

THE REVELATION OF MULMO

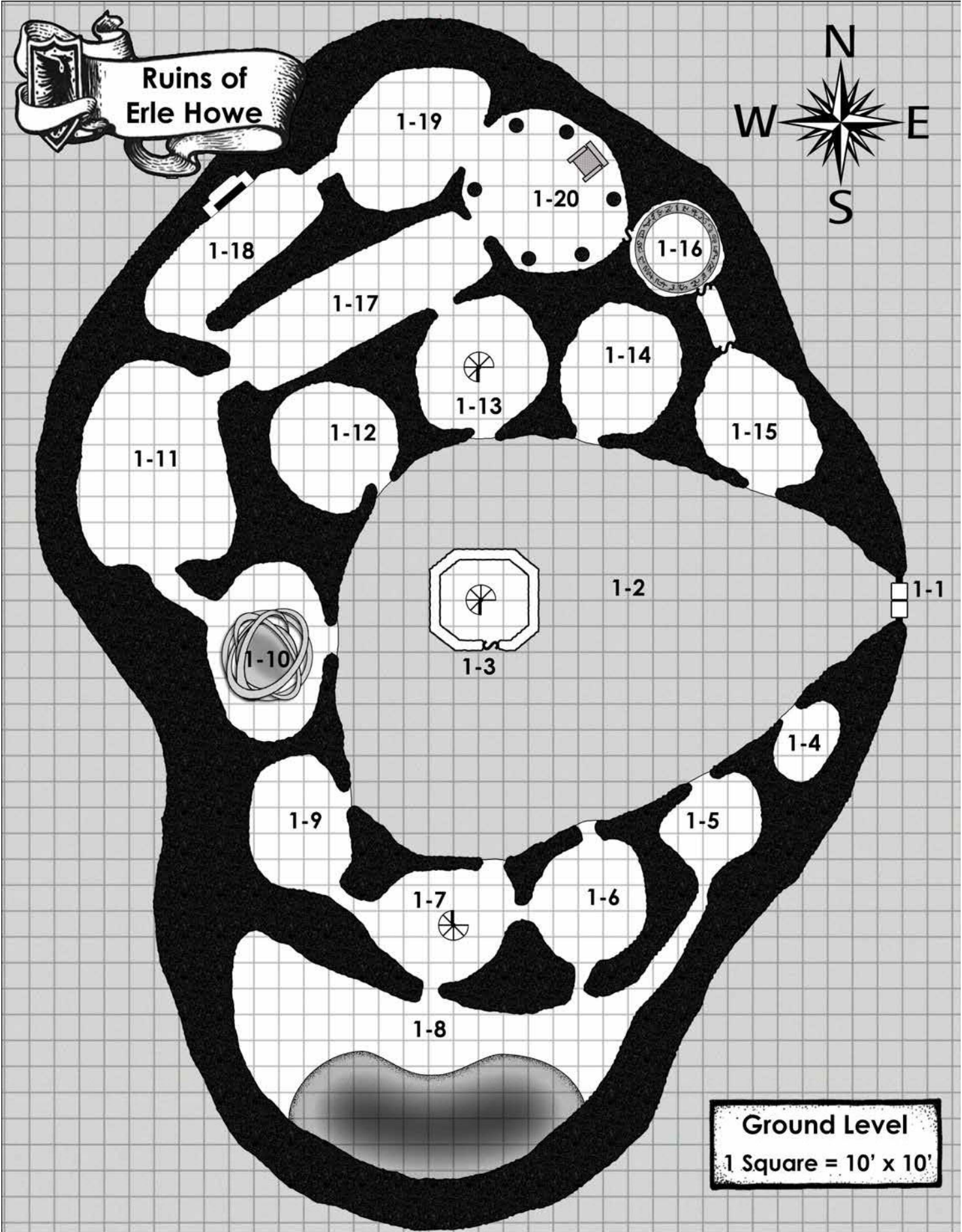


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The Revelation of Mulmo



A level 4 adventure for 3-8 Dungeon Crawl Classics characters

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Introduction

This adventure can be used in one of two ways.

First, it offers a site-based adventure location that the PCs can explore in an on-going campaign. In order to facilitate this, the judge may wish to offer the PCs some clues as to how the adventure location may be accessed. This may require research, the intervention of a patron, beseeching a deity, or simply be known to an elf character.

Secondly, when a beloved PC has died, the patron Mulmo may offer one of the PCs a little *quid pro quo* – information on how to reach a pool that can restore life to the dead, in exchange for immersing one of his followers in it first. Sidebars throughout the adventure supply the information Mulmo gives, largely in the form of rhyming verse, at various points throughout the adventure.

There is no reason that you cannot combine these two methods of using the adventure.

Two appendixes are provided for the judge.

Appendix A contains enough information on the patrons referenced in this text to allow you to run it without anything other than the ***Dungeon Crawl Classics core rulebook***. Of course, the author and publisher hope that you are intrigued enough to wish to spend some hard-earned gold pieces on ***Angels, Daemons, & Beings Between*** (Daniel J. Bishop and Paul Wolfe authors, Dragon's Hoard Publishing).

Appendix B contains the new spell, scrying, referenced in Area 1-16 of this adventure.

Background

Erle Howe is an elf-hill – one of the otherworldly fortresses of the elves. This fortress has been abandoned by the elves, following a successful raid by northern trow a decade ago. The trow (singular and plural) are humanoids related to trolls, with green skin, dim wits, and an unhappy disposition.

Elves and trow have been raiding each other for centuries in this region, and any elf PC from within 50 miles of the ruins will be aware of it to some degree.

Because of the strange nature of time in Elfland, and in those places close to Elfland, for some areas within the hill the raid took place centuries ago, while elves and trow still wander through the ruin, convinced that the raid is still going on. These temporal schisms have grown following the death of the Elf Queen, Celebarania, whose power kept these fluctuations under some control.

Although abandoned, the Howe can still be entered by fey creatures – including elves, dwarves, and trow – and natural animals, nor have all of its enchantments ceased. Elves have a strong relationship with their supernatural patrons, as indicated in the ***core rulebook***, and not all of these patrons have abandoned the Howe entirely.

Elves in Appendix N

The elves that once inhabited Erle Howe are amalgamated from the depictions of elves in various sources of Appendix N literature, as well as the description in the ***Dungeon Crawl Classics core rulebook***. These elves are not kindly beings.

While they might capture and imprison a group of starving dwarves wandering nearby, their hapless prisoners would not be held merely to find out why they disturbed the elves. Instead, they may well have been enslaved for their skill in working metal and precious stones. Should they refuse, these elves practiced torture for entertainment – and, even did they not refuse, the elves might have engaged in torture for sport. Nor did they think twice about amorous pursuits, or once for fidelity. Their morality was not that of their human neighbors.

Although elves are more beautiful and refined than the trow, the kinship between the two is apparent in their amorality, their love of causing pain, and their licentiousness. There are legends, known now only to sages, which claim that some ancient patron of

the elves created the trow by twisting and reshaping those elves who fell to dealing with him. If this is true, it may have been the first cause of the many centuries of bitter contest between the two races.

How much PC elves know of the elves that once dwelt in Erle Howe is up to the judge. The judge is encouraged to give the players enough information to give them a very different understanding of elves than that which inundates many modern role-playing games.

Time in the Howe

Time in the elf hill passes at a different rate than it does for the world outside, sometimes travelling faster, and sometimes more slowly. Whenever characters enter the hill, the rate at which time passes changes, and must be re-rolled. Magic used within the Howe may also affect the rate at which time passes.

Time passing *inside* the hill affects rest, recovery of damage, spell recovery for wizards and elves, need for food, etc., but time passing *outside* the hill determines when clerical disapproval resets. Thus, it is possible to have a cleric having her divine disapproval resetting every few minutes, or seeming to never reset. Worse, any condition for disapproval is based upon time *outside* the elf hill, so some requirements may be impossible to meet.

It is quite possible that centuries pass outside the hill while the PCs adventure within. It is also possible that a leaf fallen from a tree when they entered will not yet have touched the ground when they depart.

If more time has passed without the hill than within,

human and halfling characters leaving the hill must roll 1d20. If they succeed in rolling equal to, or under, their current Luck score, nothing untoward happens. Otherwise, the difference in time catches up to the character, possibly aging him years or centuries in an instant!

Use the chart below, rolling 1d7, to determine how much time passes outside the hill while the characters adventure within.

The changes in how time passes within the Howe, in comparison to how time passes outside, should make it very difficult for characters to leave, find a cart, and return to discover all unchanged and waiting for them within. There are many interesting, but heavy or bulky, items herein. Wise characters will pick and choose what they take.

Patrons and Faerie Creatures

The inhabitants of Erle Howe had close relationships with several patrons. Some of these are to be found in *Angels, Demons, & Beings Between* (Daniel J. Bishop and Paul Wolfe authors, Dragon's Hoard Publishing). If you don't have this sourcebook, sufficient information for this adventure can be found in Appendix A.

There are a number of fey creatures encountered in this adventure. Although it has not been directly referenced in creating this adventure, if the judge

| For every hour within the elf hill.... | |
|----------------------------------------|--------------------------|
| 1 | No time passes without. |
| 2 | 10 minutes pass without. |
| 3 | 1 hour passes without. |
| 4 | 6 hours pass without. |
| 5 | 24 hours pass without. |
| 6 | 1 year passes without. |
| 7 | 1 decade passes without. |

has access to *Critters, Creatures, & Denizens* (J.A. Rhodes-Gloor, Cognition Pressworks), it is recommended that these creatures use Critical table F (pp. 95-97). Most of these fey count as “Chaotic extra-planar creatures” and thus can be turned by Lawful clerics.

At the judge’s discretion, particular items found in this adventure may grant additional bonuses if used in conjunction with the *patron bond* spell, for either wizards or elves. Each of these items should be attuned to a specific patron, and only grant the bonus to attempts to bond with that patron.

Bronze and Stone Weapons

Iron and steel are harmful to elves, trow, and many faerie creatures. There are a number of bronze and stone weapons in this adventure as a result. In order to reflect the relative superiority of steel weapons, it is recommended that the judge have the damage die of any such weapon decrease by one step on the dice chain whenever a natural “1” or “20” is rolled while using it. If the weapon is reduced to d3 damage, the next reduction destroys it utterly.

Magic in the Elf Hill

When a spell is cast in the Elf Hill, have the caster roll 1d14, add his or her Luck modifier, and consult the table below.

The Revelations of Mulmo

If a beloved PC has died, this adventure can be run as a quest to bring that character back to life. The supernatural patron, Mulmo, has also recently lost an important servant, and wishes to use the PCs as pawns to bring that servant back among the living.

Each of these sections is intended to be run concurrently with the main adventure text, and is included in a sidebar titled “Revelation” at appropriate points. Much of what follows is simply the advice Mulmo whispers to his chosen character as the adventure proceeds. The judge must remember that Mulmo is not actually trying to resurrect the dead PC. He knows that the pool will only work once, and he wishes only to use the PCs as “hands” to put the body he wishes placed in there first.

| Roll 1d14 + Luck Modifier | Result |
|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 or less | The character immediately draws the direct attention of one of the patrons active in the Howe. Use the Patron Manifestations entry in the Wandering Encounters section to determine which one, and then roll 1d20 on that patron’s invoke patron spell chart, and apply the results to the spell caster. No other character is affected. |
| 2-5 | Time becomes disjointed for the caster. For the next 5d5 minutes, the caster ages 1d3 years per minute. |
| 6-10 | A portal to Elfland is temporarily opened, and 1d3 hunting fauns come through, seeking the spellcaster. See Wandering Encounters for statistics. |
| 11-14 | No effect; the spell goes off as normal. |
| 15-16 | Energy from Elfland accompanies the spell, granting it an appropriate cosmetic changes, such as adding vines, leaves, trees, silvery light, stars, dancing pixies, or whatever else the judge deems appropriate. |
| 17+ | The spell attracts the attention of the King of Elfland, who briefly communes with the caster. The caster may choose to immediately gain the benefits of having cast <i>invoke patron</i> to bond with the King of Elfland (even if the caster does not know that spell), which takes no time to cast. The caster does, however, automatically gain 1 patron taint if he accepts this bargain. |

The judge should select one PC to hear the whispers of Mulmo. The PC should be selected on the following basis:

- Wizards are selected before elves.
- Elves are selected before any other class except wizards.
- Thieves are selected if there is no elf or wizard.
- Warriors or dwarves are selected next, in that order.
- Halflings and clerics are selected last, in that order.
- Neutral characters are selected before Chaotic, and Chaotic before Lawful.

If the selected PC dies, Mulmo begins whispering to the next best selection, and he does so **in the previous PC's voice**. If the judge can co-opt the player to present this whispering, by printing out or photocopying the relevant sections, so much the better.

Mulmo does **not** answer questions. There is no indication that he "hears" the selected PC, or that the character can successfully "talk back". Mulmo **does** hear, of course. He just does not wish the PCs to know that he hears, because they will then wonder why he does not answer their questions.

The Initial Bargain (see below) should indicate that Mulmo does hear, but the judge should not point this out if the players do not realize it.

The Initial Bargain

Read or paraphrase to the selected character:

It is not long since [insert comrade's name] has died, when you have a strange dream. In it, you see a lonely hill topped by a knotted grove of thorn trees. It is night out, with an enormous moon. Everything seems encompassed by shadows like tendrils of a monstrous darkness. A voice is whispering from deep below the ground:

*Beneath this faerie hill does lie
Waters which bring the dead to life*

Upon awakening, you realize that you know that hill, Erle Howe, which legend says was once a home to elves. Could the dream be true?

If the characters do not immediately bite, Mulmo sends the dream three times, and then begins to send it to other characters, selecting them using the method described above. The hill should be far enough away that the characters must sleep at least once before reaching it, at which time any character who had the first dream has a second dream:

Again, in your dreams, you see the elf hill surmounted by an enormous full moon. Again, you hear the voice whisper to you. There seems to be something sinuous about it, as though it were not human at all:

*My aid I will give you for aid rendered me
As tree falls to earth and earth supports tree
Within I shall guide you to my fallen slave
And in waters of life, he shall first bathe
Say ye "yea" and my wisdom I share
Say ye "nay" and never shall you walk there*

If a character agrees, the whispering voice then says,

*With your word, our pact then you seal
And by my name, with Mulmo thou deal*

If no character agrees, the first dream occurs to another character, so long as there are any characters left, following the order outlined above. As soon as anyone agrees, all those who did so now hear Mulmo when he whispers even while awake.

Outside the Mound

From without, Erle Howe appears to be a steep-sided grassy hill, topped by a tightly-woven ring of thorn trees (see diagram on page 9).

Anyone attempting to penetrate the thorny ring takes 1d5 points of damage (Reflex save DC 10 for half) each round for 1d3+2 rounds before being able to push through. A creature pushing through falls 100 feet to Area 1-2 (no save).

Standard Features

The entrance gates at Area 1-1 can be seen by any elf or dwarf, and can be opened if the correct words are known. Mortal creatures of the Younger Races (such as humans and halflings) that have the means to reveal hidden things can also see and open these gates if they know the correct words.

(The distinction between fey and the Younger Races is suggested by the Appendix N source material, and may be adjusted by judges to suit their own campaigns.)

Otherwise, the entrance is only visible to mortals on special days, particularly midsummer's eve, the vernal and autumnal equinoxes, and the

winter solstice. In this case, the mortal must run widdershins (counter clockwise) around the Howe seven times to make the portal appear. As the runner may not stop for breath, this requires a DC 15 Stamina check.

If the portal appears to even one party member, that individual can attempt to open the gate, and lead the others through.

A character need not be able to see the gate to be led through; even tenuous contact with a being that can see the gate is sufficient. A string of characters holding hands can be led by a single individual that can see the gate.



Within the upper levels of the Howe, unless otherwise noted, walls are assumed to be made of a thin layer of fine brick over earthwork. Floors are made of slate tiles unless otherwise described, also with bare earth beneath. If bricks or tiles are removed, the oozing ends of earthworms, centipedes, pill bugs, and the like are seen.

All of the dungeon levels are faced with durable stone blocks, much of it dwarf-work (from enslaved dwarves), and doors are made of heavy oak bound and hinged with bronze, unless otherwise noted.

Many areas in this adventure are described as having carvings, tapestries, or other features that are intricately wrought with faerie or natural elements. Any close inspection of this artwork – even where not specifically described – should uncover disturbing elements: hints of sadistic eroticism, torture, elven figures slyly winking at the naïve discomfiture of mortals, and even the odd image of a daemonic patron hidden in the pattern of the art, but which seems to follow the viewer with its eyes once a character is aware of it.

The judge is encouraged to use the specific examples given, the patron information in Appendix A, and his own imagination to fill in the details. The idea is to make the elves seem inhuman, and at least slightly untrustworthy. If the judge can “creep out” his players just a little bit at the same time, that is all the better.

Should some PCs attempt to recover the furniture for sale, the judge should indicate that it is of expensive make while within the Howe, but finding a way to transport it out of the Howe is difficult – especially if one tries to make trips (and keeps resetting time within the Howe). Worse, the supernatural patrons of the elves are attracted to those who keep such items. Non-elves find the furniture so disturbing that they will not buy it. Elves are offended that the PCs have it, and may try to take it by force or trickery. Worse, non-elves who own such furniture have a permanent –1 penalty to Luck for each month it is owned.

An elf who adorns his home with such furnishings gains a +1 bonus to all Spell Checks, so long as he spends at least one day and night in seven at home. However, his psyche is pulled in directions away from the mortal plane, and from the concerns of his mortal companions. As a result, he takes a permanent -2 penalty to Personality. This can only be restored by remaining away from the furniture (and therefore, the attention of the related patrons) for a year and a day.

Wandering Encounters

Wandering encounters only occur in the Ground and Upper Levels of Erle Howe. There is a 1 in 5 chance of an encounter every 10 minutes.

Much of the combat challenge of the upper levels is based upon the use of wandering encounters, and wandering encounters are intended to maintain tension based on time spent in areas where there are many things to interact with. Even if you do not normally use wandering encounters, it is highly recommended that you use them with this adventure.

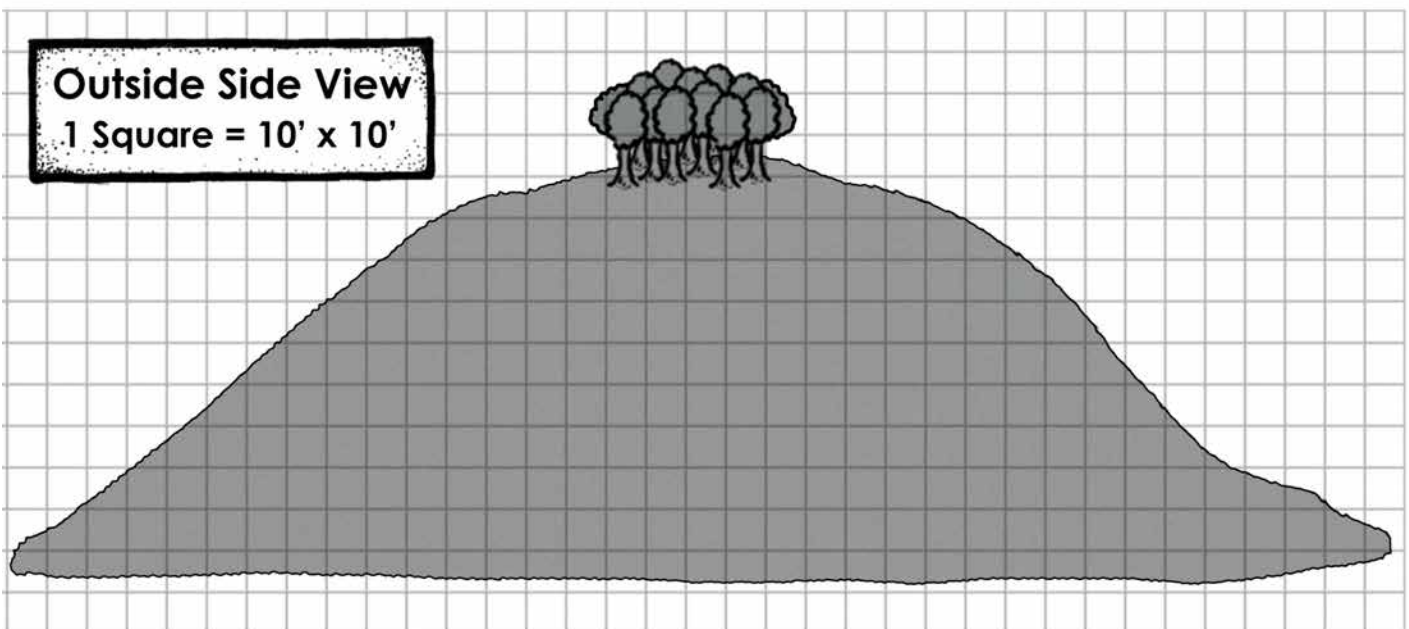
Bodies: Normally, bodies don't appear in places you've already explored, but the nature of time in the Howe is somewhat...unusual. When this result is rolled, 1d6 elven bodies and 1d3-1 trow bodies are

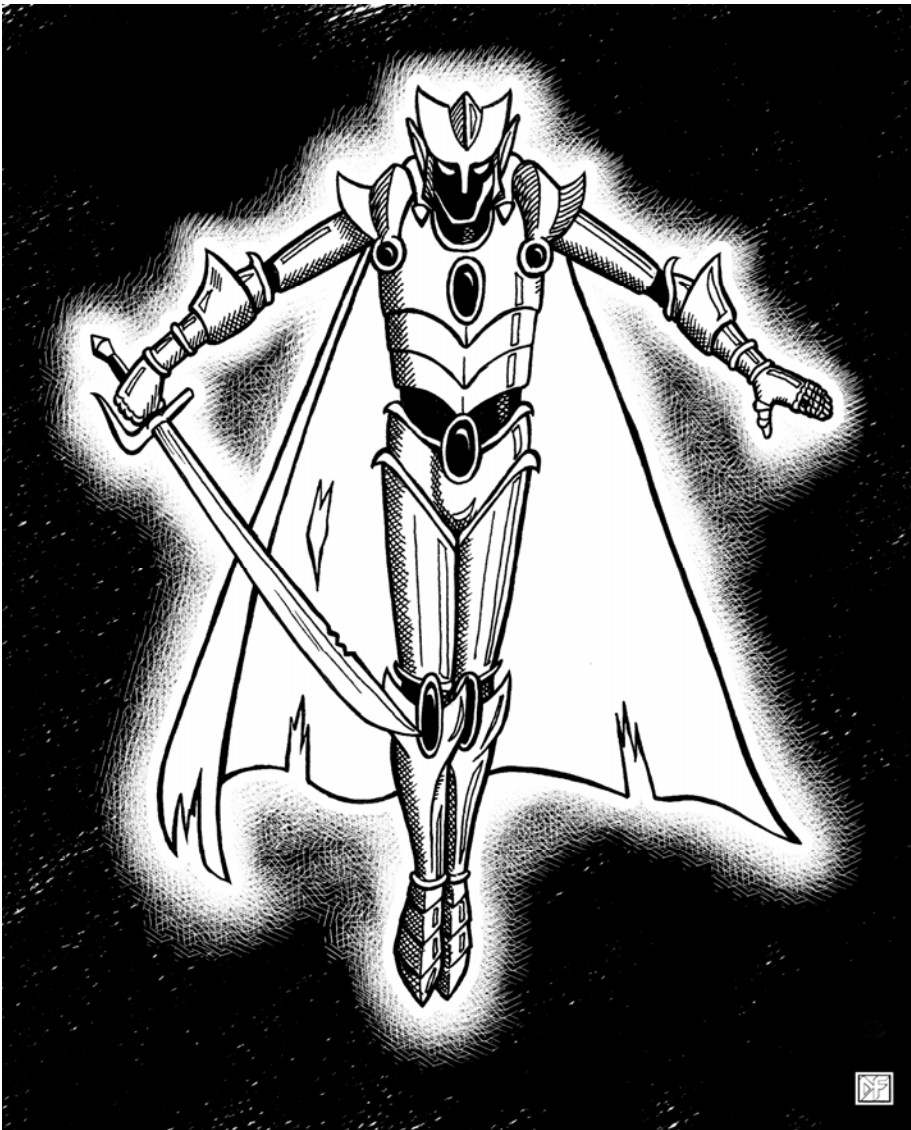
| Roll 1d14 | Encounter |
|-----------|----------------------------------|
| 1-3 | Bodies |
| 4-7 | Natural Animals |
| 8 | Hunting Faun |
| 9 | Morhern the Exquisite |
| 10 | Faerie Knight |
| 11 | Princess Allinmar |
| 12 | Elf Warriors (1d3) |
| 13 | Trow Warriors (1d3-1; minimum 1) |
| 14 | Patron Manifestation |

discovered. Roll 1d5 – on a roll of 1 they are fresh, and on a roll of 5 they are centuries old. Any roll between these extremes indicates a relative condition on this scale.

Natural Animals: Many normal animals have entered the elf hill, as the gates offer no barrier to them. When this roll comes up, some normal animal appears. Either choose an animal or roll 1d7: (1) rat, (2) mouse, (3) fox, (4) cat, (5) snake, (6) raven, or (7) deer. These really are natural animals, as startled by the PCs as the PCs are by them.

Use them for flavor, to make characters jump, and to suggest that other things might also be around.





Hunting faun: Init +2; Atk spear +7 melee (1d8+3); AC 10; HD 8d6; hp 25 (or roll); MV 40'; Act 2d20; SP doors, return to Elfland; SV Fort +3, Ref +3, Will +5; AL C.

Morhern the Exquisite: The elven torturer Morhern the Exquisite escaped the general slaughter, and is now lurking around the Howe seeking invaders to slay.

When he attacks successfully from surprise, he automatically scores a critical hit (1d4/Table II). However, regardless of the damage done and the critical result, the character has a +4 bonus to his Luck Check when the body is recovered – the Art of Morhern is to cause pain and to maim, but not to kill until the last possible moment.

If possible, Morhern will strike from surprise and then escape to repeat the process each time this result is rolled. Morhern has a +6 bonus for opposed rolls to sneak and hide.

Hunting Faun: Hunting fauns from Elfland enter the Howe in search of prizes. These hunting fauns are not shy, meek creatures, but rather eight-foot tall creatures with long curved horns and the sharp teeth of carnivores. A faun with meat to eat (10% chance; it should be difficult to tell exactly what the faun is eating, and this should be vaguely disturbing) will communicate with the party 50% of the time.

These fauns attack with flint-tipped spears. They can instantly return to Elfland, if they so choose, by passing through any doorway or archway. If a faun has a minute's time, they can draw a doorway on a wall, which, when opened, leads to any part of the ruins desired, except within the tower or dungeons. These doors disappear once a creature passes through them. The party can encounter an unlimited number of fauns.

Morhern wears normal clothing and carries a dagger. He wears two silver rings with oval-cut bloodstone gems, each worth 55 gp.

Morhern the Exquisite: Init +3; Atk dagger +2 melee (1d4/1d10); AC 12; HD 3d6; hp 8; MV 30'; Act 1d20; SP backstab, sneaky; SV Fort +0, Ref +3, Will +1; AL C.

Faerie Knight: An elfin knight wearing silver plate mail, this creature has become an extraplanar fey being. His blood is thick green sap, and he cannot speak (but can cast any of his spells without speaking). The Faerie Knight has a +1d3 bonus to hit and damage (rolled with every attack), but does not gain the Mighty Deed of Arms mechanic. The Faerie Knight has a d6 fumble die and uses 1d10 on Table II for critical hits.

When the Faerie Knight is slain, an elf who dons his armor will eventually become a Faerie Knight himself. See Area 2-7 for details.

Faerie Knight: Init +2; Atk mithral longsword 1d3+2 melee (1d8+1d3); AC 18; HD 4d6; hp 20; MV 30'; Act 1d20; SP infravision, immune to sleep and paralysis, spells, cannot speak; SV Fort +2, Ref +4, Will +3; AL C.
Spells (+4 to spell checks, Caster Level 4):
Chill touch (p. 133), *invoke patron* (King of Elfland, p. 342), *invisibility* (p. 172), and *shatter* (p. 193).

Princess Allinmar: The daughter of the Elf Lord and Elf Queen still lives, and roams the halls of Erle Howe. She is beautiful, dangerous, and treacherous, but is spoiled and unwise enough to believe that she can command through seductive beauty alone. If balked in any way, she does not hesitate to make her displeasure known.

She carries a single dose (6 ounces) of **golden honey of Enzazza**, able to heal 1d8 damage if smeared on a wound, or 1d12 damage if consumed by a conscious being.

Princess Allinmar: Init +0; Atk staff or mithral dagger +2 melee (1d4); AC 10; HD 4d6; hp 15; MV 30'; Act 1d20; SP infravision, immune to sleep and paralysis, spells; SV Fort +2, Ref +2, Will +1; AL C.

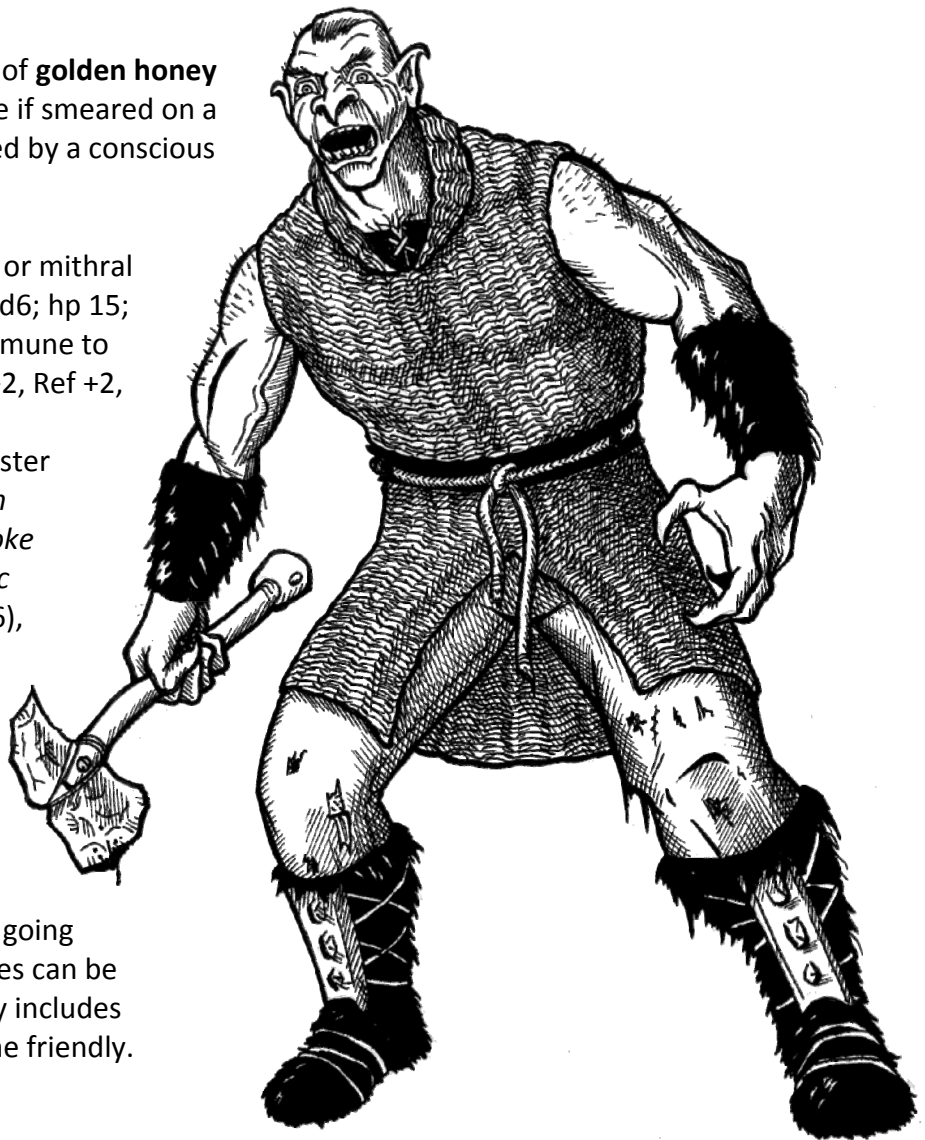
Spells (+5 to spell checks, Caster Level 4): *Chill touch* (p. 133), *golden honey of Enzazza* (Appendix A), *invoke patron* (Enzazza, Appendix A), *magic missile* (p. 144), *magic shield* (p. 146), *patron bond* (p. 148), *spider climb* (p. 156), and *strength* (p. 198).

Elf Warriors (1d3): These elf warriors wear leather armor and are armed with bronze-headed spears. As far as they are concerned, the trow invasion is still going on. No more than nine of these elves can be encountered in the Howe. If a party includes one or more elves, they may become friendly. They carry no treasure.

Elf warriors (1d3): Init +0; Atk bronze-headed spear +0 melee (1d8); AC 12; HD 1d4; hp 3 each (or roll); MV 30'; Act 1d20; SP infravision, immune to sleep and paralysis; SV Fort +0, Ref +0, Will +0; AL C.

Trow Warriors (1d3-1; minimum 1): These warriors are 7-feet tall, ugly, and green-skinned. They wear huge hauberks of copper rings over leather, and wield stone axes. See Area 1-4 for details on their armor. They are automatically hostile, targeting elves first, and fight to the death. They have a d8 fumble die. 1 in 10 has a silver armband worth 2d10 x 10 sp.

Trow warriors (1d3-1, minimum 1): Init +0; Atk stone axe +3 melee (1d10+3); AC 13; HD 2d8+4; hp 13 each (or roll); MV 30'; Act 1d20; SP infravision; SV Fort +3, Ref +0, Will +0; AL C.



Patron Manifestation: One of the patrons associated with the elves of Erle Howe sends a manifestation into the areas that the PCs are exploring. These manifestations are not always hostile, especially if one of the PCs is an elf, or is bonded to the patron in question.

See the table on Page 13 for details.

Encounter Areas

Ground Level

1-1 Entrance: *Revealed, the gates to the elf hill are fifteen feet across and twenty feet high, massive ornate doors made of cast bronze and fastened to a stone frame. Each door is cast with a tangled image of a massive tree, twining vines, and thousands of animal and faerie images – some cleverly hidden, and others immediately apparent.*

Revelations: Entering Erle Howe

Mulmo aids allied characters. To an elf or dwarf:

*If secret entrance thou would wrest
In Elvish speak it facing west,
"By Queen Celembarania's love and hate
Let all appear," and find the gate.*

To any other:

*Facing hill and setting sun,
Seven times around it run
Solstice, midsummer's eve or equinox
Is the time to part elf locks.*

Bears, squirrels, serpents, sprites, dryads, birds, nymphs, and fauns all cavort upon the bronze faces of the doors, along with countless other figures both natural and fey. There are runes written across the stone lintel over the door.

The runes on the lintel are in Elvish, but they also contain a single rune in the Fey Runic Alphabet. The extra rune is a *rune of rebuff*: characters attempting to pass the gate feel a strong hand pushing them back. If a Will save (DC 22) fails, they cannot pass and take 1d4 damage. This occurs with each attempt to pass, until a save is made. The rune is permanent, and remains in effect even once passed. See the **core rulebook**, pages 227-228 for more details.

The remaining runes read "The Seeking of Pleasure is the Only Law." The gates will swing open if a being touches one or both of them, and says aloud in Elvish, "A seeker comes, seeking admittance", and the *rune of rebuff* will be deactivated for 3d7 minutes. At the judge's discretion, an elf (or wizard who speaks elf) that touches the doors may know this phrase instinctively.

Remember that it is entirely possible that some PCs may see the gate while others do not. A creature that cannot see the gate is not affected by the *Rune of Rebuff*, but must be led by a creature that can see the gateway.

Normal animals, including mounts, dogs, and livestock, do not see, and are not affected by, either the gates or the rune, and can pass freely in and out of the Howe.

Intelligent mortal creatures passing the gate separately "reset" the time difference between the interior of the elf hill and the outside world. The time difference might mean that some characters find themselves waiting a very, very long time for companions to follow. If a "1" is rolled on the time difference, no characters can enter the Howe until the characters currently within leave. If a "2" is rolled, characters within the hill have 1 minute to spend for every round without. Otherwise, characters outside the hill have extra time to take actions, at a ratio dependent upon the die roll.

| 1d7 | Patron | Manifestation |
|-----|-------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The King of Elfland | 1d3 pixie archers: Init +0; Atk tiny sword +2 melee (1d4 plus <i>sleep</i>) or pixie bow +2 ranged (1d4 plus <i>sleep</i>); AC 16; HD 2d6; hp 1; MV fly 40'; Act 1d20; SP pixie dust weapons (Fort DC 15 or <i>sleep</i> 1d6 hours); SV Fort +1, Ref +2, Will +0; AL C. |
| 2 | Enzazza, Queen of the Hive | 1 extra-dimensional hornet: Init +6; Atk bite +7 melee (1d4) or sting +5 melee (1d3 plus poison); AC 20; HD 6d10+6; MV 10' or fly 70'; Act 2d20; SP poison (DC 15 Fort save or 1d4 Stamina damage each round for 4d4 rounds), dimensional shift (50% chance of non-magical weapons passing harmlessly through), dimensional jaunt (uses Action Die, disappear to reappear at any other point within 120'); SV Fort +2, Ref +12, Will +4; AL N. It attacks for 1d7+2 rounds, or until destroyed. |
| 3 | Hecate, Goddess of Witches | Leaping black flames target a random male character (or use Luck checks to determine target; lowest result of 1d20+Luck modifier is targeted). They burn for 1d3 rounds, causing 1d6 damage per round (no save). |
| 4 | Ptah-Ungurath, Opener of the Way | A glittering green fog arises in the current area, and persists for 3d3 minutes. Although it causes no direct harm, strange shapes are seen in the fog, and any who does not make a Will save (DC 12) cannot sleep due to bad dreams, and gains no benefit from rest until he passes the save. |
| 5 | Mab, Dark Queen of Faerie | A zone of madness extends 30' from the character with the highest Personality score. All within this area must make a DC 15 Will save each round, or spend their actions attacking the nearest creature – be it friend or foe – with its most powerful attacks. This effect lasts for 2d3 rounds. |
| 6 | Gloriana, Faerie Godmother | Gloriana watches in her magic mirror, and chooses to aid the PCs. However, her aid is not always what it is cracked up to be. All characters must roll 1d20 and compare the result against their Luck. A character that rolled equal to or under his Luck suddenly gains one needful item of equipment worth up to 100 gp. Anyone who rolled over his Luck is suddenly missing one important item of equipment, valued at up to 100 gp. If possible, these are the same items. Otherwise, the judge chooses. |
| 7 | Mulmo, He Who Whispers Forgotten Secrets | A character hears the voice of Mulmo whispering in his mind, granting some specific clue or information useful in the present situation or one that will occur in the near future. If the character is aiding Mulmo, then this information is correct. If the character has no relationship with Mulmo, it is only true 75% of the time. |

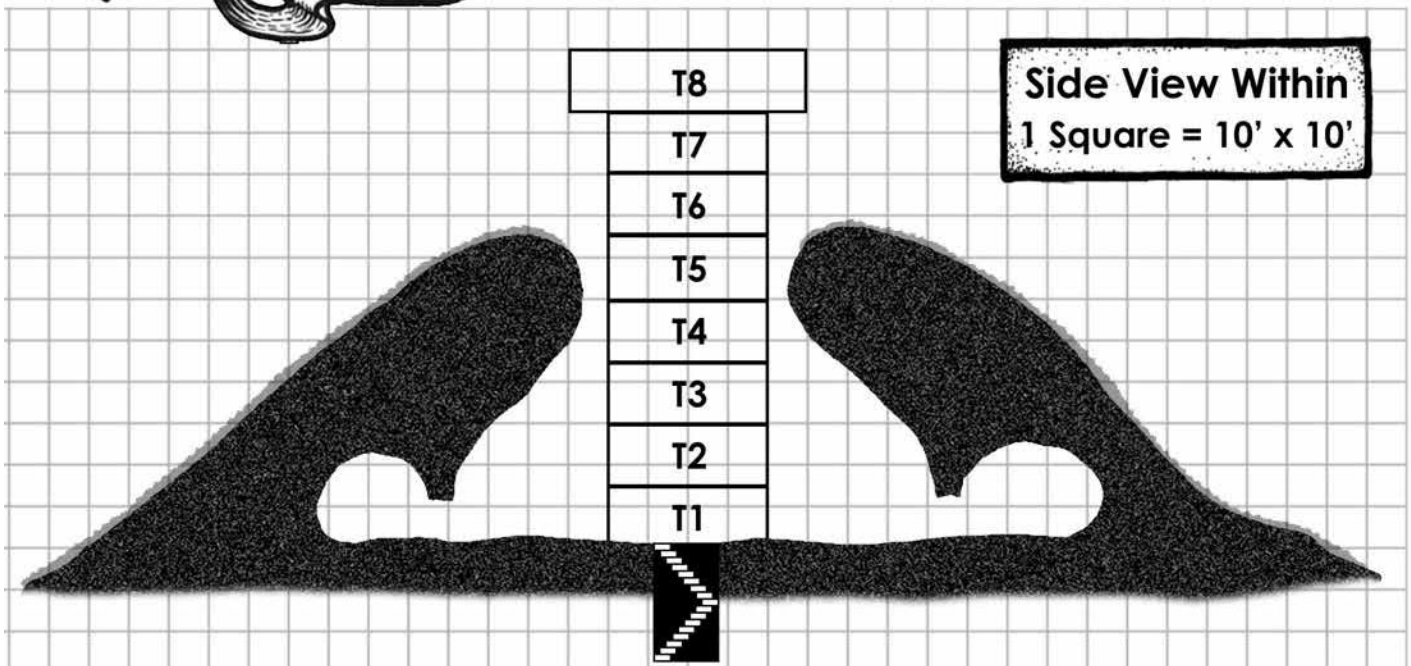
Holding hands and entering as a group circumvents this problem.

Because of the time difference, it is a different time of day within the mound than without. Regardless of what time it is outside, roll 1d24 to determine the apparent time within the Howe. The d24 determines the hour; if a more exact measure is desired, 1d30 and 1d6 can be used to determine the minute, with the d6 indicating either (1-3) that the d30 roll is used "as is", or (4-6) +30 should be added to the d30 result.

Regardless of what happens, there is a definite shift felt as characters pass through the gate successfully, accompanied by a static shock that sets their hair on end, but does no damage. The odds are very good that the sun shifts position in the sky. Note also that, prior to the arrival of the PCs, time in the Howe was in flux. In some areas, the trow raid appears to have just occurred, while in others it seems to have happened centuries ago. These factors should give the players some feeling that the interior of the elf hill is a surreal location.

1-2 Central Lawn: *As you pass through the gates, you find yourself on a wide open lawn dotted with small silver flowers. Directly in front of you, about 150 feet away, is a gleaming marble tower, which rises about the same distance into the sky. The hill curves up toward the tower, but it does not enclose it completely – the top of the elf hill is open to the sky from within, about 10-20 feet from the tower's sides. The tower itself is about 40 feet across. You can see neither door nor window in the tower's blank face.*

The sides of the hill, from within, are covered with flowered vines that drape and coil over the walls in pleasing patterns. If you look at them long enough, they seem almost to form intentional patterns. They act as curtains before several entrances you can see ringing the sides of the cavern. You can see nine such openings from where you stand; if they are relatively evenly spaced, there may be a tenth hidden behind the tower. There are also five entrances ringing the walls about halfway up, where the walls are 20 to 30 feet from the tower.



Near the tower, characters will discover the bones of many small animals – perhaps even a human child or two – which, having worked through the thorn trees atop the elf hill fell here to their deaths.

Although the walls here appear easy to climb, the elves have planted them with **strangling vines** after the first 10 feet. Careful observation will show the bones or corpses of birds, squirrels, and similar creatures caught here and there in the vines.

A DC 10 Climb check (the difficulty being caused by the writhing vines and the inward slope) allows a thief to climb 10 feet; others require a DC 15.

Once a climber reaches the strangling vines, he is attacked by 1d3 vines for each round of climbing. Vines attack with a +4 attack bonus, and do 1d3 damage. The climber must make a DC 10 Reflex save or be caught, requiring an action with an edged weapon to remove each entangling vine – during which time, other vines may attempt to catch hold of the climber. Entangling vines do automatic damage each round.

In the event that a “1” is rolled on the Reflex save, the vine slips around the climber’s throat, doing an additional 1d3 temporary Stamina damage until removed.

There is effectively no limit to the number of vines that can attack; they should be treated as a hazard rather than as a strict combat encounter.

Once the characters leave this area, every subsequent time they enter it there is a 1 in 14 chance that a **great black bear** has wandered in through the gates, which do not exist for natural animals. This is a natural bear, and careful players might be able to intimidate it or evade it, avoiding an attack.

The bear fights until reduced to 10 hit points, at which point it must succeed in a DC 15 Will save or flee.

Revelations: The Enchanted Tower

When the Enchanted Tower (Areas 1-2 and 1-3) is first examined:

*Within this tall tower, up toward the moon
Find my slave’s body, gather him soon
Below this tall tower, down toward the tomb
Bathe him again in Life’s scalding womb
Keys you must find to open the door
Each worn on finger, number them four.*

If the bear strikes the same foe with two claws, it can maul, gaining a bite attack as a free action with a +2 bonus to the attack roll and damage.

Great black bear: Init +3; Atk claw +4 melee (1d6+3) or bite +3 melee (1d8+3); AC 14; HD 8d8+24; hp 60; MV 40’; Act 2d20; SP Maul; SV Fort +6, Ref +2, Will +2; AL N.

1-3 Secret Entrance to the Enchanted Tower:

When characters examine the tower more closely, read or paraphrase the following:

The gleaming marble tower rises to a height of 150 feet. It is octagonal, with four longer faces at the cardinal directions, and four shorter faces. The highest reach projects outward somewhat, supported by ornate buttressing. Although the marble tower appeared smooth from a distance, a subtle pattern of whorls and spirals is visible to closer observation. You can see no sign of windows or doors in the tower.

The tower can be climbed by thieves with a DC 20 climb check per 10 feet. Getting over the buttresses 10 feet out to climb to the tower roof is DC 25, although the use of a rope and a grapple lowers this DC to 15. It is possible to get into the tower in this way. See Area T-8 for more details.

Characters who take the time to examine the tower more minutely will notice a small divot on each face, into which a gem might be slotted. These are shaped like a star, crescent moon, circle, and triangle. When the gems in the four **elven rings** are placed in these divots at the same time, the secret door opens. The secret door can otherwise be noticed with a DC 20 check, but it cannot be opened without magic or the elven rings. These rings are found in Areas 1-11, 1-20, 2-7 and 2-12.

When characters manage to open the secret door, area T-1 is beyond.

1-4 Guard Chamber: *The passage leads to a roughly oval chamber perhaps 25 feet long and half again as wide. This was obviously once a guard room, as is seen by the overturned wooden tables and benches, the weapons racks wrenched from the walls and thrown down, and the broken bronze-headed spears scattered about.*

There are several bodies here, all seemingly killed but the day before – five male elves wearing rent leather armor studded with bits of brass, and one large humanoid, easily seven feet tall, with green skin and a wild tangle of dark green hair above his ugly face. This being wears a hauberk of copper chains.

The green humanoid is a trow.

Although the elven armor is destroyed, the copper hauberk of the trow can still be worn by a very large character. Copper chain hauberk: AC Bonus +3, Check Penalty –4, Speed –, Fumble Die d8, Cost 120 gp. If worn by a character under 7 feet tall, the Check Penalty is –6 and the Fumble Die is d14.

Searching uncovers a dagger made of some strange metal (magnesium) that has burnt down to the wide hilt.

1-5 Empty Chamber: *This is an irregular round chamber, roughly 35 to 40 feet across, with an exit to the north and south. The floor is covered with light green marble, and the walls are decorated with brightly colored tapestries depicting scenes of woodland frolic. But the tapestries are ripped in places, with broken bricks beneath them, letting the earthen hill show through, and there are old blood stains upon the marble floor.*

If the tapestries are closely examined, a sinister aspect to the woodland frolic begins to emerge – some of the frolickers are dancing around a fire within which green body parts burn. Ugly trow heads are seen mounted on poles and tossed up into trees. In one section, a bear is defecating on a large green corpse, while in another a trio of fauns appears to be juggling using arms severed at the elbow as pins. These last are not green trow arms; they are human.

Revelations: The Elven Rings

The four elven rings needed to open Area 1-3 are located in Areas 1-11, 1-20, 2-7 and 2-12. When the first one is recovered (and it does not matter which it is):

*One beneath throne, where bloodrake slinks
One on dead finger where brass mouth drinks
One worn 'neath gauntlet of slain Faerie Knight
One to give stolen mortal delight*

1-6 Salon of the Damned: *This oval chamber is about 50 feet from the north to south, and about 40 feet from east to west. There is a passage in the north, west, and south areas. The area was well furnished with velvet-cushioned chairs, benches, and couches; finely carved tables of black wood; and bronze wall sconces designed to appear like fabulous creatures.*

The floors were made of red and blue tiles in complex geometrical patterns, and the walls covered with intricately woven tapestries.

Yet, little of this finery remains in good condition, and those who died within this chamber are now little more than bones and rent cloth. One still wears a set of nearly hip-high boots of a dark green hue, although the rest of his outfit has fallen to ruin. A soft, wavering blue-green glow comes from the south passage.

There are twenty elven skeletons in this room, in addition to the one wearing the green boots. These **elven boots** allow the wearer to always land on his feet if he leaps or falls. If the character falls, he can reroll any natural “6” rolled for damage; if the reroll is also a “6”, he suffers that damage and the effects (including potential broken bones) normally. The wearer gains a +4 bonus to any check to avoid being knocked prone.

As soon as a character touches the elven boots, unless he is an elf, the other twenty **elven skeletons** begin to wail. They arise, still wailing, with their once-fair features superimposed over their bones. The flesh is translucent and ghostly, with a slightly blue cast. The skeletons continue to wail and moan.

This moaning is an attack. After the first round (when the un-dead arise), the moaning causes 1 hp of damage to each character who can hear it, for each skeleton that remains animate (Will DC 15 for half). This damage continues each round, although it is reduced as the skeletons are destroyed. Once half the skeletons are destroyed, the Will save DC drops to 10. When only 5 skeletons remain, the Will save negates all moaning damage for that round.

The skeletons attack by grabbing with claws. This does no damage, but allows the skeleton to make a bite attack with a +2 bonus. A biting skeleton doesn't contribute moaning damage, but does 1d3 points of Stamina damage as it draws blood from its victim. For every point of Stamina damage caused, the skeleton gains 2 hit points, and its flesh grows heavier and more opaque.

A character held by a skeleton may attempt to break free with a DC 10 Strength check. One such attempt can be made each round in addition to normal actions.

Elven skeletons (20): Init +0; Atk claw +0 melee (0); AC 9; HD 1d6; hp 3 each; MV 30'; Act 1d20; SP un-dead, moan, grab, bite; SV Fort +0, Ref +0, Will +0; AL C.

1-7 Parlor and Stairs: *This is an oval chamber, some 50 feet east-west and 40 feet north-south, with a passage entering from each of the cardinal directions (although the northern passage enters far to the east of the chamber). There is a great deal of old, but apparently once beautifully carved, furniture in this room, but it has been hacked and broken. Woven red and black carpets cover parts of the white-tiled floor. Dominating the chamber is an ornate bronze spiral staircase, which leads upward through the ceiling. A soft, wavering blue-green glow comes from the south passage.*

The spiral staircase leads up to Area 2-4.

1-8 The Elemental Pool: *This vast chamber is lit with a soft, wavering blue-green light that shines from the pool dominating its southern end. The room is shaped like a fat crescent, at least 150 feet from tip to tip and 60 feet from north to south. The floor is covered with soft-looking violet grass, and the arching walls and ceiling – 20 feet overhead at its apex – are covered with thick pinkish-red moss and flowering lianas. The pool itself is speckled with greenish duckweed, and brightly colored fish can be seen swimming in its depths. A pair of swans floats gracefully upon the surface of the glowing water.*

The swans, if frightened, simply fly through the curved southern wall – it does not exist so far as natural animals are concerned.

The pool is of elemental water, connected to the pure waters of Elfland. After the PCs have been in this area for a few minutes, 1d7 **water nymphs** will arise from the pool. These water nymphs appear to be lovely elven maidens with pale blue-green skin and golden-green hair. They seek dalliances with male characters possessing high Personality scores, but any character foolish enough to engage them permanently loses a point of Stamina and must succeed in a Will save (DC 15) or allow the maidens to drag him through the pool to Elfland.

Revelations: Area 1-8

After the PCs have examined the elemental pool, and made whatever mistakes they are going to make:

*The pool you seek you've not yet found
For it is hidden deep underground*

The character is returned to the mortal world 2d24 years later, with 1d5 points of Stamina and 1d3 points of Personality permanently lost. However, the character also gains 1d4 points of Luck. Because of the way time works in the elf hill, the character may return to the mortal world long before his comrades.

If the nymphs are attacked, or characters try to prevent them from taking an entranced character, the maidens transform into eight-foot long wingless draconic creatures of a pale blue-green translucent hue. This transformation takes 1 round.

Any character entranced by the nymphs does nothing, but stand entranced while the fight occurs **unless** one of his companions calls on him for aid. Each round that he is called upon for aid, the character gains a DC 10 Will save to throw off the effect.

A **draconic water nymph** that hits with her claws twines around the character hit, automatically doing 1d8 points of crushing damage each round thereafter. A character can attempt to escape with a Strength check, or an appropriate check based on background, DC 12, but this uses that character's action.

Water nymphs: Init +3; Atk none; AC 12; HD 1d8; hp 5 each; MV 30' or swim 50'; Act 1d20; SP entrance mortal lovers, stamina drain, transform; SV Fort +0, Ref +3, Will +1; AL C.

Draconic water nymphs: Init +2; Atk claws +2 melee (1d4) or bite +3 melee (1d7); AC 15; HD 4d8; hp 20 each; MV 30' or swim 50'; Act 1d20; SP crush (1d8); SV Fort +4, Ref +3, Will +2; AL C.

1-9 Common Hall: *This oval room, about 50 feet north to south and about 40 feet east to west, has a passage to the east and to the southeast. The room has three great oaken tables surrounding a central firepit, and smoke blackens the ceiling where it collected before being ascending through a narrow flue in the ceiling. Each table is surrounded by several benches and stools. Old mugs and wooden plates litter the tables, mold-covered food still upon the platters. Six large barrels are along the western wall, two of which are open.*

The flue does not exit the hill into the mortal world; it enters Elfland. If a character discovers a way to pass up this flue (gaseous form, for example), then the judge should devise a series of "fairy tale" encounters that match the mood of Elfland. Ideas for Elfland creatures can be found in the King of Elfland patron write-up (pages 342 to 347 of the **core rulebook**) and pages 94 to 127 of **Critters, Creatures, and Denizens** for judges with access to that book.

Each of the six barrels contains a sweet red wine. These are wine kegs, each holding 32 gallons. The open barrels are $\frac{1}{4}$ and $\frac{3}{4}$ full, respectively, and the wine has gone sour due to exposure. The better wine in the full barrels can be sold at 5 gp per gallon, but each of the barrels weighs about 340 pounds.

1-10 Strange Machines: *This is an oval chamber, some 70 feet north to south by 50 feet east to west, with a passage to the east and another to the west. The chamber is filled with a contraption made of glass tubes, bronze cogs, great copper coils, and spheres of alien alloys and colored crystal. In some ways, it looks like an enormous armillary sphere, a device meant to chart the courses of the planets in the heavens. A great lever is set into the side of it, made of bronze.*

To the east, on a small table, sits another device made of copper, bronze, and glass, resembling nothing so much as a four-armed humanoid. A small switch is set into the top of this device's "head".

The Elf Lord Gilgaroth was an adherent of Ptah-Ungurath (see Appendix A or **Angels, Daemons, and Beings Between**), who compelled him to create these devices.

If the lever is pulled on the larger device, the armillary sphere begins to move, slowly at first, but then increasingly faster. Pushing the lever back in place requires a Strength check (DC 12), and only one character can try each round.

After 1d3+3 rounds, the device reaches its maximum velocity, and actually wobbles as it turns, with a horrible grinding noise (check for wandering encounter). At this point, the Strength check DC to stop the machine rises to DC 17.

1d3 rounds after this, the machine explodes, doing 2d5 damage to anyone still in this chamber. It has a 1 in 5 chance of destroying the smaller machine if it is still in this room.

If the switch on the smaller device is flipped while the device is in this chamber, everyone within 20 feet of the device gains 1 die of healing. There is no limit to how many times characters may use this device.

However, if it is taken out of this room, the cosmic alignment of the device shifts, and everyone within 20 feet of the device undergoes corruption when the switch is flipped. Roll 1d7: (1-4) minor corruption, (5-6) major corruption, (7) greater corruption. There is no save against this effect.

1-11 Barracks Hall: *This is a large, irregular chamber set with many beds, forming a ring around the walls. Near each bed is a finely carved footlocker, and in the center of the room is a long table. There has clearly been fighting here – the desiccated bodies of a dozen or more elves are strewn throughout the room, as are the bodies of ugly green-skinned humanoids some 7 feet high. There are roughly half the number*

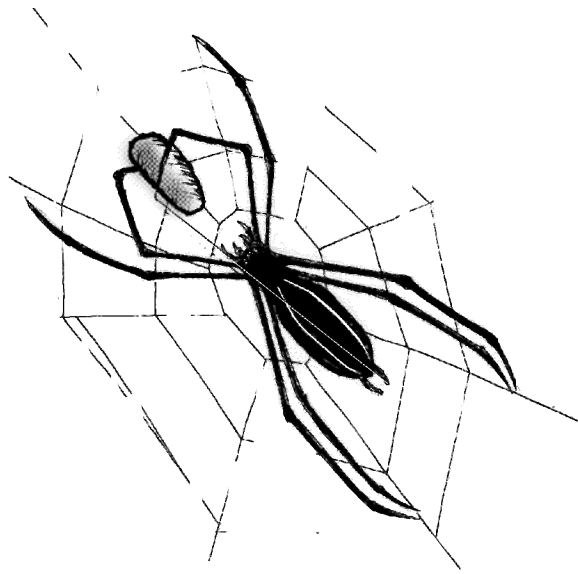
of the green-skins dead here, but those who lie here have been violently hacked even after death.

The table has four brass-buckled leather straps, clearly intended to hold down a humanoid victim. The table is made of green-veined white marble with intricately patterned runnels carved into it to carry away the blood of whatever victim might have been strapped down here. The runnels culminate at the corners of the table, where evil-looking fauns or demons wait to collect the blood with open mouths. These figures are brass fittings, and may be removed from the table to carry the blood of victims elsewhere (for sacrifices or other purposes).

An elf or wizard may use these containers to bleed others to fuel their own spells. Effectively, the caster gains spellburn, but the victim takes the ability score damage, and half of any such damage is permanent. There are four such figures on the table, and each can be used independently.

Scavenging among the dead can uncover six bronze short swords, a mithral longsword, a stone axe, and a **magnesium dagger**. This last is a dagger with a wide hilt (not balanced for throwing) coated with a waxy substance. When used, the magnesium burns on contact with air, as the waxy material is scraped away. This causes the target an extra 1d3 damage, or 1d7 damage to elves, trow, fey, or any creature that is damaged by sunlight. Once the dagger strikes a victim, it burns down and is useless.

One of the elves slain here is wearing what were obviously once fine robes of white, green, and yellow. He wears an **elven ring** on his left forefinger – this is one of the rings needed to open the secret door at Area 1-3. This ring is silver with a star-shaped green gem. It is worth 80 gp.



1-12 Storage Chamber: *This chamber, roughly 50 feet in diameter, is filled with barrels, crates, and bundles, which have been hacked, with some of their contents strewn around the chamber in a welter of spoiled foodstuffs and broken glass.*

These goods were gained through a mixture of trade, tribute, and theft. Most were foodstuffs, although there was cloth, glassware, and ceramics as well. Nothing of value remains whole, and there are clear signs of animals large and small having been here.

A large urn decorated with a serpent motif and sealed with a heavy lead plug remains unopened. It will only be located if the characters spend at least 30 minutes searching through the debris. Runes on the lid declare it the property of the cult of an evil snake god. Although both elves and trow were wise enough to leave it alone, the PCs may not be – within is coiled a **demonic serpent** which appears as a 10' foot long crimson cobra with almost human facial features.

The demonic serpent's bite is poisonous; any who is struck must make a Fort save (DC 14) or be paralyzed instantly, dying in 1d4+2 rounds unless the poison is somehow countered. The serpent can spit a line of venom up to 20'. In this case, the victim must make a Reflex save (DC 12) or suffer poisoning. If the Reflex save is a natural "1", the victim is struck in the eyes, and must make an additional Fort save (DC 16) or be permanently blinded even if the venom is countered.

Demonic serpent: Init +6; Atk bite +6 melee (1d3 plus poison); AC 18; HD 6d12; hp 50; MV 40'; Act 2d20; SP poison, spit poison, demon traits (type II: speech, read minds, infravision, darkness [+8 spell check], immune to non-magical weapons or natural attacks from creatures of 3HD or less, half damage [fire, acid, cold, electricity, and gas], can teleport back to home plane at will, crit threat range 19-20); SV Fort +6, Ref +10, Will +6; AL C.

1-13 Stairway Up: *This round chamber is about 50 feet in diameter, with an arched exit to the south and roughly to the north. There is a curtain just beyond the archway going north. A bronze spiral*

staircase rises up near the center of the chamber, its ornate railing – cast in twining flowers and vines – rising upward through the ceiling to another level of the elven hill fort. There is a green humanoid body caught in the staircase near the ceiling, which is about 15 feet overhead, with many broken arrow shafts jutting from its torso.

The trow body still wears a hacksilver armlet worth 240 sp. Hacksilver is jewelry worn as a form of money, where bits are hacked off by weight to pay for goods or services. This armlet is made of coiled silver wires, and there are many signs of pieces having been hacked off in the past.

The spiral stairway leads up to Area 2-1. Anyone examining it closely notes that the "flowers" are actually the faces of beautiful women. Any further examination reveals that some of these "women" have open mouths with very sharp-looking teeth.

1-14 Guest Chamber: A tattered but thick red velvet curtain limits view of this chamber from without, unless it is brushed aside or stepped past.

Beyond the curtain is a roughly round chamber, perhaps 50 feet in diameter. The walls are covered with intricate tapestries showing natural scenes of great beauty, so well rendered that one almost expects to hear the waterfalls or the wind in the trees. The floor is of hardwood tiles with gold inlays, forming intricate geometric patterns.

Near the far wall is a large, well-appointed four poster bed, shrouded with bed curtains of red velvet, and with posts carved in the shape of attractive elven women. There is a couch to the west, and several small tables, an ornately carved wooden desk to the west, a wardrobe near the bed, and chairs and stools for sitting. A bronze brazier rests near the middle of the room, large enough to heat the chamber comfortably on a chill night.

This room was used to shelter guests to the elf hill. Although the tapestries and furnishings are not magical, anyone examining them will see hints of their own personality and experiences reflected back to them, as determined by the judge.

This is the only area in which nothing disturbing appears in the furnishings (unless the viewer brings it with him), and the furniture has neither bonuses nor penalties for ownership. Indeed, any item taken from here will sell in the outside world for 2d12 x 100 gp (if a buyer can be found able to afford such an expensive piece).

If given as a gift to a noble or other important NPC, that NPC will look on the giver with favor forever thereafter, even if the NPC was formerly an enemy. This doesn't mean that the NPC will never deny the giver anything, or that he will never work against the giver, but merely that he will no longer view the giver's crass self-interest for what it is. The king won't give the PCs his throne, but he will not be offended that they asked!

Obviously, giving more of the furnishings from this room to a single NPC increases this effect, while spreading the furnishings around dilutes it. How the PCs cart the furniture out of here is up to them. The elf hill's effect on time makes sending for wagons pose real difficulties.

1-15 Guard Chamber: *This chamber is roughly round, about 40 to 50 feet in diameter. Benches line a long oaken table to the east, and weapons racks dominate the west area. There are still a few arms on the racks – bronze headed spears, a pair of short swords in jeweled scabbards, and an ornate copper helm that looks like a rabbit's head.*

The jeweled scabbards are each worth 25 gp. There are 2d5 spears. The ornate copper helmet is worth 15 gp and will serve to negate a critical hit to the head (being destroyed in the process) if the wearer passes a Luck check (1d20, roll equal to or under current Luck).

There is a secret door leading to a short hallway to Area 1-16. This door can simply be pushed open from the far side, but it cannot be opened from here without some form of magic or cleverness on the part of the PCs (i.e., somehow making a handle to pull with). Being elf-made, and not intended to be noticed by other elves, locating this door is DC 25.

1-16 Secret Oracularum: If the secret door from Area 1-20 is used, there is a drop of roughly two feet to the floor. Incautious adventurers must make a Reflex save (DC 8) or trip and fall as they enter this room. Falling adventures must attempt a DC 10 Luck check, or they strike the oracular basin with their heads (see below), causing 1d3 damage and requiring a DC 10 Fort save to prevent being knocked cold for 1d7+10 minutes.

This round chamber, about 35 feet in diameter, has walls lined with shelves. Indeed, one of the shelves rotated to allow you entrance to the room. In the center of the room is a basin of carved red-veined marble, its wide basin filled with a dark liquid. The shelves contain a plethora of strange materials – skulls, bundles of leaves and sticks, books, scrolls, stones, glassware, vials of liquids, and more. Hanging from the ceiling are several crude humanoid shapes made of twigs and branches. A magic circle is drawn around the walls of the room, just excluding the shelves. There is a faint spicy taste in the air – it seems both exotic and somehow enticing.

This room was used for scrying, summoning, and other ritual magic. There are a number of things for the PCs to explore:

- **Oracular Basin:** The marble basin can be used to cast *consult spirit* or *second sight* by expending 3 points of spellburn for an elf or 6 points of spellburn for a wizard. The user must roll a spell check. There is a –4 penalty if the character doesn't know the spell being used, and an additional –2 penalty for casting *second sight*.

Finally, by spellburning 4 points for an elf (or 8 points for a wizard), the user may cast *scrying*, a new spell detailed in Appendix B. This spellburn does not add to the spell check, and takes the form of the caster spilling his blood into the waters in the basin.

The caster can perform additional spellburn to influence the spell check if he so desires.

The basin is very heavy (about 500 pounds) and bulky.

- **Scrolls:** There are several hundred scrolls in here, and it is unlikely that the PCs can search or carry them all. 90% of the scrolls are on various esoteric subjects, but 10% of the scrolls are of greater interest to those who can read them.

Basic scrolls (90% of any checked) are written in (roll 1d10) (1-5) elvish, (6-7) Demonic, (8) Chaotic, (9) Common, or (10) something really strange – roll on the Wizard column of Appendix L on page 441 of the *core rulebook*. The topic of the scroll is (roll 1d14) (1) the symbolic language of flowers, (2) wood carving, (3) some event in local history that took place 1d100 x 10 years ago, (4) the occupation of the character that first looked at the scroll, (5) poetry (and the judge may use actual poetry, such as Christina Rossetti's "Goblin Market" to represent this), (6) a description of an alternate plane (such as Elfland, Infernal Ba'amaras, a world that appears in an Appendix N novel or story, another planet, or the real world), (7) how to butcher a humanoid, (8) recipe for something that has a 50/50 chance of seeming truly wonderful or truly horrific, (9) artistic torture, (10) zoology, (11) botany, (12) the relative value and merits of various wines, (13) erotica, or (14) a combination of any two of the foregoing (such as poetry about wood carving).

At the judge's discretion, possession of the scroll can impart specific knowledge related to other adventure sites, a bonus to related skill checks, or an improved die on related skill checks. If the judge chooses, 10% of these scrolls are misleading, causing a penalty instead of granting a bonus.

The other 10% of the scrolls are of more direct interest. Roll 1d10:

(1-5) The scroll contains a 1st level wizard spell (of the judge's choice, or random). Duplicates are allowed. This scroll can be used as an aid to learn the spell, or it can be used to cast the spell with a spell check result of 15.

(6-7) The scroll contains a 2nd level wizard spell, as above.

(8) The scroll describes a patron of the judge's choice in general terms, and gives instructions for a ritual to *patron bond* with that patron and no other. The scroll may be used any number of times, and a spell check must be made each time. If successful, the user learns *invoke patron*, as related to that specific patron, even if not a caster (use a d10 for spell checks, or a thief's "cast spell from scroll" die). The caster does not learn *patron bond*, and the ability to invoke this specific patron does not count against spells known.

(9) The scroll contains instructions on how to use the oracular basin or how to open the secret door at Area 1-3, or information on the nature of the faerie knights (see Area 2-7) or the ancient war between the trow and the elves, or anything else the judge desires. These scrolls should be used to increase the players' understanding of what they are encountering.

(10) A treasure map to another adventure of the judge's choice or devising. If you do not have such an area prepared, feel free to reroll.

- **Skulls:** These skulls are used in conjunction with the basin, to select a spirit with the consult spirit spell. If the skull is placed in the basin when the spell is cast, a successful result contacts the spirit linked to the skull. There are a full two dozen skulls here:

1. Human skull of a necromancer who died long ago. He is eager to communicate with the living, having a great deal of

- information to impart about how “essential salts” can be used to communicate with the dead. This spirit seeks to gain a new body, which will appear to be a duplicate of the caster’s – and then murder and replace the caster.
2. Human skull of a warrior. He is tired of being called back from his eternal rest, and just wants to go back to his slumber. He intersperses all comments with “The spear! The spear! I can still feel it piercing my heart!” and so on.
 3. Human skull so old that it is mere fragments held together with wire. This being lived near the dawn of time, and knows a great deal about mammoths, tubers, sabre-toothed cats, and the like, but nothing about the modern world.
 4. Human skull of a female wizard wooed, then betrayed and slain by an Elf Lord. She is hostile to the caster, unless the matter concerns damaging elves, in which case she may be a fount of information.
 5. Human skull of a powerful primitive shaman who died of old age hundreds of years ago, and who was over three centuries old at death. This spirit is sly, but easily flattered, and is capable of placing a curse on anyone who is disrespectful to him. This curse removed 1d5 points of Luck, permanently.
 6. Human skull of a beautiful maiden. She was only 17 when she died of an illness, and knows little of the world.
 7. Elf skull of a sensuous female elf who seeks to regain corporeal form. She knows about the Pool of Mulmo (Area 6-2), and seeks to have her skull placed within it. She will offer to become the lover of any who does so for her. Her knowledge of the magical arts, of needlework, and of torture is all extensive.
 8. Elf skull of a noble male elf that died violently – his skull is pierced from behind. He does not know who murdered him, but suspects it was his mistress, Eämussil. He is philosophical about it all, and admires the finesse of the killer.
 9. Elf skull of a young girl. She doesn’t really understand that she is dead. She thinks that she is being punished. Would like to play a game of pin-the-squirrel-to-the-tree, but has neither the body nor the daggers to do so.
 10. Dwarf skull of a male slave, kept for information on metal working. Hostile.
 11. Dwarf skull of a male slave, kept for information on stone working. Not happy, but resigned to his lot. Complains that there is no food or drink beyond the veil of life, only dust and ashes.
 12. Dwarf skull of a female slave who was tortured repeatedly, and eventually killed, for her insolence and attempts to escape. She didn’t know that being called up like this was possible; it has not happened before. She guesses that the elves wanted to keep her to torture her even after her death. She is very bitter about it all.
 13. Trow skull of a belligerent male warrior. His spirit wants nothing more than revenge upon elves.
 14. Ape skull; the spirit it calls up is that of a normal great ape, and has no language. Hoots, jumps around, and beats chest. Play it to the hilt.



15. Horse skull of a spirited stallion. A wizard or an elf might actually speak the language of horses, in which case this spirit can discuss the quality of oats, travel, mares, and the glory of battle. It died pierced by pikes when its rider charged against a battle line.
 16. Stag skull that summons a faerie spirit appearing like a humanoid stag. It is aloof and majestic, but will answer questions if treated politely. If angered, it sends a stalking hunter to slay the offending character in 1d3+2 days, or when the character is next in deep woods. A stalking hunter looks much like the spirit, except that it is corporeal, and is armed with a flint-headed spear. It has a 5 in 6 chance to attack first by surprise, and is not impeded by natural plant growth.
 17. Horned skull of a demon that summons a horned classic-looking demon with spiny skin. This demon is very, very chatty, and never uses a single word where ten will do. It will go on about anything as though it had expert knowledge, but is only 60% likely to know what it is talking about.
 18. Deep one skull which summons a deep one spirit whose gender is hard to determine. This spirit attempts to turn every conversation to the glory of Dagon or the imminent rising of Cthulhu.
 19. Human skull that summons a male warrior from another world. He claims to be the greatest swordsman on two separate worlds within his solar system, but cannot remember his name and is unsure if he is actually dead. He can spin quite a yarn if given a chance, though, especially about the rescue of his incomparable alien bride.
 20. Crystal skull that summons an alien from another dimension. The alien is not happy about the intrusion on its meditation by a lesser life form. It breaks the connection. If summoned again, it judges the character – the player must explain the character's reason for summoning the alien. If the alien judges this reason as good, treat the spell result as one step better than the actual result. If the alien judges this reason poorly, it causes the character 1d3 points of damage to every attribute (this heals normally) and again breaks the connection. It is incredibly knowledgeable, however.
 21. Skull of a cat-sized dragon. It is very interested in gold, silver, and precious gems. The dragon is an expert appraiser of treasure, and perhaps a bit lonely. There is a 60% chance that the spirit is napping when summoned, and must be awakened to be consulted.
 22. Cat skull summons the spirit of a cat that used up its nine lives. It knows much, but answers in riddles. That's what cats do.
 23. Giant skull twice the size of a human's, belonging to a friendly male giant with a booming laugh. He enjoys telling, and hearing, bawdy jokes.
 24. Goblin skull of the Dungboot Tribe. This goblin woman knows much about grubbing up edible things you probably wouldn't want to eat, and reminisces about such things as part of any answer. She is friendly enough, though.
- **Stones:** There are over 100 stones on these shelves. The judge may determine the qualities of any stone examined by rolling 1d5, 1d7, 1d10, and 1d16.
 - 1d5 determines color: (1) grey, (2) brown, (3) greenish, (4) whitish, or (5) speckled.
 - 1d7 determines size and weight: (1-2) tiny, under ½ pound; (3-4) small, about ½ to 1 pound; (5-6) medium, 1d12 pounds; or (7) large, 4d12 pounds.
 - 1d10 determines shape: (1-4) roughly oval lump, (5-6) fairly flat, (7) round, (8) smoothly round with a hole through it, (9) conglomeration of rough lumps, or (10) strangely shaped igneous lump.

1d16 determines value: (1-15) none, (16) some material, such as an ore, geode, or containing gemstones or crystals, valued at a base 2d6 sp per pound. For each natural “6” rolled on this value, add 1d6 sp value per pound, until no more sixes are rolled.

- **Glassware:** There is enough glassware here for a full alchemist’s laboratory, including all manner of beakers, flasks, pipettes, alembics, and so on. It is extremely bulky and fragile, however.
- **Vials of Liquids:** There are 300 vials of various liquids here. 90% of them are of “normal” liquids (as follows), but 30 of them are of greater interest. For the normal liquids, roll 1d16: (1) elf blood, (2) human blood, (3) dwarf blood, (4) mare’s milk, (5) human milk, (6) quicksilver/mercury, (7) pure water, (8) ammonia, (9) a formaldehyde-like preservative, (10) water from the elemental pool at Area 1-8, (11) goblin saliva, (12) foul-smelling daemonic ichor, (13) a strong acid capable of doing 1d6 damage, (14) a weak acid capable of doing 1 point of damage, (15) whiskey, or (16) fruit juice. Each of these vials holds 2d8 ounces of the liquid. Emulsion liquids, such as blood and milk, are likely to have separated and/or gone bad. These liquids have no specific use in this adventure.

The other 30 vials contain:

(1-5) distilled moonlight, a pale white non-magical fluid that gives off a silvery glow in a 10’ radius for 1d6+5 minutes once unstoppered;

(6-7) spirit ale, a thick red non-magical liquid that, if spilled during spellcasting, grants the effects of 1d10 points of spellburn without damage to the caster;

(8-10) bottled luck, a shimmering silver-blue fluid that tastes faintly like apples, and grants the drinker 1d4 points of Luck that must be used in 7 minutes or be lost;

(11-15) bloodrake in a bottle, a crimson liquid that instantly turns into a **bloodrake** (see below) on contact with air, and attacks the nearest creature;

(16) addertongue, thick matte black poison (Fort DC 10 or 1d6 damage for 3 rounds) that can be applied to a blade for 1d5 attacks (with a bonus to the save equal to the number of attacks) or consumed to take effect;

(17) a bright green liquid that turns the drinker’s skin bright green for 1d6 days;

(18-20) a bright green elixir that heals up to 2 dice of damage;

(21-23) a brownish liquid that smells so vile that it causes any creature with an acute sense of smell to make a DC 12 Will save or flee, when the vial is broken;

(24) a deep green elixir that instantly heals all damage, including non-permanent ability score damage, all poisons, and all diseases;

(25-26) an opalescent liquid that permanently changes the imbiber’s gender; and (27-30) liquid brass, that hardens after 1 minute of contact with air.

- **Magic Circle:** A summoned or extraplanar creature cannot cross this circle. This includes any bloodrake that is brought into existence from a vial of “bloodrake in a bottle”.
- **Hanging Shapes:** Made from twigs, branches, and string, these hanging shapes have no special properties. They are pretty creepy, though.
- **Secret Doors:** The DC to locate either secret door is 15 from within this room. Each is opened with a secret switch built into the shelves, causing a section of shelf to swing out into the room.

The western secret door opens two feet above the floor. The secret door to the southeast can be opened merely by pushing from the other side.

A bloodrake is a six-foot long draconic serpent, with a weasel-like face and thick scales the color of rust. It has neither legs nor wings. A bloodrake attacks with sharp fangs, injecting a venom that makes its victims bleed copiously through their pores.

The victim of a successful bite must make a DC 12 Fort save. If the save fails, the character takes 1 point of Stamina damage each round for 1d3+1 rounds. If the save succeeds, the bleeding (and Stamina damage) last only 1 round. Multiple bites have a cumulative effect. This damage heals normally.

Bloodrake (up to 5): Init +3; Atk bite +4 melee (1d3 plus venom); AC 14; HD 4d8+8; hp 24 each (or roll when released); MV 30'; Act 1d20; SP venom; SV Fort +3, Ref +3, Will +0; AL C.

1-17 Feasting Hall: All of the entrances to this room are concealed by curtains, so that the area beyond cannot be seen until they are parted.

This long chamber, perhaps 30 feet wide, is a feasting hall, filled with tables and benches. The high table is to the northeast, on a dais raised three steps above the rest of the hall. The high table uses chairs rather than benches, made of bone white wood and cushioned with red velvet. The walls are covered with curtains and tapestries showing scenes of hunting, feasting, war, and lovemaking, primarily in hues of red, black, and white. The whole room is lit with a pale reddish light that wavers as if by firelight, although the light has no apparent source.

Anyone who examines the tapestries will notice that the scenes are not as clearly defined as they seemed at first glance – naked human and elf forms are being hunted in some scenes, beasts are being caressed, and animals bring war to men. Opposed armies meet in mutual carnal bliss. Some of the scenes that blur feasting and lovemaking are the most disturbing, and need not be described here.

Each of the steps to the dais is 6 inches in height. Behind the curtains leading to Area 1-20 is another step, which has a chance to trip the unwary. Reflex save DC 7 negates; otherwise the first creature entering Area 1-20 from this direction is knocked prone and automatically surprised.

Hiding beneath the table is a **bloodrake** that was created to fight the trow. See Area 1-16 for details on this monster's venom.

Bloodrake: Init +3; Atk bite +4 melee (1d3 plus venom); AC 14; HD 4d8+8; hp 32; MV 30'; Act 1d20; SP venom; SV Fort +3, Ref +3, Will +0; AL C.

1-18 Kitchens: *This long, low chamber was clearly a kitchen, judging by the long fireplace and ovens along the northeast wall, the hanging copper kettle, the pots and pans of copper and brass, the wooden utensils, and the marble-topped tables. The latter are well-scored with the marks of knife and cleaver. This area was once used as a pantry as well, and there are shelves of rotting and fungus-ridden grain along the southeast wall. A number of barrels and casks, and smoked meats hang from the ceiling. A great carved cedar cabinet is in the southeast corner of the room.*

The barrels contain water, apples, butter, and the like. Most of the smoked game hanging here is of the normal sort – venison, boar, rabbit, and game birds, but there are more disturbing things, such as a haunch of halfling, that can be discovered by those who look. The cabinet contains wooden plates, ceramic bowls, leather cups, and the like. There are also eight jeweled silver cups, each worth 50 gp.

1-19 Sitting Chamber: *This is a large, irregular room, perhaps 50 feet across on average. The walls are paneled with alternating bands of black and reddish-brown wood, and there are many well-appointed chairs, stools, and small tables. Much of this has been overturned, and there are dead combatants here – three elves dressed in hauberks of copper rings and a tall green humanoid, whose ugly head has been hacked off and sits on one of the small tables which is still upright.*

Two of the copper hauberks are still in good condition. Copper chain hauberk: AC Bonus +3, Check Penalty -4, Speed -, Fumble Die d8, Cost 120 gp. They are sized to fit an elf, but may be adapted to fit a human. Searching this area uncovers a mithral longsword.

1-20 Throne Room: Characters entering from Area 1-17 have a chance of tripping when entering this room. Reflex DC 7 negates; otherwise the character is prone and automatically surprised. See Area 1-17 for details. This area is occupied by a 7-foot long **bloodrake** (see Areas 1-16 and 1-17), which attacks anyone who enters this room.

Bloodrake: Init +3; Atk bite +4 melee (1d3 plus venom); AC 14; HD 4d8+8; hp 40; MV 30'; Act 1d20; SP venom; SV Fort +3, Ref +3, Will +0; AL C.

This large round chamber is dominated by a massive throne of scarlet-stained wood upholstered with black cushions. It is carved with images of plants, animals, nymphs, sylphs, and satyrs. At its base are carved a line of hairy dwarves chained in servitude. Six pillars, carved to look like beech trees, hold aloft a ceiling decorated by the tree-pillars twined boughs. The walls are decorated with tapestries that appear to be a woodland scene in twilight, creating an illusion that the room goes on into an infinite distance.

The secret door to Area 1-16 is located behind a tapestry. It is opened from this side by pressing a catch on the throne itself (depressing the head of a satyr). There is a drop of roughly two feet to the floor. Incautious adventurers must make a Reflex save (DC 8) or trip and fall as they enter this room. See Area 1-16 for details.

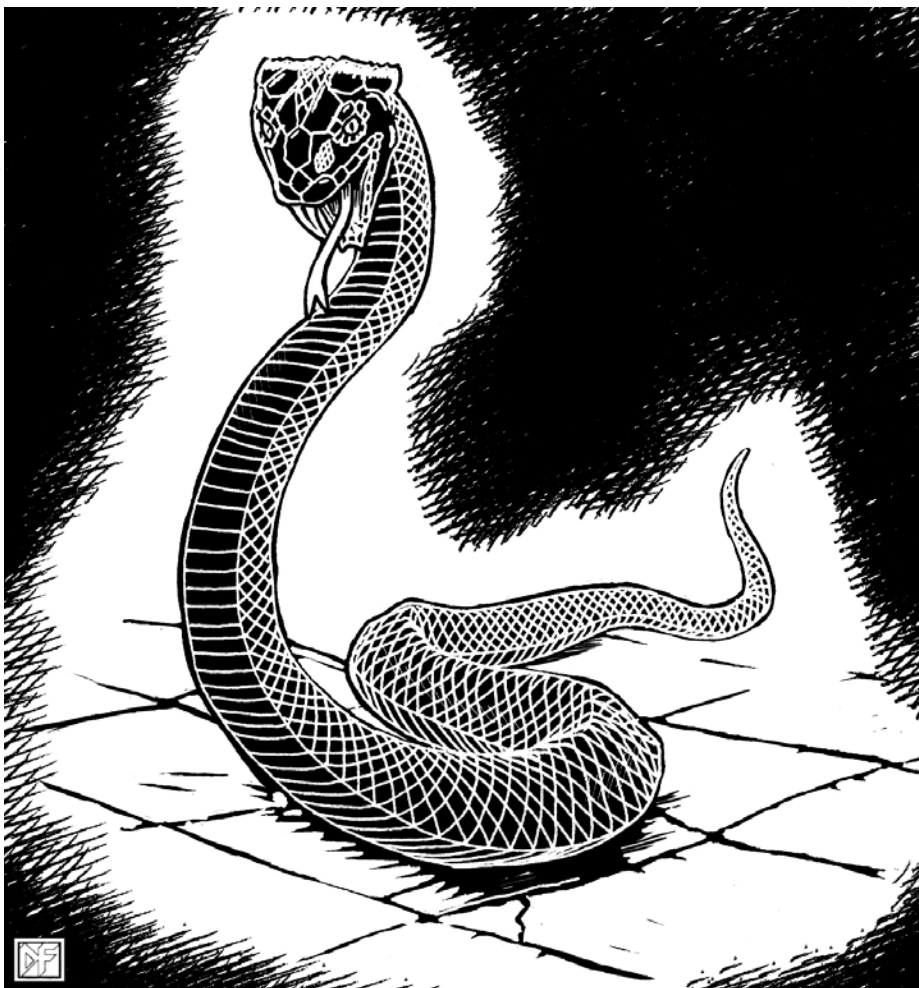
One of the **elven rings** needed to open the secret door at Area 1-3 has rolled beneath the throne here. This is a gold ring with a blue gem shaped like a crescent moon. It is worth 135 gp.

Upper Level

2-1 Stairs Down: There is 20 feet of stone between the ceiling of Area 1-13 and where the spiral staircase comes to the floor here.

2-2 Open Space: *The corridor ends in open space, looking down upon the lawn some 30 feet or so below, and rising up in a shaft reaching to the open sky. The gleaming white marble tower you saw when you entered this place rises upward, roughly through the center of the open space, which must easily be 30 yards or more across. Vines and creeping lianas surround the edge of the corridor, where it meets the open space, draping over the end so as to partially conceal this entrance from below. You cannot see the top of the tower from this angle.*

Characters who attempt to climb out of any of the passages leading to this area can go 5 feet before encountering **strangling vines** (as in Area 1-2).





2-3 Aviary: *This round chamber is filled with many cages of various sizes, made of copper, brass, silver, and gold. Based upon the desiccated feathered corpses in the cages, this was an aviary for many types of birds, from the tiniest songbirds to much larger birds of prey. The largest cage seems to have once held an eagle close to the size of a man, although it is now little more than bones and feathers. The floor is made of blue-grey tiles, and the walls are paneled with interlocking tiles of cedar wood, all the way up to the domed ceiling 20 feet overhead.*

There are 27 cages of various sizes and materials in this room. Each cage is (1d12): (1-2) tiny (for a small songbird), (3-8) average, (9-11) large, or (12) very large. The cage is made of (1d7): (1-4) brass, (5-6) copper, or (7) gold. The value of a gold cage depends upon its size, with a tiny cage being worth 3d6 gp, an average cage 5d6, a large cage 8d6, and a very large cage 12d6 gp.

There is also one much larger cage, made of brass, which holds the “remains” of a man-sized eagle.

Natural animals and fey creatures can pass through the ceiling of this chamber as though it were not there. In this way, the elves could fly their birds if they so choose, often attaching narrow ribbons to their legs to keep them from flying away. Searching this room easily discovers 4d6 such ribbons, each 1d10+2 x 10 feet long, all brightly colored, but none stronger than normal ribbon.

If the characters attempt to open the cage, they will notice slight movement in the desiccated bodies therein. This may make them reluctant to open the cages, fearing swarms of un-dead meadowlarks, but without cleaning the dead birds out of the cages, they are valueless.

If a cage is actually opened, though, the dead birds within spring back to life, flying up and out of this area as swiftly as they can. There are ravens and crows, kestrels, larks, bluebirds, robins, jays, swallows, and so on. None are dangerous. If the party has used fire on a body before opening the cage, that body does not reanimate, but remains in the cage in a charred and desiccated state.

The man-sized eagle is different. This is **Anweman**, a Prince of Eagles, and he has human-level intelligence. He will gravely thank the characters, and promise them some future aid for granting him his freedom. He is impatient to go, though, and will fight any who try to detain him.

If the party is courteous, Anweman should appear again, in a later adventure, when the PCs are outdoors and need help. If his rescuers later split up, Anweman will recall each of them, and render aid to each at least once. If the PCs remain courteous, they may make a true friend of the Prince of Eagles, and he may both lead them to and aid them on various adventures.

If the Prince of Eagles has at least 60 feet to dive, he can strike with both claws as a single action, with a +4 to hit with each claw attack, and doing double normal damage.

Anweman is not large enough to carry a grown human, but he could pick up and carry a halfling in his talons. His eyesight is keen enough to spot a rabbit's shadow from over a mile in the sky.

The secret door to the east is difficult to spot (DC 20), but opens easily once found.

Anweman, Prince of Eagles: Init +2; Atk claw +4 melee (1d3+3) or beak +6 melee (1d6+3); AC 13; HD 10d8+20; hp 65; MV 10' or fly 60'; Act 2d20; SP dive, keen eyesight; SV Fort +4, Ref +5, Will +6; AL L.

2-4 Gallery: The spiral staircase goes 20 feet through stone between the ceiling of Area 1-7 and this area's floor.

This room is carpeted with a rich crimson weave upon which patters are woven in deep black and stark white. The patterns seem semi-organic and semi-geometric, and you can see places where the white has been stained by blood. Upon the oak-paneled walls are numerous portraits of elves, male and female, youthful in appearance and wizened with age.

There is something mocking or strange about many of them, even those paintings whose subjects seem youngest. One beautiful elf woman has twisted stag antlers growing from her forehead. One of the male children has the phases of the moon branded onto his forehead. Another seems to peer out at you with malignant emerald eyes, a faint smile playing about his lips. There are dozens more here.

Any character remaining in this room for more than a few seconds will gain a strong sense of being watched, which grows stronger the longer he remains. This is just an effect of the creepy artistry of the paintings, though. There is nothing of importance here.

2-5 The Machine of Luthmadiel: *Compared to many of the rooms in the Howe, this roughly 30-foot diameter round chamber seems positively small. Within it is a tall, cylindrical machine made of glass tubing, copper coils, and brass gears.*

In the center of the mass is a globe of cut crystal almost 6 feet in diameter. Three levers protrude from it at roughly chest height, just below the globe, which is centered at eye level.

Like the machines in Area 1-10, this was made by the elf maiden Luthmadiel under the tutelage of Ptah-Ungarath (see Appendix A). Currently, all the switches on the machine are in the central position. Each switch can be moved either up or down. To determine what happens when the switches are moved, consult the chart on page 30.

2-6 Torture Chamber: *This long, low chamber is decorated in arabesques and geometrical patterns of black and red tiles which seem most pleasing to the eye, but it is clearly a torture chamber. You can see three stout wooden chairs, carved from oak with great skill, but which bear leather straps for holding victims in place.*

Several long, low tables hold fine selections of copper and bronze knives, hooks, pincers, and pliers. Whips of various types adorn the walls, from ones that seem almost designed to bring pleasure, to cruel many-thonged monstrosities whose leather tips are braided with jagged glass.

There is a fire pit, now long cold, within which rest several metal brands and pokers – none of iron or steel. Three small casks are near to the firepit.

Across the room, the body – or what is left of the body – of a human woman still dangles in a rack. In all, this is a chamber of horror.

Anyone searching this room will discover a cabinet with long, thin drawers, rather like a map cabinet. Within, on white silk (now yellowed with time) are delicate drawings and patterns of amazing complexity and artistic skill. They are, essentially, similar to wood block prints, except that the artist carved an image onto his victim, and then captured the image with the victim's blood. It takes great skill to control blood flow well enough to do this, and each of these will bring 2d24 gp (or more) if the right buyer can be found. There are 3d14 of the prints here.

| Switch Positions | Effect |
|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Left Switch Up | The crystalline sphere at the center of the machine rises to a height of 9 feet. |
| Left Switch Central | The crystalline sphere at the center of the machine returns to a height of about 4 feet (chest high on a human) |
| Left Switch Down | The crystalline sphere at the center of the machine lowers to a height of 3 feet. |
| Centre Switch Up | The crystalline sphere shoots out horizontal rays of magical force. Its current height determines who can be hit. Damage is 2d6 (Reflex DC 10 half). Halflings can only be affected if the left switch is down, and even then they get a +4 to their save. Dwarves get a +4 to their save if the left switch is in the central position. |
| Centre Switch Central | Nothing happens. |
| Centre Switch Down | As “Centre Switch Up”, except that the sphere shoots out horizontal rays of magical force once each round until the switch is moved. |
| Right Switch Up | The crystalline sphere glows brightly, its radiance throbbing like a heart-beat. Characters must make a DC 10 Will save or become entranced by its radiance, unable to move until either the switch is moved, or their line of sight is interrupted. |
| Right Switch Central | The crystalline sphere stops glowing. |
| Right Switch Down | The crystalline sphere sucks light from the room, as per a <i>darkness</i> spell with a +10 bonus to the spell check. |
| All Switches Up | In addition to the combined effects of each individual switch being in the “Up” position, the machine casts an <i>invoke patron</i> spell, invoking Ptah-Ungurath, with a +6 to the spell check result. See Appendix A. |
| All Switches Central | The machine does nothing extra. |
| All Switches Down | In addition to the combined effects of each individual switch being in the “Down” position, if the switches are in this position for 1d3+1 rounds, the machine will explode, doing 3d6 damage to anyone in this area (no save). In addition, each character must make a DC 7 Fort or Will save (whichever is better) or go permanently blind. |

In addition to the used silks, there are 3d12 unused silk squares, 2 feet to a side.

The small casks each contain three gallons of oil.

Should a character decide to use one of the many-thonged whips here, they do 1d5 points of damage, with only damage over 3 points (after Strength modifiers are taken into account) being actual

damage. The rest is temporary, and heals with 10 minutes of rest and attention.

Against armored characters (or creatures with thick hides or fur), only this actual damage counts. At the judge's discretion, any creature subject to the whip's full damage must make a Morale check (DC 10 + damage done) each time it is wounded. These are fearful weapons, causing great pain. There are three in this chamber.

2-7 Royal Parlor: *This chamber appears to have been well-appointed once, although lumpy purple fungus grows from the padded chairs now and the tapestries have been torn from the paneled walls to lie in moldy heaps upon the floor. Benches are still upright in places, but the small tables and the bronze brazier have been turned over, spilling broken pottery, charcoal, and ash across the tiled floor. A figure wearing ornate silver plate armor is sprawled across the ground near the northeast exit, thick green blood – almost like sap – showing through the rents in his armor.*

The **silver plate mail** is magical, and, in a way, cursed. It will fit only an elf, and any elf who dons it must make a Will save (DC 10) each turn or be transformed into a **Faerie Knight**. In addition, a save must be made whenever the armor is donned or removed.

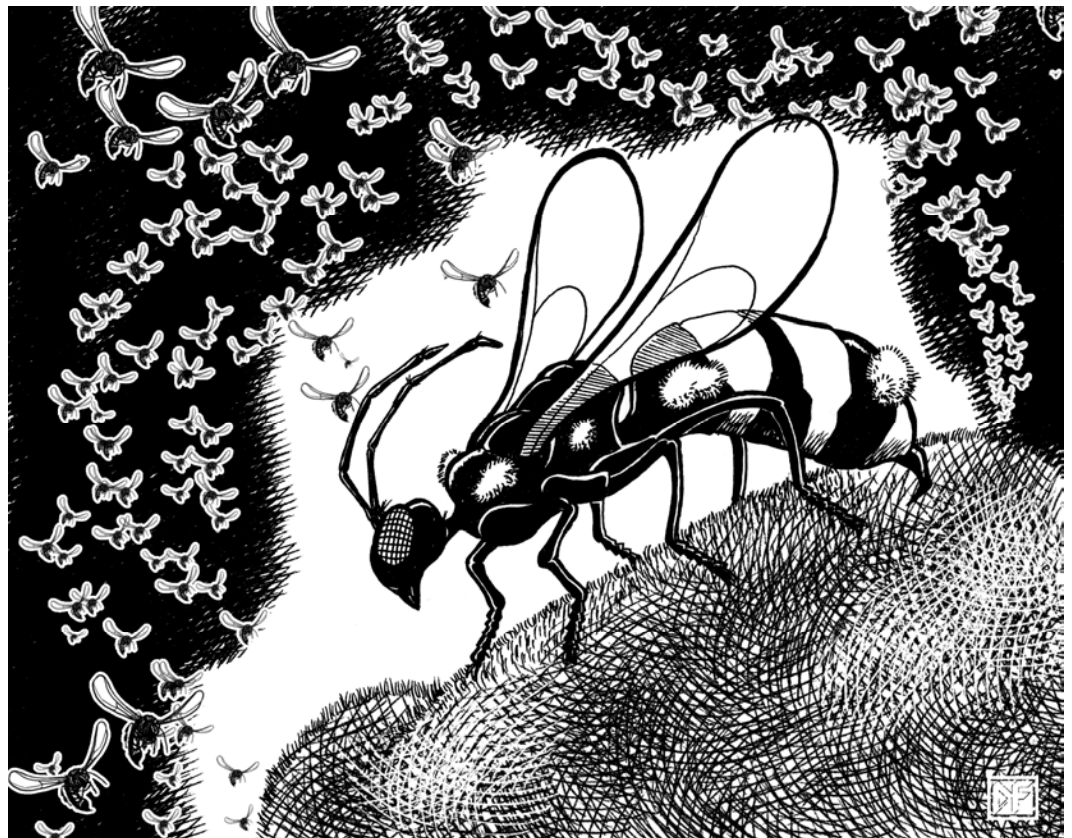
A Faerie Knight is a fey being whose purpose is to prevent the intrusion of mortal creatures into the fey world – in this case, into Erle Howe. This means that, once transformed, the character will attempt to slay or enslave any of his comrades who are not elves. Outside of the Howe, an elf who succumbs to this curse seeks to enter Elfland as soon as possible, and give his allegiance to the

King of Elfland. Unless his companions can prevent him from doing so, he immediately strikes out on this quest, and is lost forever from the mortal world.

When an elf becomes a Faerie Knight, his blood becomes thick green sap, and he loses the power of speech (but gains the power to cast spells without speech, except those whose Mercurial Magic effects require speech). Once transformed, the character gains a +1d3 bonus to hit and damage (roll with every attack), but does not gain the Mighty Deed of Arms mechanic.

Faerie Knight armor: AC Bonus +6, Check Penalty – 2, Speed –, Fumble Die d6; a mortal who possesses this armor cannot wear it, and has a –2 penalty to Luck so long as it is kept. This Luck penalty represents the malice of invisible fey creatures swarming around the character. This armor can be sold to the unsuspecting for 250 gp, but doing so will make no friends.

The Faerie Knight bears one of the elven rings needed to gain entry to Area 1-3. This **elven ring** is a bronze band with a triangular green gem, worth 65 gp.



The lumpy purple fungus is harmless if left alone, but any fungus that is disturbed releases a **fungal wasp swarm** growing within it. This is a swarm of thousands of misshapen violet-black wasps. The swarm is immune to, or takes half damage from, non-area attacks, depending upon their nature and the evaluation of the judge. The swarm automatically rolls for damage against any creature within its space. Note that minimum damage is 0. A creature that takes no damage is at no risk of infection (see below).

Any creature that takes damage from the swarm must make a Fort save (DC 10) or be infected by the fungus...growing a purple patch after 1d3 hours. Thereafter, the infected character takes 1 point of Stamina damage and 1d3 points of Personality damage each day as the fungus spreads. If the character's Stamina reaches 0, he dies. If the character's Personality reaches 0, he lapses into a coma. In any event, after 5 days the character can produce a swarm of fungal wasps once per day, which is active for 1d6+1 rounds. The fungus can be cured as a disease during the first four days, but after this it requires direct divine intervention to cure.

The swarm will not pursue outside of this area. They only remain active for 1d6+1 rounds. The fungal growths can disgorge a maximum of five swarms.

Fungal wasp swarm (5 max): Init +5; Atk swarm (1d4-2); AC 9; HD 1d8; hp 4; MV fly 40'; Act special; SP sting all targets in a 10 x 10 area, infection; SV Fort +0, Ref +3, Will +0; AL N.

2-8 Royal Bedchamber: *This oval room was obviously the bedchamber of someone important. Apart from the great canopied four-poster bed, there is a wardrobe and two chests, all of which has been opened with the clothes from within strewn about. The walls are covered with trophy pelts – a great black bear, two unicorns, a human warrior, a large lion-like cat with sabre teeth, and more. The floor is covered with interlocking green and blue stone tiles.*

Nothing of value has been left here, although the trophy pelts can be packed away and sold for a minimum of 2d12 x 10 gp each.

There are 6d6 such trophies. The unicorn pelts are worth twice the normal price, and the human warrior pelt is worth nothing. In fact, trying to sell it might be dangerous in the average village, town, or city.

The secret door is difficult to find from this side (DC 25), but easily found from the north (DC 10). It is released by pressing an empty trophy mount from this side, but cannot be opened from the other side without magic. This is an escape route, and was not intended to allow access to this area.

2-9 Occult Laboratory: *This chamber was a laboratory once. The central area is filled with carved wooden tables, splattered with stains from blood and chemicals, while the curved northern wall contains five brass-bound wooden cabinets. One of these is open, revealing a plethora of scrolls and a shelf filled with glass vials, but the other four are closed. Dissected creatures are splayed on several of the tables – frogs, owls, cats...even a human woman. Each of these is strapped or pinned to a table, cut well open, and their organs are extracted to lie on the table beside them.*

The human woman is alive, and conscious. Her name is Hermia, and she made the mistake of coming here seeking to learn magic from the elves. A skilled healer might be able to put her back together (DC 25, Intelligence-based), but even so she is shattered, and can do nothing without at least a month of bed rest.

Divine healing will not help unless she is undissected, although direct divine intervention may. Afterwards, she is AC 9 and has 1 hp. Her interest in adventuring is completely shattered. A Lawful character that saves her gains a permanent +1d4 bonus to Luck. Any attempt takes 1d3 hours to perform.

The secret door is easily pushed open from the other side, but cannot be opened from this side, save by magic. It is DC 25 to find from within this area, but is only DC 5 to find from the south.

The brass-bound wooden cabinets are as follows:

- Open: The scrolls pertain to anatomy and dissection, with elaborate diagrams of the inner organs of many natural creatures, elves, dwarves, halflings, and humans.

Armed with these charts, a character gains a +2 bonus toward helping Hermia. Referencing the scrolls adds another 1d3 hours to the time required to make an attempt to put her back together.

The glass vials are all filled with biological specimens in preservative liquids – bits of organs, bladders, bones, an ear, several eyes, fingers, toes, hearts, a long hand from a man-sized amphibian, and so on. Examination will show that these specimens are still alive (the heart, for example, still beats).

If a jar of **preserving fluid** is poured on the wounds of a character that is bleeding out, the character is automatically stabilized at 1 hp, as if he had received magical healing, but the wound itself is not healed, and the character is unable to heal naturally for 1d6 days. At the end of this time, he again collapses and is bleeding out if he has not received some other form of healing by this time.

There are 30 such jars, but they are large and fragile.

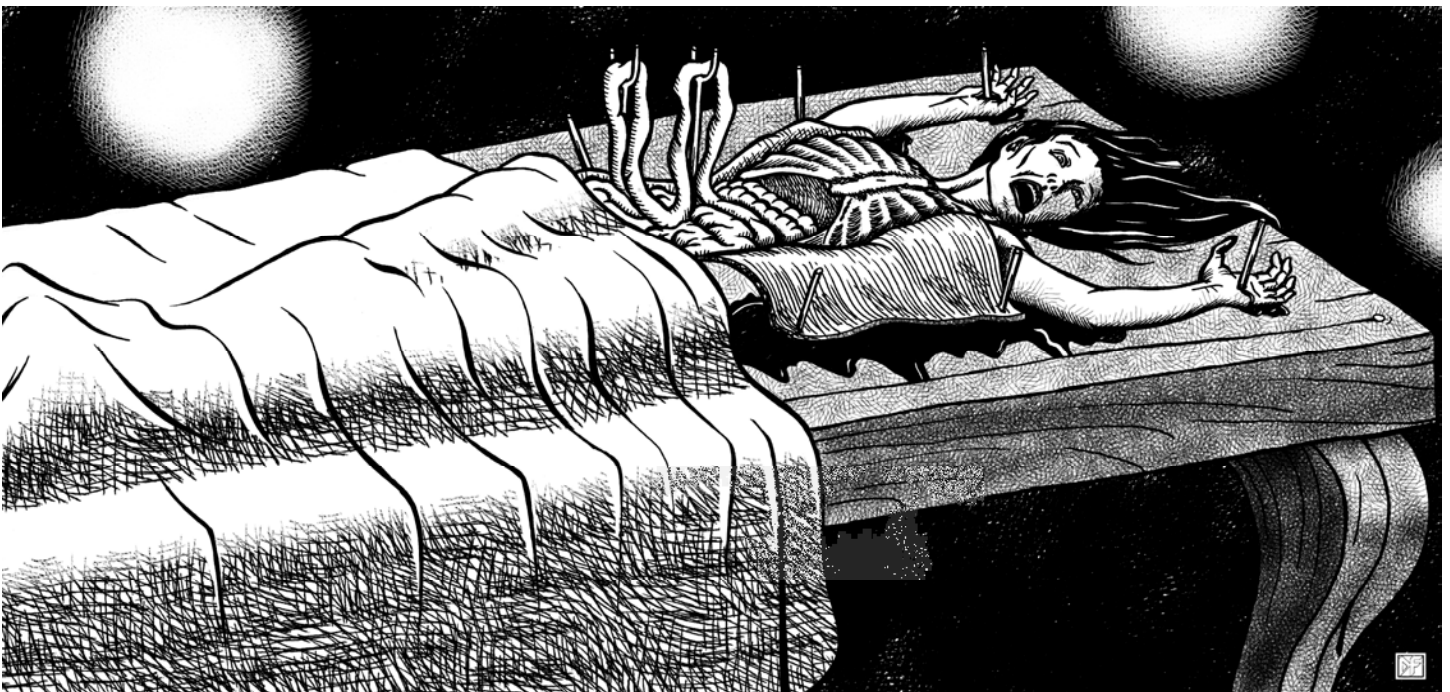
- Closed, Locked: This appears to be nothing more than an empty cabinet, but if tapped three times before the door is opened, the back panel is instead a doorway into Elfland.
- Closed, Locked, trapped with poison pin (Fort DC 10 or aches and pains for 1d5 hours causing 1d4 Strength and 1d5 Agility damage for this period, healing at a rate of 1 point per 10 minutes of rest thereafter): A set of thirty-three red leather books marked with an image of an upraised pair of stag horns is within. Each of these books weighs 5 pounds. These are the journals of Elf Queen Celembarania, and anyone who studies them can use them to research the following wizard spells:

Level 1: *Animal summoning, charm person, find familiar, and patron bond.*

Level 2: *Forget, invisible companion, and phantasm.*

Level 3: *Consult spirit and sword magic.*

If the complete set is not taken, less can be learned from them. A wizard might gain access to a proportionally reduced number of spells, and may need to discover some final



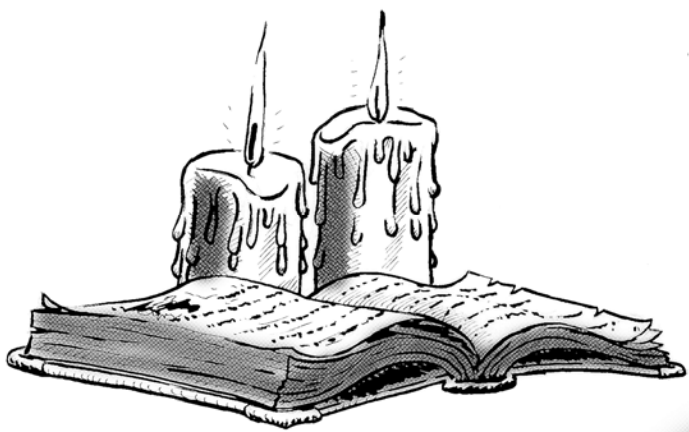
part of those spells elsewhere, as described on page 315 of the **core rulebook**.

- Closed, Unlocked, trapped with a glass capsule containing a magical gas that consumes good fortune (20'-area spread iridescent gas lasts 1d6 rounds, any exposed permanently loses 1d7 points of Luck, Will DC 15 half): Contains a mithral longsword, **Alemourn** (see page 35) in a be-gemmed sheath worth 75 gp.
- Closed, Unlocked: Empty.

2-10 Pleasure Dome: *This chamber is strewn with plush upholstered couches, cushions, and tapestries depicting erotic pleasures. But whatever pleasing effect this was designed to evoke is destroyed by the bodies of at least a dozen scantily-clad elven women and several elven men in leather armor. These have been hacked at indiscriminately, and both bodies and cushions have been defecated on. Thankfully, the feces have dried, but a stench of old excrement and stale urine hangs over the room.*

There are thirteen female elves and six elven men-at-arms here, all slain. Searching uncovers three bronze and two mithral short swords. There are several ornately carved wooden boxes in the room as well, containing items of intimate apparel.

2-11 Conjuring Chamber: *This round chamber is about 40 feet in diameter. The floor is made of dark wooden tiles, and a complex magic circle is set into the center 20 feet with inlaid silver. The walls are covered in dark curtains, of the deepest purple hue. The area is lit with an eerie green glow without visible source.*



This room was used for communing with the Elf Queen's patron, Hecate, as well as for various forms of conjuring, and the Witch-Goddess's attention still lingers in this area.

Any character that crosses into the magic circle is affected the first time they do so. What happens depends upon the character's gender:

- **Male** characters are struck with a palsy that inflicts 1d3 points of Agility and 1d3 points of Stamina damage. This damage heals normally.
- **Female** characters permanently gain 1 point of Luck. If the judge has access to the **Angels, Daemons, and Beings Between** sourcebook and so desires, they instinctively know that they may choose to petition Hecate, Goddess of Witches, for her patronage, but they must do so immediately or the opportunity will be lost. The character may roll 1d16 plus Personality modifier, and consult the *patron bond* spell results on pages 148-151 of the **core rulebook**. If the character is a wizard or elf, she uses the "When Cast on Self" column. If the character is another class, she uses the "When Cast on Other" column, and benefits to "the caster" do not apply. A natural "1" results in patron taint as normal.

2-12 Allinmar's Chamber: *This small oval chamber contains a simple cot, a small desk and chair, and a simple wooden chest at the foot of the bed. A half-burned candle in a wooden holder rests upon the desk. An ornate wooden cradle stands near the bed.*

Allinmar, the daughter of the Elf Lord and Queen, has fallen from their favor as the result of a misfortune sent by her patron, Enzazza, and her refusal to give up a changeling baby. She has thus been relegated to these Spartan quarters.

A golden **elven ring** with an opal gem like a full moon dangles from a string over the crib. This is one of the rings needed to open the secret door at Area 1-3. It is worth 270 gp.

Alemourn, the Drunken Blade

This mithral longsword, when unsheathed, smells strongly of (1d5): (1) wine, (2-3) beer, (4) whiskey, or (5) gin. Any who draws it instantly becomes aware of its powers, and how to activate them. This sword's special purpose is to promote drunkenness, and its powers are all unlocked by drinking. The more inebriated the wielder, the more powerful the sword.

For game purposes, the wielder becomes inebriated in steps, by consuming alcoholic beverages. Exactly when the next step is reached is determined by the judge, based upon the character, the drink, and the time spent between drinks. Stages of drunkenness are progressive, and they are removed sequentially as well, as the character sobers up.

Agility and Personality indicate how much temporary damage is taken when a drinker reaches this stage. It is also how much is healed as the drinker sobers up through the stages. A character who reaches 0 Agility is conscious but cannot move. A character who reaches 0 Personality is unconscious. Stamina is a running total that does not damage the character, but, when it equals his actual Stamina score, the character suffers alcohol poisoning, and takes an actual 1d3-1 points of Stamina damage. This Stamina damage heals at the normal rate.

The judge should encourage the player to role-play his character's inebriation with an eye toward making the game fun for all involved.

| Stage | Agility | Personality | Stamina | Sword Powers |
|-------------------|---------|-------------|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 (tipsy) | 1 | - | - | Acts as +1 sword |
| 2 | 1d3 | - | - | As above. In addition, the wielder can enter a drunken fury, wherein he gains a +4 to hit and damage for 1d7 rounds, but then must make a DC 12 Fort save or pass out for 2d8 minutes (recovering one stage of drunkenness). |
| 3 | 1 | 1 | 1 | As above, except acts as a +2 sword. |
| 4 | 1d3 | 1d3 | 1d3 | As above. In addition, the wielder gains a drunken resilience to damage that grants him a +2 bonus on Fort saves and reduces all damage taken by 2 points. |
| 5 | 1 | 1d5 | 1d7 | As above, except acts as a +3 sword. |
| 6 (blotto) | 1d5 | 1d7 | 1d10 | As above. In addition, the sword offers <i>drunkard's luck</i> . While actively using the sword, the wielder's AC is improved by +4 as he miraculously stumbles at just the right time. Further, if he expends Luck to modify a die roll, he gains an additional +1 bonus for each point of Luck spent. |

There is another magic blade somewhere in the world, Temperance, which is the sworn enemy of Alemourn. Should Alemourn's wielder ever encounter Temperance, Alemourn will try to get its bearer to kill the owner of its rival and drop Temperance itself somewhere it will never again be found.

Alemourn is Chaotic with an Intelligence of 5.



Within the crib is a human baby, a changeling that Allinmar intended on raising as an elf. The child is female, and not yet old enough to crawl. She is still alive, and it is important that the judge establishes her as a living baby, rather than an object to be easily discarded.

If the characters leave her here for more than a few minutes, when they next return she will be dead. If the characters return again, she will be a skeleton. If they return a fourth time, all traces of her (including the crib) will be gone. If they failed to take the elven ring before this time, Allinmar will have it if she still lives (see Wandering Encounters). If Allinmar has already been slain by the PCs, the ring will be hidden in the next place they look, or some other location chosen by the judge.

The secret door to the south is difficult to spot (DC 20), but easily opened once found.

The Enchanted Tower

The upper reaches of the enchanted tower were the domain of Morgil the Moon-Sage before the Howe was deserted. Before the trow attack, the secret door to Area T-1 was usually kept unlocked, or even open, allowing access to the dungeons below. When the alarm sounded, Morgil sealed the door, and no trow ever discovered the way within.

Each level is 15 feet high, with a 5-foot thick stone floor between levels.

T-1 Ground Level/Entry Stores: *The interior of the tower is the same general shape as the exterior, and is 30 feet across. A spiral staircase wrought of bronze rises up the length of the tower, or descends to the depths below. Apart from several piles of crates and a few barrels and kegs, this level is otherwise empty.*

The crates, barrels, and kegs all contain foodstuffs of various types. Three of the kegs contain a good stout beer, and two barrels contain 30 gallons of wine each. None of it is particularly valuable.

T-2 First Level/House of the Dead: *The spiral staircase leads upward into a level filled with piles of bones. There are the bones of perhaps 200 skeletons in this room, each meticulously sorted into separate piles of various bones – all the skulls over here, all the fourth vertebrae over there, left scapulae in a pile not far from right scapulae, and so on. The bones seem to be mostly those of elves, but there are also bones of men and dwarves. There are many flies here. You can hear a pitiful moaning from above. The stair continues upward.*

There is nothing of specific interest here.

T-3 Second Level/Slave Quarters: *This level seems to be roughly divided in purpose. To the north, irregular cots line the walls. Hairy, emaciated dwarves are chained naked to the cots, and they moan as though in constant, but barely conscious, pain. Their unwashed skin shows horrible blackened or gangrenous lesions, swarming with flies and maggots. To the south are set a number of crate-like cages containing long-dead game birds – their bodies are also thick with flies. The stair continues upward.*

The chained dwarves here are all **un-dead slaves** which were used by the Moon-Sage to work metal needed to create his devices. They retain their knowledge and skill, but their personalities are gone save a burning hatred for elves and a fear of their master. The birds are their food, for they are terribly hungry. Their skin feels feverish. They do nothing but moan while chained to the cots; if released, they arise and attack – targeting elves before all others.

These creatures have a terrible strength, and if they hit with both claws, they hold and rend on the next round, spending one of their actions to automatically do damage with both claws (2d3+6), and using their other action to bite. A bit character must make a Fort save (DC 10) or take 1 point of temporary Strength damage. This temporary damage heals at a rate of 1 point per 10 minutes of rest. Once an un-dead slave has held on to a victim, it can only be removed by its destruction or by a successful Mighty Deed of 4+.

Un-dead slaves (8): Init +0; Atk claw +4 melee (1d3+3) or bite +4 melee (1d5+3); AC 9; HD 2d12; hp 14 each; MV 20'; Act 2d20; SP hold, rend, temporary Strength damage; SV Fort +4, Ref +0, Will +2; AL N.

T-4 Third Level/Workroom: *Flies from below have also made their way up here, so that there are hundreds of them upon the cool marble walls. The area seems to have been a workshop, with tools of various sorts for working leather, as well as for casting brass and bronze. There is a heavy iron anvil near the wall, to the east, as well as a portable forge, tables, and benches. Many long, heavy bronze chains are stapled to the walls. The stairway continues upward.*

This is where the un-dead slaves performed their labors. Some of the tools also appear to have been made of iron or steel – although well cared for once, they have begun to rust. Examination shows a number of bronze gears and cogs were being manufactured here, as well as bronze chains with links measured to fit the gear teeth. These are replacement parts for the machines in the Lunarium (Area T-8).

T-5 Fourth Level/Morgil's Guardian: *This level appears to be empty, save dust and a lingering smell of cinnamon and honey. The staircase continues upward.*

Morgil the Moon-Sage placed an invisible **lunar creature** here drawn down from the moon. If its body is wounded, it becomes visible. It's not quite a bee, and it's not quite a jellyfish, and it has aspects of an enormous lobster and an octopus. It attacks with thin tentacles, each of which terminates in a venom-laden stinger, crustacean-like claws, and, if a creature is close enough, its enormous beaked mouth. It is eight feet in diameter, and its body floats 15 feet above the floor. The cinnamon and honey scent in this room comes from the creature....on the moon, this is used to lure prey.

So long as the creature is invisible, any attack has a 50% miss chance and the creature gains a +4 bonus to its attacks. A creature has to target an attack where the creature is to even have a chance of

success (although the judge should have the players roll attacks and miss chance; success indicates that some of the creature's innumerable tentacles are severed – the 12-foot long tentacles, but not the creature, become visible).

If the players have no means to render the creature visible, or think to attack toward the ceiling, this encounter may well end in a TPK (Total Party Killed). Excepting, of course, elves, which it never targets.

The lunar venom is weak, requiring only a DC 7 Fort save. Those who fail are paralyzed for 2d6 minutes, minus any Stamina bonus, and adding any Stamina penalty. A character with an 18 Stamina would be paralyzed for 2d6–3 minutes (and therefore potentially not be paralyzed at all).

If the creature floats down to a mere 10 feet above the floor, it can attack with its claws. It does this when half the party is paralyzed. If PCs drop to the floor to trick the creature, it is not smart enough to know the difference. If no more than a single character remains standing, the creature will drop down far enough to use its beak.

The creature has thousands of thin tentacles, eight clawed arms, and one beak. Although it has eight action dice, it cannot use any arm or its beak more than once each round.

Lunar creature: Init +0; Atk tentacle +3 melee (1d3 + venom) or claw +4 melee (1d8) or beak +6 melee (2d8+3); AC 10; HD 8d8; hp 35; MV fly 10'; Act 8d20; SP invisibility, reach, venom; SV Fort –4, Ref +0, Will +0; AL N.

T-6 Fifth Level/living Quarters: *The stairs lead upward into another chamber, this one fitted as a bedroom with a carved wooden bed, several wardrobes, an ornate silver basin with a silver ewer, and a scattering of cushioned chairs and small tables. The walls here are covered with wooden panels carved with representations of a strange, cratered alien landscape, over and upon which even stranger creatures move – squid-faced caterpillars the size of castle towers, savage-looking centaurs with hands instead of hooves, delicate-looking people flying with*

artificial wings, eight-legged humanoid insects, and creatures that look very much like the one guarding the chamber below. The stairway continues upward.

These are the living quarters of Morgil the Moon-Sage.

The wardrobes contain well-made clothing fit for a male elf, in shades predominately of white, cream, light blue, silver, and grey. This includes several pairs of shoes and boots. None of this is special in any way. The panels on the walls depict a moonscape and various lunar creatures.

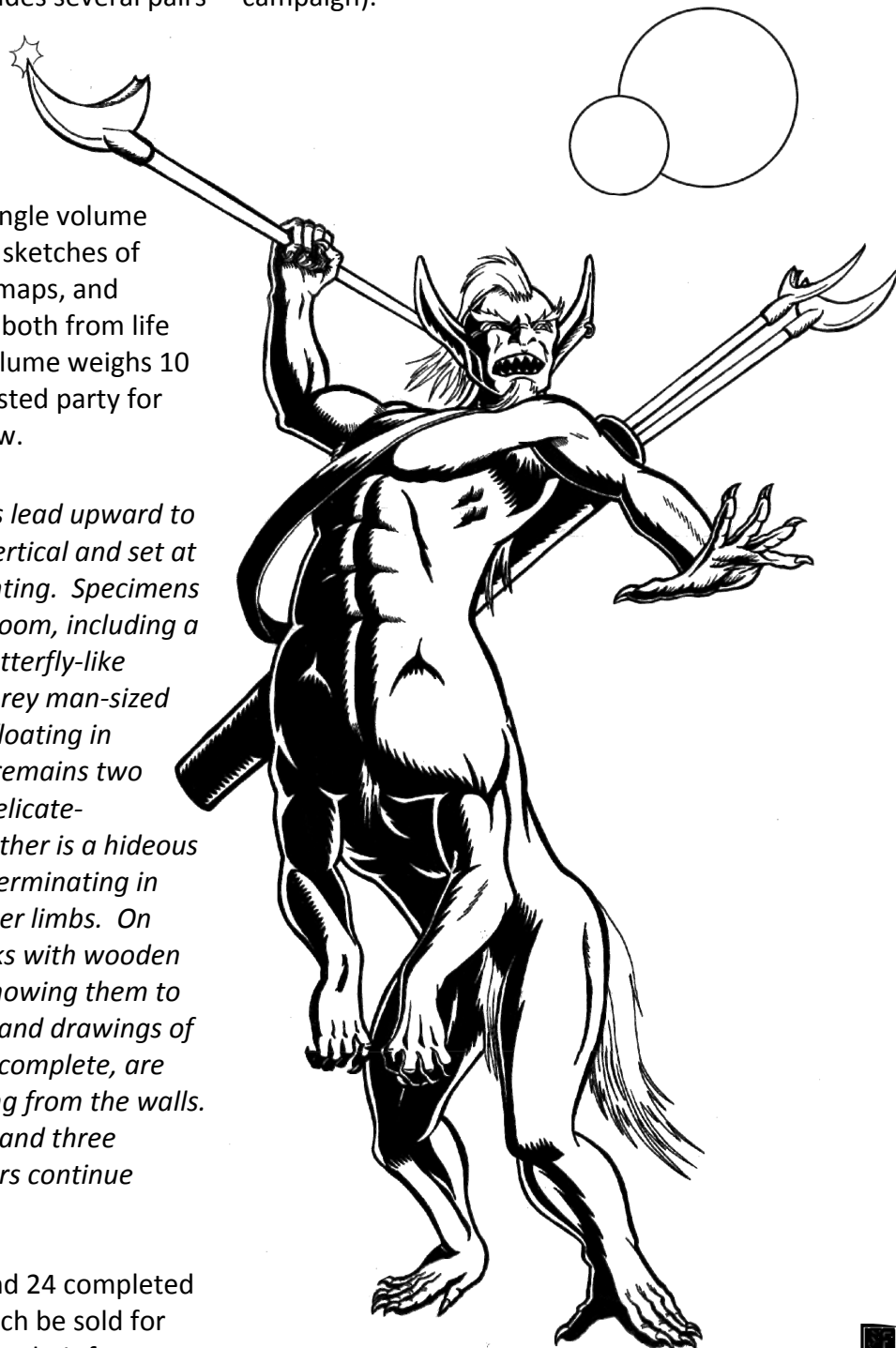
On a table near the bed, there is a single volume with wooden covers. It is filled with sketches of lunar landscapes, lunar cities, lunar maps, and drawings of various lunar creatures, both from life and drawings of dissections. This volume weighs 10 pounds, but can be sold to an interested party for 3d8 x 10 gp. See also Area T-7, below.

T-7 Sixth Level/Study: *The stairs lead upward to a room cluttered with tables, both vertical and set at angles to facilitate drawing and painting. Specimens of all sorts are scattered about this room, including a set of what appear to be artificial butterfly-like wings, the cast-off husk of a bluish-grey man-sized insect, the eye of an enormous bug floating in preserving liquid, and the dissected remains two beings laid out on tables. One is a delicate-looking man with mauve skin. The other is a hideous centaur-like creature with all limbs terminating in hands, rather than hooves on its lower limbs. On shelves and on tables are many books with wooden covers. Several of these are open, showing them to be macabre sketchbooks. Paintings and drawings of similar creatures, half-completed or complete, are littered about the tables, and hanging from the walls. In addition, there are several stools, and three comfortable-looking chairs. The stairs continue upward.*

There are 18 completed paintings and 24 completed drawings here. The paintings can each be sold for 3d10 x 5 gp (half this if removed from their frames and rolled).

The drawings can be sold for 3d10 x 10 sp each.

There are 72 sketchbooks, each of which weighs 10 pounds, but which can be sold for 3d8 x 10 gp each. An interested character who studied these sketches could learn much about lunar affairs. If the judge were so inclined, the character might find the means to travel to the moon and adventure there (either as a single adventure or as part of an extended campaign).

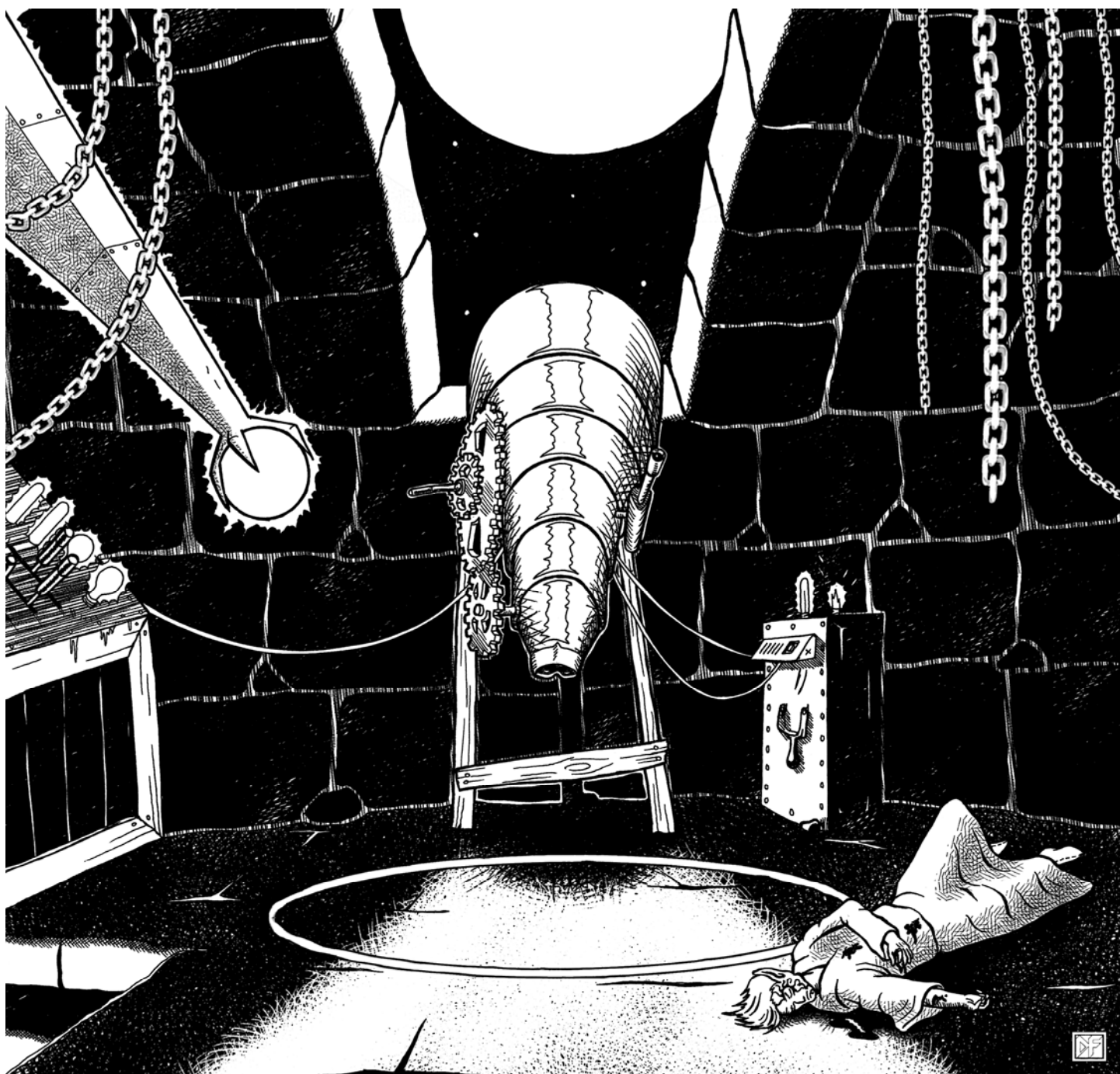


The artificial wings, while effective in the lower gravity of the moon, do little in this world. If a character tries to fly with them, they are not strong enough to lift him. If a character tries to jump off something to fly (this tower, perhaps), they subtract a mere 1d6 from falling damage as the character plummets to the ground. They subtract 3d6 falling damage if worn by a halfling.

The creatures and specimens here are all lunar beings, or come from lunar beings. See Area T-8 for more details.

T-8 Upper Level/Lunarium: When the characters climb the stairs, they are instantly set upon by four **Selenites** (see below). The Selenites prevent the characters from fully mounting the stairs, and use this position of tactical advantage to deal with the PCs separately as they climb. Characters climbing the stairs take a 1 die penalty to attack rolls made against opponents above them.

The upper floor of the tower is fully 50 feet in diameter. It is dominated by an enormous brass telescope, pointed at the full moon that hangs large in the sky.



The moon appears so close that it seems as though you could touch it. Gears and chains attached to the telescope run to a control box with a dozen or more levers. Several other machines are in the room, made of wood, brass, and crystal, whose purposes are unknown. A circle 15 feet in diameter is inscribed in silver on the floor to the south.

The body of an elf lies near it, its exposed flesh punctured many times by some sharp instrument. The dead elf has a large tattoo, like a mass of shadowy tentacles, over the left side of his face, making the pale right side appear almost like a crescent moon.

From the top of the tower, it always appears to be night, and there is always a full moon. If a character manages to climb the tower from Area 1-3, this change happens abruptly as he climbs over the open parapet. Even in rain or snow, the top of the tower is always clear and pleasantly warm.

The body is that of Morgil the Moon-Sage, who was killed by four **Selenites** that he conjured to this chamber. He had hoped to use the Selenites to counter the trow invasion, but in his haste he neglected to stand in the magic circle when he performed the summoning. From the perspective of the Selenites, this has just happened.

The telescope allows the user to peer at the surface of the moon, gaining a view that seems to be a mere 500 feet above the surface. The other machines allow this view to be magically rotated, so as to allow a landscape view of an area, to zoom in even closer, and to select an individual target. Playing with these controls is 10% likely to summon creatures from the moon, regardless of what controls are actually touched. The machinery is chaotic in the extreme – it doesn't only matter what lever is pulled or control knob twisted, it also matters where and how the operator is standing, and what the operator is wearing.

If creatures are summoned, roll 1d7 and consult the table below. None of these creatures can pass into the silver circle inscribed upon the floor (worth 250 sp if dug up).

The enterprising judge can add creatures to this list, or use this list to inspire creature designs for lunar adventures. If the PCs have closely examined the sketchbooks in Area T-7, they may have a good idea of the nature of these creatures.

| 1d7 | Creatures Summoned |
|-----|------------------------------|
| 1 | Tiny Moon Calf (1) |
| 2 | Selenites (2d6) |
| 3 | Lunar People (1d5) |
| 4 | Lunar Centaur (2d3) |
| 5 | Graceful Wormfolk (3d3) |
| 6 | Fungus Creature (1) |
| 7 | Invisible Lunar Creature (1) |

Tiny Moon Calf (1): This is a pale blue-grey caterpillar-like creature 20 feet long, and tremendously strong. Each round it is alive, roll 1d5.

On a roll of 1, every character in the room must roll 1d20 and get a result equal to or under their Luck, or be accidentally crushed for 2d4 damage.

On a roll of 5, the creature destroys some of the machinery operating the telescope. Electricity arcs throughout the room, causing everything in it to take 2d6 damage (Reflex DC 10 half; DC 15 if wearing metal armor). Each time the moon calf destroys some of the machinery, there is a cumulative 1 in 5 chance that the remaining machines cease to function. In this case, no more electrical arcs occur.

Due to the creature's great size, any weapon that does not require two hands to use causes only half damage. It is immune to cold and electricity.

This is not an adult moon calf, and does not produce moon milk. Adults can reach up to 100 feet long.

Revelations: Area T-8

*Morgil the Moon-Sage
My patronage craved
And by his desire
Was he enslaved.
Though his love killed him
Gather him, and then
Take him below –
He shall live again.*

Henceforth, Mulmo only gives advice if the characters take the body of Morgil with them.

Tiny moon calf (1): Init +0; Atk slam +2 melee (3d6+6); AC 8; HD 15d10; hp 80 (or roll); MV 20'; Act 1d24; SP accidental crush, most weapons do half damage, immune to cold and electricity; SV Fort +12, Ref -8, Will +0; AL N.

Selenites (2d6): These creatures are insect-like humanoids with bluish-grey skin. They survive by herding moon calves, and drink their milk for sustenance.

They have four arms, and each has two long, sharp-pointed moon calf goads (similar to an elephant goad) made of lunar steel (+2 damage to elves).

The Selenites are aware of Morgil's observation of the moon, and they have observed this world as well. They can understand and speak elvish and the common tongue. Highly intelligent, they seek primarily to destroy Morgil (mistaking the PCs as his accomplices) and destroy his machinery. They know that, trapped upon this world without moon milk, they will starve to death in 1d6+4 days.

The four Selenites which attack the PCs as they enter this room are statistically identical.

Selenites (4, or 2d6): Init +3; Atk moon calf goad +1 melee (1d6+1) or bite -2 melee (1); AC 12; HD 1d8; hp 5 each (or roll); MV 30' or climb 30'; Act 2d20; SP +2 damage vs. elves and fey; SV Fort +2, Ref +2, Will +4; AL L.

Lunar People (1d5): These delicate, mauve-skinned people appear to be very thin, very beautiful humans, but they hatch their young from eggs. 1 in 7 will arrive with a set of artificial wings (useless here). They are unarmed and unarmored. If the judge desires, players may use these creatures to create a new 0-level funnel group as the lunar people adjust to life stranded on the campaign world.

To create lunar people characters, roll stats as normal, then examine Strength, Stamina, and Personality. If Strength or Stamina is higher than Personality, the higher score of the two is exchanged for Personality. Then, if Strength or Stamina is higher than Agility, the higher score of the two is exchanged for Agility. Finally, if Strength is higher than Stamina, swap the two scores. Lunar people arrive with no significant equipment, unless they have (useless) artificial wings. When rolling profession and birth auger, feel free to rename the results to better match the character's alien quality. If a demi-human profession is rolled, re-roll.

Average lunar person: Init +0; Atk by weapon +0; AC 11; HD 1d4-1; hp 2 each (or roll); MV 30'; Act 1d20; SV Fort -1, Ref +1, Will +1; AL L.

Lunar Centaur (2d3): These creatures are as large as terrestrial centaurs, but they have hands instead of hooves, and can use any of their limbs as manipulators. When in combat, they can rise up on their hind legs and use four limbs to fight. These creatures usually carry 1d3 javelins each. Their teeth are sharp and their jaws can deliver powerful bites. Although they are able to speak, they are not particularly smart or wise. They eat the flesh of any beings they meet, and will even consume their own dead.

Lunar centaur (2d3): Init +1; Atk javelin +3 missile (1d6+2) or bite +0 melee (1d3+2); AC 14; HD 2d8; hp 9 each (or roll); MV 40'; Act 2d20; SV Fort +2, Ref +1, Will +0; AL C.

Graceful Wormfolk (3d3): These creatures appear like sylvan humanoids, but their bones are semi-elastic, allowing them to bend and weave in ways no human ever could. Instead of fingers and toes, they have manipulative tentacles. They are very beautiful, with pale orange skin, dark orange hair, large eyes, and smiling faces. In many ways they are physically the same as humans, and their nudity reveals this clearly. Females outnumber males 3 to 1. Their speech is a form of beautiful singing that is full of keenly felt and worshipful joy. When they arrive, the graceful wormfolk will make great efforts to communicate – singing, gesturing, bowing, and smiling.

And then, if the PCs offer no magical means to bridge the language barrier, the graceful wormfolk will determine that they are merely sentient-seeming animals, and attempt to devour them.

When attacking, the wormfolk's mouths gape open enormously due to their flexible bone structures. If a wormfolk rolls a natural "20" it swallows its target whole, distending horribly around the clearly visible form of the cocooned victim. Only if the victim has a tiny weapon, such as a dagger, in his hand can he do anything, and even then he attacks an -1 die on the dice chain, and without the benefit of any Strength bonus. A Mighty Deed of 4+ can draw a sheathed weapon and attack.

A swallowed victim can only be cut out of a wormfolk once the swallower is dead. Even if communication is established, a wormfolk cannot voluntarily disgorge a meal. It's very embarrassing, and they would not have done it if they knew the victim was truly sentient, but there you have it. Nothing to do now but collect what gear passes through the wormfolk's digestive tract.

The swallowed victim automatically takes 1d4 damage each round from powerful digestive enzymes.

This continues even after the wormfolk is dead, until he is cut out (requiring a full round). Worse, the swallowed victim takes damage equal to half any successful attack causes the wormfolk who swallowed him. On the other hand, once a wormfolk has swallowed a victim in this manner, it can no longer attack.

Graceful wormfolk (3d3): Init +4; Atk bite +2 melee (1d3); AC 14; HD 2d8; hp 9 each (or roll); MV 30'; Act 1d20; SP swallow whole, half damage from bludgeoning weapons; SV Fort +4, Ref +6, Will +0; AL N.

Fungus Creature (1): This creature appears to be a lumpy purple toadstool, 3 feet high, walking on nine spidery legs. Three long stings rise out of its "cap", each pointed in a different direction. Any creature stung must make a DC 13 Fort save or be infested with the same fungus that causes the fungal wasp swarms found in Area 2-7. Infection proceeds as described in Area 2-7.

Fungus creature (1): Init +0; Atk sting +1 melee (1d3); AC 12; HD 2d6; hp 7 each (or roll); MV 20' or climb 10'; Act 3d20; SP infection; SV Fort +2, Ref +0, Will +0; AL N.

Invisible Lunar Creature (1): This creature is identical to that in Area T-5.

Invisible lunar creature: Init +0; Atk tentacle +3 melee (1d3 + venom) or claw +4 melee (1d8) or beak +6 melee (2d8+3); AC 10; HD 8d8; hp 35 (or roll); MV fly 10'; Act 8d20; SP invisibility, reach, venom; SV Fort -4, Ref +0, Will +0; AL N.

The Dungeons

There are no wandering encounters in the dungeons below Erle Howe. Unless otherwise described, the walls are made of solid stone, well mortared and well maintained by dwarven slaves. Hallways are arched to a height of 12 feet. These areas are not decorated the way that the upper ruins are.

As the characters proceed through the dungeons, they will enter older and older regions, as described.

3-1 Base of the Tower: *The spiral stairway goes down 40 feet through solid stone – a cramped, claustrophobic experience – before emerging into a 40-foot diameter room some 30 feet high. There are colorful banners on the walls, but they cannot hide the heavy stone behind them. You are clearly deep below ground. There is a single door to the west. The stairway goes no farther.*

There is nothing of interest here.

3-2 Slave Quarters: This door is locked (DC 10). The key can be found in Area 4-2. This room was once used to house dwarven slaves. Whoever opens the door must succeed in a DC 10 Fort save or lose 1 round's actions as he reels from the horrible smell opening the door releases. Ten **un-dead slaves** are here now, and will attack anyone who opens the door.

This 30-foot-square room is a shambles, with ten straw cots, wooden bowls, and the contents of a large chamber pot ripped up and strewn everywhere. The stench is incredible. There are no other exits.

The un-dead slaves have a terrible strength, and if they hit with both claws, they hold and rend on the next round, spending one of their actions to automatically do damage with both claws (2d3+6), and using their other action to bite. A bit character must make a Fort save (DC 10) or take 1 point of temporary Strength damage. This temporary damage heals at a rate of 1 point per 10 minutes of rest. Once an un-dead slave has held on to a victim, it can only be removed by its destruction or by a successful Mighty Deed of 4+.

These hairy un-dead dwarves wear simple workman's clothes. There is no treasure here.

Un-dead slaves (10): Init +0; Atk claw +4 melee (1d3+3) or bite +4 melee (1d5+3); AC 9; HD 2d12; hp 14 each; MV 20'; Act 2d20; SP hold, rend, temporary Strength damage; SV Fort +4, Ref +0, Will +2; AL N.

3-3 Slave Quarters: This door is locked (DC 10). The key can be found in Area 4-2. If the characters make noise at the door, the inhabitants will respond, pounding on the door, crying out, and begging to be released.

This 30-foot square room is slovenly kept, with 10 straw cots ranged unevenly about the walls. There is a large chamber pot in one corner, which has not been emptied in recent times. Dirty wooden bowls are piled here and there, still containing lumps of hardened oatmeal. There is a ceramic wash basin attached to the north wall, full of water, but the dwarves you have discovered here have not used them to wash the dishes or themselves.

Seven **living dwarves** are here. They were sold to the elves by a human princess they succored in her need, which has made them distrustful of strangers. They are especially distrustful of human women and elves.

Despite their misfortune, one is still happy, and can get along with almost anyone. Another is greatly fatigued due to malnourishment. Yet another is addle-witted and has shaven his beard!

These dwarves have simple workman's clothing but no weapons. They are familiar with all of the rooms from Area 3-1 to 3-8. They do not know about the un-dead slaves, but they have heard terrible noises from next door, and fear the worst. They are miners by profession, but by circumstance have learned a bit about brass-founding and stonework. They know that the tools in Area 3-6 can be used as makeshift weapons.

Their goal is to escape, though, and after ensuring that there are no more living dwarven slaves in Areas 3-2 to 3-8, they will attempt to leave the elf hill.

Living dwarves (7): Init +0; Atk by weapon +0 melee (by weapon); AC 10; HD 1d4; hp 4, 3, 3, 2, 2, 2, 1; MV 20'; Act 1d20; SP infravision; SV Fort +0, Ref +0, Will +0; AL L.

3-4 Slave Quarters: This door can be locked, but is currently unlocked. The key can be found in Area 4-2. If the door is not tried, and a thief successfully attempts to pick the lock (DC 10), he will actually lock the door.

The door opens to reveal a 30-foot-square room. Five straw cots are arranged neatly along the east wall, and another five along the west wall. A clean brass chamber pot is in the southeast corner. A ceramic wash basin, now holding ten clean wooden bowls, is near the center of the south wall.

This room is ready for additional slaves, but is currently uninhabited. There is nothing of interest.

3-5 Room of Punishment: *This is a 30-foot square room. Three sets of heavy brass manacles hang from the south wall – one holds a naked male dwarf, who dangles with his feet over the floor and whose back is striped red from the whip. The eastern portion of this room contains a rack upon which a victim can be stretched. Old blood stains the floor and the rack.*

This dwarf can be used to introduce a new PC if needed. Otherwise, he is dead. The manacles lock with a pin, easily removed if not wearing them. The whip from this room is in Area 4-2.

3-6 Workshop: *The door opens into a room 40 feet wide by 30 feet deep, with another door in the center of the north and south walls. This room appears to have been used as a workshop, for there is a forge and anvil, tables and stools, a pile of bricks, and a great many tools – picks, chisels, tongs, bellows, hammers, and the like. Each of the tables has heavy brass leg irons attached to it, so that workers could be restrained while they worked.*

There are a large number of tools in this room, and some of them are even made of steel (because it is necessary that they be so in order to do the required

work). There are enough tools here to arm an entire party of 0-level characters. Examining the tables shows marks where arrows were shot into this room in the past. There are old blood stains on the floor.

3-7 Storage: The door to this room is locked (DC 10); the key is in Area 4-2.

This room is 30 feet wide and 20 feet deep. It contains stores of metal, brick, and stone, as well as additional picks, shovels, and other tools.

Characters who take the time to look will discover a store of 30 silver bars, each weighing 25 pounds and worth 25 gp, and 8 golden ingots weighing 5 pounds and worth 30 gp each.

3-8 Dungeon Cells: *There is a block of dungeon cells here, four to the north and four to the south. Each is 10 feet square, with a straw cot and a brass chamber pot. None seem to be occupied, although three contain the bones of a dead dwarf each.*

These cells are locked (DC 15); the keys are in Area 4-2. If one of the cells with a dwarf skeleton is entered and searched, the characters will notice a message scratched onto one wall: *Captured by elves in murky forest. Where is our party leader? And where is B.B.? Did the spiders finally catch him?* An iron nail is found on the floor nearby.

3-9 Passage Down: *After 70 feet, the passage becomes uneven as it curves slightly to the left and heads downward at a gentle angle. The stonework here is older, and there is a slightly musty smell in the air.*

Revelations: Area 3-9

*Fearing nothing, downward go
The Pool of Life-Giving lies below
Ye seek now the Fane of Mulmo!*

The passage travels about 150 feet before it reaches Area 4-1.

Prison of the Elf Lord

4-1 Entry Hall: *The passage empties into a room that is roughly 30 feet square, with another passage leading out of the center of the far wall. In each corner there stands a wooden statue of an elf, unarmed, but in an attitude of watchfulness. The dust is thick down here, as though this area has not been entered in a very long time.*

These **wooden guardians** animate and attack if a non-elf enters the chamber without an elf first saying that he is granted passage (the wording is unimportant) or if they are attacked.

Because of the curve of the hallway leading upward, characters must be near the doorway to attack these guardians with missile weapons, and those in the eastern corners cannot be attacked at all from outside the room.

The guardians have a dim level of intelligence, and will pursue parties who attempt a hit-and-run method of dealing with them, although they will return to their stations the first time a party breaks off combat.

A wooden guardian attacks with its fists. It takes no damage from piercing weapons, and half damage from any other mundane weapon except those made specifically to chop, such as axes. It takes no damage from cold, but takes double damage from fire. If set aflame, though, it deals +1d3 fire damage per strike so long as it survives. They are immune to most critical hit effects.

Wooden guardians (4): Init +0; Atk fist +3 melee (1d3+3); AC 14; HD 5d12; hp 30 each; MV 20'; Act 2d20; SP infravision, construct, immune to piercing/cold/most critical effects, half damage from most non-magical weapons, fire vulnerability; SV Fort +10, Ref +0, Will +8; AL N.

4-2 The Butler and the Turnkey: *This is a 50-foot wide room 30 feet deep, with a passage in the center of the east wall. The area to the west is stacked full of barrels of various types and sizes.*

To the east, two skeletons sit on chairs by a small table. One skeleton, wearing mithral chain armor, has a set of brass keys dangling from his belt. The other has his head cradled on the table, as though he had passed out there. A silver decanter and two silver cups sit on the table near a coiled leather whip. All is dusty and filled with cobwebs.

The whip is from Area 3-5, and is ordinary.

These barrels are all filled with old and spoiled foodstuffs, wine, or beer. How they got here is a mystery; they would not fit down the spiral staircase. The silver decanter is worth 50 gp, and each of the silver cups is worth 35 gp due to their fine workmanship. Within the decanter, and under a layer of dust, there is enough strong red wine for three more cups. Surprisingly, it still smells and tastes wonderful.

This wine is a heady vintage, though, made with waters of an enchanted stream that brings sleep and forgetfulness. Anyone who drinks a cup must make a Fort save (DC 15) or sleep 1d6 days, and a Will save (DC 15) or forget all that has happened in the prior 1d6 months. The wine has lost much of its potency over time...the Elf Lord's butler and gaoler drank a cup each, and slept so long that they died of starvation.

The gaoler still bears the brass keys to all locks in Areas 3-2, 3-3, 3-4, 3-7, 3-8, 4-4, 4-5, and 5-2 (a total of 30 keys). The mithral armor that he wears is still usable, although the **gaoler's skeleton** animates and attacks if he or his keys are touched, and the armor may be destroyed in the battle (see **Recovering armor** on page 96 of the *core rulebook*). At some point during the ensuing battle, the **butler's skeleton** raises its head, says "What is it? I merely grew tired of waiting here!" then drops its head back into its arms, never to animate again.

Any creature successfully hit by the gaoler's skeleton feels invisible manacles clasp onto his wrists and ankles. His movement is reduced by 10', and his Action Die is reduced by 1 (including the Action Die used for a dwarf's sword and board shield attack, or a halfling attacking with two weapons). These effects are cumulative, and only go away when the skeleton is destroyed.

Gaoler's skeleton: Init +0; Atk claw +3 melee (1d3); AC 14; HD 4d6; hp 24; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, invisible manacles; SV Fort +2, Ref +2, Will +4; AL C.

4-3 A River Runs Beneath It: *This room is 40 feet wide by 20 feet deep. In the center of this area is a pair of wooden trapdoors, 10 feet wide together, each set with a brass pull-ring. One of the doors is open. Various barrels and casks are set about the walls, and there are a number of long poles with brass hooks lying about. The gurgle and splash of running water comes up from below. This whole area is dusty and filled with cobwebs.*

The trapdoors lead to a miles-long river tunnel, where a river plunges below the surface and later comes back to sunlit lands. Before the trow raid, Erle Howe traded goods by receiving them from upstream and sending the empty barrels downstream. They often bickered about payments, but their silver was good when need forced them to remit what was due. At each end of the river tunnel, there is a small elf outpost where a portcullis could be operated to control access to the tunnel. The upstream portcullis is open, and the outpost destroyed. The judge may develop these areas as desired.

These barrels are empty, but hiding among them is a **daemonic spider** that has come up here from up the river tunnel. This creature is about the size of a man, but low to the ground. It is hungry, and will attack any character it can. Its poison causes 1d3 points of Strength damage and requires a DC 10 Fort save. If the save is failed, the damage is permanent. Otherwise, it heals as normal.

Revelations: Area 4-4

If the characters hesitate to enter this area:

*A secret now Mulmo tells
The passage hides within the cells.*

It can also shoot out a sticky web at a single character once every 1d3 rounds, in addition to its attack. The victim must make a DC 15 Reflex save or be held fast until he can succeed in a DC 20 Strength or Agility check (which requires using an Action Die). Anyone trapped in these webs takes 1 point of damage each round, as if from fire, and must make a Luck check (1d20 equal to or under Luck) or have exposed flammable materials burst into flames (an additional 1d3 damage per round until the fire can be put out, or 1d3 rounds has passed). Its webs do not burn, and it is immune to fire-based attacks.

There are 5 wooden poles, 10 feet long, fitted with brass hooks, which were once used for recovering full barrels from the underground river.

Daemonic spider: Init +2; Atk bite +4 melee (1d3 plus poison); AC 13; HD 6d8; hp 40; MV 40' or climb 30'; Act 1d20; SP poison, webs, immune to fire-based attacks; SV Fort +2, Ref +3, Will +2; AL C.

4-4 Dungeon Cells: *The corridor ends in a cell block, with six cells to the north and six cells to the east, each 10 feet square, with a straw cot and chamber pot. The bars are made of heavy brass. You can see dwarven skeletons in some of the cells.*

Each of the cell doors is locked (DC 15), as is the door to the corridor leading south (which seems like just another cell door until this area is entered and explored). The keys to open these doors are found in Area 4-2.

The Sword of the Gods

This black iron longsword was created by a group of northern deities who delight in trouble, and who sought to bring about the ruin of men. Even touching the shards is unlucky – any who does so permanently loses 1 point of Luck the first time they touch the sword. Whosoever re-forges the sword permanently loses 3 points of Luck. Any who would bear it permanently loses 1 point of Luck the first time the sword is used in combat, and temporarily loses 2 points of Luck so long as the sword is kept. All of these effects are cumulative. Strange and evil coincidences occur to bring the sword's wielder to misery and ruin.

Re-forged, the sword acts as a +3 blade that can strike non-corporeal creatures as though they were material. Although black, the eldritch runes on its surface are blacker yet, and seem almost to glow with their darkness when the blade is used.

Any creature slain by the blade has its soul destroyed, and cannot be restored to life by any means, nor is there any chance of survival if brought to 0 hit points by this blade (i.e., the victim does *not* bleed out, and recovering the body is of no use regardless of the character's level or Luck score). These poor victims cannot become ghosts, spirits, or undead.

For each Hit Die of foe so slain, the wielder of this blade gains 1 temporary hit point. These temporary hit points last until spent, but cannot be healed. Damage is taken from these temporary hit points first.

At the end of every combat, the wielder must make a Will save, or the blade will compel him to continue attacking another creature near him, be it parent, friend, or lover. This is either the closest creature, or is determined randomly. The DC for this save is 5 + the character's current temporary hit points. The character may make a new save every 1d3 rounds. If he manages to slay the new target, he gains temporary hit points as normal, and must make another Will save or attack another creature.

Once this sword is used, it requires a DC 15 Will save to give it away or even to avoid carrying it, and the save may be attempted only once each month. If a character is bearing this blade, it requires a DC 20 Will save to use any other weapon, even if the character attempts to use a missile weapon at range. Failure means that the character loses his action.

Unlike most magical swords, this weapon can be destroyed as the result of a critical hit or a fumble. If this occurs, and the characters are smart, they will hide the shards somewhere where the sword will not easily be found. The shards themselves cannot be destroyed.

Nine of the cells contain dwarven skeletons. Two of these have iron nails, and messages scratched on the walls. One reads simply, "*Where is our burglar*" while the other is more elaborate: "*Day 126. News! The halfling has found T. in a deeper dungeon. At least we are all together. Expect a plan for our rescue any day now.*"

4-5 Trow Princess: The door to this room is locked (DC 20); the key is in Area 4-2.

Examination of the area around the door shows that there is relatively new brickwork to the north, where a sword has been bricked into the wall. This is an iron longsword which radiates strong magic, and is the **Sword of the Gods**. See the sidebar for more details.

This dark, noisome chamber is 30 feet wide and 50 feet deep. Chained near the far wall is a colossally fat green-skinned humanoid, wallowing in her own filth. Water drips from the ceiling, creating a thin layer of slime on the walls, the floor, and the captive within.

The daughter of a Trow King from some part of Elfland, this princess was captured long ago by the elves, and chained her for some fell magical purpose best not considered. She has nothing, not even rags, and has long ago gone mad.

If addressed, she will cackle and make strange statements, such as “*When is the blue sky red?*” and “*When the ducks fly east, then the tower will smoke under the lunar sun!*” The judge should also include some shrewd veiled references to the characters, their personalities, and their deeds both good and ill. Her mad cackles and raving makes stealth impossible. Finally, the judge can use her ravings to offer clues to the party as her madness allows her to see things others do not.

If the princess is somehow restored to the Trow King, he will reward the characters with her weight in gold (750 pounds). It is up to them how to carry or transport it. She will slowly get better, but will never become sane.

If attacked, she will defend herself with teeth and claws. Her mad insight grants her an extended critical threat range of 18-20.

Trow princess: Init +1; Atk claw +2 melee (1-3) or bite +1 melee (1-4); AC 10; HD 3d8; hp 13; MV 30’; Act 2d20; SP increased critical range (18-20); SV Fort +4, Ref –4, Will +2.

4-6 Passage Down: *The passage leading downward appears to be a partially worked natural passage, carved by water and descending unevenly. It is not straight, and visibility is limited as a result. The natural limestone is cold and damp to the touch. Water still drips from the walls, and runs or gathers in puddles upon the floor.*

This passage goes about 160 feet before coming to the next level of dungeons. About halfway down the passage, an **earth faerie** steps from the wall, automatically gaining surprise.

This creature appears to be a broad humanoid, 4 feet tall and made of stone. Its eight eyes are rubies worth 150 gp each. It attacks with a great pickaxe. It is immune to fire, cold, and electricity, and takes half damage from all non-magical weapons. It can pass through stone as though it were air, at will, and bypasses the AC bonus of all metal armors (studded leather is therefore treated as leather).

When defeated, both it and its weapon explode into a cloud of choking rock dust. All within 30’ suffer 1d6 points of damage. A DC 15 Fort save reduces this by half, but on a natural “1”, the character also suffers 1d3 points of Stamina damage. The ruby eyes remain.

Earth faerie: Init +0; Atk pickaxe +5 melee (1d8+3) or fist +3 melee (4); AC 16; HD 6d6; hp 30; MV 30’; Act 2d20; SP pass through stone, infravision, immunities (fire, cold, electricity), half damage from mundane weapons, ignore metal armor, turn into choking dust upon death; SV Fort +6, Ref –2, Will +0; AL C.

The Deeper Dungeons

When the PCs reach this section of the dungeons, the judge should note that the stonework is even older here, and does not appear to be the work of dwarves, men, or elves. There is something disturbing about the architecture, although what it is cannot be described. If angles are measured, every corner appears to be 80° angle, even where four such angles make a rectangular room. The walls appear to be straight.

5-1 Unused Chamber: *After 20 feet, the hallway enters a 60 foot deep room 30 feet wide. The room appears to be empty, but the shadows which pool in the darkness seem to be cast from serpentine forms many times larger than a man. The shadows seem to move with your flickering light.*

There is nothing here, but any character foolish enough to rest in this room has nightmares about serpent men that last for 2d7 nights, and so long as he has these nightmares, he gains no benefits from resting. There is no save.

5-2 Dungeon Cells for Special Prisoners:

There are five dungeon cells here reserved for “special” prisoners. These cells were not made by the elves, and what they were first used by, or for, remain a mystery better not solved. They have thick iron bars and iron cell doors. Brass keys, made for these locks, can be found in Area 4-2, but they work only 50% of the time.

A thief can open these locks with a DC 15 check from the outside, or DC 20 from within.

Any time one of these cells is entered, unless steps are taken to hold the door open, it will close and lock in 1d3 rounds.

Each of these cells contains a rough pallet of straw, and a hole in the floor serves as a toilet. If the cells are entered and examined, the following can be found:

- **Cell A:** Someone has marked the walls with an iron nail, marking time in units of five days. There are several thousand such marks.
- **Cell B:** Nothing.
- **Cell C:** Nothing.
- **Cell D:** A human skeleton; the last wielder of the **Sword of the Gods** (see Area 4-5).
- **Cell E:** A dwarven skeleton. Searching finds a tarnished silver tassel worth 15 sp.

5-3 Pillars and Barrels: *This huge chamber is 70 feet wide and 60 feet deep, with the ceiling held aloft by many pillars carved into strange and serpentine shapes. The carvings seem almost to watch you. Between the pillars are hundreds of kegs, casks, and barrels, with narrow walkways meandering between them. Vents near the 20-foot-high ceiling allow air to move into the room, making flames flicker, and producing a sort of ominous hissing from among the pillars.*

Characters will need to wander among the barrels, searching for 1d3 x 10 minutes before finding the trapdoor leading down to Area 6-1.

Revelations: Area 5-3

*Within you must seek, for the way down below
Or ne'er shall thee find the Fane of Mulmo
Though stone may be heavy, thou shalt lift it higher
Unless cold blooded ones bite you with venom of fire*

Each minute that they search, there is a 1 in 7 chance that 1d3 **hellsnakes** drop down upon them from the vents or the pillars, or come from among the barrels, or some combination thereof. If the party is alert, the **hellsnakes** still have a 1 in 6 chance of surprise. If the party is incautious, surprise is automatic.

There are a potentially infinite number of these snakes.

Hellsnakes are ebony serpents, seven feet long but as thin as ribbons, whose eyes glow with a hellish red light. Any creature they bite burns from within, and takes 1d3 points of damage each round. If a Fort save (DC 10) succeeds, this burning only occurs for 1d3 rounds. If it fails, the creature's blood burns for 2d6 rounds. When a **hellsnake** is slain, its body divides into 3d5 much smaller serpents, which slither amid the barrels and hide. They count as Chaotic extra-planar creatures, and can be Turned by Lawful clerics.

Hellsnakes: Init +4; Atk bite +1 melee (1 plus venom); AC 10; HD 1 hp; MV 20'; Act 1d20; SP burning venom; SV Fort +0, Ref +4, Will +0; AL C.

The trapdoor is a stone plug 10 feet in diameter and 5 feet thick, with a pull ring of an unknown metal near one edge. Because of the otherworldly properties of the space beyond, this plug can be pulled out with a DC 15 Strength check. A creature can make any number of attempts, but each failed attempt requires a Will save (DC 10) to avoid 1d3 points of Personality damage as the character is buffeted by visions of hell beyond the stone plug. A character whose Personality reaches 0 becomes catatonic until his Personality is healed to at least 3.

Beyond the stone plug is a passageway so steep and so slick that anyone wishing to continue in this direction must either slide down it, or use rope. The passage goes steeply down for 150 feet (note that the map is not to scale here) beyond the reach of any rope the party can devise. This is a magical extraplanar effect that intelligently and

malevolently adjusts itself to the character's attempts to circumvent it. Flying characters can pass through the tunnel without an act of faith.

Gravity is not normal within the tunnel, and after the initial rush of falling, characters seem to slow down, being deposited almost gently in a tunnel which curves into the distance. No light works in this tunnel, nor does infravision. Characters can only grope blindly onward, or turn around and attempt to ascend the steep tunnel. Anyone trying to climb the steep tunnel finds themselves "falling" upward, arriving gently at Area 5-5.

In this adventure, the tunnel leads to the Fane of Mulmo, described below. If the PCs return to this area, however, it can lead anywhere the judge desires. Typically, it leads to some form of extraplanar space, and these spaces tend to be hostile.

The Fane of Mulmo

As the characters approach this area, they hear whispering ahead. It sounds like voices, male and female, maybe human, maybe not. No words can be made out. Characters reaching Area 6-1 are assumed to stumble in, as they are moving in the darkness, and must make a Reflex save (DC 10) or fall prone.

Note that the light from Area 6-1 cannot be seen in the tunnel. Until a character enters this area, he cannot see it, even if others of his party have already moved forward.

A character re-entering the tunnel finds himself in the dark again, and must grope either forward or back.

6-1 The Temple of Whispers: *You stumble into a large chamber. The grey light within, although dim, causes you to blink after the pitch darkness of the tunnel, and it is several minutes before you can get your bearings.*

Revelations: Area 6-1

*Go forth, for if to your oath you be true
Nothing to fear lies herein for you.
Yet should your friend first taste water's embrace
Never again shall you walk from this place.*

The whispering is louder here, and seems to come from the vaulted ceiling. You can make out individual words, although the language that they are spoken in is not immediately apparent.

The area is 70 feet wide and 40 feet deep, the ceiling vaulted to a height of 180 feet. The whole area is lit with a dim grey light, as though the shadows themselves allowed you to see. Opposite the passage you entered from – down which you can now see until the curved hallway removes line of sight – is a grey-red stone stairway 30 feet wide, heading downward. These steps were not cut for a man. Each step is 5 feet wide and 5 feet deep. The passage downward is 80 feet high.

If the PCs are here on the behest of Mulmo, nothing untoward happens. If they restore Morgil the Moon-Sage to life, nothing untoward here will happen on their return. See Appendix C.

If the group is not working for Mulmo, as the party moves toward the stairs, 30 **whispering shades** will ascend from below, and attack. If the group is working for Mulmo, but does not restore Morgil the Moon-Sage, the 30 whispering shades will be in this chamber on their return, and attempt to prevent their leaving the Fane of Mulmo alive.

Whispering shades appear as insubstantial grey humanoids, with writhing masses of shadowy tentacles where arms and head should be. They whisper constantly, and anyone hearing them must make a Will save (DC 5) each round or suffer 1 point of Personality damage.



A character whose Personality reaches 0 is catatonic until healed to at least 3 Personality.

Their tentacle attacks reach into a character, if they succeed, and pull at his very soul, causing 1d3 Personality damage, with the same effects if characters reach 0 Personality. No natural healing can occur in Areas 6-1 and 6-2, so if all characters are drained of their Personality, they will remain here until they die of starvation, or until Mulmo comes to collect them.

Because the shades are only semi-material, any attack against them has a 25% chance to pass through without causing any damage at all.

When a whispering shade is slain, it merges with the character delivering the killing blow, and attempts to take over his body. The character must make three DC 10 Will saves before he fails three DC 10 Will saves, with one save made each round. No matter how many whispering shades are slain, only one may attempt to possess the character's body at a time.

If the character fails, the whispering shade takes over his body, and uses it in an attempt to destroy the other party members. The judge is encouraged to let the player fight on behalf of the whispering shade; he must then decide either to "fight it" and do his least impressive attacks, or "give in" and attempt his best to destroy the rest of the party. The character will be told that he will be released if the others die, but this is, of course, a lie. He will never be released.

Elves are completely immune to the whispering shades. In fact, they cannot see them, and do not know they are there. Nor can elves affect the whispering shades in any way (although they certainly can affect, and be affected by, possessed PCs!). If elves have souls, they are not like the souls of men.

Whispering shades (30): Init -4; Atk tentacle mass +0 melee (1d3 Personality); AC 12; HD 1d8; hp 8 each; MV 30'; Act 2d20; SP whispering, personality drain, possession upon death, elves are immune; SV Fort +0, Ref +0, Will +4; AL C.

Morgil the Moon-Sage

In the event that he is successfully resurrected, Morgil the Moon-Sage has no desire to be forcibly de-resurrected because of Mulmo's actions. Therefore, Morgil will promise to teach a spell to any elf or wizard in the party, and (if the judge so desires) offer to bind any of the party who so wishes to Mulmo via the *patron bond* spell. After all, if Mulmo went through such great lengths to secure Morgil's return from the dead, wouldn't he do the same for the party someday?

Morgil means this when he says it, but if he is tracked down after escaping Erle Howe, there are always reasons why he must delay. Morgil doesn't actually like sharing his knowledge. Put bluntly, he is a jerk, and may be used as a long term antagonist in the judge's campaign.

Remember, Morgil has no weapons at all when brought back to life, except what the PCs give him. Nor does he have armor. He may be a jerk, but he is an intelligent jerk, and he will be more than willing to play the thankful rescued sycophant until he has the upper hand.

Morgil the Moon-Sage: Init +1; Atk by weapon +3 melee (by weapon); AC 11; HD 6d6+6; hp 29; MV 30'; Act 1d20+1d16; SP infravision, immune to sleep and paralysis, spells; SV Fort +3, Ref +3, Will +4; AL C.

Spells (+8 to spell checks, Caster Level 6): *Cantrip* (p. 129), *color spray* (p. 135), *consult spirit* (p. 204), *detect invisible* (p. 172), *invoke patron* (Mulmo, Appendix A), *monster summoning* (p. 184), *patron bond* (p. 148), *planar step* (p. 225) *read magic* (p. 152).

Revelations: Area 6-2

The party has a choice here: to place their own dead in the pool first, or to keep faith with Mulmo and place the Moon-Sage into the pool.

If the party places their own dead in first, Mulmo falls silent. The characters will have earned the enmity of Mulmo, which manifests initial as a permanent loss of 1 point of Luck, and may manifest in Mulmo sharing the characters' secrets with their enemies, as determined by the judge. However, the character is recovered, and the party may survive the return through Area 6-1.

If the party places Morgil the Moon-Sage in the pool first, he is recovered (subject to the rules of the pool). Morgil is a 6th level elf who, although not a very nice fellow at all (as the characters should know by having traversed his tower) is not immediately hostile. Every character in the party gains 1 point of permanent Luck, with Chaotic characters gaining 2 instead.

When the characters try to resurrect their own companion next, Mulmo whispers,

The pool will recharge in (1d100) years

No rhyming. No poetry. Just that and a dry chuckle, fading into silence.

6-2 The Pool of Mulmo: *The steps go downward for 50 feet, and then enter an enormous chamber at least 100 feet wide and 250 feet long, with a pool of sulfurous-smelling dark water in the center. A ledge of smooth black stone completely surrounds the pool. Steam rising from the pool condenses on walls, ceiling, and floor, coating all in a thin layer of slime. The entire area, stairs and pool, is lit by the same sickly grey light as the previous room. The room is vaulted to a height of 120 feet and has no other visible exits.*

This is the Pool of Mulmo. A living creature which touches the water is scalded for 1 point of damage. A creature that enters the pool takes 1d3 damage from scalding per round. The pool is infinitely deep, although the water cannot be seen through to ascertain this.

A dead creature placed into the pool is restored to life, with all damage healed, and free from whatever caused death (including, but not limited to, any diseases or poisons). Resurrection occurs after an unattended body has sunk 1d6 x 10 feet, and once the character is restored to life, he may subsequently be scalded to death before escaping the pool.

A DC 10 Agility check is required to draw oneself up upon the pool's slippery edge. Up to three characters can help, each giving a +2 bonus to the check, but if the check fails all must make a DC 10 Reflex save or be pulled into the pool.

Once the pool restores a body to life, it requires a recharge period before it can do so again. The recharge period is 1d100 years. There is no guarantee that the stone plug in Area 5-5 will lead to the Fane of Mulmo again.

If the PCs have more than one character they wish to raise from the dead, they will have to either wait it out or seek other means to do so.

Appendix A: Patrons

Information necessary to run the patrons mentioned in this adventure is described below. Further information on Enzazza, Hecate, and Ptah-Ungurath can be found in *Angels, Daemons, and Beings Between* (Dragon's Hoard Publishing). Gloriana, Mab, and Mulmo are new patrons in this product, and are given a complete listing except for patron spells, which may be developed by the judge as needed.

The King of Elfland

The King of Elfland is found in the *core rulebook*, pages 342-347.

Enzazza, Queen of the Hive

Where bees, wasps, and their kin gather, the golden voice of Enzazza is heard. She appears as a beautiful woman with golden skin and black hair. She wears fancy clothing in hues of black, gold, and yellow, with surprisingly ornate needle-work floral patterns.

Although outwardly beautiful, Enzazza is truly alien in her thinking and cruel in her behavior. It is said that the skin and lips of the Queen of the Hive taste like cream and honey, and it is a certain fact that she will mate with mortal men – but those mortal men prove their mortality in her honeycomb bed, and never arise again. Enzazza herself may be the source of these rumors, using them to lure would-be mates into her clutches. She is as cold-blooded and fierce as the angriest of wasps, and, as with those creatures, it is not always easy to tell when her mood has crossed the line between indifferent and dangerous.

Certainly, the Great Matriarch views males as worth little beyond mating, yet she values her female workers well. Only women may successfully complete Enzazza's patron bond ritual; males who have tried have been found dead with countless bee stings. Nor can a female Wizard then bond a male to Enzazza's service – those presumptuous enough to try earn only her wrath.

The Queen of the Hive's ceremony can only be performed in an area where bees, wasps, and the like are common. These may be wild bees, or tame hives, or even the nesting grounds of enormous yellow jackets. These daughters of Enzazza will not usually molest the caster unless Enzazza is offended.

Invoke Patron check results:

12-13 A buzzing swarm of millions of bees or wasps arrives, and bodily lifts the caster. The swarm bears the caster wherever she directs, at a base speed of 50', for up to 1d12+CL minutes. Once the caster is set upon the ground, the swarm disperses. While encompassed by the swarm, the caster has a +1 bonus to Armor Class.



14-17 The caster is partially transformed into a wasp. She gains a hard gold and black carapace that grants +2 to Armor Class. Her arms split into two sets of thin black, multi-jointed insect-like arms – these allow her to perform two actions for every Action Die, but each action is reduced by $-1d$ if she chooses to do so, and the actions must be those arms can perform. She also gains diaphanous wings that allow her to fly at a base speed of 50' while carrying up to 100 lbs. and a stinger that she can attack with for $1d6$ damage + poison (Fort save DC 15, $1d6+CL$ damage on a failed save, or CL damage on a success). This transformation lasts 5 rounds per CL.

18-19 The caster may designate one weapon of her choice per caster level. As long as the weapon is wielded by a female creature, the weapon is considered magical and does an additional $1d4$ points of stinging damage. A creature hit by this weapon must make a DC 10 Fort save or lose its next action due to wracking pain. This effect lasts for 1 minute per caster level.

20-23 Swarms of bees and wasps rise from likely locations – ground nests, trees, under eaves, etc., within 100' of the caster. A number of swarms arise equal to $1d3+CL$, and they remain for $2d6$ rounds, obeying the silent will of the caster before breaking up and departing. (See the entry for Insect Swarms, p. 419 of the *core rulebook*.)

24-27 Every bee, wasp, and hornet within a 30-mile radius converges on the area of the caster over a period of $2d6$ rounds. Each round, until all the potential insects are present, the area becomes more obscure, and foes of the caster take more damage – this means that the longer it takes for all the stinging insects to arrive, the more there are within range, and the better it is for the caster. They swarm in a 120' radius around the caster, with the following effects:

- On the first round that they arrive (round 2), the enemies of the caster take 1 point of damage each round. This damage increases by +1 so long as bees, wasps, and hornets continue to arrive.
- If the damage reaches 5 points or more, creatures must make a Will or Fort save each round (equal to $10 +$ the damage dealt) to do anything other than flee at their fastest movement rate.
- If bees, wasps, and hornets are still arriving after the fourth round, on the fifth the swarm obscures the vision of enemies, granting the caster and her allies a +1 bonus to Armor Class. This increases by +1 for each additional two rounds it takes for the swarming insects to fully appear.

For example, if insects are still arriving on round 7, the AC bonus is +2, rising to +3 if more bees and their kin arrive on round 9, and to a maximum of +4 on round 11 if it takes 11 or 12 rounds for the swarms to fully arrive.

These effects continue for 2d6+CL rounds after the swarm has fully arrived. The insects then depart.

28-29 Enzazza graces the caster with the combined effects of results 20-23 and 24-27, above. Roll durations for each effect separately.

30-31 The caster is taken into Enzazza's hive, where she is safe from harm, for 4d6 rounds. A multitude of large bees, wasps, and hornets stream from the area where the caster once stood, each of them about four to six inches in length. While the caster is sequestered in the hive, she may select a number of enemy foes equal to her caster level. These foes are attacked by a swarm or stinging insects, automatically take 1d6+CL damage each round, and must make a DC 15 Fort save or take an additional 2d6 damage and lose all actions for that round. Afterwards, Enzazza returns the caster to the material plane, placing her at any desired location within 50 miles of where she was removed to the hive.

32+ One giant wasp arrives per caster level, which may be used as a mount. For each giant wasp so summoned, 1d3 swarms of bees, wasps, and hornets (as "Insect Swarm", page 419 of the core rulebook) are also summoned. The swarms remain in the vicinity of the giant wasp they are summoned with, and will attack the enemies of its rider, or of any creature also attacked by the giant wasp.

The giant wasps are the caster's to command for 1d6+CL days. In addition, the caster's primary weapon becomes a stinging weapon (as per 18-19, above) for this entire time.

Giant Wasp: Init +4; Atk sting +5 melee (2d5 plus poison); AC 18; HD 8d10+8; MV 20' or fly 60'; Act 2d20; SP poison (DC 15 Fort save or death in 1d4 rounds); SV Fort +4, Ref +9, Will +0; AL N.

Golden Honey of Enzazza

Level: 1

Range: Caster

Duration: Varies

Casting time: 1 week

Save: None

General By ritual and concentration lasting a full week, the caster sweats a golden honey from her pores. Enough of this honey may be gathered by doing so to create a single dose of golden honey of Enzazza, or 6-ounces. The honey may be smeared onto a wound, eaten on bread or with a spoon, or drank mixed with water, wine, or a similar liquid. Smeared onto a wound, the golden honey is sticky, and smells sweetly for 1d3 hours, and this aroma may be attractive to some creatures. The effects of the golden honey, and how long it remains efficacious, are dependent upon the spell check result. The golden honey of Enzazza cannot heal a creature past its normal maximum hit points or Stamina.

Manifestation: Six ounces of honey gathered from the caster's pores.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 The golden honey may be smeared onto a wound, or consumed, to heal 1d3 points of damage. It remains potent for 1d3+CL months.
- 16-17 The golden honey may be smeared onto a wound to heal 1d3 points of damage, or consumed by a conscious being to heal 1d8 points of damage. It remains potent for 1d3+CL months.
- 18-21 The golden honey may be smeared onto a wound to heal 1d8 points of damage, or consumed by a conscious being to heal 1d12 points of damage. It remains potent for 1d8+CL weeks.
- 22-23 The golden honey may be smeared onto a wound to heal 1d12 points of damage, or consumed by a conscious being to heal 1d14 points of damage. If consumed, the golden honey may be used to remove a disease or infection instead of healing damage. It remains potent for 1d7+CL weeks.
- 24-26 The golden honey may be smeared onto a wound to heal 1d12 points of damage, or consumed by a conscious being to heal 1d16 points of damage. If consumed, the golden honey may be used to remove all disease or infections instead of healing damage. If used to remove diseases, the golden honey further grants the imbiber a +2 bonus to Fort saves to resist disease or infection for 1d5 days. It remains potent for 1d6+CL weeks.
- 27-31 The golden honey may be smeared onto a wound to heal 1d12 points of damage, or consumed by a conscious being to heal 1d16 points of damage. If consumed, the golden honey may be used to remove all disease or infections instead of healing damage, and further grants the imbiber a +4 bonus to Fort saves to resist disease or infection for 1d7 days. The imbiber may choose to heal 1d3 points of ability damage (but not permanent ability loss) instead of healing hit points or curing diseases – including ability damage from broken bones or spellburn. It remains potent for 1d5+CL weeks.
- 32+ The caster may choose to create golden honey as per any earlier spell check result, or may make a golden honey that can restore life to a creature that has been dead for not more than CL weeks when smeared upon the body. Part of the caster's life force goes into the creation of this honey, and the caster permanently loses 1d7 points of Stamina. The creature to be brought back to life must be mostly intact, for while some wounds are healed, missing tissues are not regenerated. The restored creature permanently loses 1 point of Stamina, and revives with no more than 1d7 hit points – all others must heal normally. This golden honey remains potent for 1d3+CL weeks.

Hecate, Goddess of Witches

Since ancient times, the Witch-Goddess Hecate has interfered in human affairs for unknown reasons. It is certain, though, that she intercedes on behalf of some witches as well as on behalf of those wizards and elves she patronizes.

Hecate appears most often in one of three guises: A young and beautiful maiden, a motherly matron, and an old iron-toothed crone, which symbolize the three phases of the moon. She also appears occasionally as the dark of the moon – invisible save as a dark whisper and a foul breath rank with decay.

Hecate acts as patron for both male and female wizards but prefers females to males. An elf or wizard who casts patron bond to secure a compact with Hecate gains a +2 bonus if the subject of the spell (herself or another) is female and a –4 penalty if the subject is male. This same modifier is also used whenever one of Hecate's patron spells is cast.

The patron bond ceremony to bond with Hecate must occur within a cemetery or within a cavern space dedicated to the Goddess of Witches.

Ptah-Ungurath, Opener of the Way

Known by many names, Ptah-Ungurath has always heralded the approach of Chaos. Some know him as The Black Goat, and others call him Father and Mother of Monsters. He appears as a man standing only 4 feet tall, slender and swarthy, with eyes that reflect the swirling stars of the cosmos. Any who views him can sense his sinister majesty, and few can do aught but throw themselves on their knees and prostrate before him.

Ptah-Ungurath knows much about electricity, building glass and metal machines that create gates to the far places of the universe. He is the Opener of the Way beyond space and time, where the titanic temples of tenebrous gods hold sway with strange piping and slow dances like the plod of time itself. Beyond even these, Ptah-Ungurath knows the way to the end of all things, the stinking graveyard of the universe, where worlds lie like putrid corpses and cities are no more than malodorous pustules on their decaying masses.

From these far distant times and places, Ptah-Ungurath vomits forth blind, mindless gargoyles and other monstrous creatures from the spaces between stars and the end of time. Perhaps it is better to have Ptah-Ungurath on your side than on the side of your enemies. Those who dare deal with the Opener of the Way may gain great power but risk paying a terrible price for it.

The patron bond ceremony for Ptah-Ungurath must take place in a city or similar large urban area, although it may be ruined or inhabited.

Gloriana, Faerie Godmother

Many of the faerie folk take a sidelong interest in human affairs. Often, this interest lasts but for an encounter, but sometimes a faerie becomes interested in mortals for their entire lifetimes (which is still a fleeting interest in the aeons-long existence of the fae). Such a creature is Gloriana, who sometimes aids Wizards and Elves, and has become the godmother of several mortal children (both with, and without, a formal *patron bond* spell). A mortal with Gloriana as a Faerie Godmother, but who is not actually magically bonded to her, cannot cast *invoke patron*, but such a relationship may explain an unusually high Luck score!

Gloriana, when she appears, comes either in the form of a faerie queen – tall, regal, and impeccably dressed – or in the form of a wizened old grand-dame hobbling on a black cane. Indeed, many of her godchildren are unaware that “Grandma Glory” is a powerful Faerie Lord. For all that Gloriana means well, faerie folk are most often on the side of Chaos, or Neutral at best, and her help sometimes backfires as random chaotic elements creep in. The more powerful the aid she gives, the greater the chance that something will backfire.

Gloriana’s ceremony must take place in the near vicinity of a new-born infant. Once the infant is even three months old, it is too late, and a younger child must be sought out.

***Invoke Patron* check results:**

12-13 Have you any idea how many children, princesses, and young lords Gloriana must oversee? Burdened beyond measure, the Faerie Godmother has little time to do more than send a bit of luck the caster’s way – the caster gains a pool of 4 additional Luck points that can be burned normally, or fade within 10 minutes if unused. These do not add to the character’s permanent Luck score.

- 14-17 Gloriana has a moment to see to the caster's problem. Looking in her magic mirror, the Faerie God mother causes a minor transformation that alters matters in the caster's favor. This can affect up to 4d6 objects, and can include things like transforming normal weapons into brooms, turning a pumpkin and some mice into a coach-and-four, or causing a tree to fall across a raging torrent, transforming itself into a bridge as it falls. These transformations all end (1-2) at midnight, (3-4) at the next full moon, (5) after 1d4 rounds, or (6) at the most inconvenient time possible (judge's decision).
- 18-19 Gloriana has a free moment, and sends a magical whirlwind about the caster's most powerful foe, automatically causing 2d6 damage (Refl save DC 20 for half), and transporting the foe 1d24 miles away (Will save DC 20 negates). There is a 1 in 20 chance that this whirlwind affects a random ally by mistake.
- 20-23 Gloriana watches the encounter in her magic mirror, lending the caster and his allies what aid she can. In effect, the caster gains a +2 bonus to all attacks, skill checks, and spell checks until the current crisis is resolved (and Gloriana loses interest) – the judge determines when the encounter is over or Gloriana stops watching (4d6 rounds or until the current situation resolves itself). Moreover, the caster's allies each gain a +1 bonus to attacks, skill checks, and spell checks. However, a natural "1" or "2" is treated as a natural "1" for purposes of spell checks, divine disapproval, and attack rolls made by the caster and his allies, and any fumble die is rolled at +1d on the dice chain. Sometimes, Gloriana's "aid" gets in the way!
- 24-27 Gloriana watches the characters in her magic mirror, lending the caster and his allies aid in the form of a +2 bonus to all attacks, skill checks, and spell checks for 1d10 minutes. There is a 1 in 16 chance that a magical backlash occurs at the end of this period, causing a –2 penalty to these same checks for the next 1d10 minutes. Gloriana, of course, is no longer watching at this time.
- 28-29 Gloriana sends aid in the form of a swarm of small animals, magically animated objects, tiny fey, or similar helpers, who appear in 1d5 rounds and remain for 8d6 rounds. Each round, they inflict 1d3 points of damage on all of the caster's foes, who must make a Will save (DC 15) to take any action other than duck and cower, or attack the helpers (which are immune to attacks). There is a 1 in 10 chance that they will attack the caster's allies in the same manner for the remainder of the duration if all foes are dispatched or flee. In this event, the caster may attempt a DC 20 Will save each round to send them away.
- 30-31 Gloriana sends aid in the form of one or more unicorns. 1d7 unicorns appear + the caster's Luck modifier, to a minimum of 1 unicorn. It takes 2d7 rounds for the unicorns to appear, and they remain for 1d4 + CL days. There is a 1 in 6 chance that the unicorns are themselves fleeing from another monster, which appears 2d10 rounds after they do: (1) 1d5 androids, (2) chimera, (3) demon (Type 1d4-1; minimum Type I), (4) manticore, (5) owlbear or (6) an average-sized dragon. The statistics for these monsters are found in the **core rulebook**. **Unicorn:** Init +7; Atk horn +5 melee (1d8) or 2 hooves +3 melee (1d4 each); AC 17; HD 5d8; MV 60'; Act 2d20; SP detect evil (+5 spell check), infravision, half damage from non-magical weapons, can use an Action Die to teleport 1d20 feet, critical hit on 19-20 with horn; SV Fort +5, Ref +8, Will +7; AL N.
- 32+ The Faerie Godmother appears in person to sort things out. Unless another patron or some other great power is involved, she should be able to resolve the encounter generally in the caster's favor... but this may be due to relocating the caster or an adversary, or bringing the encounter to a draw by giving everyone involved a stern talking to.

Gloriana prefers not to slay creatures outright, if it can be avoided.

There is a 1 in 3 chance that Gloriana's resolution to a problem will introduce a new (and possibly worse!) problem, or create some other complication.

Patron Taint: Gloriana, Faerie Godmother

Association with Gloriana doesn't actually taint the caster so much as Gloriana botches spells and effects when her attention is distracted. When patron taint is indicated for Gloriana, roll 1d6 on the table below. There is no limit to the amount of patron taint Gloriana can cause, and all of these patron taints can be rolled an unlimited number of times.

Roll Result

- 1 Cosmetic Changes:** When this patron taint is rolled, roll 1d7 to determine what part of the caster is affected, and 1d5 to determine how it is affected. 1d7: (1) hair, (2) eyes, (3) nose, (4) lips, (5) skin, (6) whole body, or (7) gender. 1d5: (1) are reversed, (2) grows larger, (3) grows smaller, (4) misplaced to another location, or (5) changes color [roll 1d8: (1) blue, (2) green, (3) red, (4) orange, (5) black, (6) yellow, (7) white, (8) back to its original color]. The judge may apply the results of these rolls in any way he deems fit. The changes remain until magically undone.
- 2 I Didn't Mean to Do *That!*:** Whatever spell the caster was attempting misfires (in addition to any other misfire that may have occurred due to the spell being miscast with a natural "1"). This second misfire "lingers", so that each time the caster uses that same spell, even if the spell succeeds, there is a 1 in 7 chance that it will misfire again (possibly in addition to success!) in the same way. Once the lingering misfire occurs, the spell can again be cast normally.
- 3 Animated Mayhem:** Some normally inanimate thing in the vicinity of the caster becomes animated and intelligent, with an annoying personality, and generally behaving in a way that does not coincide with the caster's interests. It may actually wish to be of service to the caster, but its actions are rather consistently the wrong ones. Roll 1d7 to determine what is animated: (1) caster's primary weapon, (2) caster's or nearby ally's shield, (3) caster's or nearby ally's armor, (4) random item of minor equipment, (5) random nearby small object, (6) random nearby large object, or (7) random enchanted item of the caster's or his allies'. The item remains animated for 1d7 days. If the same item becomes animated a second time, the effect is permanent.
- 4 Invitation to the Ball:** By accident, the Faerie Godmother has transported some sort of creature to the caster's location 75% of the time, or transported the caster to an awkward location the other 25% of the time. Creatures are not necessarily hostile, but they are confused upon arrival. Roll 1d6 to determine the creature type, using statistics from the core rulebook: (1) jungle ape-man, (2) centaur (3) cyclops, (4) griffon, (5) giant lizard, or (6) shrooman. The creatures are initially hostile only 25% of the time. If the caster is himself transported, it is to some awkward, but not immediately dangerous location, such as a royal ball, a seraglio, the middle of a sporting event, or whatever else the judge decides. In either case, there is a 25% chance that Gloriana realizes her error after 1d7 minutes and reverses the transportation. Otherwise, the creature transported (caster or otherwise) is on its own!

- 5 **Minor Favor:** Remember when you got a chance to meet that nice cyclops? Or had that visit to the Sultan's harem? Now it's time to return the favor....Gloriana asks some small favor of the caster, such as helping a squirrel find its lost nuts, helping repair the clasp on a locket, bringing something lost back to its owner, etc. The task is never dangerous in itself – although it can be annoying or demeaning – but it can result in a new adventure hook being discovered, if the judge so deems.
- 6 **Mad Luck:** The attentions of the Faerie Godmother alter the caster's Luck score. Roll 1d6. If the result is 1-3, the caster's Luck goes down 1d3 points. If the result is 4-6, the caster's Luck goes up by 1d3 points.

Patron Spells: Gloriana

Gloriana grants three unique spells, as follows:

Level 1: *Bing Bang Boom!*.

Level 2: *Gloriana's Most Excellent Love Spell*.

Level 3: *Faerie Transformation*.

These are not described in this product, and must be developed by the judge.

Spellburn: Gloriana

An essentially kindly being, Gloriana doesn't approve of spellburn, and makes it difficult for the caster to dissuade him. When a caster utilizes spellburn, roll 1d4 on the table below, or build off the ideas presented therein to create an event specific to your home campaign.

Roll Spellburn Result

- 1 The caster sees an image of his own reflection, as it appears in Gloriana's magic mirror, which then shatters into thousands of pieces. Gloriana then appears in his mind to rebuke him for being willing to harm himself. Doesn't he know what that does to his poor godmother? The resulting spellburn is taken from Personality as the caster's self-esteem is brutalized.
- 2 Gloriana turns from the caster. Use the spellburn table on page 109 of the core rulebook, as some other entity answers the caster's quest for power. The caster cannot successfully call upon Gloriana for 1d7 days.
- 3 Gloriana would rather just lend her power to the caster than see him get hurt. She grants up to 10 points of spellburn, free of charge. However, along with every 3 points of spellburn used (or portion thereof), the caster acquires one patron taint from Gloriana's unstable magic.
- 4 *Do you really want to hurt yourself? Is it that important? Very well then; it's the only way you'll learn, dear.* Spellburn is granted, but the caster takes 2 points of ability damage for each point of spellburn requested. Gloriana will not allow any statistic to go below 3 in so doing, but will spread extra lost points to other physical ability scores as needed. The caster only gains the bonus he had initially requested. *There now. I hope we learned something from this, dear.*

Mab, Dark Queen of Faerie

Queen Mab appears in dark majesty, with sensual lips and wanton eyes. She can change her size to be taller than a tall mortal man, or so small that she can use a hazelnut shell as a chariot. She brings dreams dark and delightful, which make men mad. It is said that she perches hag-like upon sleeping maidens, and first teaches them to push downward in order to bear children. She blisters lips and hands, turns the attention of barristers to potential suites (in lands plagued with an abundance of barristers), and seeks ever to make the hearts of men and maidens inconstant.

As one of the Dark Queens of the Unseelie Court, she rides the dark nights in the autumn of the year, the Hosts of the Slaugh – those dead who are closest to the dark regions of Faerie – as her retainers. When slighted, she curses newborn children. On a whim, she plucks babes from their cribs to devour, or lays with young men who arise withered and old.

Yet for all this wickedness the Dark Queen of Faerie can be a friend to those who know their place, and who are willing to pay her awful price. She is a vain and jealous creature, though, and those who would court her influence are wise to take especial pains not to offend her.

Mab's ceremony must be performed in the autumn, in a place where faerie influences are strong.

***Invoke Patron* check results:**

- 12-13 Mab restores one lost spell to the caster. If the caster has lost no spells this day, roll 1d6. On a roll of 1-4, the capricious Mab *takes away* as spell from the caster, as though it had been lost for the day. On a roll of 5-6, Mab instead *grants access* to a random spell otherwise unknown to the caster, until that spell is lost as a result of a poor casting, or until the next full moon (whichever comes first). This does not give the caster enough knowledge of the spell to learn it normally, as Mab doesn't grant that knowledge – the ritual to use the spell is unique to this situation.
- 14-17 Mab sends a vision to all creatures in the area, making the caster appear more powerful and commanding. For the next 2d6+CL rounds, the character gains a +2 bonus to Amour Class and damage against any intelligent creatures. Any friendly creature within 100' that must make a Will save for morale gains a +2 bonus, whereas any similar unfriendly creature has a -2 penalty. These bonuses and penalties do not apply to automatons, constructs, vermin, and other creatures which are either mindless or immune to mind-affecting effects.
- 18-19 Mab appears before the most powerful of the caster's male humanoid entities (within 200'). Unless that creature makes a DC 25 Will save, Mab leads him away into Faerie.



When the creature is next encountered (and not less than 1d30 days later), the creature has aged 4d24 years – depending upon the creature, it may die of old age as a result.

- 20-23 The Dark Queen *curses* all of the caster's enemies within 100', causing them to develop painful blisters on hands and lips, which make fighting and speech difficult. As a result, enemies have a –4 penalty on attack rolls and spell checks, which lasts for 1d5 hours, when the blisters go away. At the judge's discretion, some creatures having neither hands nor lips (such as serpents) may be immune to this effect.
- 24-27 A zone of madness extends 100' from the caster. All enemies within this area must make a DC 15 Will save each round, or spend their actions attacking the nearest creature – be it friend or foe – with its most powerful attacks. Although the madness does not prevent creatures from attacking the caster's allies, it does prevent them from attacking the caster. No creature that fails its save targets the caster; it instead chooses the next nearest creature. This effect lasts for 2d5+CL rounds.
- 28-29 The dark power of Mab reaches into the hearts of foemen and makes them inconstant. When faced by a group of foes, the leader (if any; the most powerful creature will do) must make a DC 15 Will save each round or 25% of the remaining group desert. If there is no leader, the group deserts *en masse*. If faced by a single foe, that foe must make a DC 25 Will save or be moved to sudden friendship or love (as the judge deems appropriate) for the caster. Depending upon the nature of the creature, this may not lead to a straight-forward end of the conflict – for example, the creature may wish to capture the caster to force a betrothal. This friendship seldom lasts long; the judge secretly rolls 1d24 to determine how many days the friendship or infatuation lasts for. On a natural roll of "24", it is permanent. In this case, after 24 days, it is no longer magical, and cannot be dispelled. Cunning foes need not inform the caster that their friendship has waned.
- 30-31 A host of the Slauch – the dark dead who travel with the evil Unseelie Court of the Fey – sweeps down from the sky, to aid the caster and confound his foes. It takes 1d5 rounds for the Slauch to arrive. If the caster is outdoors, 3d12 of the Slauch appear. They remain for 3d8+CL rounds, or until the battle is completed (whichever comes first). When they depart, each remaining Slauch takes a body of the dead (friend or foe) with it until there are no bodies...at this time, a Luck check can be made for friendly figures as though the body had been turned over by a comrade. If the caster is indoors, the Slauch cannot come inside, but howl around the building, disconcerting all save the caster and his allies – this causes the disconcerted creatures to have a –4 penalty to all attack rolls, skill checks, spell checks, and saves while the Slauch remain (2d8+CL rounds). If the caster is underground, the Slauch are strengthened, each gaining a +2 bonus to attack rolls and damage. 4d12 of the Slauch appear, and they remain until the battle is completed, however long that might take. Slauch underground take bodies as do Slauch outdoors. **Slauch:** Init +6, Atk claws +4 melee (dmg 1d4 plus chill touch and fear); AC 16; HD 2d12; HP 13; MV fly 40'; Act 2d20; SP chill touch (1d6 cold damage, Fort DC 15 saves), fear (Will DC 10 or lose next action), half damage from non-magical weapons; SV Fort +4, Ref +8, Will +12; AL C.
- 32+ The essence of Mab manifests at the caster's location, and draws the caster into a dark, twisted portion of Faerie. The caster is gone for 2d6 rounds in the normal world, but appears 2d6 years older when he returns. All of his wounds are healed, and all of his spells are restored. During the time he is gone, all enemy creatures within 150' of the spot where he was standing must make a DC 10 Fort save each round or fall into a deep sleep, replete with nightmares, from which they cannot be awakened until the caster returns.

Successful attacks against creatures in this sleep are automatically critical hits. It takes 1d3 rounds for creatures to fully recover when the caster returns (and the essence of Mab departs); they can only move (and cannot use their Action Dice) during this time.

Patron Taint: Mab, Dark Queen of Faerie

Those who take Mab as their patron often become lost in their own dreams, or develop a wanton and inconstant need for sensual gratification. Their connection to the realm of Faerie, through Mab, can also affect them strongly. When patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll Result

- 1 **Wanton:** The caster becomes more lustful through association with Mab. When this is rolled the first time, the caster must make a DC 10 Will save to willingly harm an attractive member of the opposite sex (or the same sex, if appropriate to the caster), or to turn down an offer of licentious congress. This doesn't prevent the caster from seeking to capture, *charm*, or otherwise affect an attractive character. When this is rolled again, the DC raises to 15. When it is rolled a third time, the DC raises to 20.
- 2 **Sensual:** The caster becomes more attuned to physical comforts and beauty. In terms of food, clothing, and equipment, the caster wants the most exotic, the best tasting, the most comfortable, and the most beautiful items possible. When this is first rolled, the caster adds +10% to the cost of any item purchased. When this is rolled a second time, the caster adds +50% to the cost of any item purchased. When this is rolled a third time, the caster adds +100% to the cost of any item purchased. The caster cannot get around this by having another purchase his items for him – anything of lesser value simply will not do if a better quality item is available.
- 3 **Lost in Dreams:** The caster spends more and more time involved in his dream life, to the detriment of his waking life. Each time this patron taint is rolled, the caster spends one day out of every seven immersed in dreams, to a maximum of three days in seven. When the caster wishes to be involved in an adventure, 1d7 must be rolled to determine if he is available. If the party stays overnight during an adventure, another die must be rolled every additional day to see if the caster is available, or is lost in his dreams. When lost in his dreams, the caster only responds to immediate life-and-death concerns.
- 4 **Fey Blood:** The caster becomes closer to faerie, and begins to physical change into a more fey creature. If human, when this is first rolled, the caster's ears become noticeably pointed. When this is rolled a second time, a human caster becomes paler and taller, with the pointed shape of his ears becoming even more pronounced. If rolled a third time, a human caster becomes affected by iron as is an elf. If an elf, when this is first rolled, the caster's skin and hair take on a subtle green tint. When rolled a second time, an elven caster's hair takes on streaks of darker green, and he grows the buds of antlers on his forehead. If rolled a third time, an elven caster's penalty to using iron weapons and armor is doubled (2 hit points damage per day of use). When struck by iron weapons, an elven caster takes +1 damage with each successful attack, and if the elf is even in the vicinity of a large concentration of iron, he has a –2 penalty to attack rolls, skill checks, and spell checks.

- 5 **Waking Dreams:** The caster begins to dream, even when awake. This makes it difficult to concentrate on tasks, and makes it difficult for the caster to determine what is real and what is a dream figment only he is experiencing. In game terms, the caster takes a penalty to all attack rolls and skill checks. When this is first rolled, the penalty is –1. When it is rolled a second time, the penalty is –2. When it is rolled a third time, the penalty is –4.
- 6 **Inconstant Heart:** The influence of Mab is felt both in strong feelings of amorous attraction, and the inconstancy of those feelings. When this is first rolled, there is a 1 in 7 chance per week that the caster feels love toward an appropriate character he knows of; there is also a 1 in 7 chance each week that the object of his affections changes. The player is encouraged to choose a suitable character, but the judge can overrule those choices – the heart is fickle, and we do not always choose who we are attracted to. If the caster is out of favor with his object of amorous intent, he takes a –2 penalty to all spell checks. When this is rolled a second time, the chances of being in love, and of the object of affection changing, are raised to 3 in 7. When this is rolled a third time, the chances of being in love are raised to 6 in 7, and the penalty to spell checks for being out of favor is raised to –4. It is not that the caster cannot be “in love” at other times (even with multiple individuals!), but those dalliances do not feel strong enough at those times to cause a penalty to spell checks.

Patron Spells: Mab, Dark Queen of Faerie

Mab grants three unique spells, as follows. These are not described in this product, and must be developed by the judge.

Level 1: *Dream Sending*

Level 2: *Dark Curse of Mab*

Level 3: *Dreamwalk*

Spellburn: Mab, Dark Queen of Faerie

When a caster utilizes spellburn, roll 1d4 and consult the table below, or build off the suggestions to create an event unique to your home campaign.

Roll Spellburn Result

- | | |
|---|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The caster’s hands and lips blister horribly, manifesting as Agility or Stamina damage. |
| 2 | The caster can utilize up to 10 points of spellburn now, but the manifestation does not come until he sleeps – then he is hag-ridden throughout the night, experiencing nightmares and a great malignant weight pressing him down. The result manifests as Agility, Strength, or Stamina loss equal to the spellburn utilized. In addition, the caster does not heal wounds or regain lost spells that night. |
| 3 | The caster can utilize up to 10 points of spellburn now, but in return he is hag-ridden for as many nights as he uses points of spellburn. Each night the caster is hag-ridden, he doesn’t heal damage or recover lost spells. |
| 4 | The caster experiences a realistic vision of the Dark Queen, appearing before him and kissing him passionately, draining a portion of his soul in the process (manifesting as Strength, Agility, or Stamina loss). |

Mulmo, He Who Whispers Forgotten Secrets

This tentacled mass of ever-shifting form dwells in shadows and dark spaces deep beneath the ground. Those who would delve in deep places are wise to beware his malignant influence. Many of those who travel into dark subterranean realms, never to return, are surely slain by creatures in the depths. Others may discover that the darkness is to their liking. A few fall prey to Mulmo, and what they forget in death the Buried Whisperer learns from their dying minds.

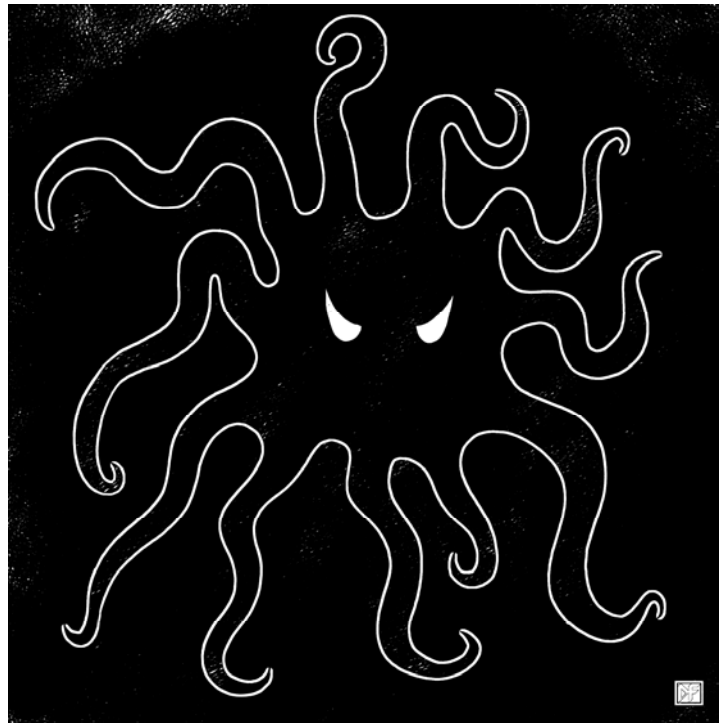
It is said that Mulmo knows every secret that has ever been forgotten. It is said that Mulmo hears every word whispered on love's pillow, every curse screamed in defiance, rage, or hatred. Some knowledge is said to be hoarded by He Who Whispers, but other forgotten secrets are shared with those who would know what has been lost. Although sometimes these secrets are given freely, and seem to do no harm, at other times they are bargained for dearly, or are given where they will increase the power of Chaos across the planes. His revelations are often cryptic, appearing to offer benefits until darker implications are revealed.

Mulmo may be most consistent to those who hold him as a patron, but he has been known to whisper to any who can be goaded to actions serving Chaos. To see Mulmo is to be driven mad. To hear Mulmo's rasping whispers is to know much...and, perhaps, also to be driven mad. The Buried Whisperer supplies just enough truth, and just enough benefit, that one can never be sure that his revelations can be safely ignored.

Mulmo's ceremony must be performed in some dark place underground.

Invoke Patron check results:

- 12-13 The caster hears the voice of Mulmo whispering in his mind, granting one of the following three affects (roll 1d3, or the judge chooses based on circumstances): (1) the caster gains a +4 bonus to one skill check, spell check, or attack roll in the next 10 minutes due to the insights heard in Mulmo's whispering, (2) a lost spell is restored to the caster's mind as its secret is rekindled, or (3) Mulmo's whispering contains some specific clue or information useful in the present situation or one that will occur in the near future.
- 14-17 A number of translucent grey tentacles (equal to the caster's CL) spring from the ground at the caster's feet. Each tentacle can be used once each round to perform one of the following functions: (1) Grant a creature within 10' a +2 bonus to AC (this bonus stacks if the caster uses multiple tentacles to increase the same creature's AC), (2) Make an attack on a creature within 15' (+3 attack, 1d6 damage), or (3) be sacrificed to grant a +2 bonus to a spell check (the tentacle is gone, and cannot be used again; multiple tentacles can be so sacrificed, and their bonuses stack). These tentacles last until sacrificed, until the caster moves more than 10', or until 2d6 + CL rounds pass (whichever comes first).



- 18-19 The caster may designate a single target within 150'. Ethereal grey tentacles spring out of darkness (or some object, if there is no darkness), burrowing into that creature's brain. This effect lasts for 1d6 + CL rounds, and each round the targeted creature must succeed in a DC 15 Will save, or one of the following effects occurs (roll 1d5): (1) If a spellcaster, the creature loses access to one random spell for 24 hours, (2) The creature takes 1d4 points of Intelligence damage as knowledge is stripped from its mind, (3) the creature takes 1d3 points of Personality damage as personal memories are stripped from its mind, (4) the creature takes 1d5 hp damage as its body is forced to remember old damage long ago thought healed and forgotten, or (5) the creature lapses into a catatonic state lasting 1d3 days, after which it awakens with a permanent loss of 1d3 points of Intelligence. In this last case, no further saves are necessary. Otherwise, lost memories are recovered when the damage caused by losing them is healed.
- 20-23 As 18-19, above, but when the tentacles disappear, the voice of Mulmo whispers in the caster's mind, allowing him to ask one question for every save the target creature failed. The questions must be answerable using a short sentence, and are answered according to the knowledge of the creature – they are the truth as the target creature knows it.
- 24-27 As 20-23, above, but the answers can require complicated answers. Moreover, the caster can request access to any wizard spell that the target creature lost. This does not mean that the caster can automatically cast the spell requested, but that spell becomes available for the caster to learn thereafter.
- 28-29 A portion of the caster's mind intersects with the vast cosmic intellect of the Buried Whisperer, granting him temporary access to stored knowledge and wisdom too great for mortal minds to bear. For CL minutes, the caster gains a +1d7 bonus to all skill checks, attack rolls, and spell checks – this is not a static bonus, but should be rolled anew with each attempted check or attack. At the end of this period, though, the caster must succeed in a DC 20 Will save or suffer immediate patron taint.
- 30-31 He Who Whispers manifests partially through the caster's body, shooting forth CL + 1d3 tentacles, each 15' long. The caster can make an extra attack each round with each of these tentacles, or use any to increase his AC by +4 for that given round. On a successful attack, the tentacle does 1d7 damage, and the target must make a DC 15 Reflex save or be entwined. An entwined creature can escape with a successful DC 20 Strength check, but each round (after the initial attack) that a creature is entwined, the tentacle attempts to enter its mind and extract information. The target must succeed in a DC 20 Will save, or the caster may ask one question, of which he gains a truthful (if terse) response. At the end of this period, the tentacles retract back into the caster's body, and the caster must succeed in a DC 20 Will save or suffer immediate patron taint.
- 32+ As 30-31, above, but the caster may pull a random spell from a target's mind instead of asking a question. A spell so taken is lost from the target's mind until 24 hours have past, and remains available to the caster for only CL rounds. The caster may use this to cast cleric spells, but the caster automatically has a cumulative +5 to his disapproval rating for all such attempts. The caster's appearance takes on something of Mulmo's, so that any who would attack him must make a Will save (DC 10) or lose their action due to fear; this does not affect area attacks, but only those that specifically target the caster. Finally, the caster must succeed in *two* DC 25 Will saves when the tentacles retract into his body, or suffer immediate patron taint for each failed save.

Patron Taint: Mulmo, He Who Whispers Forgotten Secrets

Mulmo cares nothing for the creatures of the material planes, except as they may further his own unknowable agenda. Association with Mulmo brings uncanny knowledge, a creeping allegiance to the powers of Chaos, and madness. When patron taint is indicated, roll 1d6 on the table below. There is no limit to the taint association with Mulmo can bring; the caster must always roll for patron taint when indicated.

Roll Result

- 1 **Uncanny Knowledge:** Each time this patron taint is rolled, the caster hears the voice of Mulmo in his head, whispering some secret that grants the caster uncanny knowledge. The caster may use each instance only once, granting a +2 bonus to a skill check, spell check, attack roll, or save, but more than one instance may be used on the same roll and the benefits stack. The player (or judge) should determine what knowledge Mulmo imparted that granted the bonus.
- 2 **False Whispers:** This seems to be uncanny knowledge, as above, but the information is misleading or wrong. Each instance gives the caster a –2 penalty to a skill check, spell check, attack roll, or save of the *judge's* choosing. Multiple instances can be added together to increase the penalty, but each instance can be used only once. The judge (or player) should determine what misleading information led to the penalty.
- 3 **Creeping Alliance to Chaos:** Each time this patron taint is rolled, it becomes harder for the caster to harm chaotic creatures (including characters with the Chaotic alignment). Each roll gives the caster a cumulative –1 penalty to attack rolls against chaotic creatures, and gives chaotic creatures a cumulative +1 to saves vs. the caster's spells. Chaotic creatures whose Hit Dice are equal to or less than this amount are usually willing to treat with the caster rather than simply attack, if approached with non-hostile intent (as per the judge, or 1-4 on 1d7 chance). Treating with the caster does not mean that they are friendly, however, and a hidden hostile agenda on the part of the caster removes the chance of the chaotic creatures being willing to treat with the caster because of this patron taint (although they may be willing to do so for other reasons, or may have hidden hostile agendas of their own).
- 4 **Mission:** He Who Whispers Forgotten Secrets sends the caster on a mission of some sort. Typically, this mission requires no more than one week's travel per caster level. The judge can assign a mission of his own, or roll 1d5 to determine the type of mission required: (1) deliver a message to another creature, (2) uncover or relearn some lost secret, (3) defeat a champion of Law, (4) destroy some mundane source of knowledge, or (5) punish one who has fallen from Mulmo's patronage.
- 5 **Whispering Voices:** The caster begins to hear whispering voices that cause madness. When this is first rolled, they are at the edge of his hearing, and cause only a –1 penalty to skill checks. When this is rolled a second time, they become louder, and the caster suffers a –2 penalty to all skill checks and spell checks. When this is rolled a third time, the whispers become an all-pervasive susurrations, causing a –4 penalty to attack rolls, skill checks, spell checks, and Will saves. This patron taint can only be rolled three times. Ignore all additional rolls.
- 6 **Visage of Mulmo:** When this patron taint is rolled, the caster's visage takes on an indefinable but unmistakable air of menace. When this is first rolled, normal animals are uneasy in the presence of the caster, having a –4 penalty to morale checks and causing a –4 penalty to skill checks to control or

command them. When rolled a second time, normal animals become hostile to the caster, and will not willingly approach or serve him. Any attempt to ride is impossible, and even attempting to use a coach causes a -8 penalty to any checks to control mundane draft animals. If this is rolled a third time, mundane animals will attack the caster if they are able to. Only animals much smaller than the caster (such as normal birds, mice, and squirrels) do not attack on sight...and these may also attack if the judge so desires. This patron taint can only be rolled three times. Ignore all additional rolls.

Patron Spells: Mulmo, He Who Whispers Forgotten Secrets

Mulmo grants three unique spells, as follows:

Level 1: *Mulmo's Dreadful Susurrations*

Level 2: *Tentacles of Smoke and Gore*

Level 3: *Walk the Akashic Record*

These are not described in this product, and must be developed by the judge.

Spellburn: Mulmo, He Who Whispers Forgotten Secrets

The craving for knowledge and the madness of the Whisperer Below are reflected in spellburn granted by Mulmo. When a caster utilizes spellburn, roll 1d4 and consult the table below, or build off the suggestions to create an event unique to your home campaign.

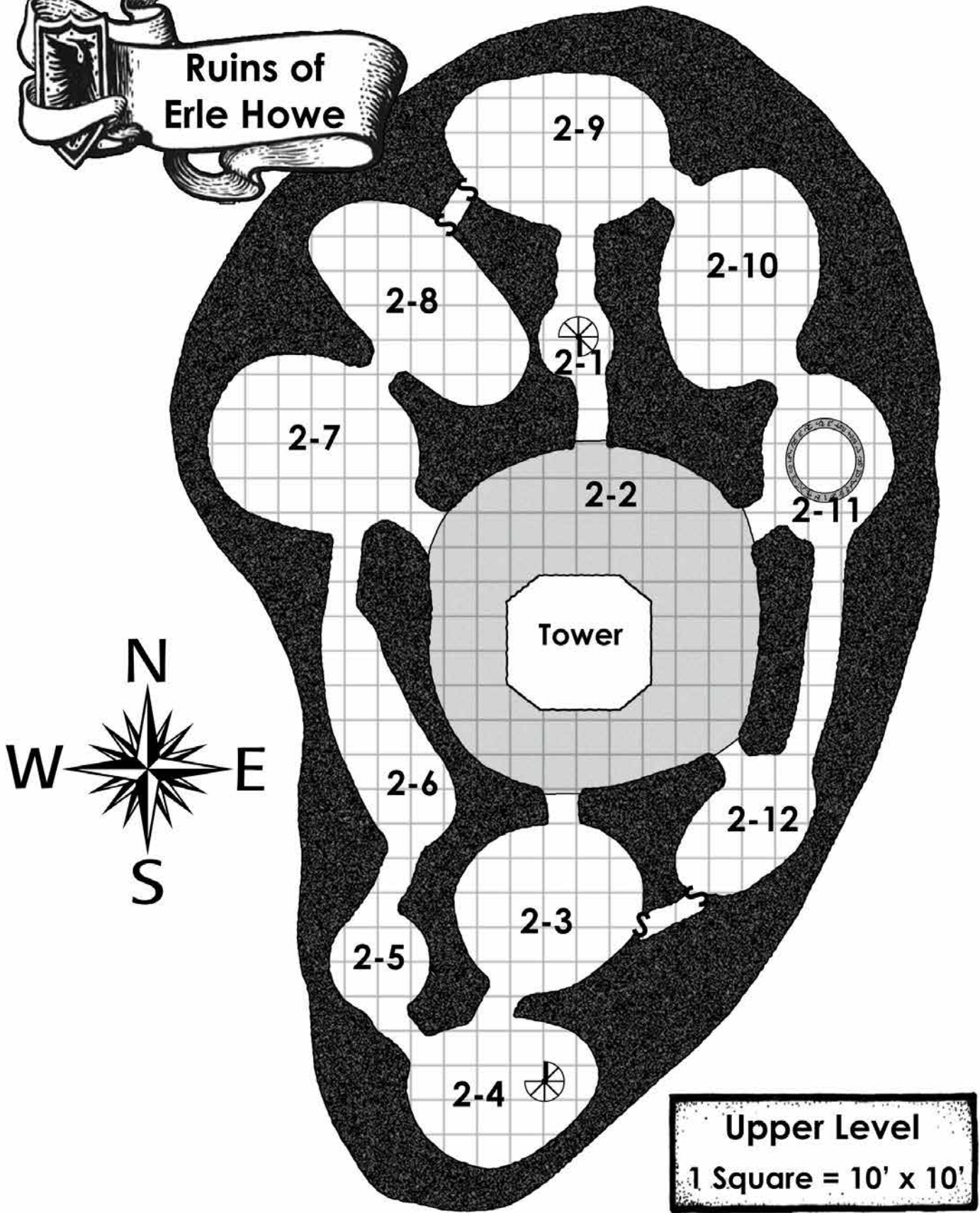
Roll Spellburn Result

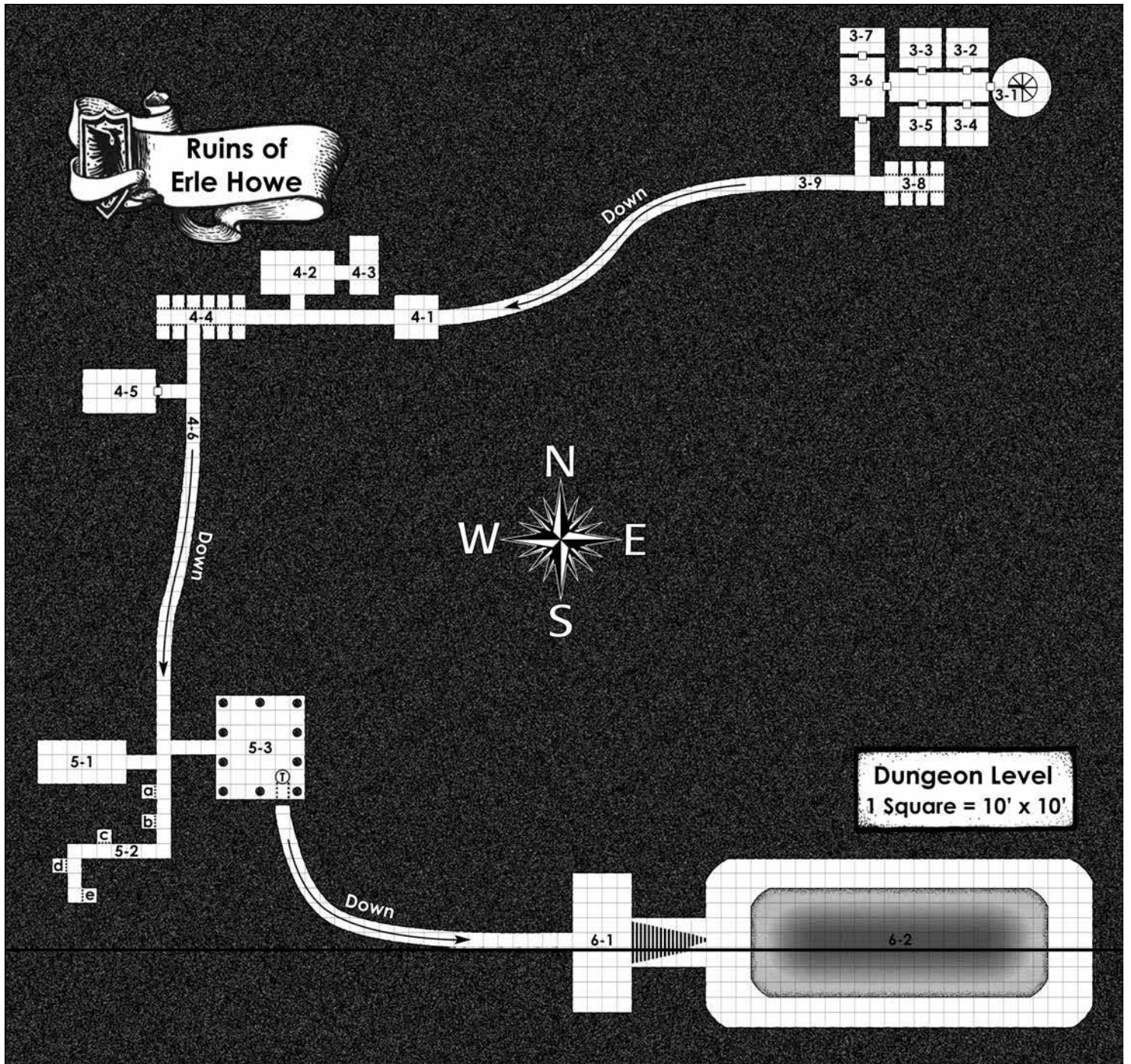
- 1 The caster feels the psychic tentacles of Mulmo ripping into his mind, painfully lashing against his thoughts and memories. This manifests as Intelligence and Personality loss, rather than loss of physical statistics.
- 2 Quasi-physical tentacles erupt from the darkness, causing Agility, Strength, or Stamina loss.
- 3 Mulmo is willing to grant up to 10 points of spellburn without attribute damage. In return, though, the caster permanently loses knowledge of one spell (chosen by the caster). The caster may gain up to 3 points of spellburn by sacrificing a 1st level spell, up to 6 points of spellburn by sacrificing a 2nd level spell, up to 9 points of spellburn by sacrificing a 3rd level spell, and 10 points of spellburn by sacrificing a 4th level spell. The spell being sacrificed may be the same one as the spellburn is being used to cast. The caster can attempt to learn the spell again normally, but if he does so a new mercurial magic roll applies.
- 4 The caster hears the voice of Mulmo in his mind, learning information that staggers his intellect and warps his understanding of the cosmos and his place therein. So hideous is this knowledge that it damages him physically, manifesting as Strength, Agility, or Stamina loss. Luckily, the knowledge fades as this damage is recovered.

Appendix B: Scrying

| Scrying | | | | |
|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|--------------------------|------------|
| Level: 3 | Range: Varies | Duration: Varies | Casting time: 10 minutes | Save: None |
| General | This spell allows the caster to see or hear events far away, that occurred long ago, or even to contact other intelligences on far planes to answer questions. The caster must have a basin filled with clear fluid, a crystal ball, a mirror, or a still pool to use as a focus. When this spell is cast, the caster may select any result up to the result of the spell check. Note that the caster is susceptible to attacks dependent upon his senses (such as gaze attacks) as if he were present at any location his senses extend to. | | | |
| Manifestation | See below. | | | |
| Corruption | Roll 1d4: (1) caster's eyes become silver, like a mirror; (2) caster's eyes become permanently luminous, giving out a faint glow that offers scant light for the caster, but can be seen easily in the dark; (3) the caster's eyes and ears grow to twice their normal size; (4) the caster's eyes and ears become those of another creature chosen by the judge, such as a fox, a rabbit, or a raven. If the creature has no external ears, then neither does the caster. | | | |
| Misfire | Roll 1d5: (1) some supernatural creature chosen by the judge instantly becomes aware of the caster, and, if hostile, reacts; (2) a visible image of the caster appears at the point where he intended to scry; (3) all hostile creatures within 1 mile are instantly alerted to the caster's current location; (4) a creature within 1 mile, chosen by the judge (and which can be another PC) gains the ability to ask the caster 1d3 questions, which must be answered completely and truthfully (as determined by the judge) or the caster suffers 2d6 Personality damage; (5) roll general spell misfire from page 120 of the <i>core rulebook</i> . | | | |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire. | | | |
| 2-11 | Lost. Failure. | | | |
| 12-15 | Failure, but the spell is not lost. | | | |
| 16-17 | The caster may choose an area that he knows, within a 20-mile range. He gains the ability to view a brief (1d3 minutes) scene occurring there as though he were actually present. There is no sound. | | | |
| 18-21 | The caster may view an area that he knows, within a 100-mile range. He gains the ability to view a brief (2d6 minutes) scene occurring there as if he were actually present. He can hear sounds as though he were present as well. | | | |
| 22-23 | The caster may view an area that he knows, or can accurately describe, so long as it is upon the same plane. He gains the ability to view a scene lasting up to 30 minutes as though he were actually present. The caster is able to hear sounds and smell odors. | | | |
| 24-26 | The caster may ask a question, and be presented with a scene lasting up to 30 minutes, which is in response to the question. The caster has sight, hearing, and smell in the vision presented. The vision may be of the present, the past, or a probable future. | | | |
| 27-33 | As above, but the caster may ask CL follow-up questions, each of which reveals a scene that lasts no more than 10 minutes. | | | |
| 34-35 | The caster may choose to view any creature known to him, even if it is on another plane of existence. The caster may communicate with this creature, which can hear the caster's voice, for up to 30 minutes. | | | |
| 36+ | As above, but so long as the caster does nothing else, he can maintain contact with the selected creature, giving it advice and/or orders. If the caster casts another spell, using the scrying to establish line of sight, this spell ends as soon as the second spell is cast. | | | |

Ruins of Erle Howe





RUINS OF ERLE HOWE LEGEND

- | | | | |
|--|-----------------------|--|----------------|
| | Double Door | | Elemental Pool |
| | Door | | Pool of Mulmo |
| | Trap Door with Tunnel | | Armillary |
| | Circular Stairs | | Magic Circle |
| | Stairs | | Fireplace |
| | Pillar | | Throne |
| | Cell Bars | | Grass/Lawn |

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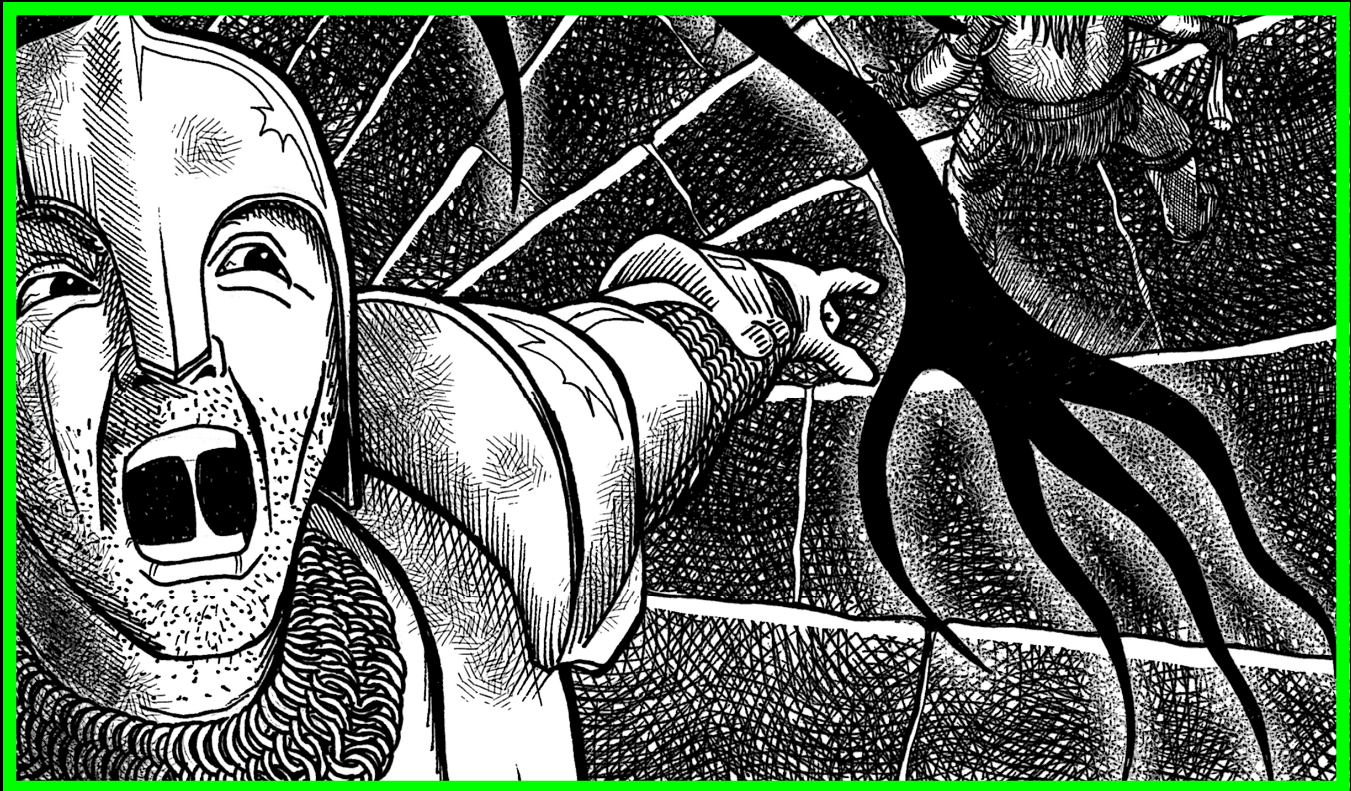
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