 and #6 have not yet attacked the PCs, the boxed text may be continued:

Reclining on one such chair, near the centre of the room, is a man in a cataphract's full harness: night-black full plate armour. His face is concealed by a great helm with a gold-filigreed *litchina* face mask. The ornate forging of the suit suggests Kimmerian craftsmanship from a more prosperous age. Within easy reach of this reposeful black knight rests a steel battle axe.

In a deep, hollow voice, he says, "Welcome! Please have a seat. Excuse the poor condition of the furniture. It is quite old, and I have not had the opportunity to replace it. I am Leonid Bonneville, and my mansion is under siege. I could use your assistance, and I would be happy to remunerate you for your efforts, should you elect to provide succour."

He will continue to explain the trouble with the **mountain apes**, rising to his feet and stretching, attempting to lull his audience into a false sense of security. Then, potentially surprizing his unwary foes, he will attempt to ensorcell the most physically powerful PC. He will cast *shadow conjuration* on the



following round, before advancing to melee combat (or additional spellcasting). Note that the braziers create a *sorcerous haze* throughout the room that decreases the ability of anyone in the area to resist mind-altering spells or effects. Any saving throws against the camulon's ensorcellment, *charm person* spells, or the like will suffer -2 penalties.

Leonid the Camulon¹²: AL LE; SZ M; MV 20; DX 15; AC 1; DR 2; HD 9 (hp 40); #A 2/1 (claw/claw or battle axe x2); D 2d6/2d6 (claw/claw) or 1d8+3 (battle axe, one-handed) or 1d10+3 (battle axe, two-handed); SV 12; ML 11; XP 2,600.

Special: Immune to poison, paralysis, fear, *sleep*, *charm*, and other mind-altering effects. Sustains 1d8 hp damage per round from direct sunlight. +1 or better weapon to hit. If reduced to 0 hp, will transform into gaseous form. *Cure disease* destroys physical form, causing it to revert to gaseous form. Can cast the following spells once per day each: *fear*, *hold person*, *inflict madness*, *ray of enfeeblement*, *shadow conjuration*. Once per day, may attempt to ensorcell a victim with gaze; victim must make *sorcery* save or become thrall.

Gear: full plate armour, battle axe, **rod of suffocation**¹³ (52 charges), **key** to #14.

N.B.: If the camulon is fought here, in the sitting room, then the **setiaan** from #17 will arrive in 1d4 rounds.

The camulon is such an overwhelmingly powerful combatant that the PCs may suspect he wears magical armour or hefts a magical battle axe, though neither is enchanted. He will attempt to use the **rod of suffocation** on his belt against a spell caster whom he is unable to overpower immediately. He wears the **key** to #14 on a chain around his neck, beneath his armour. The camulon likely will fight until his physical body fails, retreating in a blue, misty gaseous form at 20 MV. It will slip through the tiniest cracks in the floor and return to its crystal egg-pod below ground (in #34) before seeking a new host.

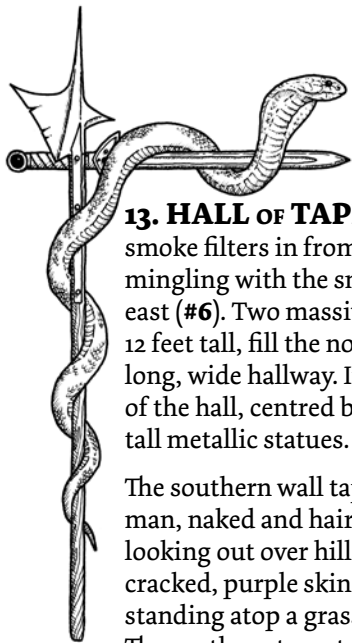
Destroying the camulon's physical body effectively breaks its ensorcellment of any surviving Picts (and PCs, if applicable). The Picts will shake off the cobwebs of their thralldom, wondering what has happened since their last memories. Their most recent recollections will be from four weeks ago, after two of their fellows (now dead) entered the cellar. Too, surviving Picts will not recall whither went Ulgeer the ranger¹⁴, or what happened to **Calgacos** the huntsman (in #23). At minimum, this band of seven Picts is reduced to three.

¹² See APPENDIX B.

¹³ See APPENDIX C.

¹⁴ See PART II: THE TRAVELLER'S CAMPSITE.





13. HALL OF TAPESTRIES: A faint, fragrant smoke filters in from the chamber south (#12), mingling with the smell of stew from the dining room east (#6). Two massive tapestries, each 36 feet wide and 12 feet tall, fill the northern and southern walls of this long, wide hallway. In the eastern and western portions of the hall, centred betwixt the tapestry ends, stand two tall metallic statues.

The southern wall tapestry depicts a blue-skinned man, naked and hairless, standing atop a tower and looking out over hills. It also shews a woman, with cracked, purple skin wrapped in vine-like vestments, standing atop a grassy hill from which vines extends. The northern tapestry, which **conceals** the 10-foot-tall bronze doors to the master bedroom (#14), features the same man and woman abreast in a field of red, staring ahead. Both tapestries appear vibrant and new, incongruous with many of the other features of Kraggoth Manor.

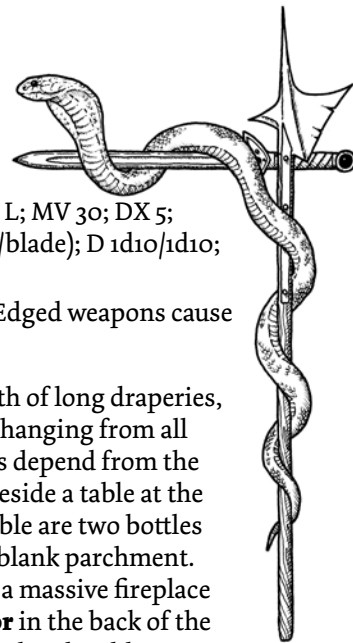
The statues have weirdly thin, metallic bodies, their features and visages somewhat indistinct. Where hands should be, crescent-shaped blades project at the end of each arm. The statue at the eastern end is sculpted to portray an attitude of thoughtfulness: hunched over and genuflecting to one knee, with head bowed and blades crossed before it. The one at the western end stands at its full nine-foot height, blades raised menacingly in an attitude of attack.

The two statues are **scythe automata**. They will remain motionless unless someone other than Leonid or Eustace touches a tapestry or attempts to open the bronze double doors to the master bedroom. Should either condition transpire, the constructs will animate, killing with deadly precision.

Automata, Scythe¹⁵ (x2): AL N; SZ L; MV 30; DX 5; AC 3; HD 7+2 (hp 40); #A 2/1 (blade/blade); D 1d10/1d10; SV 13; ML 12; XP 840.

Special: +1 or better weapon to hit. Edged weapons cause 1/2 damage.

14. MASTER BEDROOM: The ornate bronze double doors behind the northern tapestry of #13 are **locked**. Inside, the master bedroom is a luxurious scene. Flanking the double doors, nine-foot-tall, metallic mannequins (**2 scythe automata**) stand guard over the room. If anyone enters and does not say the signal phrase, “Peaceful rest” in Common, he will be attacked.



Automata, Scythe¹⁶ (x2): AL N; SZ L; MV 30; DX 5; AC 3; HD 7+2 (hp 40); #A 2/1 (blade/blade); D 1d10/1d10; SV 13; ML 12; XP 840.

Special: +1 or better weapon to hit. Edged weapons cause 1/2 damage.

This windowless room has no dearth of long draperies, in oversaturated purples and reds, hanging from all four walls. Paired brass chandeliers depend from the ceiling. Two decorative chairs sit beside a table at the western side of the room; on the table are two bottles of dried ink, a quill, and a sheaf of blank parchment. The northern wall is dominated by a massive fireplace of exquisite masonry. A **secret door** in the back of the fireplace leads out into the courtyard and stables area (#24); opening the secret door requires a *test of strength*.

An enormous bed is against the eastern wall, covered with decorative blankets and the finest clean linens imaginable. On either side of the bed sits an oaken nightstand; each supports a vase overflowing with flowers. The flowers seem to have grown so rapidly within the vases that they stream down either side of the bed, and some of the vines even creep under the pillows.

A **+1 short sword** in a jewelled scabbard leans against the southern nightstand. On the shelf of this nightstand is a leather-bound manual, upon which rests a keyring with **2 bronze keys** (to #21 and #22). The manual shews the Kraggoth family tree¹⁷ on a sheet of vellum.

On the shelf of the northern nightstand, inquisitive characters will find an **orb of water elemental summoning**¹⁸, a **pyromancer scroll** (*burning hands*; CA 5), a jar of beeswax, and a hunting horn. Hanging atop the giant, walnut-carved headboard is an ornate bronze helm cast in a weird, serpentine visage; this is a **helm of judgment**¹⁹.

15. LIBRARY: This large library features vast rows of bookshelves and scroll racks, with a ladder leaning against the southern wall to reach the uppermost shelves. The southern wall is also notable for its two heavily boarded windows. The western side of the library is overgrown with vines that are speckled with white flowers; they appear to emerge from the entryway to #17. That entire half of the room resembles an artificial jungle; the eastern half is the most majestic library the PCs likely have seen (save perhaps in a magician’s wildest fantasies).

The volumes in this room include journals and histories of the manor, mundane books, and arcane tomes. PCs could spend hours examining this trove—but the longer the search, the more likely the **3 deathvines**

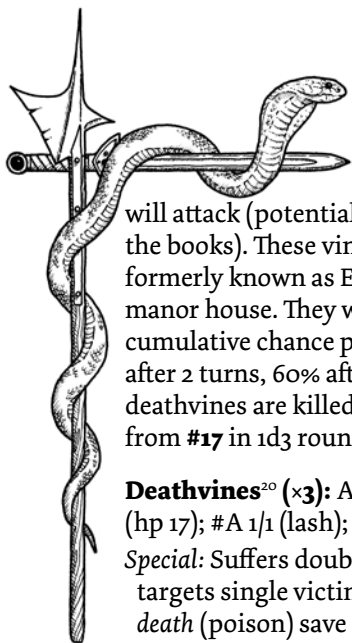
¹⁵ See APPENDIX B.

¹⁶ See APPENDIX B.

¹⁷ See PLAYERS’ HANDOUT #2.

¹⁸ See APPENDIX C.

¹⁹ *ibid.*



will attack (potentially surprizing a party engrossed in the books). These vines are the creation of the setiaan formerly known as Eustace Bonneville, lady of the manor house. They will reach out to attack on a 20% cumulative chance per turn (i.e., 20% after 1 turn, 40% after 2 turns, 60% after 3 turns, and so forth). If the deathvines are killed, **Eustace the setiaan** will arrive from #17 in 1d3 rounds.

Deathvines²⁰ (x3): AL N; SZ M; MV 10; DX 8; AC 6; HD 5 (hp 17); #A 1/1 (lash); D 1d10; SV 14; ML 12; XP 200.

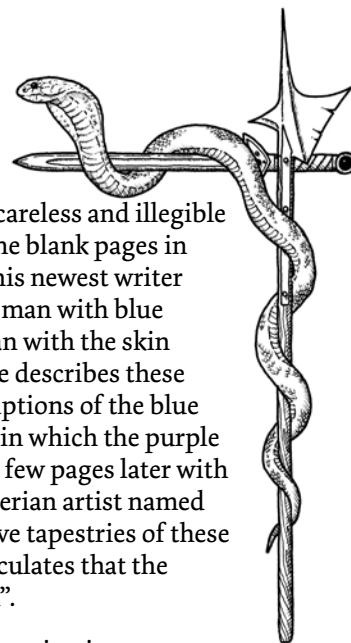
Special: Suffers double damage from fire. Pollen blast targets single victim within five feet, who must make *death* (poison) save or choke and gag for 1d6 rounds; -4 penalties to attack rolls, AC, and saves, and MV halved. On natural 19 or 20 attack roll, vine wraps under victim's neck and constricts; after 3 rounds, victim may asphyxiate.

The Chronicle: On a reading table set near the northern wall, an open, leather-bound book features the scribbling of a mad hand. In more legible script, a torn piece of parchment acts as a bookmark before the blank pages that follow; the scrap bears a **poetry fragment**²¹. The massive tome itself provides some personal accounts of the history of Kraggoth Manor and seems to be written in several hands.

One turn of study reveals the most recent accounts on the pages directly prior to the bookmark. These entries speak of visitors arriving at the manor and providing no help at reaching "the Sultan". Also in these recent pages are notes that a necromancer would recognize as incomplete spells: *animate carrion*, *animate carrion II*, and *animate dead*. Anyone attempting to cast these spells from this book (as from a scroll) would risk an 80% chance of failure, with the side effect that the book immediately would combust and burn.

Three turns of study (cumulative) reveals other portions at the beginning of the book that describe the earliest days of Kraggoth Manor. The referee can provide information about Jornlin Kraggoth moving from Swampgate and his suffering after the tragic death of his daughter, Layla. Some early notations about magical studies may be found, but these are rudimentary and demonstrate no true knowledge of sorcery.

Six turns of study (cumulative) reveals a chronicle that begins 50 pages into the book. It is a matter-of-fact account of Lillian Kraggoth describing the day-to-day struggles at the manor and their harvesting of crops at the edge of the property. This section continues in dull detail for nearly 100 pages before a new hand takes over, the more frantic writing of the most current section that includes the spell excerpts. This later hand matches the parchment fragment from the bookmark as well.



The writing becomes increasingly careless and illegible as the volume progresses toward the blank pages in the second half. In the chronicle, this newest writer describes nightmarish visions of a man with blue and white flesh and a purple woman with the skin texture of a serpent. Page after page describes these two nightmare images, with descriptions of the blue man atop a tower and a green field in which the purple serpent woman rests. A side note a few pages later with thinner ink mentions a half-Kimmerian artist named Pyrrhos was commissioned to weave tapestries of these dream images. The writer then speculates that the dreams were "gifts from the Sultan".

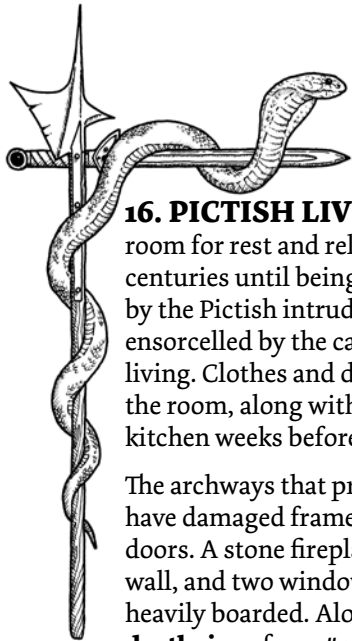
The Stacks: For each turn spent investigating the bookshelves, the PCs can glean one piece of information or gain one of the following items at the referee's discretion (or determined randomly):

- ★ *Information:* Several history books mention cursed ground north of Khromarium; two of the accounts describe a comet crashing to the blighted land and contributing to the ill effects.
- ★ *Information:* A **keepsake box** is wedged in amongst some of the books stacked near the reading table. The box, a humble wooden affair, includes letters to Leonid and Eustace Bonneville (writ by Thieves' Guild contacts in Khromarium), crude drawings of some of the rooms of Kraggoth Manor (including this room and #13), a **silver letter opener** (20-gp value), and vague notes about noises in the cellar and "treasures" in the bedroom.
- ★ *Information:* A manual, in the Hellenic (Atlantean) dialect, describes **scythe automata**. Though not detailing how to create these living statues, it does impart some useful information, such as the general ineffectiveness of edged weapons against most automata. The book also indicates that many automata are triggered by some sort of stimulus or programmed reaction to a designated action or movement.
- ★ *Item:* A pair of **silver bookends**, decorated with precious gemstones, in the shape of twin eagles (500-gp value each).
- ★ *Item:* A hollowed-out chronicle of Vikland that contains two glass phials with wax seals. The first is a foul-smelling, crimson red **potion of climbing**; the second is a fragrant, bice green **potion of delusion**.
- ★ *Item:* A **string of 4 clamshells** that functions as a **shaman scroll**. Each shell is graven with a single druid spell (*light*; *lifeglobe*²²) or magician spell (*knock*; *haste*), at CA 8 capacity.

²⁰ See APPENDIX B.

²¹ See PLAYERS' HANDOUT #3.

²² See APPENDIX A.



16. PICTISH LIVING AREA: This former room for rest and relaxation was neglected for centuries until being claimed as living quarters by the Pictish intruders who since became ensorcelled by the camulon. It reeks of squalid living. Clothes and damaged animal furs litter the room, along with rotting food taken from the kitchen weeks before.

The archways that provide ingress to this room have damaged frames that suggest foregone doors. A stone fireplace is built into the northern wall, and two windows on the western wall are heavily boarded. Along the southern wall, the **deathvines** from #17 lurk at the edge of that portal.

Chairs and divans have been pushed to the sides of the room; their cushions have been removed and set out in the central area, covered by sullied blankets. A small round wooden cage has been smashed against the eastern wall, its fragments clearly visible atop a pile of rags and blankets. These dirty linens conceal a steel great helm, causing a visible lump. Inside the helm are a small sack of coins (**88 cp, 240 sp, 40 ep, and 130 gp**), an **amulet of Nyx**²³, and the creature that once was held in the shattered cage: a **spitting cobra**. If a PC picks up the helmet, he should make an immediate surprize roll, or be the target of the snake's lightning-quick strike.

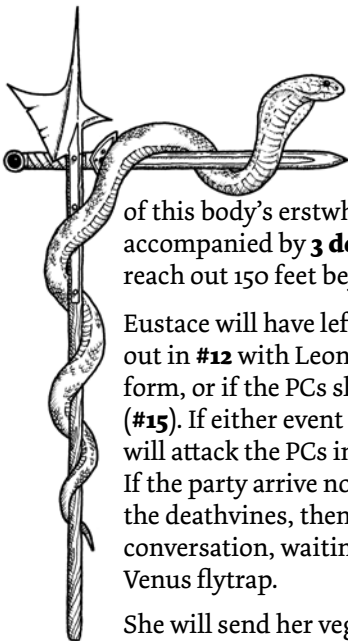
Snake, Spitting Cobra: AL N; SZ S; MV 30; DX 15; AC 7; HD 1 (hp 1); #A 1/1 (bite); D 1; SV 16; ML 7; XP 43.

Special: Once per day can spit venom to range of 15, aiming for target's eyes. If venom hits, victim must make *death* (poison) save or be blinded. *Cure blindness* restores sight. Great helm blocks venom on 3-in-6 chance. Bite injects venom twice per day. Victim must make *death* (poison) save or die in 1d6+6 turns.

17. OVERGROWN BEDROOM: This tangled mesh of vines and lilies was once a guest bedroom. Both means of ingress to this plant-filled room present as open archways that formerly contained doors. The windows of the western and southern walls are boarded.

Eustace Bonneville—now a **setiaan**, a purple lizard-like humanoid—reclines amidst the vegetation as if on a hammock of flora. Lilies surround her, and the air is moist and pungent with the fragrance of blossoms that thrive despite being bereft of sunlight. The woman who was once Eustace now harbours only vague memories





of this body's erstwhile inhabitant. The setiaan is accompanied by **3 deathvines** that throb eerily. They can reach out 150 feet beyond this room.

Eustace will have left this area only if fighting broke out in **#12** with Leonid, her "husband" now in camulon form, or if the PCs slew her deathvines in the library (**#15**). If either event occurs, then Eustace aggressively will attack the PCs in those areas as soon as she can. If the party arrive not having battled the camulon or the deathvines, then Eustace will engage them in idle conversation, waiting for an opportunity to strike like a Venus flytrap.

She will send her vegetation to enwrap the unwary and employ abilities such as *wall of thorns* and *entangle* to trap her victims, as the deathvines attempt to slay the helpless. If the setiaan's body is killed, it will assume a purple, misty gaseous form. At 20 MV it will seep through the tiniest cracks in the floorboards, entering the cellar and returning to its crystal egg-pod below ground (in **#34**).

Eustace the Setiaan²⁴: AL CE; SZ M; MV 40; DX 16; AC 4; HD 8 (hp 43); #A 2/1 (claw/claw); D 1d6/1d6; SV 13; ML 10; XP 1,640.

Special: If reduced to 0 hp, will transform into gaseous form. *Cure disease* destroys physical form, causing it to revert to gaseous form. Claw victims must make *death* (poison) saves or suffer additional 2d4 hp damage. Can control vegetal monsters through telepathic connexion. Can cast the following spells at will, as CA 9: *entangle*, *find plants*, *hold vegetation*, *plant growth*, *plant portal*, *spike growth*, *wall of thorns*, *warp wood*.

Deathvines²⁵ (x3): AL N; SZ M; MV 10; DX 8; AC 6; HD 5 (hp 25); #A 1/1 (lash); D 1d10; SV 14; ML 12; XP 200.

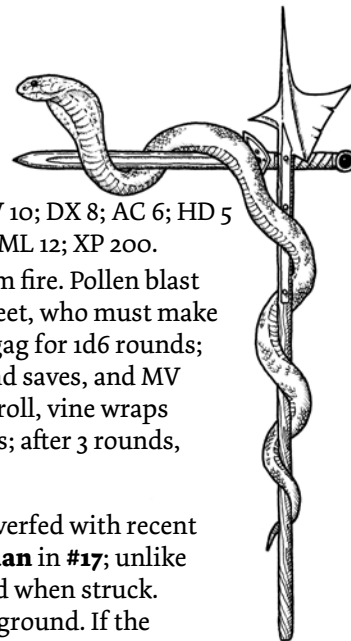
Special: Suffers double damage from fire. Pollen blast targets single victim within five feet, who must make *death* (poison) save or choke and gag for 1d6 rounds; -4 penalties to attack rolls, AC, and saves, and MV halved. On natural 19 or 20 attack roll, vine wraps under victim's neck and constricts; after 3 rounds, victim may asphyxiate.

N.B.: If the setiaan is fought here, in the overgrown bedroom, then the **deathvines** from **#15** will join the combat in 1 round, and the **camulon** from **#12** will arrive in 1d4 rounds.

18. VINE ROOM: This former garderobe is a mass of dense vegetation like the heart of a jungle. Emerging from a narrow well in the centre of the room, thick vines pulse with a throbbing heartbeat of their own, blood dripping like sweat in an hypnotic rhythm. This mass of semi-conscious, hostile vegetal matter comprises **4 deathvines**.

²⁴ See APPENDIX B.

²⁵ *ibid.*



Deathvines²⁶ (x4): AL N; SZ M; MV 10; DX 8; AC 6; HD 5 (hp 17); #A 1/1 (lash); D 1d10; SV 14; ML 12; XP 200.

Special: Suffers double damage from fire. Pollen blast targets single victim within five feet, who must make *death* (poison) save or choke and gag for 1d6 rounds; -4 penalties to attack rolls, AC, and saves, and MV halved. On natural 19 or 20 attack roll, vine wraps under victim's neck and constricts; after 3 rounds, victim may asphyxiate.

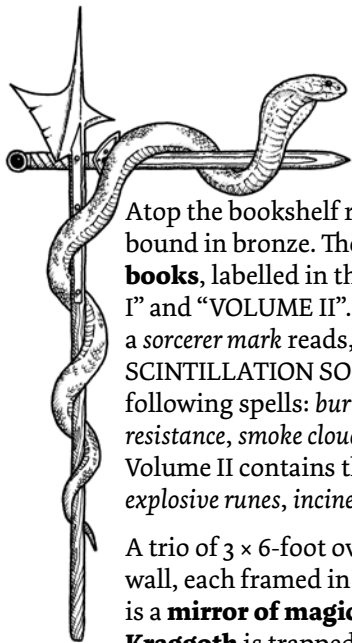
These deathvines have been kept overfed with recent victims by their mistress, the **setiaan** in **#17**; unlike other deathvines, these spurt blood when struck. Beneath the vines, bones litter the ground. If the attacking vines are destroyed, then the PCs may search this corner room. If they spend 1 turn cutting through whatever vegetation remains, they will find piles of the setiaan's treasure deep within the twisted "trunk" of the deathvine tendrils: **2,460 sp**, **1,850 gp**, **4 hematites** (10-gp value each), **2 moss agates** (10-gp value each), **1 pearl** (100-gp value), **1 star sapphire** (500-gp value), **2 yellow ivory earrings** (100-gp value each), and the **key to #9-B**.

19. PICTISH LIVING AREA: This guest bedroom is one of the finest rooms in the house, with only the master bedroom (**#14**) surpassing its luxuries. However, the eastern and southern doors to the room are missing; the door to the storage closet (**#20**) survives, albeit **locked** and heavily boarded. A stone fireplace is built into the southern wall; it appears to be stocked with the broken wood of a door.

Eight framed portraits and one empty frame line the northern wall of this room. Six portraits shew the earliest history of the Kraggoth line and are labelled as follows: "JORNLIN KRAGGOTH", the progenitor of the line; "BETTA KRAGGOTH", his striking wife; and four of their children, "KREN KRAGGOTH", "LILLIAN KRAGGOTH", "JUYLE KRAGGOTH", and "TARVENNA KRAGGOTH". The empty frame hangs betwixt Betta and Kren, the eldest son; upon closer inspection, the portrait seems to have been cut from the frame. Three generations of Kraggoths are skipped, though the last two of the line are depicted in more recent works: the brothers, "SETT KRAGGOTH" and "BRANT KRAGGOTH". Both of the latter present with disconcerting malformations, the results of inbreeding.

On the western wall, beside a four-poster bed, stands a makeshift bookshelf built from slats of wood stacked upon six dusty library volumes. These books detail the lives of a Keltic family from New Vinland that grew prosperous and then succumbed to death and disease. Much of the chronicle is an accounting of crops and livestock censuses.

²⁶ See APPENDIX B.



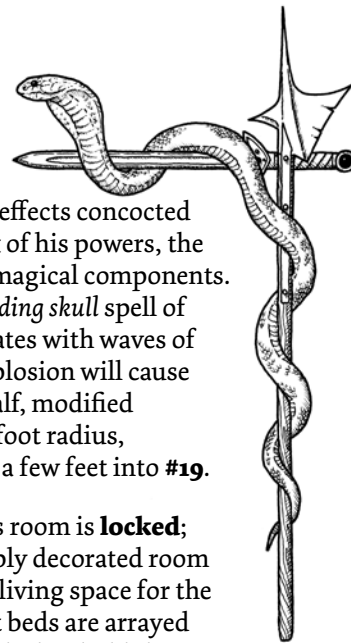
Atop the bookshelf rest two lizard-skin volumes bound in bronze. These are Dathon's pyromancer **spell books**, labelled in the Common tongue "VOLUME I" and "VOLUME II". On the inside cover of each, a *sorcerer mark* reads, "PROPERTY OF HELIOSAN SCINTILLATION SOCIETY". Volume I contains the following spells: *burning hands, dancing lights, fire resistance, smoke cloud; flame blade, glitterdust, heat metal*. Volume II contains the following spells: *dispel magic, explosive runes, incinerate normal missiles; wall of fire*.

A trio of 3 × 6-foot oval mirrors are hung on the eastern wall, each framed in ornate bronze. The central mirror is a **mirror of magic detection**²⁷. The **shade of Layla Kraggoth** is trapped inside the **mirror**, though she cannot attack and only seeks to be set free. She appears to be a girl of about 10, wearing a white lace nightgown, with long, tousled black hair and gaunt, sickly features, though otherwise a pretty little girl.

Layla's shade can communicate only through gestures. She will point downwards to indicate where her corrupted body is entombed in the cellar. Destroying the **mirror** will not free her; only by destroying her **mummy** form in the tomb (#29) and then placing her head on the empty pillar in #10 will her soul be released. Whether or not Layla is liberated, the **mirror's detect magic** ability will continue to function.

20. STORAGE CLOSET: Both doors to this area are **locked** and boarded shut from the outside; the **key** at #27 will open both doors once the boards have been removed. Two minutes' work and a *test of strength* will loosen the boards from the eastern doorway enough to attempt to open the door (which still would be locked). The boards on the southern door are sturdier, and the barricade more solidly constructed; wrenching them free will require 1 turn with a crowbar and a *test of strength*. The walls of this large closet are lined with shelves and cabinets, and rickety, dilapidated wooden stairs (#25) descend to the cellar (#26).

Inside the cabinets are a variety of mundane and magical items. Articles of note include **10 onyxes** (25-gp value each), a small pouch filled with **diamond dust** (100-gp value), a phial of **jade dust** (10-gp value), a **black pearl** (100-gp value), 12 sticks of incense, 8 leather straps covered with dried sheep's blood, a spider-shaped **silver amulet** (symbol of Tlakk-Nakka) (200-gp value), a **golden sceptre** with an eye slit carved in its rounded top (symbol of Xathoqqua) (1,000-gp value), a pouch of **exotic dried mushrooms** (25-gp value), a dried sample of **ochre jelly**, a dried butterfly cocoon, a **tome of understanding**, a **love potion** (a frothy white brew in a metal flask), and a **trapped ape-man skull**.



One of the more powerful magical effects concocted by Brant Kraggoth during the peak of his powers, the ape-man skull guards his store of magical components. It is enchanted with a variant *exploding skull* spell of permanent duration, which detonates with waves of negative energy if touched. The explosion will cause 7d6 hp damage (*sorcery* saves for half, modified by *defence adjustment*) to all in a 25-foot radius, encompassing all of the closet and a few feet into #19.

21. ARMOURY: The door to this room is **locked**; the key is located at #14. This humbly decorated room with boarded windows was once a living space for the servants of the manor house. Eight beds are arrayed about the room, and two large wardrobes hold the humble belongings of the servants who once slept here. This room now is used as a temporary armoury, with various weapons and harness collected over the years piled and stacked against the beds.

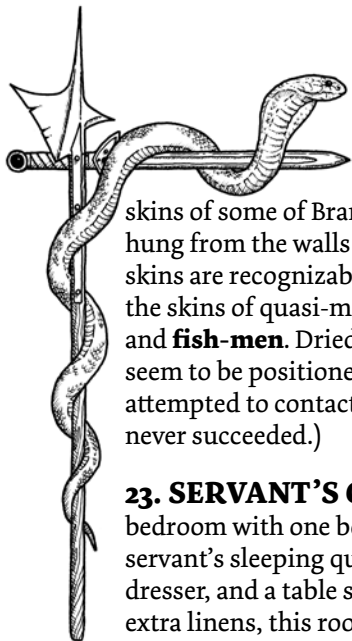
The room looks as if someone in the manor were preparing for war. In sooth, these accoutrements merely have accumulated from previous victims of the manor, thrown in here and not yet sorted or catalogued by the current occupants. A perusal of the arms and armour will uncover the following in adequate condition for use: 1 suit of leather armour, 2 suits of chain mail, 1 small shield, 2 large shields, 4 hand axes, 3 daggers, 4 short swords, 2 war hammers, 2 javelins, 1 footman's mace, 4 long swords, 6 scimitars, 1 short spear, 3 bastard swords, 2 long spears, 1 two-handed sword, 1 trident, 1 pike, 1 hooked throwing knife, 3 longbows, 8 short bows, 1 light crossbow, 31 arrows (spread amongst 8 quivers), and 5 light bolts (loose).

22. TROPHY ROOM: The door to this room is **locked** and **trapped**; the key is located at #14. The door is carved with a bizarre symbol: a goat skull inscribed with hieroglyphs. To anyone with the *read magic* ability, it is obviously a sigil related to necromancy. A *dispel magic* spell versus CA 7 sorcery will remove the sigil's dweomer.

Any creature of 4 HD or fewer touching the sigil must make a *death* saving throw or die, its veins and arteries exploding and its eyes expelling from their sockets. Creatures with more than 4 HD must make *sorcery* saves or sleep for 1d6 turns. If the door is opened without *dispelling* the sigil, a blast of foul energy will erupt therefrom. The discharge deals 3d8 hp damage to all within 20 feet (*sorcery* saves for half, modified by *defence adjustment*) and layers soot over the area.

This was Brant Kraggoth's "trophy room". The chamber, with five bricked-in windows, is lined with the flayed

²⁷ See APPENDIX C.



skins of some of Brant Kraggoth's most prized victims, hung from the walls on rope and hooks. Some of the skins are recognizably human, and others seem to be the skins of quasi-men, like **ape-men**, **mountain apes**, and **fish-men**. Dried human intestines on the floor seem to be positioned in a spiralling pattern. (Brant attempted to contact Azathoth in this room, though never succeeded.)

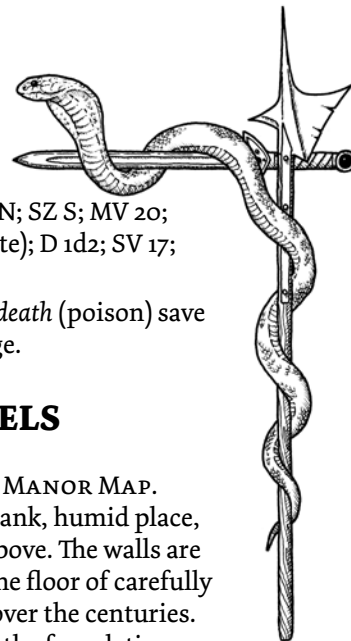
23. SERVANT'S QUARTERS: This simple bedroom with one boarded window was the head servant's sleeping quarters. With a humble bed, a plain dresser, and a table stacked with folded clothes and extra linens, this room seems innocuous. An open, walk-in closet in the southern wall seems to have been disturbed recently in a way the remainder of the room has not.

Hiding in the closet, beneath a pile of clothes and woollen blankets, rests the recently deceased **Calgacos** [KAL-guh-kohs]. The Pictish huntsman had been hiding here for several days, presumed dead by the other Picts. His body presents with swollen bite marks around the shoulders and lower neck.

Calgacos wears leather armour and carries a short spear across his back, along with a large pendant on a chain around his neck. The pendant is actually an **amulet of mind protection**²⁸. This item allowed Calgacos to resist Leonid's attempt to ensorcell him—before he died of infection from the bite of the **giant black centipedes** in #24.

24. RUINED CORNER: The stonework of Kraggoth Manor's northwestern quadrant has collapsed. It has been piled up in such a way as to bar entry into the manor house and further reinforced with broken masonry from the ruined defensive wall. An *extraordinary feat of strength* is needed to move any of the heavy stones enough to create a man-sized opening for entrance or exit. Alternatively, a *test of strength* will suffice if a lever is utilized.

In the rubble lurk **2 giant black centipedes** that prey on small animals climbing into or away from the house. They will surprize on a 4-in-6 chance anyone leaving the manor house through this corner, but they will not attack anything larger than a rat unless the stones are shifted. In the overgrown courtyard just beyond the ruined corner, the remnants of old post holes in the ground suggest an erstwhile stable.



Centipedes, Giant Black (x2): AL N; SZ S; MV 20; DX 13; AC 9; HD 1/2 (hp 3); #A 1/1 (bite); D 1d2; SV 17; ML 7; XP 25.

Special: Bite delivers venom; make *death* (poison) save or suffer additional 2d6 hp damage.

LOWER LEVELS

Refer to the **BENEATH KRAGGOTH MANOR MAP**. The cellar of Kraggoth Manor is a dank, humid place, somewhat warmer than the level above. The walls are of rough-hewn stone blocks, and the floor of carefully fitted flagstones that have shifted over the centuries. Dirt and sand have leaked through the foundation blocks, creating an uneven, mouldering surface.

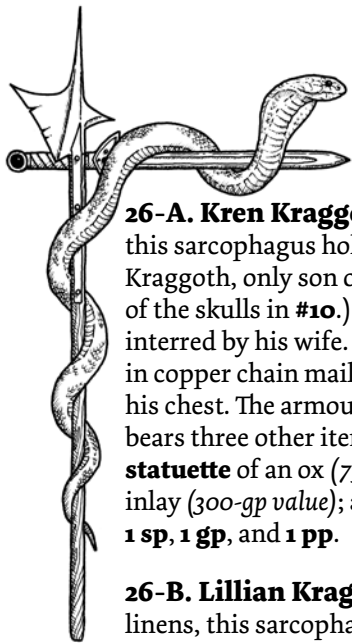
25. MAIN CELLAR STAIRS: The unlit wooden stairs are cracked and rotting, though careful movement will ensure a harmless ascent or descent. Characters moving quickly (e.g., pursued or pursuing) must make *avoidance* saves or sprain an ankle as a tread collapses, causing 1d4 hp damage and halving MV until healed. The stonework at the base of the stairs seems scorched, as if the stairway once had caught fire.

As rotten and cracked as they are, the stairs appear to have been repaired numerous times, with several generations of wood exposed. If the stairs are pulled away from the wall or otherwise destroyed, a three-foot-tall **secret door** will be revealed, leading to a narrow passageway that slopes down to #29. Characters must crouch or crawl to access that entrance to the tomb, which is essentially a one-way secret door (i.e., an obvious sliding panel on this side of the tunnel).

26. SARCOPHAGUS ROW: Seven stone sarcophagi rest here. Four lie in a row with the heads facing north; two are to the south of the row, one facing east and one west. The seventh sarcophagus, larger than the rest, stands upright and is set within the northern wall of the cellar, overlooking the other six. This one was left empty, reserved by Brant Kraggoth, who saw himself as the greatest of the line and intended to be mummified in the tradition of Old Earth Egyptian pharaohs.

The sarcophagi appear identical on the outside, save lids engraved with the names indicated hereafter. Each stone lid is heavy and requires a *test of strength* for a PC to shift it enough to view the contents (and perhaps to reach an arm inside). Removing a lid completely necessitates an *extraordinary feat of strength*, perhaps by multiple PCs combining their chances. The contents of each sarcophagus are as follow:

²⁸ See APPENDIX C.



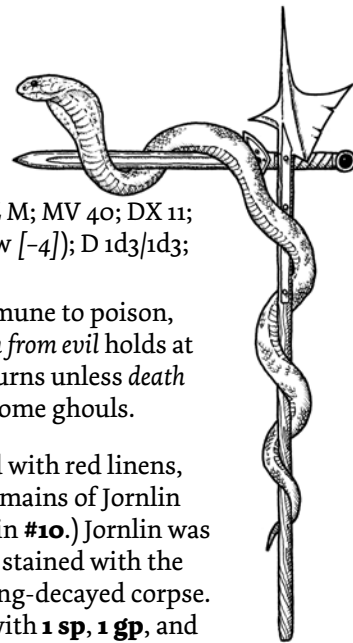
26-A. Kren Kraggoth: Padded with off-white linens, this sarcophagus holds the decapitated remains of Kren Kraggoth, only son of Jornlin and Betta. (His is one of the skulls in #10.) He died at the age of 39 and was interred by his wife. He is nothing but bones, dressed in copper chain mail with a long sword resting across his chest. The armour and sword are still intact, and he bears three other items of interest: a small **yellow ivory statuette** of an ox (75-gp value); a **gold ring** with ruby inlay (300-gp value); and a soft leather pouch containing **1 sp, 1 gp, and 1 pp**.

26-B. Lillian Kraggoth: Padded with off-white linens, this sarcophagus holds the decapitated remains of Lillian Kraggoth, second daughter of Jornlin and Betta. (Hers is one of the skulls in #10.) She died at the age of 51 and was interred by her son. She is nothing but bones and wears a green dress, sparkling with **10 garnets** sewn across the neckline (50-gp value each). At her side rests a soft leather pouch with **1 sp, 1 gp, and 1 pp**.

26-C. Juyle Kraggoth: Padded with off-white linens, this sarcophagus holds the decapitated remains of Juyle Kraggoth, third daughter of Jornlin and Betta. (Hers is one of the skulls in #10.) She died at the age of 58 and was interred by her daughter. A skilled warrior in life, Juyle is dressed in plate mail, with a **+1 war hammer** resting across her chest; she is nothing but bones. The armour is intact, with minimal surface rust. A soft leather pouch to her side contains **1 sp, 1 gp, and 1 pp**.

26-D. Tarvenna Kraggoth: Padded with off-white linens, this sarcophagus holds the decapitated remains of Tarvenna Kraggoth, fourth daughter of Jornlin and Betta. (Hers is one of the skulls in #10.) She died at the age of 60 and was interred by her niece. She is nothing but bones and wears a blue dress, sparkling with **10 spinels** sewn across the neckline (50-gp value each). She also wears a **pearl bracelet** (500-gp value), a family heirloom bequeathed to her by her mother, Betta. At her side rests a soft leather pouch with **1 sp, 1 gp, and 1 pp**.

26-E. Betta Kraggoth: Shredded red linens shroud the decapitated remains of Betta Kraggoth, transformed by Brant's necromantic experiments. (Hers is one of the skulls in #10.) As a headless **ghoul**, Betta will lash out blindly at anyone removing the lid to her sarcophagus. A soft leather pouch to her side contains **1 sp, 1 gp, and 1 pp**. She wears the tatters of what was once an ornate green dress, and the fragments of her **diamond necklace** (500-gp value) can be found inside the coffin.



Ghoul (headless): UT 3; AL CE; SZ M; MV 40; DX 11; AC 9; HD 2 (hp 15); #A 2/1 (claw/claw [-4]); D 1d3/1d3; SV 20; ML 10; XP 60.

Special: Always loses initiative. Immune to poison, paralysis, fear, and cold. *Protection from evil* holds at bay. Hit causes paralysis for 2d6 turns unless *death* save made. Slain victims later become ghouls.

26-F. Jornlin Kraggoth: Padded with red linens, this coffin holds the decapitated remains of Jornlin Kraggoth. (His is one of the skulls in #10.) Jornlin was buried in white robes that now are stained with the blackish, necrotic ooze from his long-decayed corpse. At his side is a soft leather pouch with **1 sp, 1 gp, and 1 pp**.

Strange bracers adorn Jornlin's skeletal forearms. They look to be carved from bone, but do not match the colouring of his skeleton. These are **bracers of undeath**²⁹. They had been worn by Jornlin for the last weeks of his life as his paranoia increased, but their strange energies only amplified his night terrors. Brant was unable to properly *identify* these, so he never appropriated them from his ancestor's corpse.

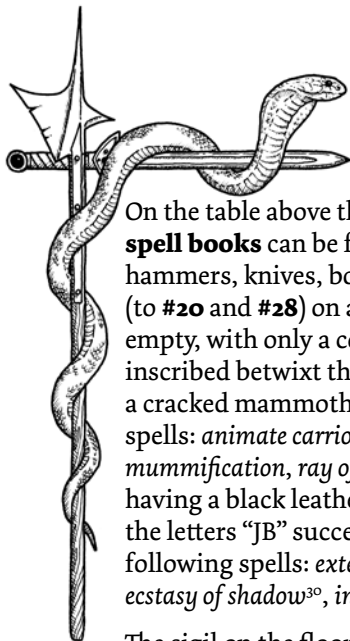
26-G. Brant Kraggoth: Padded with yellow-green velvet and standing upright, this sarcophagus is set in a shallow wall alcove, overlooking the other sarcophagi. The lid is hinged in iron and swings open easily. The sarcophagus is empty, save what appears to be a human heart in a glass jar that is filled with vinegar and salt.

This is the heart of Brant's mother, **Narra** [NAH-ruh], whom he murdered. Narra's heart was preserved by her vile son and placed in this tomb, to hold its space sacred until the time of his death. His plans never were realized, for in 520 CÆ he died most unexpectedly whilst reclined in his divan upstairs.

27. TORTURE CHAMBER: Once a well-used workroom, this corner of the cellar long ago was transformed by Brant Kraggoth into a crude torture chamber, with obvious signs of necromancy. Tools and workbenches still clutter this area, but the benches are covered with decades-old dried blood. Rusty knives lay strewn about, spiked chains dangle from the walls, and manacles have been bolted into the largest bench on the southern wall. In the centre of the room, a rectangular sigil has been carved into the stone floor.

The stench of a dead body will alert anyone with a nose that a rotting corpse lies crumpled beneath a table in the southeastern corner of the room. The body is that of a man, naked and several years decayed. His viscera have been removed.

²⁹ See APPENDIX C.



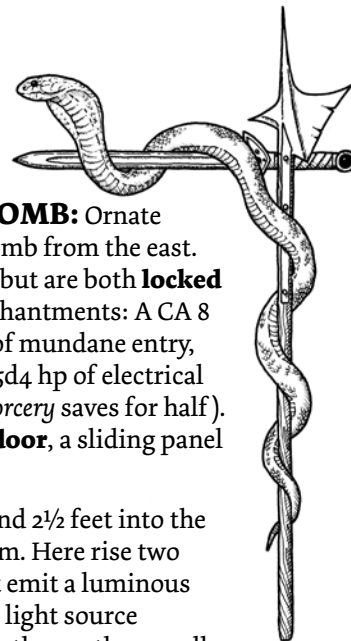
On the table above the corpse, two necromancer's **spell books** can be found stacked next to a box of hammers, knives, bone saws, and **2 bronze keys** (to #20 and #28) on a ring. The spell books are mostly empty, with only a couple of dozen pages of spells inscribed betwixt the two books. The top book, having a cracked mammoth-hide cover, contains the following spells: *animate carrion*, *chill touch*, *sorcerer mark*; *mummification*, *ray of enfeeblement*. The bottom book, having a black leather cover inscribed in gold with the letters "JB" succeeded by a large dot, contains the following spells: *extermination*; *visualize death*; *strangle*; *ecstasy of shadow*³⁰, *inner eye*³¹.

The sigil on the floor does not appear in either of the spell books. However, a scrap of parchment beneath one of the bone saws describes a ritual to raise the dead via human sacrifice and inscription of a rectangular "sigil of rebirth". A more accurate resource in the library (#13) contains the information Brant was using to attempt a ritual that would simulate the spell *animate dead II*. He performed the ritual using the entrails of the victim crumpled in the corner of the room, but the sigil was drawn incorrectly.

28. FAMILY CRYPT: The rust-mottled iron door of this crypt is **locked**; the key is located at #27. This room contains a large stone burial vault with grooves and ridges on the cover to allow for relatively easy sliding. The vault holds the remains of two dozen Kraggoth family members, including spouses married into the family.

The stench of decay is strong here. The corpses, garbed in rotted funerary gowns, are piled atop one another, their arrangement suggesting they were tampered with in the past (by Brant Kraggoth). The more recently deceased bodies lie near the top, but even those have been dead for decades, and the bodies are not well preserved in the dank cellar.

Strewn amongst the corpses and bones are various coin purses. For each turn the party spend digging through the remains, they can uncover **1d8 rotted leather pouches** (24 total), each containing **1 sp**, **1 gp**, and **1 pp**. Inspection of the bodies will reveal that the most recent corpses (the final generations of the line) present with a variety of physical malformations due to inbreeding.



29. LAYLA KRAGGOTH'S TOMB: Ornate bronze double doors lead to this tomb from the east. The doors appear to have no locks, but are both **locked** and **trapped** by two protective enchantments: A CA 8 *sorcerer lock* spell bars most forms of mundane entry, and a CA 5 *glyph of warding* causes 5d4 hp of electrical damage to all in a 25-foot radius (*sorcery* saves for half). The alternative entry is the **secret door**, a sliding panel accessed from #25.

Steps from the double doors descend 2½ feet into the vacant northern portion of the room. Here rise two central pillars of white marble that emit a luminous yellow glow without any mundane light source present. On a raised platform along the southern wall, a large, ribbed vault contains a single sarcophagus, ornately sculpted from white marble with gold accents. A yellow-green glow emanates from within the sarcophagus, suggesting a potent light source; the brightest beams radiate from the seam of the lid.

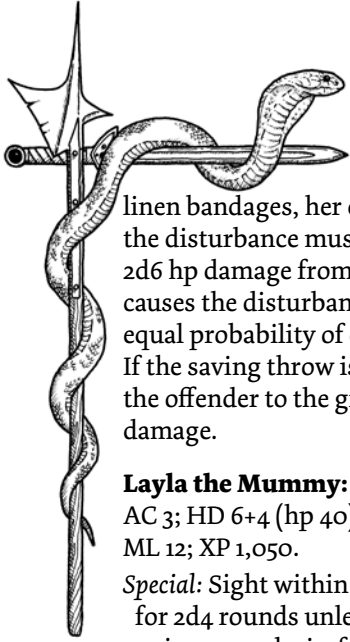
This section of the tomb appears immaculate, white and clean in a way unlike anything else in Kraggoth Manor. Various gifts rest on the raised platform, in front of the white marble sarcophagus, tokens in tribute from Jornlin Kraggoth and, more recently, Brant Kraggoth. The gifts include the following, all neatly arranged: a **silver scimitar** with diamond-encrusted hilt (1,000-gp value), a small **golden orb** on a pewter tripod (500-gp value), a quill pen, a brass hourglass filled with sparkling sand (**sapphire dust**) (75-gp value), a **purple and golden pillow** (5-gp value), a rolled painting of Layla Kraggoth (cut from the frame in #19), a **golden bracelet** depicting two intertwined snakes (200-gp value), and a silk pouch containing **1 sp**, **1 gp**, and **1 pp**.

The marble lid of the sarcophagus is engraved with the name LAYLA KRAGGOTH. The lid is quite heavy, requiring a *test of strength* for a PC to shift it enough to view the contents (and perhaps to reach an arm inside). Removing a lid completely necessitates an *extraordinary feat of strength*, perhaps by multiple PCs combining their chances. If the lid is shifted or removed, then Layla's glowing body will be exposed.

If anyone handles one of the gifts, touches the sarcophagus, or disrupts the greenish-gold glow (e.g., by waving a hand over the lid), then the austerity of the room will be broken. Layla, in her **mummy** form, will fling the lid like a toy and emerge, a four-foot-tall, emaciated, greenish-gold glowing girl wrapped in

³⁰ See APPENDIX A.

³¹ *ibid.*



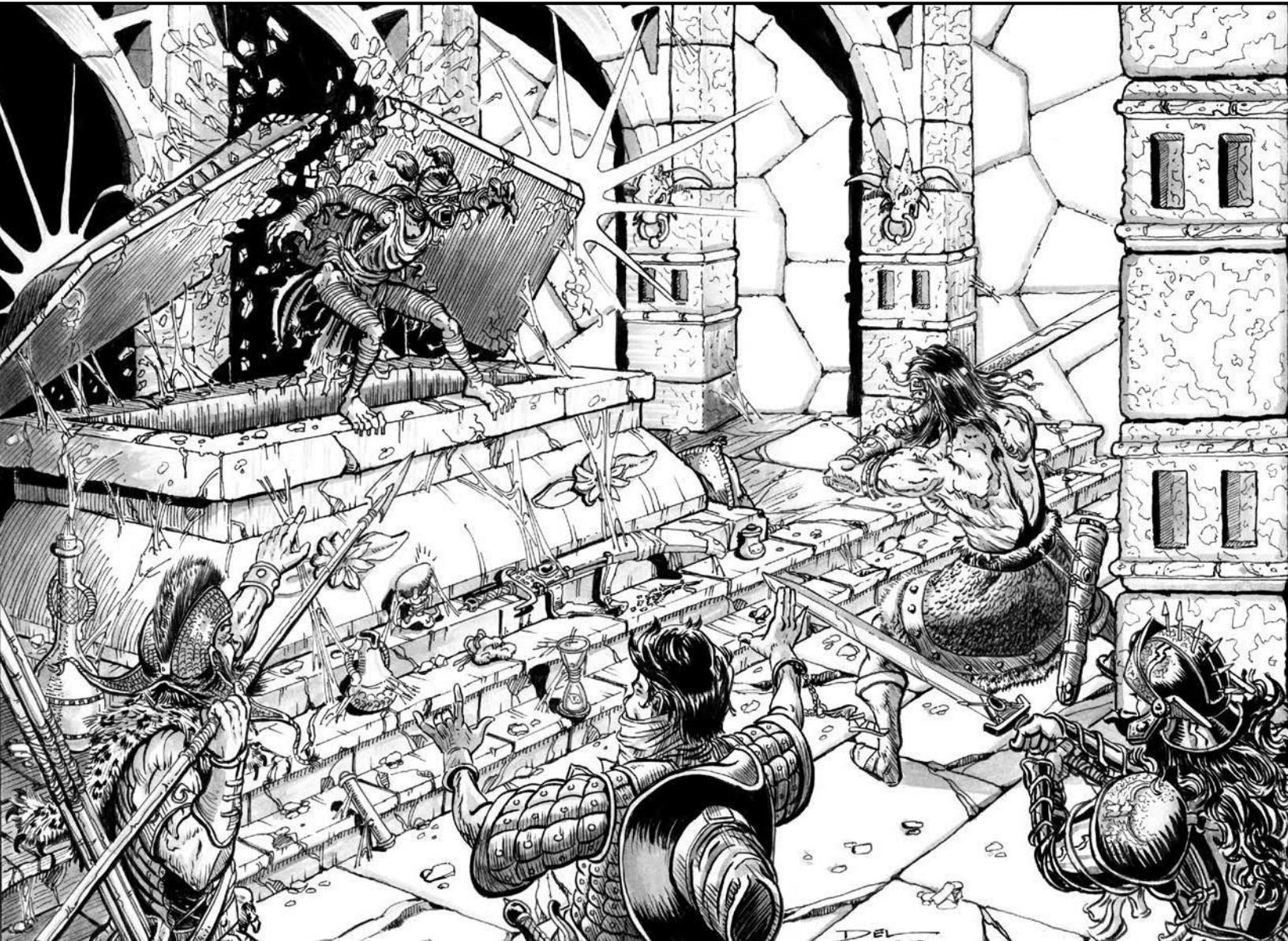
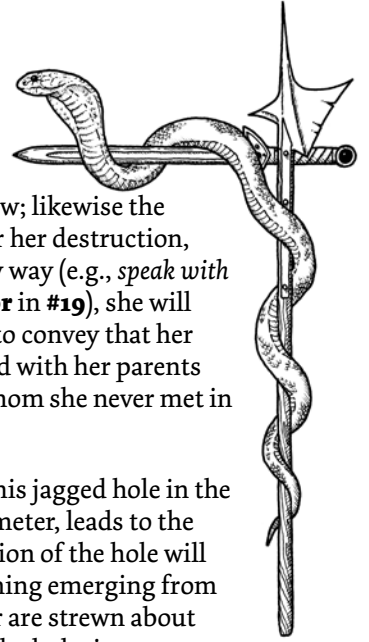
linen bandages, her eyes vacant. The one who caused the disturbance must make an *avoidance* save or suffer 2d6 hp damage from the lid. (If more than one person causes the disturbance at the same time, then create an equal probability of each offender becoming the target.) If the saving throw is a natural 1, then the lid will flatten the offender to the ground, causing 4d6 hp of crushing damage.

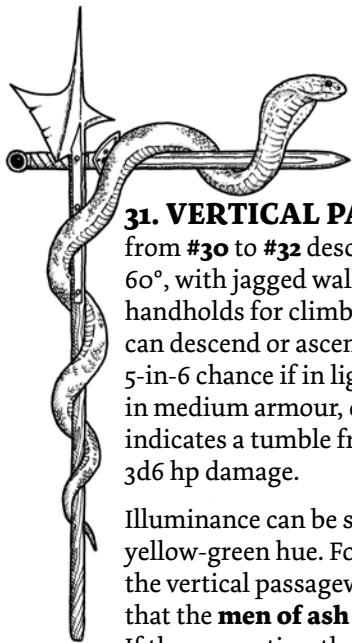
Layla the Mummy: UT 8; AL CE; SZ M; MV 40; DX 11; AC 3; HD 6+4 (hp 40); #A 1/1 (pummel); D 2d6; SV 14; ML 12; XP 1,050.

Special: Sight within 60 feet paralyzes men with fear for 2d4 rounds unless *sorcery* saves made. Immune to poison, paralysis, fear, and cold. Vulnerable to fire: +2 hp per die of damage. Unharmed by non-magical weapons; magical weapons inflict 1/2 damage. Touch infects with rotting disease, unless *death* (poison) save made. Disease prevents sorcerous healing; wounds require 10 times as long to heal. Deadly within 2d6 weeks; only *cure disease* can end affliction.

If destroyed, Layla will cease to glow; likewise the marble pillars in this room. If, after her destruction, Layla is communicated with in any way (e.g., *speak with dead* spell, gestures with the **mirror** in #19), she will seek eternal rest. She will attempt to convey that her head should be removed and placed with her parents and siblings in #10 (the latter of whom she never met in life).

30. SMASHED OPEN PIT: This jagged hole in the floor, approximately 20 feet in diameter, leads to the passageway below. Careful inspection of the hole will reveal that it was caused by something emerging from below, as flagstones from the cellar are strewn about the opening. The northern side of the hole, in contrast, appears to have crumbled from above. Any weight of 150 pounds within five feet of the eastern, southern, or western side of the hole will collapse that edge. Unless he makes an *avoidance* save, a character will tumble 60 feet through #31 into #32, suffering 6d6 hp falling damage.





31. VERTICAL PASSAGEWAY: The shaft down from #30 to #32 descends at an angle of approximately 60°, with jagged walls creating relatively easy handholds for climbing. Those with the *climb* ability can descend or ascend without rolling. All others have a 5-in-6 chance if in light armour (or unarmoured), 4-in-6 in medium armour, or 3-in-6 in heavy armour. Failure indicates a tumble from about the mid-point, causing 3d6 hp damage.

Illuminance can be seen from below, a faintly flickering yellow-green hue. For each living creature that enters the vertical passageway, there is a cumulative 5% chance that the **men of ash and coal**³² in #32 will awaken. If they are active, they can be seen moving about by anyone climbing down.

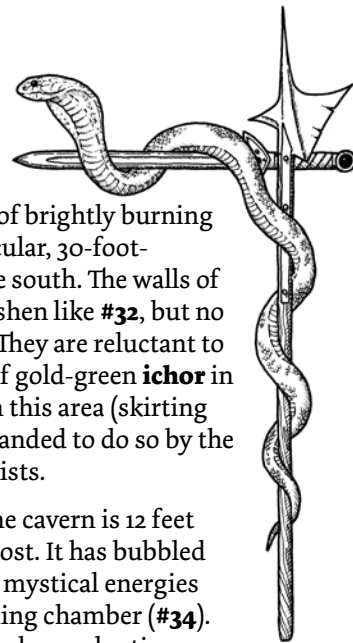
32. INCENDIARY COAL CAVERN: The adit from #30 terminates in the northern wall of this cavern, about eight feet above the floor; several smashed flagstones from the Kraggoth Manor cellar rest below. The ceiling of this large space arches 25 feet overhead. The silver-lined grey walls are pock-marked and gape with wide openings that seem to speak to other exits in all directions. These alcoves are the hibernation chambers of **2d6 men of ash and coal**.

Born from the earth below Kraggoth Manor, spawned by the alien mists of the spacecraft in #34, these creatures of stone and soot merge with the cavern walls when they sleep. They are awakened by movement in the passageway above (#31) or in this area, or when roused by the mists of the **silver cylinder**. For every living creature in #32, there is a 20% chance that the **men of ash and coal** will awaken. If living creatures linger in #32, roll the awakening check again each turn.

Man of Ash and Coal³³: AL N; SZ M; MV 30; DX 10; AC 5; HD 3+1 (hp 16); #A 1/1 (grapple); D 1d6; SV 15; ML 10; XP 120.

Special: *Infrared vision* to 90-foot range. Fire attacks heal it. On successful touch attack, target must make *avoidance* save, or man of ash and coal will *grapple* and *immolate* for 1d6 hp fire damage. Each subsequent round, victim must make *test of strength* to escape, or sustain 1d6 hp damage per round.

N.B.: Owing to the coal lining these caverns, any fire-based sorcery striking the walls will set off an inferno that causes 5d6 hp damage to all in the area, reaching 30 feet up into #31. This conflagration will heal the men of ash and coal for a like amount.



33. POOL OF ICHOR: Light as of brightly burning embers illumines this somewhat circular, 30-foot-diameter cavern, emitting from the south. The walls of this cavern are pock-marked and ashen like #32, but no **men of ash and coal** repose here. They are reluctant to enter this area, owing to the pool of gold-green **ichor** in the centre. They will travel through this area (skirting around the pool) only when commanded to do so by the power of the **camulon** or **setiaan** mists.

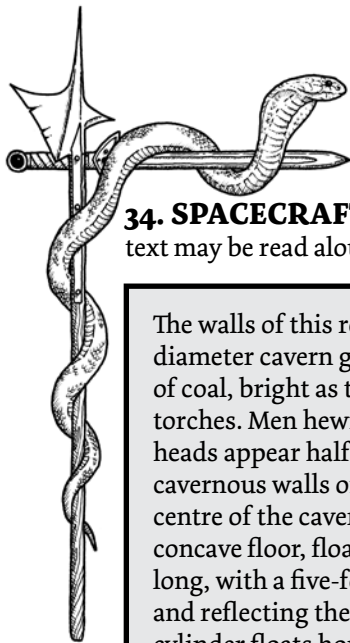
The pool of ichor in the centre of the cavern is 12 feet wide and 3 feet deep at its nethermost. It has bubbled up from deep below, tapped by the mystical energies of the **silver cylinder** in the adjoining chamber (#34). The ichor is used to soothe the **camulon** and **setiaan** beings after merging with human hosts, and this is where they lie in brumation as they acclimate after new transformations.

The ichor is semi-conscious. It contains faint residue of the combined psyches of Vardath Verhaven and the 23 men who were killed at this site centuries ago, the two Picts recently, and perhaps others. The ichor also has the following additional features that may come into play, depending on the curiosity of the PCs:

- ★ Anyone staring into the ichor for more than 1 round will see ghostly faces emerge and rise up toward the surface, before sliding back down into the depths of the pool.
- ★ *Turn undead* and like abilities will have no effect on the souls trapped within the ichor. Sorcerous attempts to communicate with the trapped souls will yield vague impressions of who they once were, yet no clear messages from their merged selves.
- ★ The ichor will corrode metal quickly. Even with minimal contact, mundane metal items (e.g., armour, weapons, canisters) will begin to rot as if from within, breaking into black dust within 1d4 rounds.
- ★ Sustained contact with the ichor in the pool (for 3 rounds or more) will cause a burning sensation that deals a cumulative 1d6 hp damage per round thereafter (i.e., 1d6 hp on round 4, 2d6 hp on round 5, 3d6 hp on round 6, and so forth).
- ★ If ichor is removed from the pool and held in a glass receptacle, it will have limited recuperative abilities. Each dose will restore 1d2 hit points and 1 point of lost strength or constitution. If a character drinks a second dose of the ichor within one hour, he will feel a violent burning within and suffer 6d6 hp damage.

³² See APPENDIX B.

³³ *ibid.*



34. SPACECRAFT CAVERN: The following boxed text may be read aloud or paraphrased:

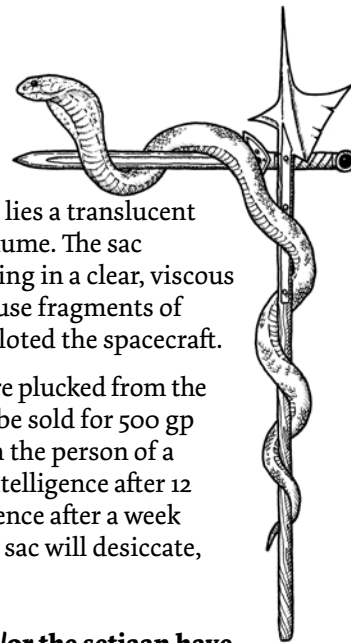
The walls of this roughly circular, fifty-foot-diameter cavern glow with ever-burning embers of coal, bright as though illumed by hundreds of torches. Men hewn of stone with weird, obsidian heads appear half-embedded in the glowing, cavernous walls on all sides. Hovering in the centre of the cavern, three feet above the smooth, concave floor, floats a silver cylinder fifteen feet long, with a five-foot diameter. Shimmering and reflecting the light of the glowing walls, the cylinder floats horizontally, bobbing slightly up and down.

The **silver cylinder** is the spacecraft that brought the essences of the camulon and setiaan to Hyperborea c. 485 BCÆ. The status of the spacecraft is wholly dependent on whether or not it contains the essence(s) of the camulon and/or the setiaan.

If the physical bodies of the camulon and setiaan have not been destroyed, then the hovering spacecraft will remain inert. It will bob and respond to contact as if suspended in some invisible fluid, inexorably pushing back to the same position. The spacecraft cannot be opened by most mundane means and is impervious to all physical damage from weapons and attacks. If any offensive spells are directed at it, the spells will be reflected back at the caster for double damage (or double the effect).

A hairline seam along the length of the **silver cylinder's** equator may be discovered by an astute investigator; treat as a **secret door**. A character with the *open locks* ability may attempt to open the **cylinder** using thieves' tools. Alternatively, an edged magical weapon may be used to pry it open forcefully with an *extraordinary feat of strength*; mundane weapons will snap if so used. Lastly, a *knock* spell can be used to open the **cylinder**. If any of these methods succeeds, then the **cylinder** will open in half horizontally, like a coffin.

The interior of the spacecraft is padded with a strange, synthetic, spongy material, not unlike moss (but clearly not). In both the left and right sides of the craft's interior rests a melon-sized, limpid white orb. These are **crystal egg-pods**, storage devices for the camulon and setiaan essences. They are quite delicate when empty, requiring an item saving throw of 14 or better any time they are handled; otherwise they will shatter to a thousand shards of glass.



In the centre of the **silver cylinder** lies a translucent membranous sac of half-gallon volume. The sac contains glittering blue gems floating in a clear, viscous fluid. These **12 navigator gems** house fragments of alien intelligence that originally piloted the spacecraft.

If the sac is broken, and the gems are plucked from the oozing embryonic fluid, they may be sold for 500 gp each. If the sac is taken and held on the person of a single individual, he will gain +1 intelligence after 12 hours and an additional +1 intelligence after a week (18 maximum). After that time, the sac will desiccate, and the gems turn to black dust.

If the bodies of the camulon and/or the setiaan have been destroyed, and their mists have returned here for recovery, then each must incubate in its crystal for 1d4 turns. If one or both have returned, then the camulon's egg-pod will contain a blue swirling mist, and/or the setiaan's egg-pod will contain a purple swirling mist. During incubation, the egg-pods have the hardness of *ceramic* for purposes of item saving throws.

After the required 1d4 turns of incubation, the mist will reappear by swirling around the **silver cylinder**—closely at first, like a rippling skin. The mist then will grow wider until it reaches out to the closest living being within 100 feet. If the mist cannot reach a sentient creature within that range, then it will swirl around the caverns. Stretching as far as possible within the 100-foot range, it will activate **2d6 men of ash and coal** from the walls and send them upwards to find new host bodies.

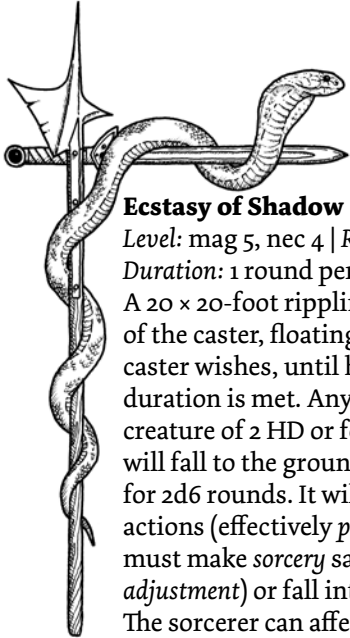
Once the mist makes contact with a new potential host, the victim must make a *transformation* save or begin to adopt the appearance and abilities of a camulon or setiaan. The metamorphosis will be complete in 1d6 rounds; during that time, the victim still may take conscious actions. Once the transfiguration is final, the victim's consciousness will be supplanted by the alien intelligence of the camulon or setiaan, and the soul of the host body will depart.

A newly hosted camulon or setiaan will lash out with full power against any aggressor. If no immediate threats are present, then the alien intelligence in its new body will recline into the pool of ichor in **#33** and brumate for 10 years to adapt fully to its new form. If disturbed by intruders whilst brumating, the camulon or setiaan will defend itself and kill any potential threats before resuming a state of deep sleep. Together the camulon and the setiaan will embark on an insatiable quest for control and domination in Hyperborea.



an
2018

APPENDIX A: NEW SPELLS

**Ecstasy of Shadow**

Level: mag 5, nec 4 | Range: 10 feet |

Duration: 1 round per CA level

A 20 × 20-foot rippling shadow emerges within 10 feet of the caster, floating at 20 MV in any direction the caster wishes, until he ceases to concentrate or the duration is met. Any intelligent or quasi-intelligent creature of 2 HD or fewer in the shadowed area directly will fall to the ground in spasms of necrophiliac ecstasy for 2d6 rounds. It will be unable to take any other actions (effectively *prone*). Creatures of 3 HD or more must make *sorcery* saving throws (modified by *willpower adjustment*) or fall into a similar state for 1d6 rounds. The sorcerer can affect 3 HD of creatures per CA level.

Inner Eye

Level: mag 3, nec 4, wch 3 | Range: 10 feet per CA level |

Duration: 1 round per CA level

This spell, usable only in combat, allows the player to ask the referee, once per round during *action declaration*, about the immediate intentions of a selected creature. The referee must answer honestly (possibly passing a note to the player and leaving it to the player's discretion to describe). In effect, the caster can see what the creature will do next.

The caster chooses a creature (within range), closes his eyes, and becomes attuned to the mystical strings that permeate the Black Gulf. As long as the caster keeps his eyes closed and verbalizes what he sees with his *inner eye*, he grants his party members a bonus to rolls specifically related to the creature's action. This advantage can take the form of a +2 attack bonus, a +2 AC bonus, or a +2 saving throw bonus, as selected by the sorcerer (e.g., a caster who uses this spell to see that a **mountain ape** will swing at the thief—and announces that vision aloud—could grant +2 to the thief's AC, or perhaps +2 to the thief's counterattack).

Once a target is selected, the caster must keep his eyes closed, or the spell will end. If the selected creature is killed or otherwise subdued, the caster may switch focus to the next closest enemy, blinking his eyes open for a second for targeting purposes. Otherwise, the caster is effectively blind throughout the duration, suffering -4 penalties to his armour class and saving throws.

Lifeglobe

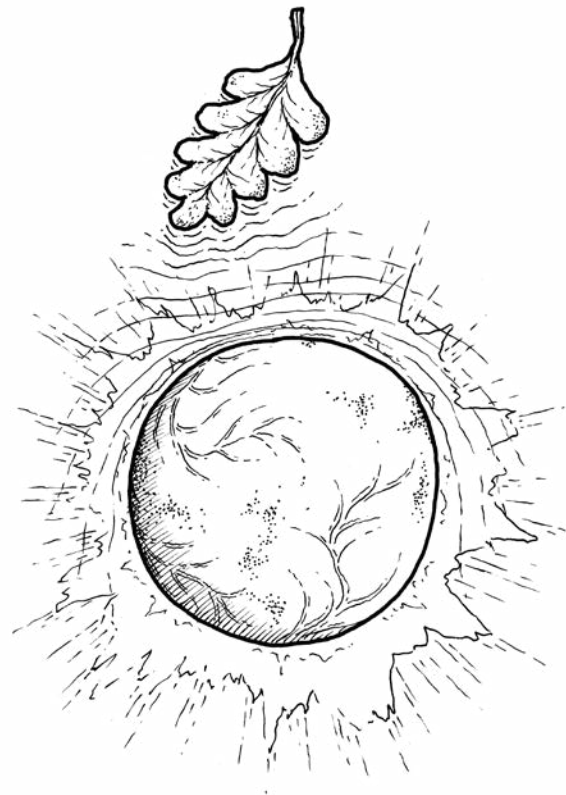
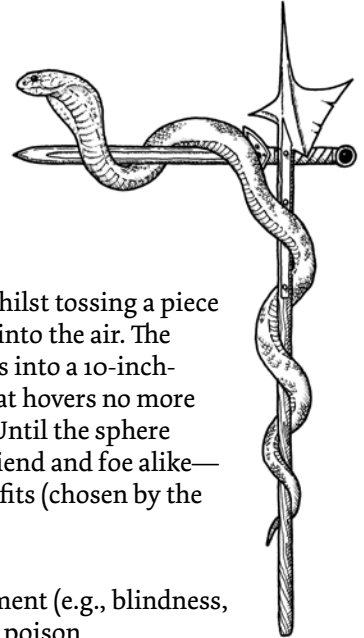
Level: wch 5; drd 4 | Range: 10 feet |

Duration: 1 round per CA level

The caster speaks an incantation whilst tossing a piece of freshly picked green vegetation into the air. The vegetation immediately transforms into a 10-inch-diameter, glowing green sphere that hovers no more than 10 feet away from the caster. Until the sphere dissipates, anyone touching it—friend and foe alike—will gain one of the following benefits (chosen by the one touching the sphere):

- ★ Heal 1 hit die (roll HD type)
- ★ Recover from one physical ailment (e.g., blindness, deafness, disease), though not poison
- ★ Gain 1d4 days of nourishment and hydration

Note that each recipient may derive the benefits of the *lifeglobe* but once from the same casting. The *lifeglobe* can be destroyed if struck. It may be considered AC 6 and is allowed an item saving throw (as *wood, thin*).



APPENDIX B: NEW MONSTERS

AUTOMATON
(Golem, Living Statue)

Scythe Automaton

No. Encountered:	1d2
Alignment:	Neutral
Size:	L
Movement:	30
Dexterity:	5
Armour Class:	3
Hit Dice:	7+2
Attack Rate:	2/1 (blade / blade)
Damage:	1d10 / 1d10
Saving Throw:	13
Morale:	12
Experience Points:	840
Treasure Class:	—

A scythe automaton is a nine-foot-tall, thin humanoid construct with a metallic body and blades instead of hands at the end of each arm. Relics of ancient sorcery and science, scythe automata generally are used as simple guardian creatures, programmed to follow basic, pre-determined orders. They will not attack unless triggered, but once they do, they will strike with their edged arms, slicing with vicious fury until each enemy is destroyed. After completing their orders, they will return to their original positions and resume hibernation until triggered again.

Special:

- ★ +1 or better weapon to hit.
- ★ Edged or pointed weapons cause only ½ damage; blunt weapons deal full damage.



BANDOGG (Dog-Man)

<i>No. Encountered:</i>	1d8 (2d10)
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	M
<i>Movement:</i>	40
<i>Dexterity:</i>	10
<i>Armour Class:</i>	7
<i>Hit Dice:</i>	2
<i>Attack Rate:</i>	1/1 (bite or weapon)
<i>Damage:</i>	1d6 (or per weapon)
<i>Saving Throw:</i>	16
<i>Morale:</i>	7
<i>Experience Points:</i>	28
<i>Treasure Class:</i>	L, M; D

Bred to fight in a corrupted age of old, these humanoid bull mastiffs are feral and violent, bespeaking their horrifying genetic past as gladiators and killers. They are covered in thick black fur tinged with sickly yellow streaks, and their mouths foam with disease to which they have developed immunity. Bandoggs are the size of men and wield manmade weapons, though one is just as likely to lash out with an infectious bite. If they wield edged weapons, they lick the blades habitually, slathering them with disease.

Bandoggs follow the alpha male of the pack with blind loyalty, only understanding basic directives about hunting, guarding, and fleeing. They walk upright, but they run on all fours and pounce upon enemies as far as 15 feet. Their keen sense of smell makes them excellent trackers; they can scent the fear of their enemies as they snarl with their mangled teeth and putrid, foaming jowls.

Special:

- ★ Can track a living creature at 10-in-12 chance of success if the trail is no older than one day.
- ★ Victim of bite or edged weapon attack must make *death (poison)* save or suffer slowly increasing pain at site of wound, which will fester and cause muscle spasms and hallucinations within 1d6 days. Death ensues 2d6 days later unless *cure disease* is cast.



CAMULON

No. Encountered:	1
Alignment:	Evil (Lawful or Chaotic)
Size:	M
Movement:	30
Dexterity:	15
Armour Class:	2
Hit Dice:	9
Attack Rate:	2/1 (claw / claw or weapon)
Damage:	2d6 / 2d6 (or per weapon +3)
Saving Throw:	12
Morale:	11
Experience Points:	2,600
Treasure Class:	E

A distant relative of the lacertine **setiaan**, the camulon is an innately powerful, hairless, alien humanoid with slightly rippled, translucent skin tinged with blue streaks.

Its black eyes convey darkness and hopelessness; it will lash out violently at anything it perceives as a threat, otherwise maintaining a chillingly serene and impassive aspect. A camulon's mate may come from a variety of species, and they typically mate for life. A camulon will protect its mate, oft by ensorcelling slaves and creating a surrogate family in a homestead, like a dark mirror of human domesticity.

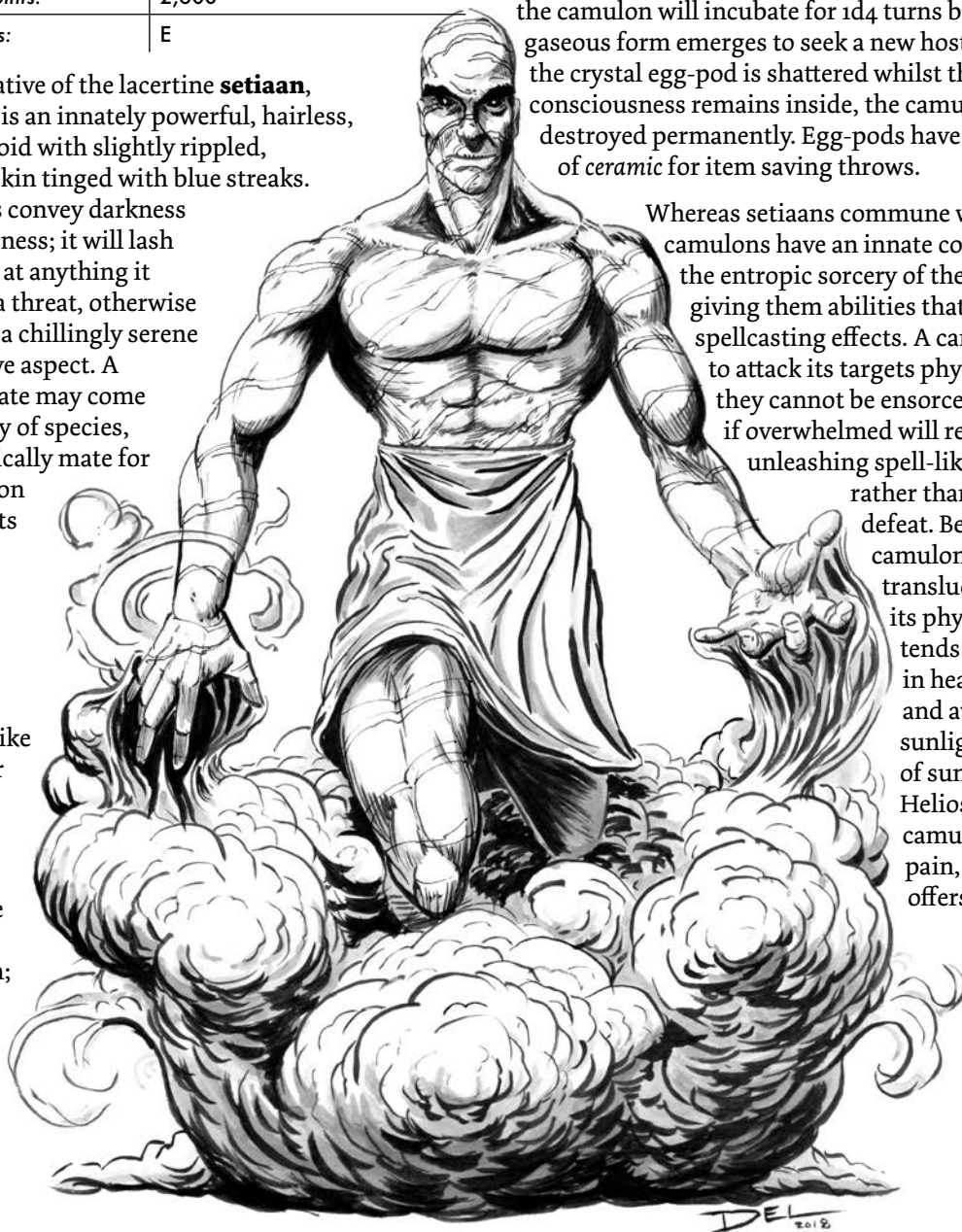
Camulons are incapable of sexual reproduction;

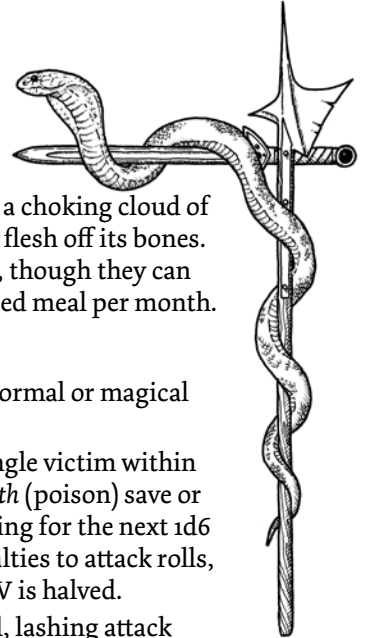
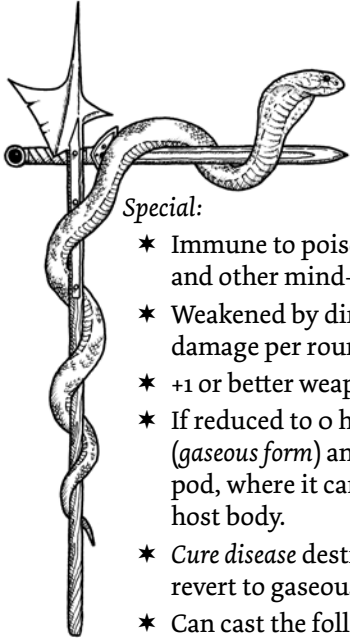
one only may merge its consciousness with one or two **crystal egg-pods** when reaching a state of physical decline in humanoid form. Each crystal egg-pod carries a fraction of the camulon's consciousness in a faintly glowing *gaseous form*. The luminous blue gas may attempt to enter a new host body, unless the victim makes a successful *transformation saving throw*. If the save is unsuccessful, after 1d6 rounds the host body will become fully transformed into the camulon, losing all but distant memories of its former life.

When a camulon is reduced to 0 hit points, its body is otherwise destroyed, or a *cure disease* spell is cast on its physical form, it will revert to gaseous form. Immediately will it retreat as far as five miles to re-enter the egg-pod whence it was born. Inside the egg-pod, the camulon will incubate for 1d4 turns before the gaseous form emerges to seek a new host body. If the crystal egg-pod is shattered whilst the camulon consciousness remains inside, the camulon will be destroyed permanently. Egg-pods have the hardness of *ceramic* for item saving throws.

Whereas setiaans commune with nature, camulons have an innate connexion to the entropic sorcery of the Black Gulf, giving them abilities that mimic spellcasting effects. A camulon prefers to attack its targets physically if they cannot be ensorcelled, but if overwhelmed will resort to unleashing spell-like effects

rather than accepting defeat. Because of the camulon's sensitive translucent skin in its physical form, it tends to gird itself in heavy armour and avoid direct sunlight. The light of suns (such as Helios) causes a camulon immense pain, but darkness offers relief.





Special:

- ★ Immune to poison, paralysis, fear, *sleep*, *charm*, and other mind-altering effects.
- ★ Weakened by direct sunlight, sustaining 1d8 hp damage per round of exposure.
- ★ +1 or better weapon to hit.
- ★ If reduced to 0 hp, will transform into blue mist (*gaseous form*) and return at 20 MV to its crystal egg-pod, where it can regenerate before seeking a new host body.
- ★ *Cure disease* destroys its physical form, causing it to revert to gaseous form.
- ★ Can cast the following spells once per day each: *fear*, *hold person*, *inflict madness*, *ray of enfeeblement*, *shadow conjuration*.
- ★ Once per day, may attempt to ensorcell a victim with a gaze. The victim must make a *spellcasting* saving throw (modified by *willpower adjustment*) or become the thrall of the camulon. He will act as a sleepwalking protector of his master until the spell is broken via the death of the camulon or *dispel magic*. A thrall can talk with slurred speech and suffers a -2 penalty on all attack rolls.

its prey, blast it at close range with a choking cloud of pollen, and then slowly devour the flesh off its bones. Deathvines are purely carnivorous, though they can survive on less than one rodent-sized meal per month.

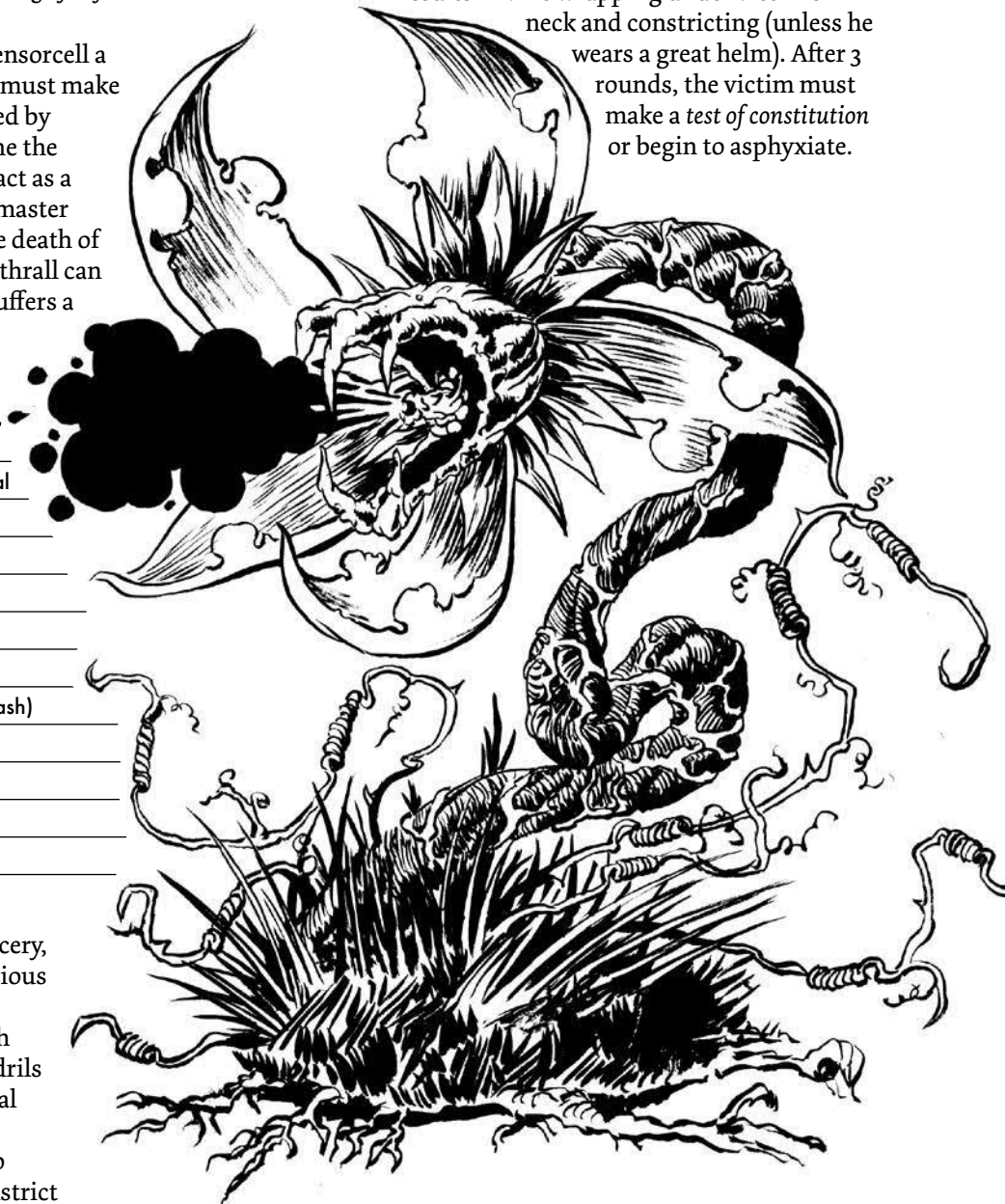
Special:

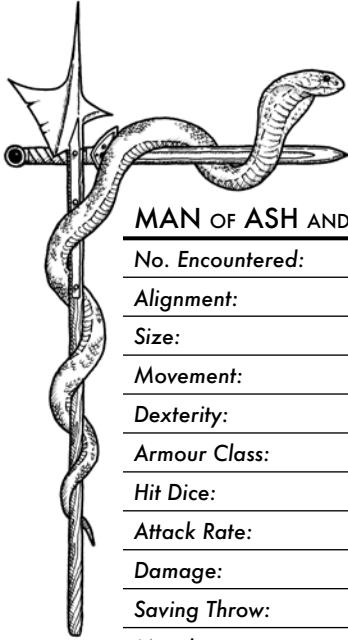
- ★ Suffers double damage from normal or magical fire.
- ★ Pollen blast attack targets a single victim within five feet, who must make a *death* (poison) save or succumb to choking and gagging for the next 1d6 rounds. Victim suffers -4 penalties to attack rolls, AC, and saving throws, and MV is halved.
- ★ On a natural 19 or 20 attack roll, lashing attack results in vine wrapping under victim's neck and constricting (unless he wears a great helm). After 3 rounds, the victim must make a *test of constitution* or begin to asphyxiate.

DEATHVINE

No. Encountered:	1d4
Alignment:	Neutral
Size:	M
Movement:	10
Dexterity:	8
Armour Class:	6
Hit Dice:	5
Attack Rate:	1/1 (lash)
Damage:	1d10
Saving Throw:	14
Morale:	12
Experience Points:	200
Treasure Class:	-

Grown from super-science and sorcery, a deathvine is a type of semi-conscious vegetation that behaves like an impetuous, liana-like serpent. Each deathvine comprises a pack of tendrils that stretch outwards from a central vegetal mass at a rate of 10 feet per round, reaching as far as 150 feet to strike. A deathvine will seek to constrict





MAN OF ASH AND COAL

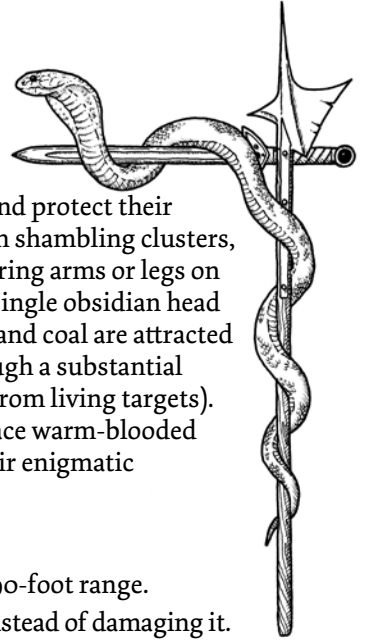
No. Encountered:	2d6 (4d6)
Alignment:	Neutral
Size:	M
Movement:	30
Dexterity:	10
Armour Class:	5
Hit Dice:	3+1
Attack Rate:	1/1 (grapple)
Damage:	1d6
Saving Throw:	15
Morale:	10
Experience Points:	120
Treasure Class:	—

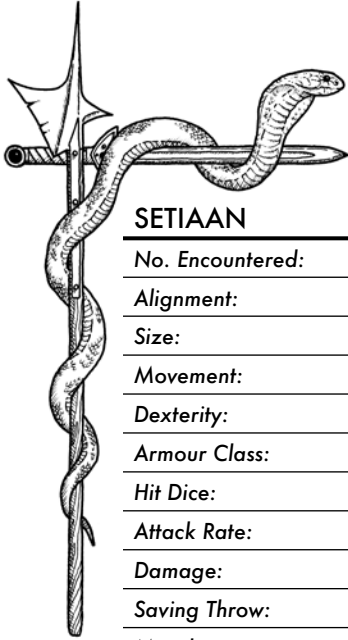
The men of ash and coal are mindless humanoid constructs crafted as guardians to the **alien cylinder** that has arrived to Hyperborea from a faraway world (perhaps Ganymede). Born of exotic fumes, fire,

and stone, these creatures attend and protect their otherworldly masters. They roam in shambling clusters, sometimes with multiple smouldering arms or legs on each body, yet always topped by a single obsidian head with glowing red eyes. Men of ash and coal are attracted to the body heat of mammals (though a substantial fire may lure their attention away from living targets). They will charge toward and embrace warm-blooded creatures to fulfil the wishes of their enigmatic overlords.

Special:

- ★ *Infrared vision* (as the spell) to 90-foot range.
- ★ Fire attacks heal the monster instead of damaging it.
- ★ On a successful touch attack, the target must make an *avoidance* save, or the man of ash and coal will *grapple* the target and immolate for another 1d6 hp of fire damage. On each subsequent round, the victim must make a *test of strength* to escape the creature's vice-like grip, or continue to sustain 1d6 hp damage per round.





SETIAAN

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	16
Armour Class:	4
Hit Dice:	8
Attack Rate:	2/1 (claw / claw)
Damage:	1d6 / 1d6
Saving Throw:	13
Morale:	10
Experience Points:	1,640
Treasure Class:	E

Setiaans are a long-lived lizard people from beyond the stars who are capable of multiyear hibernations. They look like humans from a distance, but they have a purple hue to their scaly skin and short vestigial tails often kept hidden under clothing. Setiaans have an innate mental connexion with the plant realm and may control local vegetation.

Like its distantly related alien cousin the **camulon**, a setiaan is incapable of sexual reproduction. It only may merge its consciousness with as many as six crystal egg-pods after a period of extended maturity. Each crystal egg-pod carries a fraction of the setiaan's consciousness in a faintly glowing *gaseous form*. The luminous

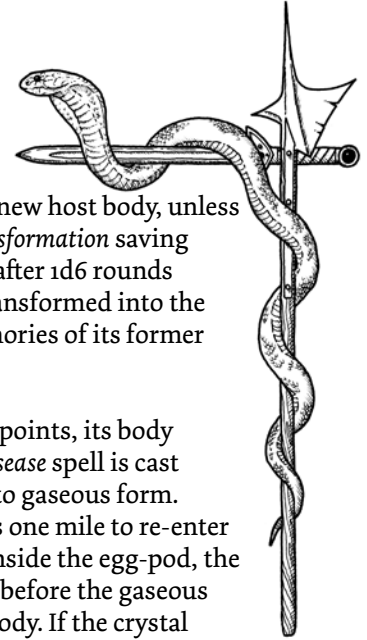
purple gas may attempt to enter a new host body, unless the victim makes a successful *transformation* saving throw. If the save is unsuccessful, after 1d6 rounds the host body will become fully transformed into the setiaan, losing all but distant memories of its former life.

When a setiaan is reduced to 0 hit points, its body is otherwise destroyed, or a *cure disease* spell is cast on its physical form, it will revert to gaseous form. Immediately will it retreat as far as one mile to re-enter the egg-pod whence it was born. Inside the egg-pod, the setiaan will incubate for 1d4 turns before the gaseous form emerges to seek a new host body. If the crystal egg-pod is shattered whilst the setiaan consciousness remains inside, the setiaan will be destroyed permanently. Egg-pods have the hardness of *ceramic* for item saving throws.

A setiaan tends to be territorial, never roaming too far from its egg-pod and communing with the nature around its newly established home. It protects its habitat from intruders with ferocious fervour. It usually will attack with its poisoned claws after sending tendrils of vegetation to ensnare its victims.

Special:

- * If reduced to 0 hp, will transform into purple mist (*gaseous form*) and return at 20 MV to its crystal egg-pod, where it can regenerate before seeking a new host body.
- * *Cure disease* destroys its physical form, causing it to revert to gaseous form.
- * Claw victims must make *death* (poison) saves or suffer an additional 2d4 hp damage from flesh-burning enzyme.
- * Can control vegetal monsters through a telepathic connexion.
- * Can cast the following spells at will (though only one at a time), as a CA 9 caster: *entangle*, *find plants*, *hold vegetation*, *plant growth*, *plant portal*, *spike growth*, *wall of thorns*, *warp wood*.



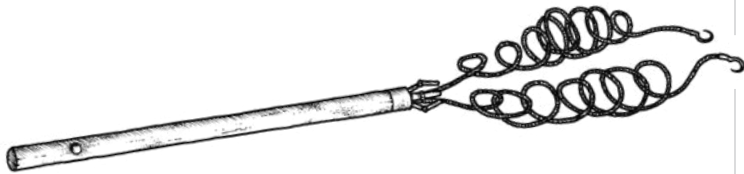
APPENDIX C: NEW MAGIC ITEMS

MAGICAL RODS, STAVES, AND WANDS:

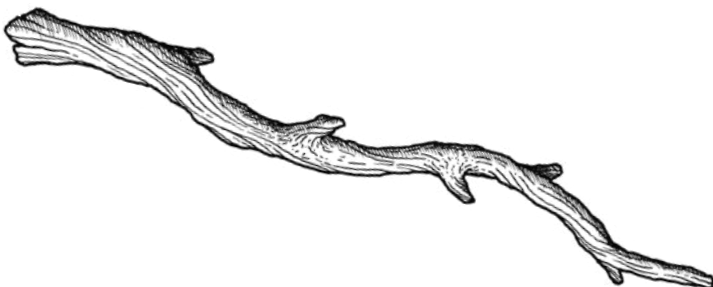
Rod of Suffocation: Pressing the bronze stud at the base of this sleek, grey-black metallic rod releases two silver coils that fly toward the mouth of a target within 30 feet. Directly the wriggling coils will cut into the victim's face and fill his mouth and throat, cutting off his oxygen supply. The victim may make a *device saving throw* (modified by *defence adjustment*) to avoid suffocation.

Once the coils are attached, the victim will suffer 1d8 hp damage per round. After 3 rounds, he must make a *test of constitution* or asphyxiate, sustaining further cumulative damage. Once a victim lapses into unconsciousness, the coils will slither back to the rod and reinsert themselves. (A clever victim may win his freedom by playing dead.)

The victim or a nearby ally may make an *extraordinary feat of strength* to tear the coils from the victim's mouth and throat. This desperate measure deals 2d4 hp damage to the victim and renders the coils inert until they are reinserted manually back into the rod. Each use of this rod drains 1d4 charges; if insufficient charges remain for the final usage, then the wielder will become the target. *XP Value* = 4,000; *GP Value* = 20,000.



Staff of Life Essence: This seven-foot-long wooden staff looks to be a large twisted branch with the smaller branches chopped away and each end shaved to a dull point. It may be wielded offensively as an oversized **+1 quarterstaff**, **+3 vs. undead** by anyone of ST 13 or higher. Steeped in shamanistic potions, the staff also has the following spell-like powers: *cure light wounds* (1 charge), *cure disease* (3 charges), *perform exorcism* (4 charges). When the final charge is expended, the staff will crumble to rotted wood shavings. *XP Value* = 6,000; *GP Value* = 30,000.

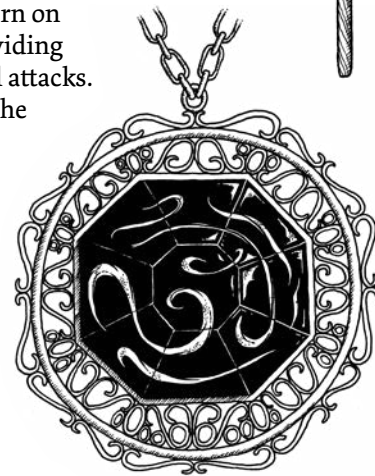


MISCELLANEOUS MAGIC ITEMS:

Amulet of Mind Protection: Shaped like an open hand, this pewter pendant depends from a simple iron chain. Despite its nondescript appearance, it is a powerful ward against sorcery. The amulet provides its wearer a +4 bonus to saving throws against *charm person* spells and similar forms of mind control. *XP Value* = 1,250; *GP Value* = 7,500.

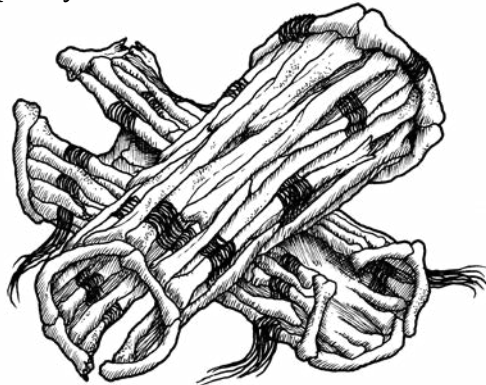
Amulet of Nyx: This palm-sized, round golden amulet contains a large embedded gem that swirls with black bile. The amulet usually is worn on a chain around the neck, providing foul protection from physical attacks.

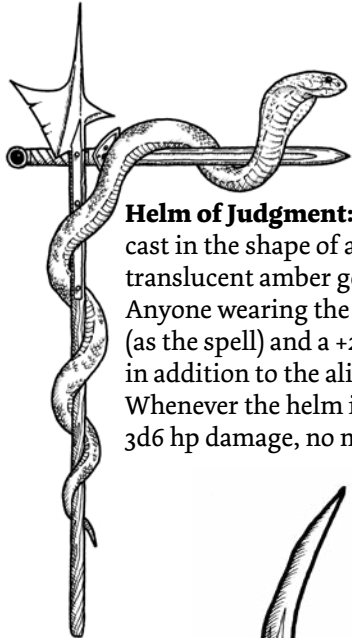
It provides a +2 AC bonus to the wearer. Further, any blow the wearer sustains will shatter the gem on a 1-in-4 chance, unleashing two spell effects: *darkness* (as the spell, but with a 30-foot radius centred on the wearer) and *contagion*, affecting the one responsible for breaking the gem. *XP Value* = 1,500; *GP Value* = 9,000.



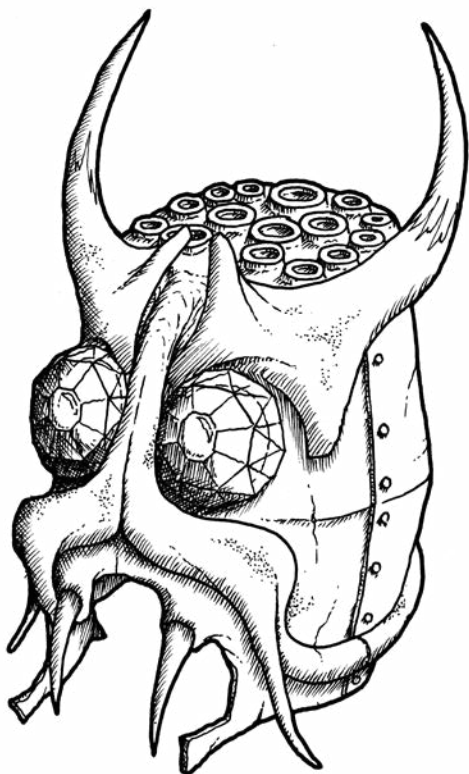
Bracers of Undeath: Woven from the bones and dried sinew of **ghouls**, these disturbing vambraces bond with the radii and ulnae of the wearer's forearms. They can be removed only via *dispel magic*, *remove curse*, or the death of the wearer. The bracers provide AC 4, as **defensive bracers**.

Bracers of undeath may be used by any class, but the negative energy with which they are imbued comes at a cost: horrible nightmares for the wearer. These troubled dreams result in healing a maximum of 1 hp per night's rest; sorcerers may regain but half their normal spells. Excepted from these penalties are those who cast spells from the necromancer school of study (necromancers, death soldiers, and some shamans). Such a character will have particularly vivid and inspiring dreams, allowing for a reroll of any hit point recovery roll of 1. Additionally, he may memorize one extra necromancer spell per day. *XP Value* = 3,500; *GP Value* = 17,500.



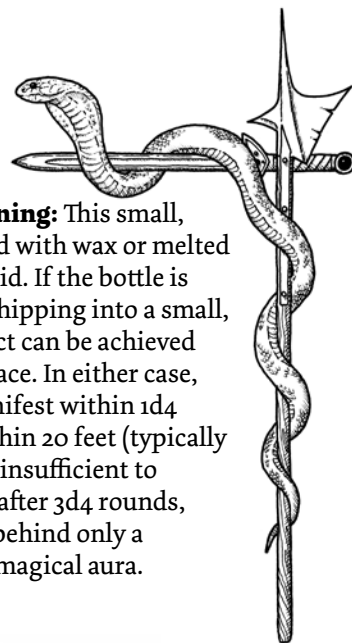


Helm of Judgment: This ornate bronze helm seems cast in the shape of a **remorhaz** skull, with two translucent amber gems that fill the eye sockets. Anyone wearing the helm gains *infrared vision* (as the spell) and a +2 bonus to *sorcery* saving throws, in addition to the alignment-specific effects below. Whenever the helm is removed, the wearer suffers 3d6 hp damage, no matter his alignment.



If worn by a character of Lawful alignment, the helm glows a blazing yellow and deals 1d6 hp damage to the wearer. It then increases his strength and wisdom scores by 1 point each (18 maximum) so long as the helm is worn. If worn by a character of Chaotic alignment, the helm glows a burning red and deals 2d6 hp damage to the wearer. It then increases his dexterity and intelligence scores by 1 point each (18 maximum) so long as the helm is worn. The helm has no additional effects (save those described above) if worn by a character of Neutral alignment. *XP Value* = 2,000; *GP Value* = 10,000.

Mirror of Magic Detection: This 3 × 6-foot oval looking glass of test is framed in metal. If a magic item is placed within five feet of it, its reflexion will glow; the more powerful the dwomeer, the stronger the radiance (referee's discretion). Unfortunately for the enterprising seeker, the mirror is unsuitable for adventuring life, being both delicate and unwieldy. *XP Value* = 3,000; *GP Value* = 30,000.



Orb of Water Elemental Summoning: This small, rounded glass bottle (usually sealed with wax or melted tin) is filled with swirling blue liquid. If the bottle is unstopped, the liquid will begin whipping into a small, spiralling whirlpool; the same effect can be achieved by hurling the bottle at a hard surface. In either case, a **class I water elemental** will manifest within 1d4 rounds and attack any creature within 20 feet (typically selecting the closest). The magic is insufficient to sustain the summoned elemental; after 3d4 rounds, the elemental will vanish, leaving behind only a five-foot-wide puddle with a faint magical aura. *XP Value* = 500; *GP Value* = 1,000.



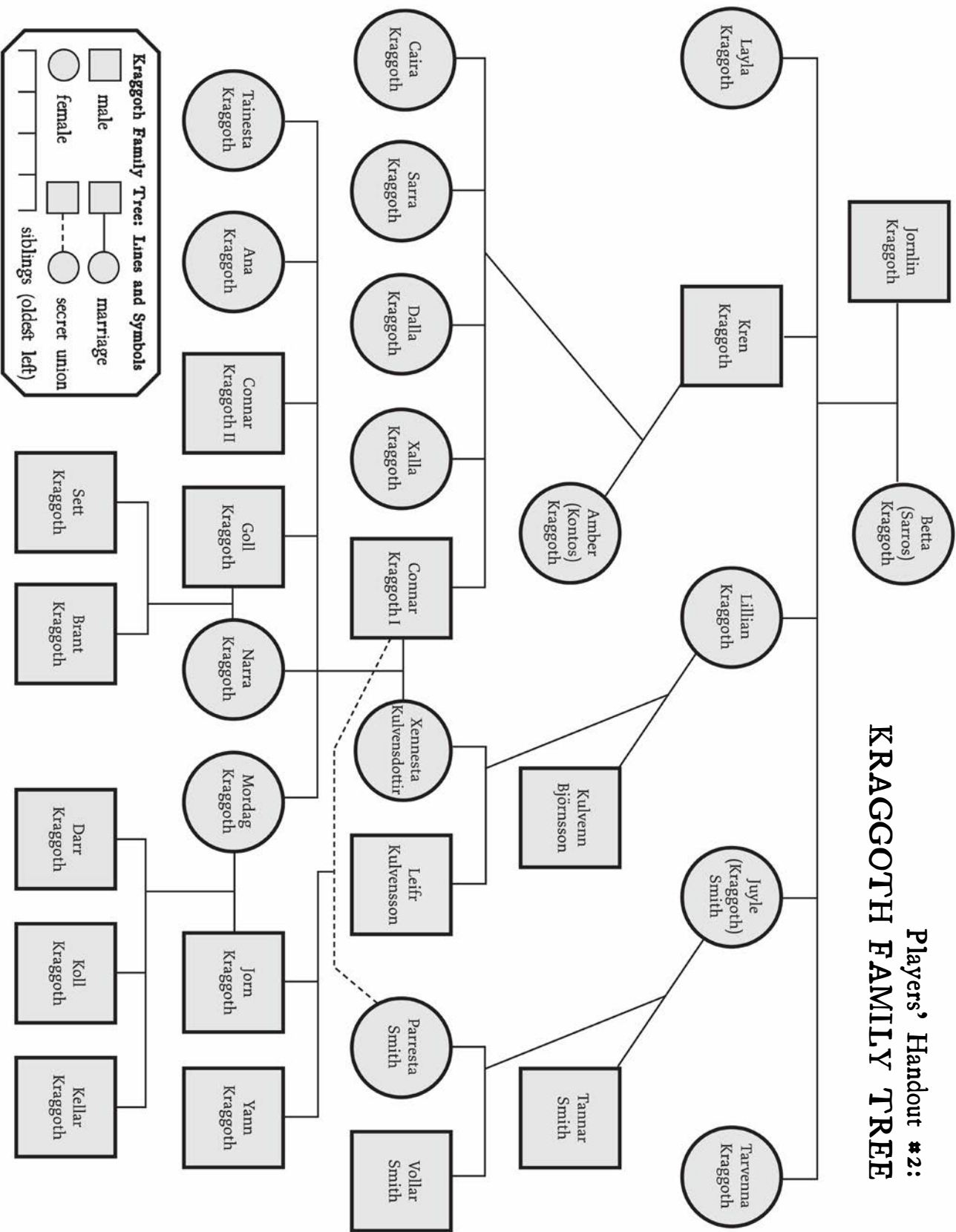
Skullcap of Arachnid Reverie: This close-fitting leather helm with feathered tassels reputedly is a relic of a Pictish shaman—some say Ptarmigan himself—and imbued with a fragment of his spirit. In a waking trance, the wearer empathically can comprehend and communicate the base impulses of arachnids (e.g., scorpions, spiders, ticks), as the *speak with animals* spell. If the wearer is a cleric, priest, or shaman, he further can exert control over such arachnids, as with a **ring of animal command**.

Over time, any wearer will experience indistinct dreams and visions whilst wearing the **skullcap**, wherein he is touched by the consciousness of Tlakk-Nakka. If the wearer does not revere the spider goddess already, he must make a *sorcery* save each month (modified by *willpower adjustment*) or suffer a random form of madness. Thereafter he will not wish to remove the **skullcap** unless *remove curse* is cast. *XP Value* = 1,500; *GP Value* = 9,000.

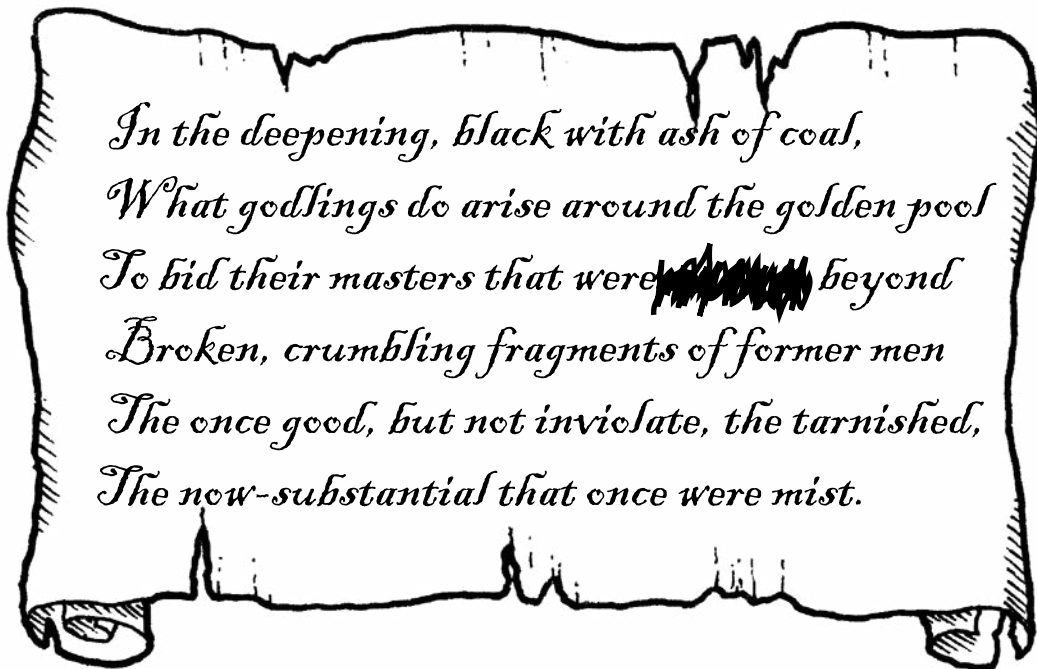
Players' Handout #1:
HASTILY PENNED MAP



Players' Handout #2: KRAGGOTH FAMILY TREE



Players' Handout #3: POETRY FRAGMENT



[Permission granted to photocopy this page for personal use only]

OGC STATEMENT

This printing of *Astonishing Swordsmen & Sorcerers of Hyperborea: The Beasts of Kraggoth Manor* is done under version 1.0a of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all *Astonishing Swordsmen & Sorcerers of Hyperborea* logos, identifying marks, and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, italicized terms, boldfaced terms, artwork, maps, symbols, depictions, and illustrations, except such elements that are derived from the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistics are designated as Open Game Content (OGC), as well as spell names, monster names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is Open Content.

Some of the portions of this book that are delineated OGC originate from the System Reference Document and are Copyright 2000 Wizards of the Coast, Inc. The remainder of the OGC portions of this book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "Astonishing Swordsmen & Sorcerers of Hyperborea: The Beasts of Kraggoth Manor, Copyright 2018, North Wind Adventures, LLC; Author: Tim Callahan"

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

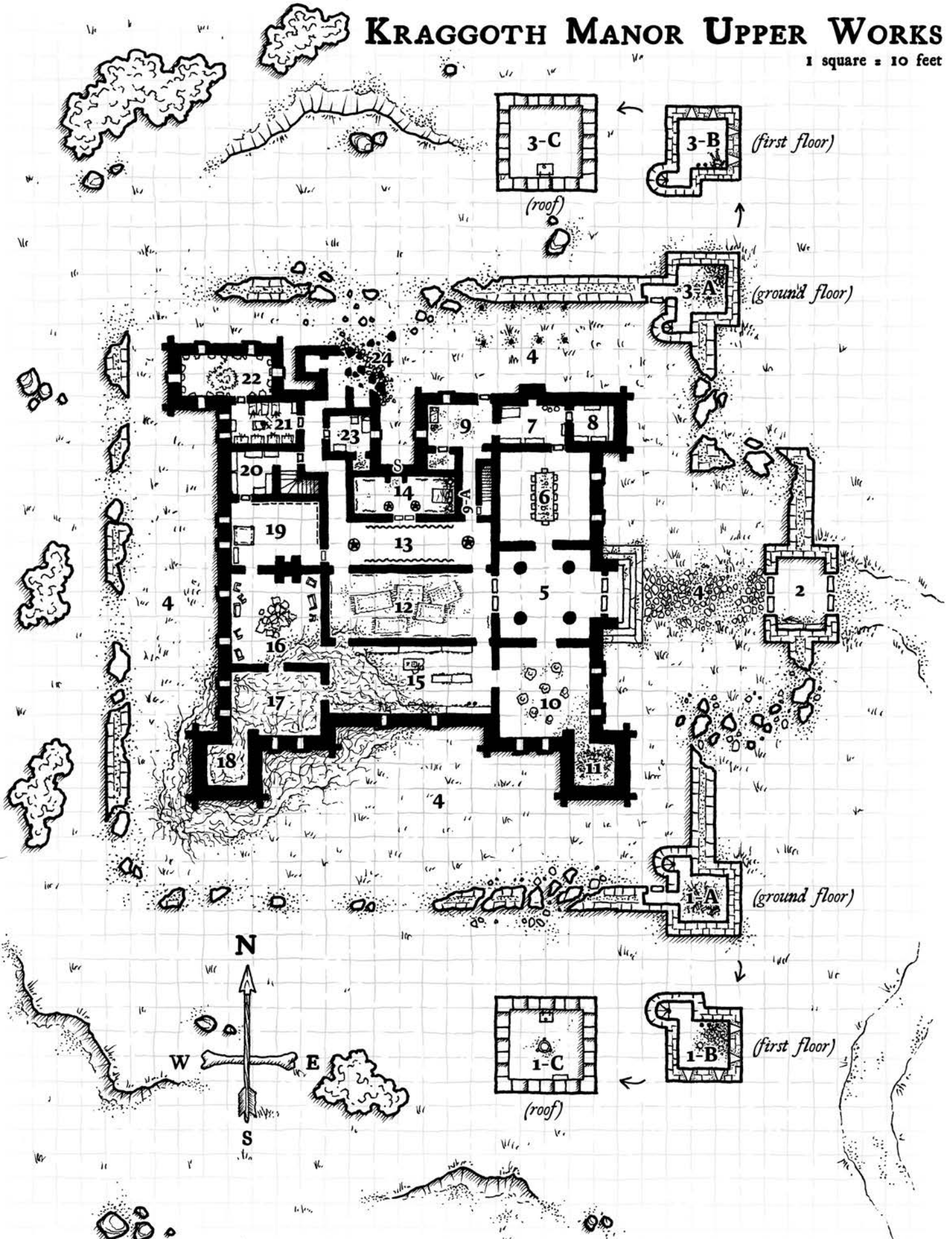
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License.

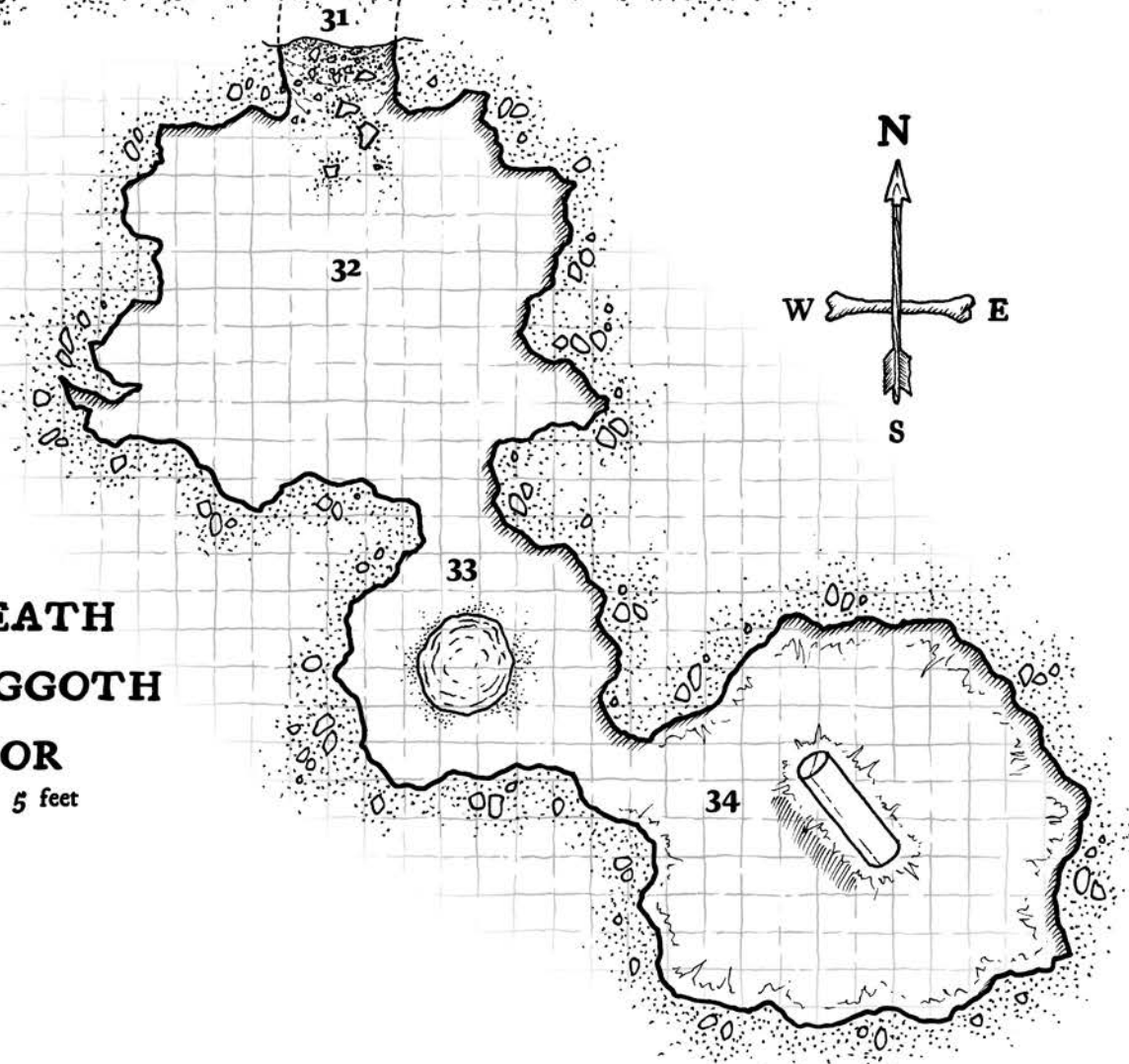
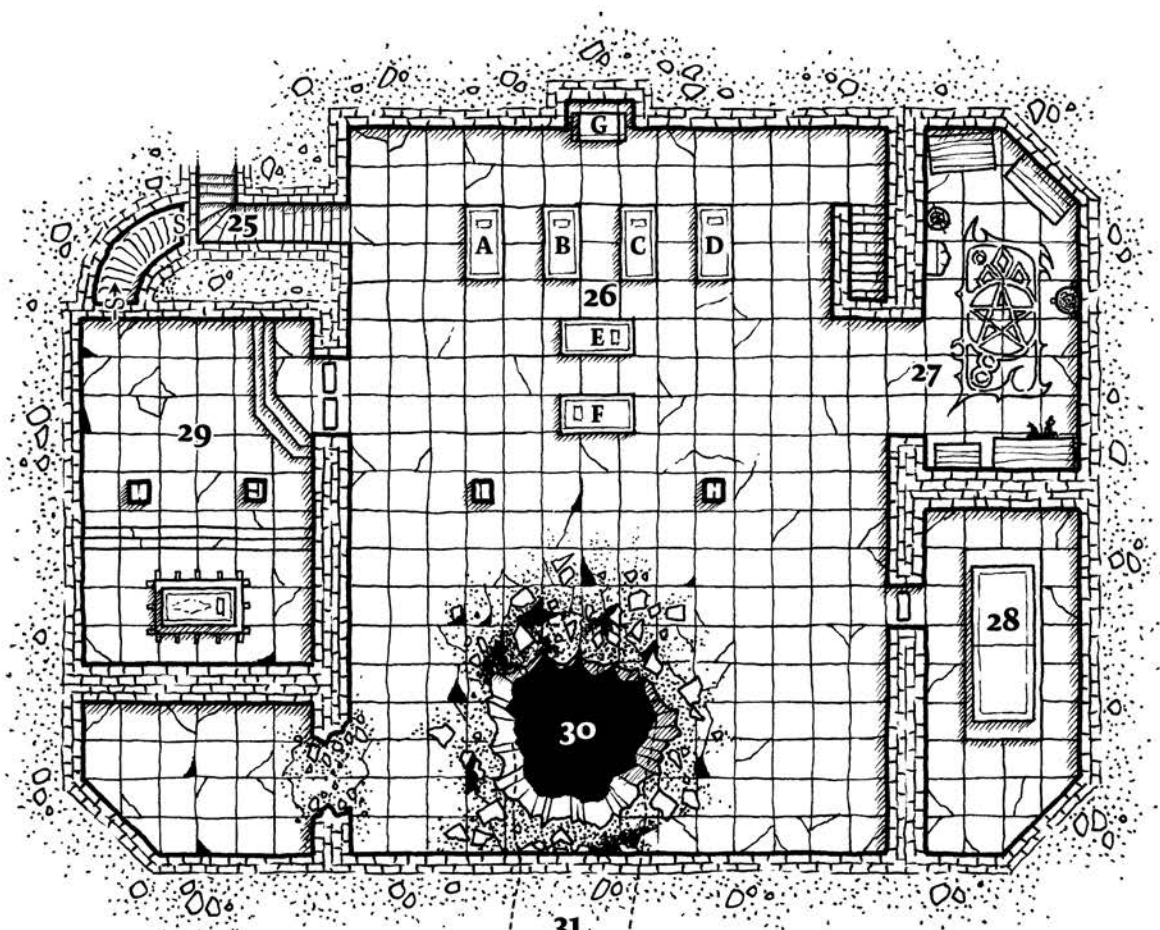
You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. "Astonishing Swordsmen & Sorcerers of Hyperborea", "AS&SH", "The Beasts of Kraggoth Manor", and all other North Wind Adventures product names and their respective logos are trademarks of North Wind Adventures, LLC in the USA and other countries. © 2018 North Wind Adventures, LLC.

KRAGGOTH MANOR UPPER WORKS

1 square = 10 feet



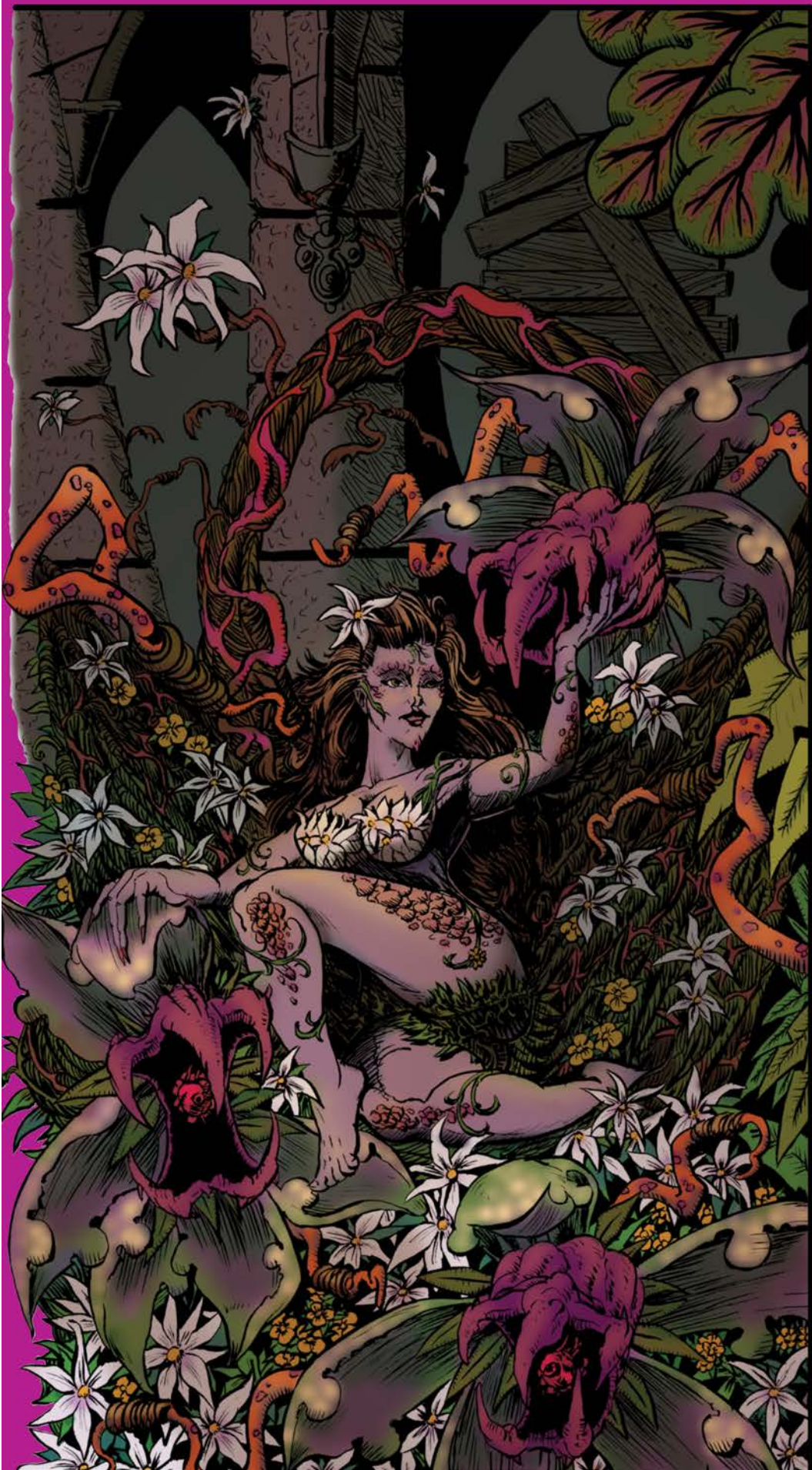


**BENEATH
Kraggoth
MANOR**

1 square = 5 feet

THE BEASTS OF KRAGGOTH MANOR™

An adventure in Hyperborea designed for from four to six characters of 4th through 6th level



Your party have travelled northeast from the great city of Khromarium, through the unforgiving expanse known as the Lug Wasteland. You undoubtedly seek greater riches in the north: ruined tombs secreting ancient artefacts, deep caves filled with long-lost Atlantean technology, or strange villages built atop sacred Hyperborean burial grounds that brim with pre-Green Death treasures. Finally, after having emerged from the treacherous bogs, you set up camp on a craggy outcropping that provides dry land and a modicum of protection from the crawling unknowns. Straightaway your attention is drawn by a nearby light source, a fire not more than 100 yards away. Through the cacophony of croaking frogs, buzzing insects, and hissing slimy things, a shriek of pain knifes through the air.

ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA™

WWW.HYPERBOREA.TV



© 2018 North Wind Adventures, LLC
Made in the U.S.A.

\$22.00
ISBN 978-0-9851476-8-6