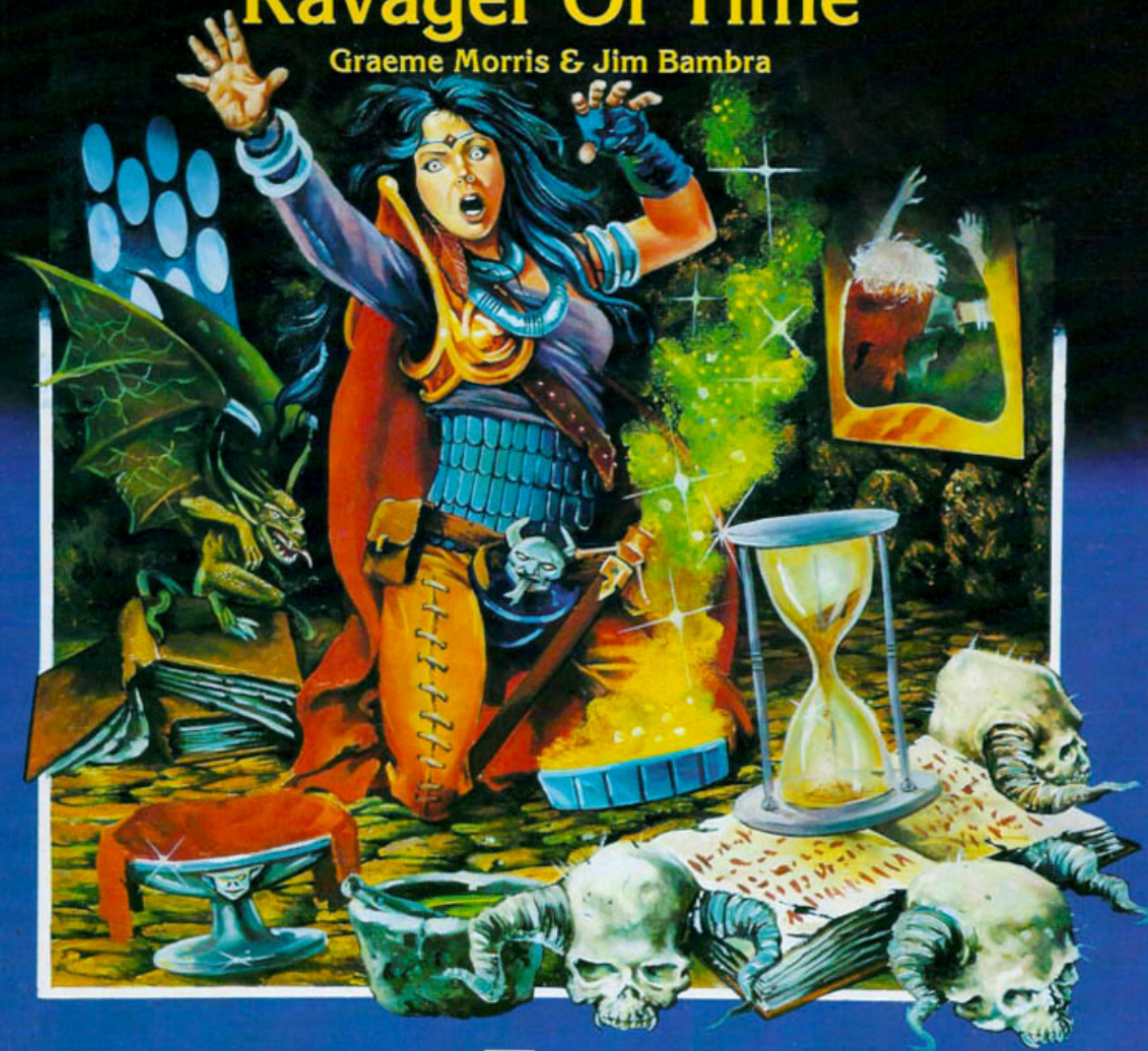


Advanced Dungeons & Dragons®

Official Game Adventure

Ravager Of Time

Graeme Morris & Jim Bambra



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P
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TREASURY

DISTINGUISHED HALLS

E22

a

E18

E17 SACRED AISLE

COURTYARD

COURT
YARD

E22

E21

E19

E16

E13
HERB AND
VEGETABLE
GARDEN

GATE ~
HOUSE

HALLS OF SCRIPTING

WISDOM AND
KNOWLEDGE

MAGNIFICIUM

COURTYARD

RULING AND

JUSTICE

COURTYARD

EXALTED
HALLS

E2 LORD HIGH
BAILIFF'S RESIDENCE

HOSPITIUM

E13
FLOWER
GARDEN

E3

BARRACKS

GUARDS' ROOM
(SEE DUNGEONS
BELOW)

E11

GRANDIOSE HALL

E12

E14
SUMMER
HOUSE

E4

a

E9

g

h

i

E10 KITCHENS

E3

HIGH STABLES

E5 WORKROOMS

GATE ~
HOUSE

E1

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STORE

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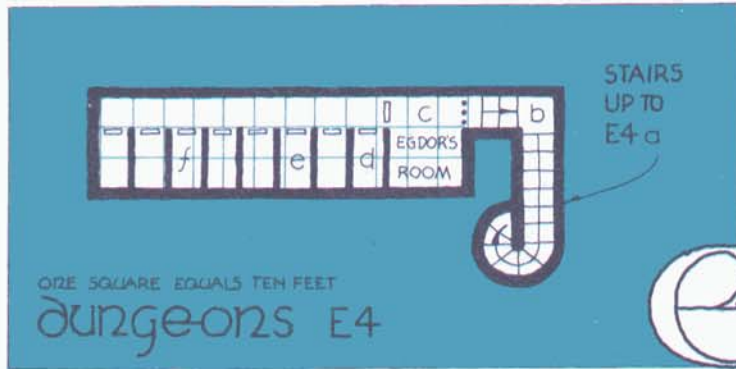
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BOAT
HOUSE

WHARF



M A P • E
OZE SQUARE EQUALS TWENTY FEET
Ground Level

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Advanced Dungeons & Dragons®

Adventure Module from the UK for 6-10 characters of levels 8-10

RAVAGER OF TIME

by Graeme Morris and Jim Bambra



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The flower of youth... a precious thing, yet only those to whom it is but a memory can measure its true value. Take heed, bold wanderers, you who pass the best of your years in pursuit of shallow glory. Take heed, for youth's flower is delicate also - and easily crushed.

The harsh life in the dank, misty bogs of the Ffenargh has ever made the fenfolk old before their time, but now a far greater evil lurks amid the stagnant pools. The evil wizardess Nuala has returned from beyond the grave — armed with the power to drain the vitality of any who oppose her, leaving them old and wizened. This is the fate in store for your adventurers — aged horribly, they must struggle with their infirmities to overcome Nuala... the Ravager of Time!

The Ffenargh

The setting of this adventure — the Ffenargh — is a region of chill, gloomy fen. Those few humans who eke out a meagre living here, live in squalid villages on small "islands" of dry land surrounded by marsh. The region is ruled by the Lords Spiritual from

their decrepit temple/palace of Eylea (see PS I-II). To keep order, they have an army commanded by the Lord High Bailiff — the cavalier Clavados.

Nuala

Many years ago, Rughlor, middle-aged Master of Lorge (one of the Ffenargh manors), went in search of a wife. Although of noble birth, he looked old beyond his forty years, his fenland holdings were notoriously drab and unwholesome, and it seemed that he had little to offer any bride. It came as some surprise then, when he returned home wedded to the young and beautiful daughter of a baron from the mountain steadings.

The girl, named Nuala, was barely seventeen, but her fair looks and apparent devotion to Rughlor hid a will to evil that was already old. Against her father's wishes, Nuala had inveigled a skilled magician to teach her the rudiments of magic use, and was determined to acquire greater power.

Even before Rughlor's arrival, Nuala's researches had taught her of Lorge — which, according to rumour, was built on the site of the infamous library of the semi-legendary wizard Makhrazt. Thus, a marriage proposal from the doting Rughlor offered Nuala not only freedom, but also the chance to seek out the wizard's lost tomes. This was an opportunity she had to seize — even if it meant feigning love for a haggard old man.

Life at Lorge

Life in the Ffenargh, Nuala soon discovered, exacted a heavy toll — as evinced by Lorge Hall's servants who, although often little older than herself, were bent and wizened. Even so, the lure of Makhrazt's books was strong, and Nuala resolved to stay until she found them.

By her thirtieth birthday, however, Nuala too had the appearance of someone three times her age. Yet her moment of triumph was at hand, for she succeeded in finding Makhrazt's hidden library. At long last the

power she sought was within her grasp, if she could but complete a fearful ritual described in the books.

Only just in time, Rughlor, himself old and frail beyond his years, realised what his wife was about to do. As the evil ritual commenced, and the very walls began to crumble around him, he summoned his remaining strength and struck down Nuala before she could complete the spell.

Next day, the servants who had fled in terror, returned to the ruins of Lorge Hall. There they found Rughlor and Nuala locked together in an embrace of death — the ashes of Makhrazt's books scattered around them. Hurriedly, the servants buried the couple in the cellars and then, by common consent, abandoned the hall and its lands forever.

The Gentle Scholar

The memory of Nuala passed into local folk-lore, in which she was described as a radiantly beautiful sorceress murdered by a wicked husband. The tale held a particular fascination for Miles D'Arcy, the scholarly son of Geoffrey D'Arcy — Master of Myrk (one of the Ffenargh manors) — and, through his studies of local history, he discovered where her body lay.

Had he been wiser, the story would have ended here, but infatuation makes fools of the cleverest of men, and he resolved to restore Nuala to life. To this end, he hired a thief to steal a holy relic — the Robe of Ulm — from the palace of Eylea, and using its ancient power, Miles secretly resurrected the long-dead sorceress. But the woman who greeted him was far from his expectations. Not only was Nuala thoroughly evil, but her resurrection had completed the spell begun so long ago and now she wielded the awesome power of life-bane (see **PSVII**), enabling her to drain the youth and vigour of humankind into magical duplicates (see p24), obedient to her will.

The unfortunate Miles was Nuala's first victim, and for his pains he was left old, haggard and helpless. When she discovered from his duplicate how things now stood in the Ffenargh, she soon contrived a fiendish scheme of revenge and conquest.

First, the duplicate Miles murdered the old lord Geoffrey and dumped the body in the fen with the intention, soon fulfilled, that the body would be found and the duplicate Miles arrested by the Lord High Bailiff Clavados. The plan worked perfectly, for, as Nuala shrewdly predicted, Clavados was unable to procure enough evidence for a conviction and was forced to send abroad for powerful help. The help of a certain party of adventurers...

Nuala's Scheme

Nuala's burning ambition is to overthrow the Lords of Eylea and make herself mistress of the Ffenargh. For this she needs allies, and powerful ones at that — hence the luring of a powerful party by means of Miles' trial. Once the trial begins, the duplicate Miles can insist that the adventurers become a Jury of Inquisition, and thus be obliged to follow through the investigation of the murder to the end. Such an investigation must inevitably lead the adventurers to Lorge Hall where she has laid a trap that cannot fail! Nuala plans to create obedient duplicates of the adventurers and to go with these to Eylea, leaving the originals imprisoned. At Eylea, the duplicates can declare the (duplicate) Miles innocent and free him. Then, all that will remain is a journey into the infamous Vipen Slough to recruit the allies that will enable her to attack and overwhelm Eylea.

Using the Module

Involving the Party

The Ffenargh is a dismal, uninviting place, which probably means that you, as DM, will have to provide a definite reason for the PCs to go there:

- **Straightforward Hiring:** The party hears from somebody acting on behalf of the Lords of Eylea that they are looking for help in the investigation of a murder.
- **Call to Duty/Coercion:** Deities have not been named deliberately, and you should assign a suitable LN type from your campaign to be worshipped at Eylea. Clerics belonging to the same church/religion as the Lords Spiritual (or those owing a debt to it — e.g. having been raised or healed) are told that it is their "duty" to help. Cavaliers in an order linked to Clavados' might experience similar pressures. If they are reluctant, coercion may be used (e.g. threats to withdraw training facilities) or even magic (e.g. **quest** or **geas** spells).
- **Family Ties:** One of the adventurers could be related to (or an old friend of) Clavados or Geoffrey D'Arcy. One could even stand to inherit (through a distant family relationship) if the manor of Myrk fell vacant.

Hints for Play

- **Creating Atmosphere:** Try to convey to your players the oppressive atmosphere of this region using landscape, weather, human inhabitants and monsters. Optional encounters can help, but don't overdo them (see p5).
- **Ageing:** The magical ageing of the PCs by Nuala (see **PSVII-VIII**) is an import-



ant part of the adventure. It can provide much interest and enjoyment for the players but they may need help from you to cope with the changes to their characters' abilities and personalities.

Using NPCs: Although there is plenty of action in this module, the roles of NPCs are very important. Read the text and the NPC descriptions (**PSIII-VI**) carefully before starting, to get a clear idea of how to use them to best advantage.

Pull-out Sheets

In the middle of this booklet are eight pages which should be removed before play begins, and kept to hand during the adventure. References to these Pull-out Sheets occur as **PSn**, where n is the number of the sheet in Roman numerals.

Abbreviations Used

- **AC** = Armour Class; **MV** = Movement Rate; **HD** = Hit Dice; **hp** = Current Hit Points; **#AT** = Number of Attacks; **D** = Damage per Attack; **SA/SD** = Special Attacks/Defences; **MR** = Magic Resistance; **Int** = Intelligence; **AL** = Alignment; **xp** = Experience Point Value.
- **C** = Cleric; **Cav** = Cavalier; **F** = Fighter; **MU** = Magic User; **T** = Thief.
- **S** = Strength; **I** = Intelligence; **W** = Wisdom; **D** = Dexterity; **C** = Constitution; **Ch** = Charisma; **Com** = Comeliness.
- **MM=AD&D® Monster Manual**; **MMII=AD&D Monster Manual II**; **FF = FIEND FOLIO® Tome**; **DMG = AD&D Dungeon Masters Guide**; **PHB = AD&D Players Handbook**; **UA = AD&D Unearthed Arcana**.
- † = a weapon of specialization (**UA18**) or weapon of choice (Cavaliers - **UA14**). **THACO** = To hit armour class zero. This is the roll on 1d20 needed by a creature to hit AC 0. In most cases, the roll needed to hit other armour classes = **THACO minus AC**.



The adventurers journey through the Ffenargh towards Eylea, palace of the Lords Spiritual. Their purpose is to aid the Lord High Bailiff Clavados investigate the case of Miles D'Arcy, a young noble accused of patricide. But the affair is far from simple; the accused is, in fact, a duplicate created by the evil Nuala, and the murder merely part of a plot to lure the party out into the fens...

The Fens

Most of the Ffenargh is covered by marshes, with only a few, small islands of "dry" land. It is perpetually cold, damp and misty, with barely a gust of wind or glimpse of the sun.

Apart from the villages and tracks, the islands are covered by tangled, gloomy woodland. *The marshes are impassable*, except along tracks which meander between patches of firmer ground. Only the major marsh tracks are shown on **Map F**, other minor, tracks exist, but these have dead-ends.

Only the River Clhag is navigable by barge, but some streams (see **Map F**) can be negotiated with difficulty using a punt or small raft.

Faced with the difficulties of travel, the PCs may be tempted to try flying. This will expose them to many airborne optional encounters (see p5), however, and presents other problems since flight is only practical above the treetops. The dense foliage and heavy mists completely obscure the marsh trails and other features on the ground. Even the islands cannot be readily distinguished. Flying characters may well move quickly, but finding their destination or a safe place to land is another matter!

Movement Rates (miles per day)

Afoot (light burden): Island track - 25; island woods or marsh track - 15.

Afoot (average burden): Island track - 15; island woods or marsh track - 10.

Afoot (heavy burden): Island track - 10; island woods or marsh track - 7.

Mounted (lt/med horse): Island track - 25; island woods - 10; marsh track - 5.

Mounted (hvy/draft horse): Island track - 20; island woods - 10; marsh track - 5.

Mounted (cart/wagon): Island track - 15; island woods and marsh track - impassable.

Afloat (punt/raft): River Clhag-15; stream - 1d6+4 (movement rate is variable due to frequent obstructions).

Afloat (barge): River Clhag - 20; stream - impassable.

People of the Ffenargh

Their harsh way of life and the damp, the dull conditions of the fen make the fenfolk haggard, dowdy, sullen and morose. Those under Eylea's authority (all human) live in small, miserable villages only briefly described in the text. Beyond these "civilized" areas, the inhabitants have often interbred with pseudo-undead (MMIII102).

Throughout the Ffenargh, the villagers will generally ignore PCs, becoming hostile only if threatened. They notice little outside their immediate areas, and answer questions in a curt, disinterested manner. Food and accommodation can be bought, but the villagers have little else to sell.

Island of Holm

The "island" of Holm is connected to the outside world by a causeway (**F1**) and (with the exception of Eylea) is the part of the Lords' Spiritual domain least affected by the gloom and malaise of the fen.

F1. Causeway through the Mist

The road from the high ground drops steadily down through the mist to the edge of the fen. Here an old, deserted, half-ruined wooden guard-post marks the northern end of the Holm Causeway. The causeway consists of two parallel rows of wooden piles driven into the murk, with an in-fill of rubble and timber. It snakes through the bogs and mires, linking occasional patches of solid ground:

So this is the Ffenargh? Mile after mile of stinking bogs overlain by a constant mist that clings to your skin and chills you to the bone. The little you can see looks far from welcoming, and who knows what lurks just out of sight...

F2. Deserted Hamlet

From the southern end of the causeway, the trail winds up onto the island of Holm. Beside the trail is a ruined hamlet of wooden houses. It is deserted, and has been for many years.

Ev1. A Stalking Evil

This event begins on the first night that the party spends on Holm. A mournful wail drifts through the silent mist. Its source is some distance away, and it is hard to tell whether it is a cry for help or merely the mournful hooting of an owl.

The sound comes from Zelor, (a grim, see **NPCs - PSV**) who, in the form of a black owl, is trying to attract the adventurers' attention in order to warn them of a crimson death which roams the island. Zelor cannot speak clearly, but sounds resembling "come, come", or "look, see" can be heard among its cries.

The grim will call, intermittently, until just before dawn. If the adventurers follow its call, they will come to the crimson death's unoccupied lair:

The sound leads you to a small clearing in a thicket where the mist is tainted with the sickly-sweet smell of decay. A large, black owl, perched in a dead tree on the far side of the clearing, regards you for a moment with large, thoughtful eyes before flying off into the darkness with a final cry that sounds like "beware". At the foot of the tree, a dark opening leads into a thick mass of briars.

Ffenargh Optional Encounters

Optional encounters may be used as you see fit to enliven play, to add atmosphere, encourage the players to make haste or to discourage them from flying. You can either choose particular encounters or select them randomly.

If the encounters are to be used at random, you should make a check once each day and once each night (once each hour for flying characters). Roll 1d20

and consult the appropriate column on Table 1. If an encounter is indicated, the ranges given are used to generate the numbers of creatures involved.

Alternatively, encounters may be selected for use in any order and at any location that seems suitable. Be careful not to overuse them, however, since this may leave the player characters too weak to cope with the rest of the adventure.

TABLE 1 — OPTIONAL ENCOUNTERS

Daytime	Night	Flying	Encounter
1-7	1-5	1-5	No Encounter
8	6		1d3+3 carrion crawlers
9	7		1 choke creeper
10	8-9	6-9	1d4+2 doombats
11-12	10-11		1d3 giant frogs
	12		1d4+3 ghosts
13-14		10-13	1d3 giant bloodworms
15-16	13		1d2 giant dragonflies
	14		1d4+3 giant land lampreys
17	15	14-17	1d2 giant marsh snakes
	16		1d3 gloomwings
18	17-18	18-20	1d3 megalocentipedes
19-26	19		1d6+6 shadows
	20		1d2 shambling mounds
			1d12+10 vapor rats

Optional Encounter Statistics

Carrion crawler: AC 5/7; MV 12"; HD 3+1; hp 17; #AT 8; D/SA Paralysis; Int Non; AL N; Size L; xp 648; THACO 16; MM 13.

Choke creeper: AC 6/5; MV ½ ; HD 25; hp 50; #AT 8+; D 1d4; SA Strangulation; SD Special; Int Non; AL N; Size L; xp 800; THACO 13; MM 125

Doombat: AC 4; MV 18"; HD 6+3; hp 31; #AT 2; D 1d4/1d6; SA Shriek; Int Animal; AL NE; Size M; xp 617; THACO 13; FF 27.

Giant frog: AC 7; MV 3"/9"; HD 3; hp 18; #AT 1; D 2d4; SA Tongue; Int Non; AL N; Size M; xp 99; THACO 16; MM 41.

Ghast: AC 4; MV 15"; HD 4; hp 22; #AT 3; D 1d4/1d4/1d8; SA Stench and paralysis; Int Very; AL CE; Size M; xp 278; THACO 15; MM 43.

Giant bloodworm: AC 4; MV 6"; HD 6; hp 36; #AT 1; D 1d8; SA Drain blood; Int Non; AL N; Size L; xp 441; THACO 13; FF 15.

Giant dragonfly: AC 3; MV 36"; HD 7; hp 33; #AT 1; D 3d4; SA +2 initiative; SD AC bonuses; Int Low; AL N; Size L; xp 789; THACO 13; MM 159.

Giant land lamprey: AC 7; MV 12"; HD 3; hp 15; #AT 1; D 1d6; SA Drain blood; Int Non; AL N; Size M; xp 170; THACO 16; (cf. land lamprey) MM 180.

Giant marsh snake: AC 5; MV 12", HD 8; hp 42; #AT 1; D 1d6; SA Constriction (3d6), poison; Int Animal; AL N; Size L; xp 1504; THACO 12; (cf. gt. sea snake) MM 88.

Gloomwing: AC 1; MV 12"; HD 5+1; hp 29; #AT SD Pheromone; Int Animal; AL N; Size M; xp 699; THACO 15; MM 170.

Megalocentipede: AC 5; MV 18"; HD 3; hp 12; #AT 1; D 1d8 + poison; Int Animal; AL N; Size M; xp 161; THACO 16; MM 124.

Shadow: AC 7; MV 12"; HD 3+3; hp 20; #AT 1; D 1d4+1 + strength drain; SD Magical weapons to hit; Int Low; AL CE; Size M; xp 335; THACO 16; MM 86.

Shambling mound: AC 0; MV 6"; HD 8; hp 42; #AT 2; D 2d8/2d8; SA Suffocation; SD Half damage from weapons; Int Low; AL N; Size L; xp 2220; THACO 12; MM 87.

Vapor rat: AC 6 (or special); MV 12" (1"); HD 2; hp 8; #AT 1; D 1d2; SA Stinking cloud; SD Gaseous form; Int Low; AL C(N); Size S; xp 68; THACO 16; MM 1105.



If the party attacks the grim, it will flee without retaliating. If they kill it, however, it will not be able to warn or help them in future (see *A New Life?*, p13 and *Events*, p22).

The dark opening is the entrance to the crimson death's lair: a rough chamber inside the thicket 10 feet across and 8 feet high. Inside are the remains of 12 humans. These are in varying states of decay, but show no signs of injury. The most recently killed can be seen to be strangely pale and wizzened. Also in the chamber, are a **potion of super-heroism**, an **elixir of life**, and four jewelled rings (value 2000gp each).

Regardless of whether the adventurers go to the lair, the crimson death will find them and attack early the next day. The creature will attack in a frenzy if the adventurers are still at the lair or if they took any of the treasure. It only gains surprise on 1-3 on 1d6 but fights to the death. Otherwise, it will lay in wait, having a 5 in 6 chance of surprise in the ambush, but it will flee to its lair if reduced to fewer than 20 hit points.

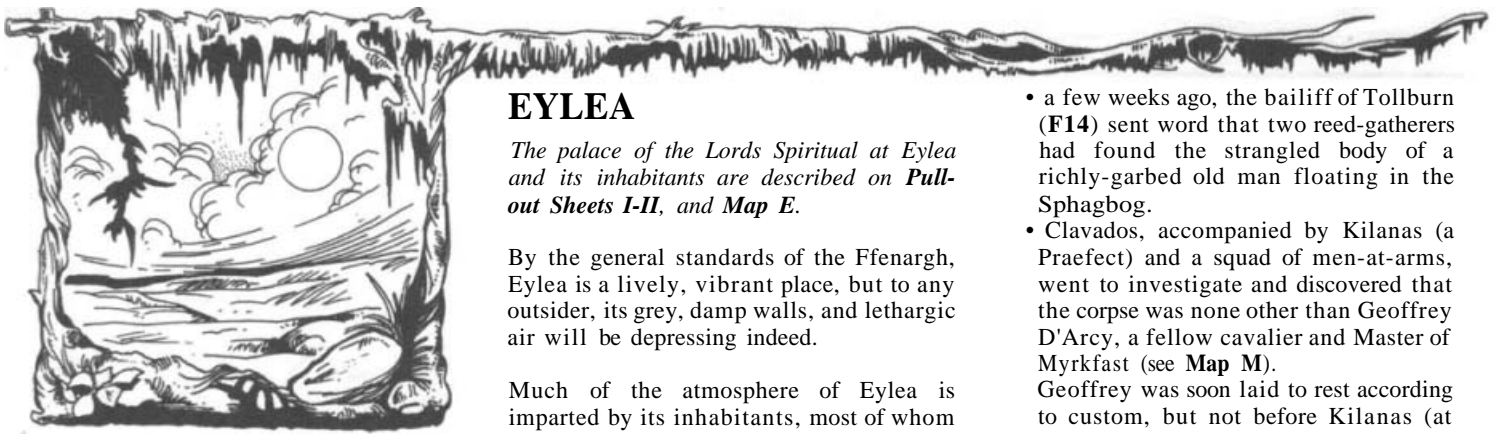
1 crimson death: AC 0(4); MV 12" (6"); HD 13; hp 78; #AT 1; D 3d10; SA/SD see below; MR 100%; Int Genius; AL NE; Size M; xp 9732; THACO 9; MM 132.

Note: Normally requires +2 weapons to be hit and surprises on 1-5. After feeding (by draining victim's body fluids) it becomes crimson, slower (MV 6"), and easier to hit (AC 4, +1 weapons to be hit) for 6 turns.

F3. Cartleagh

Cartleagh is a typical Ffenargh hamlet of a dozen wooden houses sited near the Clhag river and surrounded by a wall of intertwined briars with a single gate. On the river, a barge (see *The Fens*, p4 and below) is tied up at a jetty.

The inhabitants of the village (see *Peoples of Ffenargh*, p4) are 50 or so human peasants, about half of whom go out hunting, reed-gathering and so on during the day. They are poor, thin, pale and morose in general, and many suffer from "the vapours" (a husky, rasping cough).



EYLEA

*The palace of the Lords Spiritual at Eylea and its inhabitants are described on **Pull-out Sheets I-II**, and **Map E**.*

By the general standards of the Ffenargh, Eylea is a lively, vibrant place, but to any outsider, its grey, damp walls, and lethargic air will be depressing indeed.

Much of the atmosphere of Eylea is imparted by its inhabitants, most of whom are servants of one kind or another who will be seen dawdling about their tasks. The Praefecture (minor clerics) of the palace and the Officers of Clavados' militia will also be seen around the place.

While at Eylea, the adventurers will be accorded the honorary status of "Lords" or "Ladies". However, the authority of Clavados and the Lords Spiritual is absolute here, and the party would do well to remember this.

Arrival

Ahead, the mire gives way to a low, wooded island topped by a cluster of grey-green roofs and towers. The mist is thinner here, and the sight of dry land lifts your spirits a little.

One of the peasants raises his head a fraction and clears his throat; "Eye-leer, shurr" he mutters, then continues poling.

As the barge pulls in at the wharf (**E8**), the Lord High Bailiff Clavados (see **NPCs - PSIII**), in full armour and mounted on his warhorse, is waiting for the party. With Clavados is his Esquire Aubrey who blows a fanfare on his trumpet to welcome the adventurers. Clavados greets them heartily, conducts them to their rooms in the hospitium (**E12**) and sees that their horses are properly accommodated in the high stables (**E9**). Throughout, Clavados has no hesitation in giving curt orders to the peasants to carry the party's baggage and so on. He refuses to "discuss the case in front of riff-raff", however, and invites the adventurers to a private meal with him in his apartments (**E2**). The crew of the barge are left to find their own food and accommodation, and return to Cartleagh next day.

Dinner with Clavados

Over dinner in his apartments, with the Captain of the Guard, Rupert De Ganson, Clavados explains "the particulars of the case":

- a few weeks ago, the bailiff of Tollburn (**F14**) sent word that two reed-gatherers had found the strangled body of a richly-garbed old man floating in the Spaghbog.
 - Clavados, accompanied by Kilanas (a Praefect) and a squad of men-at-arms, went to investigate and discovered that the corpse was none other than Geoffrey D'Arcy, a fellow cavalier and Master of Myrkfast (see **Map M**).
- Geoffrey was soon laid to rest according to custom, but not before Kilanas (at Clavados' insistence) used a **speak with dead** spell on his corpse and learned the following (here, Clavados reads from a parchment):

Question: "Geoffrey, who or what killed you?"

Answer: "My own... son... Miles D'Arcy, it was... he."

Question: "Was he alone?"

Answer: "yes... but I was there."

Question: "Why did he do this thing?"

Answer: "I came upon him... with the other... they had the relic which was... stolen... from Eylea... one of the eight..."

- Wrathful, Clavados hurried towards Myrkfast, but Miles met him on the road and surrendered without a struggle, so that Clavados was forced to bring him back to Eylea unharmed.
- Back at Eylea, things became even worse. Two Praefects were sent into the treasury to check for the theft of one of the relics but, mysteriously, were never seen again. A squad of guards sent to Myrkfast to investigate the scene of the crime, have still not returned. With Miles' trial at the next sitting of the Clerical Court only days away, Clavados sent for the adventurers. The theft of one of Eylea's most holy relics, coupled with such a heinous murder, obviously requires more than mere men-at-arms.
- The trial begins tomorrow, and Clavados wants the adventurers to go into the treasury tonight to discover the fate of the missing Praefects and to determine whether any relics are gone. The ancient rules laid down at the founding of the Clerical Courts forbid the use of evidence obtained solely by magical means (such as the words spoken by the dead Geoffrey) and, unless Clavados can at least show that a relic has been stolen from the treasury, the Court may have to throw out the case for lack of evidence.

"After-Dinner Exercise"

Clavados takes the party through the darkened palace to the door of the treasury (**E18**), where he explains the layout of the chambers and corridors inside and tells the

In charge of the village is Juthe, a bailiff appointed by the Lord High Bailiff of Eylea. She lives in the largest of the houses. She is coldly civil to the adventurers, offering the minimum of hospitality and only grudgingly arranging for the barge to take them to Eylea (see below).

Bailiff Juthe:

Female, middle-aged, disgruntled, unsociable. AC 8 (leather); MV 12"; F3; hp 15; #AT 1 longsword; D 1d8; Int Ave; AL LN; Size M; THACO 18.

Ev2. Boat to Eylea

The vessel which takes official visitors from Cartleagh to Eylea is a flat-bottomed barge, capable of carrying up to 12 passengers and their horses. It is poled along the shallow river by 12 Cartleagh peasants pressed into service by Juthe (who stays behind). The boat journey to Eylea occupies most of a day, and takes the party through a seemingly trackless wilderness of mist-shrouded fen. If the party arrives at Cartleagh after mid-morning, they must wait until the next day before setting out. Although sullen and uncommunicative, the peasants pole vigorously so as to avoid being on the river at night.

F4-6. Other Hamlets

The other three hamlets on Holm are smaller than Cartleagh but are similar in most other respects. The inhabitants are similarly unhealthy and morose:

F4. Near Delve: *Buildings* - 13 houses surrounded by a briar fence and ditch
Bailiff - Edrie (female, F3, AL LN)
Inhabitants - 40 peasants (human).

F5. Far Delve: *Buildings* - 9 houses surrounded by a log palisade
Bailiff - Peffer (male, F2, AL N)
Inhabitants - 40 peasants (human).

F6. Smidginn: *Buildings* - 7 houses surrounded by a briar fence
Bailiff - Durword (male, F2, AL LN)
Inhabitants - 30 peasants (human).



adventurers that the eight relics of Eylea are kept in the central, square chamber. He does not know about the guardian daemon (see below). Opening the iron door with his personal key, he ushers the adventurers in, promising to wait for their return:

A murky silence engulfs you, as you enter the ancient treasury. When you are all inside, Clavados swings the door closed and you are alone with the accumulated paraphernalia of ages: tattered banners, fading paintings and dusty statues.

With the exception of the central chamber, all the rooms correspond to the above description.

Anguished Guardian

When the Robe of Ulm was stolen by Miles' thief/acrobat, Raoult, a guardian daemon in the form of a black hound was unleashed from a hidden compartment. Raoult eluded it, but later it killed the two Praefects sent to investigate the theft. The daemon now lurks in an outer chamber (E18a). If the adventurers come this way, it will attempt to surprise them here; attacking first with its breath. If they explore elsewhere, it will stalk them silently before attacking.

Guardian daemon (black hound): AC 1; MV 9"; HD 8; hp 60; #AT 3; D 1d12/1d8/1d8; SA/SD/MR see below; Int Very; AL N; Size S; xp 1875; THACO 12; **FF**49.

Note: Immune to edged weapons and to **charm, sleep, hold, polymorph** and **fear** spells; moves silently; need +2 weapons to hit; breathes fire (D 5d6, cone 30x10).

In the central chamber (E18b), the party can find clear evidence for the theft of which Geoffrey spoke. In the centre of the room is a squat, eight-sided stone column with a glass-fronted alcove in each face. One of the glass panels has been smashed, and the alcove behind it is empty. Beneath the alcove, the door of the guardian daemon's compartment hangs open.

On the floor are the charred bodies of the two Praefects, and nearby are a 100-foot length of rope (one end of it charred) and a slim dagger. These were accidentally dropped by Raoult during his hurried escape through a high, narrow window.

The other seven cases each contain a relic (gilded skull, ivory prayer-wheel, alabaster vase, stuffed owl, pewter chalice, wooden bowl, mummified hand), and each has a secret compartment beneath holding its guardian daemon. If the adventurers interfere with any of the cases, or find and open any of the compartments, they will be

attacked by the appropriate daemon(s) (see above for statistics). The party will not be able to use any of the relics.

Sworn to Secrecy

When the adventurers emerge, Clavados locks the door and leads them quickly back to his quarters where he asks what they have discovered. Their news will both disturb and satisfy him (since it confirms his suspicions), and from their description he can determine that the missing relic is the Robe of Ulm. Before bidding the adventurers good-night, Clavados instructs them to be in the Hall of Ruling and Justice (E20) when the trial begins tomorrow after breakfast. Breakfast is at dawn in the Grandiose Hall (E11). Until the trial, they are to speak with no-one.

Trial For Murder

The trial of Miles D'Arcy begins early next day in the Hall of Ruling and Justice — a dingy, octagonal chamber with raised thrones for the Lords Spiritual against the southern wall, a chair in the centre for the defendant, and benches around the other walls for the audience of Praefects and militia officers.

When the adventurers arrive, the public benches are rapidly being filled. Clavados is absent, but one of his officers politely conducts the party to their seats.

After a while, an usher announces: "All rise to honour their Most Reverend Worshipfulnesses, the Lords Spiritual of Eylea, High Priests of The Faith, Theocrats of the Ffenargh". The three high priests then enter, accompanied by a disorderly procession of Praefects, and take their places. Next, Clavados and a group of officers bring in Miles (or, rather, the identical duplicate of Miles — see PSV) and seat him before the judges.

For an hour or so, the court goes through the tedious formalities of swearing-in the officials, reading the charges and Miles' plea of "not guilty". Throughout, Clavados acts as prosecuting advocate, while Miles conducts his own defence.

Eventually, the time comes for Clavados to present the prosecution case. First, he calls on Kilanas to rise and recount the words of the deceased Geoffrey but, predictably, the Lords Spiritual refuse to accept "*arcarnum magicana*" (evidence obtained by magic).

Next, Clavados calls on the adventurers to describe what they found the previous night in the treasury. Before the player characters have got very far with their story, however, Miles plays his trump card:



"Enough, my good Lords," Miles cries, "this prattling may suit well the trial of a chicken-thieving churl, but it rings hollow when the honour of a Lord is a stake. I demand the judgement of independent peers. Grant me a Jury of Inquisition!"

For several minutes, the court is in uproar as the startled audience rises to its feet and Clavados tries, futilely, to protest. Then order is restored and Siranush (the Lord High Spiritual) speaks:

"Miles D'Arcy, well do you know that trial by Jury of Inquisition cannot be refused you. Since time immemorial the secular Lords of the Ffenargh have been free to choose their judges from those who are not lords of the church. Yet I question the wisdom of your plea. Clavados is the only other secular lord, and as your accuser, he is ineligible. What other lords are there?"

"These my lord" Miles exclaims with a note of triumph, a smile on his face and his finger pointed in your direction. A murmur runs around the court, as the Lords spiritual hold a hushed discussion amongst themselves. Then Siranush raises her hand for silence and, turning to you, passes judgement:

"My Lords and Ladies. Although you are strangers to the Ffenargh, yet must the law be served. By the power of this court we do hereby command that you serve as Jury of Inquisition in this case. The Lord High bailiff will explain your duties. Court dismissed!"

The adventurers should be left in no doubt that they have little choice but to accept the verdict. If they are reluctant, the full power of the Lords — both military and magical (eg **Quest** spells) will be brought to bear to change their minds.



Pressed by the Court into becoming a Jury of Inquisition, the adventurers have little choice but to take full responsibility for determining Miles D'Arcy's guilt - or innocence. But things are seldom as simple as they seem. The fens conceal a deadly trap, and have about them the icy chill of the grave.

Preparing the Jury

Immediately after the trial of Miles is adjourned, Clavados takes the adventurers back to his quarters to explain the duties and rewards of a Jury of Inquisition:

- The Jury has 30 days in which to discover the facts of the case and to present these to the court along with a verdict. If the evidence collected is acceptable by the rules of the Court, then the Jury's verdict, either way, will be final and binding.
- The Jury members are officials of the Court, and have the right to question anyone in the Ffenargh.
- The Jury may only use force against citizens of the Ffenargh in self-defence.
- The Jury cannot communicate with,

harm or otherwise affect the defendant in any way — physically or magically.

- Arcanum Magicana (evidence obtained solely by the use of magic; e.g. by use of **charm person**, **speak with dead** or **know alignment** spells, or with a **crystal ball**) is not acceptable to the court.
- If the Jury fails to present itself to the Court within the allotted time, the defendant is deemed not guilty.
- Serving members of the Jury receive a stipend of 50gp per day from the court. In addition, they are entitled to retain any "rightful spoils of honourable combat" (Clavados hints that such spoils can be considerable!).

Unless asked, Clavados' sense of honour prevents him mentioning that if the defendant is found not guilty, or if sufficient evidence to prove his guilt is not found within the time limit, his accuser (Clavados in this case) is put to death in his stead.

Facilities

For travelling along the numerous streams

in the Ffenargh, the PCs are offered the use of a punt (a flat-bottomed boat).

Clavados' Suggestions

If the adventurers ask for Clavados' advice on where to seek evidence, he will suggest the two most obvious places:

- Sphagbog and the village of Tollburn; where the body of Geoffrey D'Arcy was found.
- Myrkfast Hall; home of Miles and Geoffrey D'Arcy.

Presenting the Verdict

If the adventurers present the court with a verdict based only on evidence from the village of Tollburn and/or Myrkfast (see page 9), it will be rejected by the Lords Spiritual.

Myrkfast Hall, however, can provide a lead to the island of Lorge in the Corpsemire. It is there that the only evidence which would satisfy the court can be found.

Lea Island & the Kaldefen

The villages nearest to Eylea (on Lea Island and in the Kaldefen - see **Map F**) are relatively prosperous. The party will find no evidence here to help them in the investigation:

F7. Upper Wallop: *Buildings* - 16 houses surrounded by a log palisade
Bailiff - Brearley (male, F3, AL LN)
Inhabitants - 62 peasants (human).

F8. Mydwycket: *Buildings* - 10 houses surrounded by a briar fence and ditch
Bailiff - Fletcha (female, F3, AL LN)
Inhabitants - 45 peasants (human).

F9. Lower Wallop: *Buildings* - 10 houses surrounded by a briar fence and ditch
Bailiff - Grigg (female, F3, AL LN)
Inhabitants - 45 peasants (human).

F10. Lagbe-For: *Buildings* - 9 houses surrounded by a briar fence
Bailiff - Cloase (male, F2, AL N)
Inhabitants - 38 peasants (human).

F11. Boaldim: *Buildings* - 11 houses surrounded by a briar fence and ditch
Bailiff - Statham (male, F3, AL LN)
Inhabitants - 44 peasants (human).

Myrk Island and Sphagbog

Myrk Island and the Sphagbog (see **Map F**) make up the manor ruled over by the D'Arcy family from their fortified home, Myrkfast Hall.

It is here that the party can find information which will lead them to Lorge Hall in the Corpsemire.

Villages

F12. Stumps: *Buildings* - 12 houses surrounded by a briar stockade
Bailiff - May (female, F3, AL N)
Inhabitants - 51 peasants (human).

F13. Popping: *Buildings* - 8 houses surrounded by a ditch
Bailiff - Dexter (male, F2, AL N)
Inhabitants - 30 peasants (human).

F14. Tollburn: *Buildings* - 12 houses surrounded by a hurdle fence and ditch
Bailiff - Denness (female, F2, AL N)
Inhabitants - 57 peasants (human).

Note: It was two reedcutters from this village who discovered the body of Geoffrey D'Arcy on the Sphagbog (see **Dinner with Clavados**, p6). These two men went out again to the Sphagbog some hours ago to collect reeds. The villagers can give the party directions as to how to find them.

Ev3. More Corpses on Sphagbog

The party can easily locate the reed-cutters from Tollburn on the Sphagbog, since a thin plume of smoke is rising from the dying embers of their camp-fire.

At the camp, the two villagers lie slumped, apparently asleep, against a stack of cut reeds. In fact, they are dead, killed by the shambling mound which is hidden beneath the reeds and which attempts to ambush the newcomers.

1 shambling mound: AC 0; MV 6"; HD 11; hp 70; #AT 2; D 2d8/2d8; Int Low; AL N; Size L; xp 7070; THACO 10; MM87.

Note: Takes half damage from weapons; immune to fire; electrical attacks add 1 HD; cold does half damage (none if the creature makes a saving throw); vulnerable to spells affecting plants; if both tentacles hit, the victim suffocates in 2d4 rounds.

Entangled in the roots at the base of the shambling mound are the body and gear of Raoult (the thief/acrobat who stole the Robe of U1m for Miles from Eylea - see p2). Raoult's body has been reduced almost to a skeleton, but the adventurers can find a gold ring (value 50gp) in his pack, along with the now torn and tattered Robe.

Myrkfast Hall

Before Miles D'Arcy's duplicate and Nuala left the fortified hall at Myrkfast (he to be arrested by Clavados, and she to return to Lorge Hall), the two of them made careful preparations for the arrival of those investigating Geoffrey's murder. Their intention was that only the most powerful of investigators would be able to gain entry to the hall, and that these would then be lured to Lorge Hall (see p10) where Nuala would be ready for them.

The defence of the hall has been left to Leovani, the half-elven steward, a squad of juju zombies and a pack of shadow mastiffs (see **Defenders of Myrkfast** - p10). Leovani will not co-operate in any way with the adventurers, but will only order his subordinates to attack if the party attacks or attempts to enter the hall.

Approach

Myrkfast Hall, grim, forbidding and grey as the mist which surrounds it, sits squat on a low rise amid an overgrown garden. There is neither sound nor movement, not even a wisp of smoke — nothing to indicate that the place has not been deserted for years.



The Hall

Myrkfast Hall is a two-storey, ostentatious stone building adorned with statues, tracery windows, pilasters, ornamented chimneys and so on. Despite its ornamentation, it was built with defence in mind, with thick walls, stout doors and internal window shutters. Myrkfast suffered for many years from the kind of neglect which is common in the Ffenargh, but the upkeep of the building suffered even more during Miles' obsessive search for Nuala.

M1. Gatehouse

There is accommodation for 18 men-at-arms on the first floor. In the men's personal lockers is a total of 247gp. The thick, wooden gates are kept firmly closed and barred.

M2-4. Courtyard, Stables & Walls

The stables are empty

M5. Main Hall

This room is dirty and untidy. The shadow mastiffs are kept here. Amid the rubbish are 8 gold candlesticks (value 300gp each), and 20 silver plates (value 20gp each).

M6. Cellar

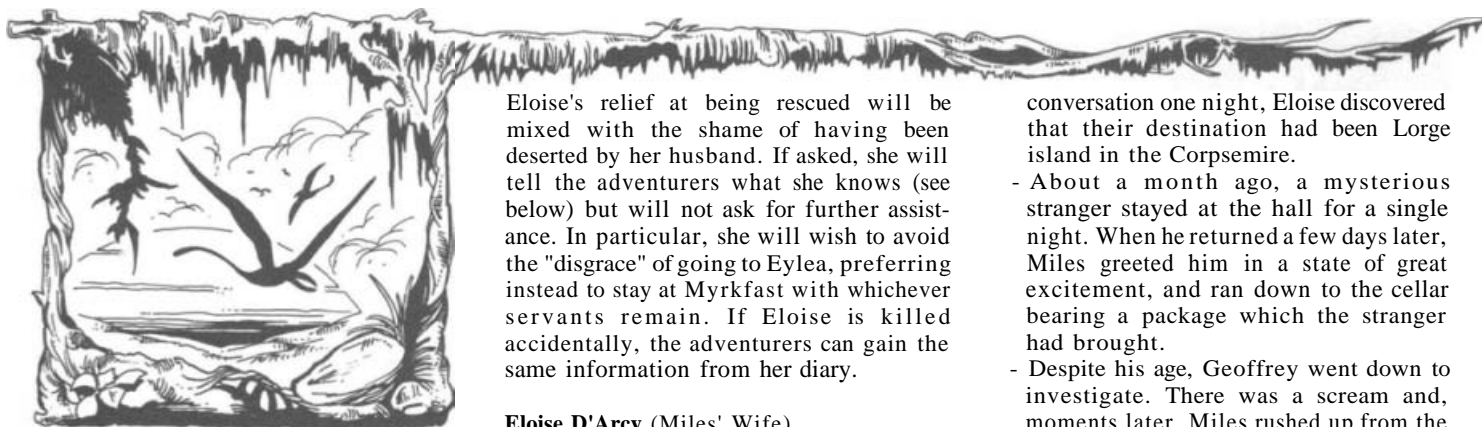
The servants (8 men, 12 women and 5 children — all F0; AL LN) are kept here most of the time amongst the depleted stores of food and drink. They are all unarmed and terrified. They know nothing except that "tha master got evil, e'en before that orfal woman come, then 'e lock'd up the lady an' turn'd tha soljers into zombymen. It waz orfal"

M7. Kitchen

This room is squalid and cluttered with all sorts of filth.

M8. Guarded Stairs

Above the stairs leading to the rooms where Miles' wife Eloise is held prisoner are six niches in the outside wall of the hall, each



containing a statue. Four of these are margoyles which are 80% indistinguishable from the others. The margoyles attack if the adventurers approach Eloise's rooms.

4 margoyles: AC 2; MV 6"/12"; HD 6; hp 27 each; #AT 4; D 1d6/1d6/2d4/2d4; Int Low; AL CE; Size M; xp 512 each; THACO 13; MMII83.

Note: Need +1 weapons to be hit.

M9. The Prisoner

Eloise D'Arcy, the wife of Miles, is held prisoner in the rooms which she and her husband formerly occupied. The shutters are closed and locked. The rooms' basic furniture (bed, tables, chairs etc.) remains, but all of Eloise's fine clothes and jewellery have been taken away.

Eloise's relief at being rescued will be mixed with the shame of having been deserted by her husband. If asked, she will tell the adventurers what she knows (see below) but will not ask for further assistance. In particular, she will wish to avoid the "disgrace" of going to Eylea, preferring instead to stay at Myrkfast with whichever servants remain. If Eloise is killed accidentally, the adventurers can gain the same information from her diary.

Eloise D'Arcy (Miles' Wife)

Appearance/clothing: Female, age 29 (but looks 40), thin, pale, wearing torn, dirty clothes (originally of good quality).

Personality: Ashamed but defiant, embittered (against Miles).

Abilities: AC 10; MV 12"; F0; hp 3; #AT Nil; Int Ave; AL LN.

Eloise's Tale

- Until about a year ago Miles D'Arcy seemed content helping his father Geoffrey run the Myrkfast estates and conducting research for a "History of the Ffenargh" in his spare time. About that time, however, he became secretive, pursuing his researches in the cellar behind locked doors and neglecting his other duties. It also became clear that he no longer cared for Eloise.

- Several times, Miles and Leovani went on trips into the fens. Overhearing their

conversation one night, Eloise discovered that their destination had been Lorge island in the Corpsemire.

- About a month ago, a mysterious stranger stayed at the hall for a single night. When he returned a few days later, Miles greeted him in a state of great excitement, and ran down to the cellar bearing a package which the stranger had brought.

- Despite his age, Geoffrey went down to investigate. There was a scream and, moments later, Miles rushed up from the cellar and dragged Eloise up to her rooms where he locked the door and shutters.

- Thus began Eloise's imprisonment. On the first day, tearful servants came to take away her fine clothes and jewellery, but thereafter the only person she saw was Leovani who brought her food.

- Each night, Eloise could hear what sounded like the voices of Miles, the stranger, Geoffrey, and a haughty woman Eloise could not recognise, talking in the hall below. Then, after a few days, the conversations ceased.

- Eloise questioned Leovani, who told her that the "Master" had gone to Eylea. When asked about the woman, he would only say that "the new Mistress" had gone "back to her place in the mire".

If asked, either Eloise or the servants can tell the party how to find the trail which leads to Lorge via Tollburn (F14) and Glubh (F15) — see Map F.

Defenders of Myrkfast

When the party arrives, the juju zombies, in three squads of six, are guarding the gatehouse (M1), walls (M4), and hall (M5). They attack anyone approaching Myrkfast (using bows or bare hands as appropriate) and warn Leovani (who will be in his room — M10) at once. At first, Leovani attacks the party with spells and directs his troops via a **projected image**. If close pressed, however, he casts a **mirror image** spell and takes his **potion of superheroism** before joining in hand-to-hand fighting. The shadow mastiffs can attack the adventurers inside or outside the hall, as directed by Leovani.

Leovani - Steward of Myrkfast

Half-elf - F7/MU8

Appearance/clothing: Slim and dark; wears black robes and silver steward's chain (value - 2000gp) over armour.

Personality: Aloof, ruthless, efficient, loyal to Miles.

Abilities: S18(25), I18, W8, D12, C14, Ch11, Cm 14

AC 1; MV 12"; hp 32; #AT 3/2; D 1d8+4; AL LE; xp 2359; THACO 10.

Spells:

1st level: **protection from evil, shocking grasp, magic missile (x2).**

2nd level: **mirror image, stinking cloud, vocalise**

3rd level: **slow, hold person, suggestion**

4th level: **fear, confusion**

Equipment: **longsword +1, chainmail +3, potion of super-heroism, scroll with projected image, fumble, flame arrow.**

18 juju zombies: AC: 6; MV 9"; HD 3+12; hp 21 each; #AT 1; D 1d6 (short bow) or 3d4 (hands); Int Low; AL N(E); Size M; xp 476 each; THACO 13; MMII131.

Note: Need +1 weapons to be hit; half damage from all but cleaving weapons (axe, broad-, bastard- or 2-handed sword etc.); unaffected by cold, electricity, or poison, or by **magic missile, sleep, hold, charm** or **illusion** spells; lire has half effect; turn as spectre; climb like T6.

8 shadow mastiffs: AC ft MV 18" (9" in bright light); HD 4; hp 20 each (16 in bright light); #AT 1; D 2d4; Int Semi; AL N(E); Size M; xp 265 each; THACO 15; MMII84.

Note: Can hide in dim mist (25% chance); baying causes panic.

M10. Leovani's Room

This is the tidiest room in the building. A chest contains Leovani's spell book, 15 gems (value 500gp each), 500gp, and 2496gp. In the spell book are all the spells which he has memorised, plus:

1st level: **detect magic, mount, read magic, unseen servant**

2nd level: **knock, magic mouth, web**

3rd level: **blink, detect illusion, tongues**

4th level: **remove curse.**

Lorge Island & Corpsemire

Corpsemire and the island of Lorge (see Map F) together made up the manor of Lorge where Rughlor once ruled and where he brought his new bride Nuala (see p2). Since the couple died, it has become a foul, evil place where civilised men rarely, if ever, go and which the Lords of Eylea rule in name only.

Villages

The peasants of this area have lost most of the few vestiges of civilisation which they

once had, and have even interbred with pseudo-undead (see p13 for statistics). Their villages consist of crude, squalid huts. The peasants will be very unfriendly, but will only attack in self-defence, or if sure of an easy victory.

F15. Glubh

Buildings - 20 huts surrounded by a briar stockade

Inhabitants • 12 pseudo-ghasts and 30 human/pseudo-undead crossbreeds.

F16. Harge

Buildings - 16 huts surrounded by a log fence and ditch

Inhabitants • 8 pseudo-ghasts and 28 human/pseudo-undead crossbreeds.

F17. Skagken

Buildings - 15 huts surrounded by a ditch

Inhabitants - 14 pseudo-ghasts and 20 human/pseudo-undead crossbreeds.

Ev4. Knight on the Road

This event occurs soon after the adventurers come onto the isle of Lorge:

The track narrows, as grey-green, wizened trees close in on either side. You hear hoof-beats ahead and, moments later, a mounted knight appears out of the mist, galloping towards you on a mail-clad, skeletal horse.

"Stand aside vermin!" he commands in a voice which, although muffled by a visor, still manages to convey an impression of authority and malice.

The knight is Rughlor, the long-dead cavalier Master of Lorge and husband of Nuala (see NPCs **PSVI**).

Rughlor has risen as a revenant, determined to kill his murderess. He has no quarrel with the adventurers, but the path is narrow and they are blocking his way. If they do not stand aside, he will bear down on them, trampling any in his path. If he or his warhorse are attacked, Rughlor defends himself with his longsword.

If the party does not destroy Rughlor, he will continue his search for Nuala (with or without his horse) whom he will track down at Eylea (see p23). Since neither he nor his mount can drown, his route soon takes him off the track and through the bogs and fens. These will slow his progress, but will prevent the adventurers from following him.

Arrival at Lorge Hall

Lorge Hall (see **Map L**) is on the highest point of the island, and is easy to find:

The close-packed trees give way to an overgrown clearing which might once have been a garden. In the centre, standing atop a low knoll, are the ruins of a fortified manor-house. The roof has collapsed, the lichen-covered walls are crumbling, and the main doors hang open on twisted hinges.

The ruins of Lorge Hall are guarded by five drelb which were set here by Nuala. The hall is so gloomy inside that the drelb remain here both day and night. The ruins are also infested with vapour rats. Each time the adventurers enter a previously unexplored room there is a 30% chance that it will contain 1d6+6 aggressive vapour rats.

5 drelb: AC 2; MV 6"; HD 5+3; hp 24 each; #AT 1; D 3d4; Int Ave; AL N(E); Size M; xp 944 each; THACO 15; **MMII**60.

Note: Immune to normal or silver weapons; touch causes shivering (no saving throw); cannot be turned.

Vapour rats: AC 6; MV 12"/6"; HD 2; hp 12 each; #AT 1; D 1d2; Int low; AL C(N); Size S; xp 76; THACO 16; **MMII**105.

Note: Can assume gaseous form (MV 1", harmed only by attacks affecting vapours); if killed or wounded, each will release a **stinking cloud** (affects 1 individual within 8 feet).

The Cellar

A flight of stone steps leads down to the cellar. The first chamber is bare, except for two opened graves near the middle of the floor. These were the graves of Nuala and Rughlor. Nuala's grave was carefully dug out by Miles after he slid aside the rough covering slab which bears her name. Rughlor, on the other hand, burst out of his grave by his own efforts. His slab has been turned right over, and earth is scattered around. On the far wall of the chamber is a wooden door. The area beyond is described below.

Farewell to Youth

Normally, the door in the first large cellar room (see above) leads to a second underground chamber. In order to entrap the party, however, Nuala has made the door the entrance to a suite of comfortable extra-dimensional rooms created by means of a **Mordenkainen's magnificent mansion** spell (UA62):



Behind the heavy wooden door is a warm, simply-furnished, homely room illuminated by lanterns. Three open doors lead off from this chamber, and through them you can see other, similar rooms. At first there is no sound, but then you hear stealthy footsteps beyond the door opposite.

Although the suite is "magical", it is real (not an illusion) and will not be shown up by a detect traps spell (or similar).

The sound of footsteps comes from one of the "servants" produced by the magic of the spell. These servants will not show themselves to the party, but will use various sounds (made by moving furniture, breaking crockery etc.) to draw the party into exploring the place.

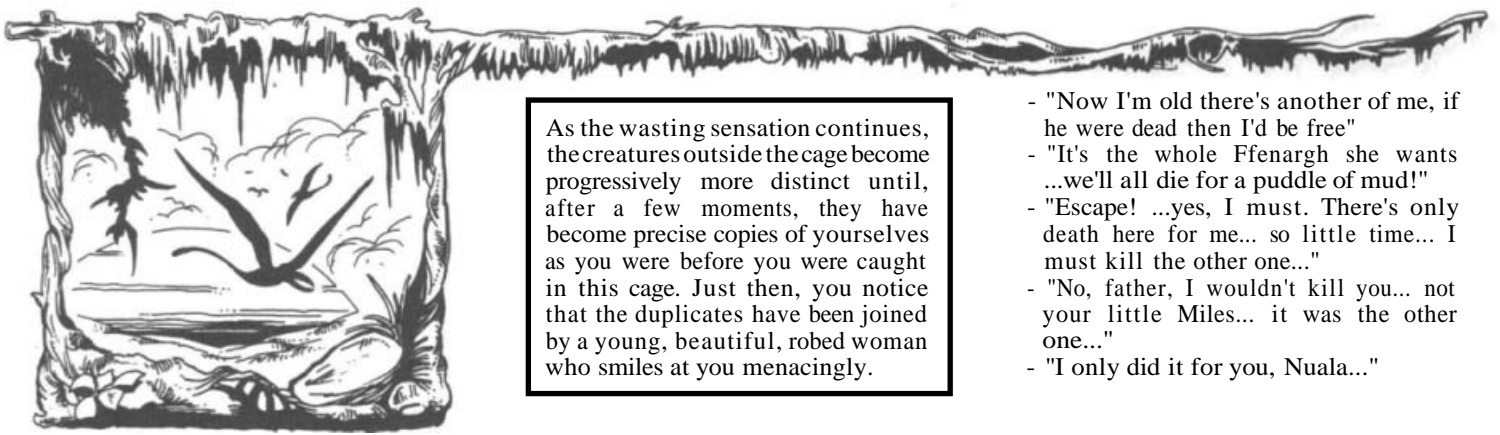
The layout of the suite is shown on **Map L**, but the details of its contents are up to you (try to arouse the players' curiosity). It is comfortable, but far less ostentatious than the normal product of the spell.

Trapped!

If the adventurers attempt to leave, or at any suitable time while they are inside the suite, Nuala springs her trap. First, the entrance doorway vanishes, trapping the party inside. Then, one by one, the outer rooms close in on themselves and the doors, into them vanish. Remorselessly, the adventurers are forced into the central chamber:

Eventually, the crazy shrinking of the rooms ceases, but by now you are confined to a single chamber, surrounded on all sides by blank walls.

Then, suddenly, the walls of the room vanish and are replaced by a cage of shimmering bars set in the middle of a larger, chamber with mirrored walls which reflect back myriad images of yourselves.



As the wasting sensation continues, the creatures outside the cage become progressively more distinct until, after a few moments, they have become precise copies of yourselves as you were before you were caught in this cage. Just then, you notice that the duplicates have been joined by a young, beautiful, robed woman who smiles at you menacingly.

The closing of the **Mordenkainen's magnificent mansion** has deposited the party in a cage in the centre of the real, 60-foot-square chamber which lies beyond the door in the first cellar room.

The **cell** is a special prison created by Nuala before her death at the height of her power. It is a **forcecage** (UA61), 20 feet square, with shimmering bars of force at 6-inch intervals. The area enclosed by the cage is affected by a powerful magic which slows the actions of those inside (cf. **slow** spell) by 10 times, and prevents any psionic activity. The walkway around the outside of the cell is unaffected by this magic.

Duplicates

Amazingly, some of your reflected images seem to be moving of their own accord! As they approach the cage, however, you realise that these are not reflections but independent creatures — exact duplicates of yourselves!

Your bodies feel like lead — every tiny movement seems to take an age. Helplessly then, you can only watch as the creatures line up around the cage and reach out towards their counterparts. As they do so, you experience an awful, wasting sensation as the strength and vitality drain from your bodies. Your duplicates are becoming firmer and more distinct, while the reflections in the mirrors show that you are shrivelling into aged crones!

The "creatures" are Nuala's life-bane duplicates which have now established the parasitic link with their victims (see **PSVII** and p24). The slowing effect of the cage prevents the characters from taking any action against the duplicates before the process is complete. This applies even to characters who are hasted (or similar), since the accelerated rate at which these are using their life energy simply allows the duplicates to drain it faster!

The woman is Nuala (see **PSVI**), who has come to gloat over her helpless captives:

"Ah, there, there! The poor old dears have had a tiring day. Perhaps you should rest and let these young ones do the work. My, my! How they take after you, and so obedient. I wish we could stay and talk with you, but there is much to be done, and we must go. But do not worry, very soon you will be able to sleep forever and ever. Farewell, dear old things."

Nuala will be finished speaking and out of the chamber with the duplicates before the adventurers can react. After leaving the hall, she and the duplicates head at once for Eylea (see p15) leaving other servants to cover her trail (see p13). She is confident that the cage will hold the adventurers at least long enough for her to carry out the next stages of her plan.

All of the ageing effects of Nuala's life-bane magic have, by now, taken full effect (see **PSVII**), and you should inform the players of the changes which have occurred. This could well cause the players considerable consternation, so enjoy yourself!

Miles D'Arcy

As the woman and duplicates leave, a pair of squat humanoids with flaccid, slimy skin shuffle into the room. As one of them waves a shimmering rod in front of the cage, two of the bars vanish, the other humanoid quickly dumps the limp form of an old man in a ragged tunic through the breach. Before you can move towards the gap, the bars reappear.

The humanoids are slime golems, created by Nuala to act as jailors (see below). The new prisoner is the real Miles D'Arcy, aged by Nuala (see **PSVI**). He is paralysed, but will recover in 10 rounds.

The aged Miles is insane. Apart from pleading to be taken with them, he takes little notice of the adventurers and mutters to himself at intervals:

- "Now I'm old there's another of me, if he were dead then I'd be free"
- "It's the whole Ffenargh she wants ...we'll all die for a puddle of mud!"
- "Escape! ...yes, I must. There's only death here for me... so little time... I must kill the other one..."
- "No, father, I wouldn't kill you... not your little Miles... it was the other one..."
- "I only did it for you, Nuala..."

Jailors

Since they are outside the cage, the golems can automatically avoid any weapon attacks from the slowed characters inside. They will not recognise or dodge spells, but there are few which can affect them. The golems attack anyone who leaves the cage, but have orders not to harm the party. They attempt only to touch and paralyse characters before returning them to the cage (using the "key"). Nuala has been careless in her instructions, however, and if either golem is injured by anyone inside the cage, both of them will squeeze through the bars and attack the party in earnest.

2 slime golems: AC 5; MV 9"; HD 10; hp 45 each; #AT 2; D (2d4/2d4) + paralysis; Int Low; AL N; Size M; xp 2580 each; THACO 10; New Monster, p24.

Note: Touch paralyses (save vs. paralysis to negate); need magical weapons to be hit; immune to cold, heat, and fire, and to **sleep**, **charm** and **hold** spells; can squeeze through narrow gaps.

A New Life?

With Nuala gone, the newly-aged, dodderly adventurers face the first real test of their diminished abilities — escape! In itself, freeing themselves from the cage may be a tough challenge for the "old dears", but after that come the problems of leaving the island and the perils of the journey out of the Corpsemire.

Overcoming the Cage

Although they may be slack of sinew and weak of eye, Nuala's confidence that the cage and the golems can hold the adventurers is probably ill-founded. There are many ways in which the party can escape, of which the following are only a few examples:

- Reduction. If characters are made small (e.g. with a **potion of diminution**), they can pass through the bars.
- Removing the magic. For the purposes of a **dispel magic** spell, the **forcecage** and **slowing** magic are treated (separately) as 20th level magic.

EYLEA

Although not as unpleasant as the rest of the Ffenargh, Eylea is a drab and depressing place. Mist lies thick on the ground, forming grotesque swirls and eddies whenever it is disturbed by the wind or peoples' passage. Eylea's crumbling stonework is covered in ancient lichens, and its once fine, stained-glass windows are now cracked and dirty. Gloom and despondency permeate the island, most of it emanating from its inhabitants. Only Eylea's privileged few seem unaware of its decline, but to an outsider, it is obvious that Eylea has seen better days.

Occupants of Eylea

Eylea's ruling elite comprises the three Lords Spiritual (or Clerical Court) — Siranush, Waldegrave and Tyrwitt — and the Lord-Bailiff Clavados, who takes care of all temporal matters.

While at Eylea, the adventurers will be accorded the honorary status of "Lords" or "Ladies". However, the authority of Clavados and the Lords Spiritual is absolute here, and the party would do well to remember this.

Responsible to the Lords, and one step up from the lowly commoners, are the Praefecture (minor clerics) of the temple and the Officers of the Guard. Although better fed and clothed than the commoners, these two groups display much of the cynical aura of the place, and treat each other with disdain.

The remaining inhabitants are commoners. Most are servants of one kind or another who will be seen dawdling about their tasks. They range from pale-skinned stablehands and scullions wearing threadbare, ill-fitting livery, through slovenly cooks, maids and stewards, to gaunt, arrogant, grey-robed clerks who keep the records for the priests. The others are surly men-at-arms in unpolished armour who generally slouch untidily about the place.

Eylea

The majority of buildings in Eylea are dirty and covered by thick layers of dust. Those areas frequently passed through are criss-crossed by many trails.

E1. Gatehouses

Eight guards, a sergeant and a scribe are on duty at each of the gatehouses at all times. The scribe enters the names of all those entering and leaving Eylea in a ledger. In

bad weather he is likely to keep visitors waiting longer than necessary, in the hopes of receiving a small bribe of 1gp. If bribed, the scribe will hurry characters through, otherwise entering their names will take a long time.

Guardposts*

Two guards watch these portals at all times. At night they are often asleep on duty.

E2. Chambers of the Lord High Bailiff

Clavados and his retainers live here. Clavados is fastidious in his running of the house and supervises its cleaning personally. Silverware is polished daily and all rooms carefully swept. He has a reputation as a hard master, but no-one dares deny him; the last person to do so is still languishing in the dungeons.

E3. Barracks

Eylea's guards live here in little better conditions than the poorest peasant. Dirt is ingrained everywhere — in the floor, the woodwork, and the guards!

E4. The Dungeons

Beneath the barracks are the dungeons where those offending the laws of the Lords Spiritual are interred.

E5. Workrooms and Lodgings

The buildings along the east wing house Eylea's workrooms. Like the rest of Eylea's commoners, the workers here are slovenly and indolent. All work is left until the last possible minute and as a result, it is of inferior quality. The various artisans are listed below.

- | | |
|---------------|-----------------------------|
| a. Potter | g. Tanner and leatherworker |
| b. Carpenter | h. Stonemason — empty |
| c. Blacksmith | i. Glazier — empty |
| d. Cooper | j. Weaver |
| e. Wainwright | k. Low Stables* |
| f. Armourer | |

*The common work-horses and mules are kept in this rickety building which is also home to five stablehands.

With the exception of the stonemason's and the glazier's, each of the workshops contains a craftsman and 2-5 apprentices. Both the stonemason's and the glazier's were closed some 60 years ago, following the deaths of their inhabitants in an virulent 'vapours' epidemic. These buildings are now inhabited only by rats.

E6. Storerooms

Food from the outlying villages is stored here along with supplies of oil, torches, peat for fires, and so on.

E7. Mill

A tired old mule spends its days walking round in a circle and turning the mill stones for the miller.

E8. Wharf and Boathouse

Two boats are kept in the boathouse. The wharf is old and riddled with woodworm. Two boatmen tie up any vessels arriving here.

E9. High Stables

The horses of Clavados' officers and Eylea's cavalry are kept here along with carriages and horses belonging to the Lords Spiritual.

E10. Kitchens

The walls and floor are covered in thick layers of grease. Three large ovens are used to prepare food for Eylea. Animals are both slaughtered here and then prepared for cooking on the spot. The appearance and taste of the food is always acceptable and sometimes is even good, but anyone seeing the kitchens is unlikely to enjoy a meal cooked here.

E11. The Grandiose Hall

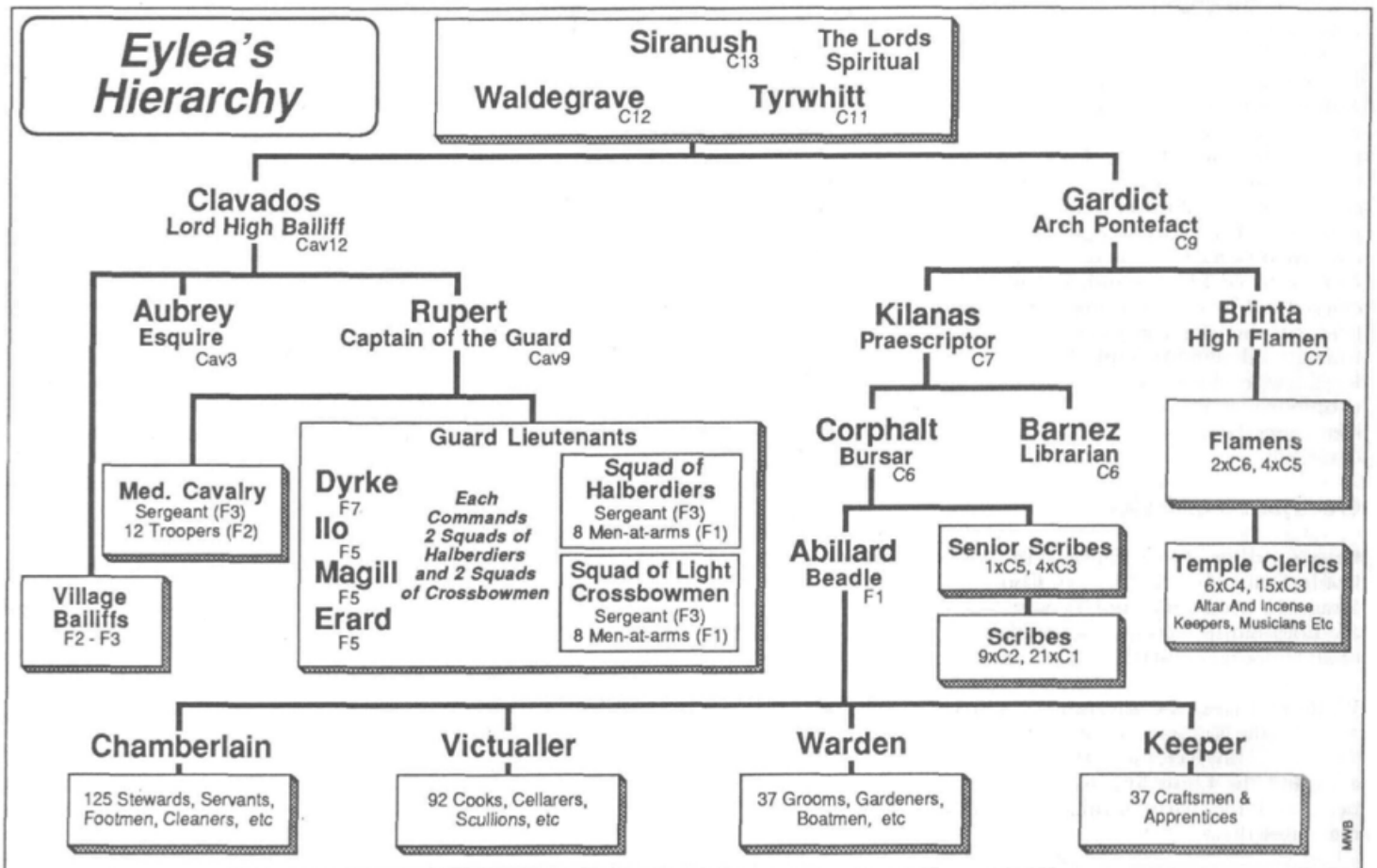
This once majestic hall has seating and eating facilities for all of Eylea's residents. A raised dais (the "High Table") seats the Lords Spiritual, Clavados, and his retainers. Next to it is seating for members of the Praefecture, and the remainder of the hall is taken up with rough tables for the commoners.

The Hall is little used these days, being reserved for festive occasions which are now few and far between. A thick layer of dust covers everything.

E12. Hospitium

These chambers are used to house any important (and now, infrequent) guests at Eylea. Once quite grand, the rooms are now faded and old.

When the adventurers arrive, rooms will be made ready for them — dust is swept under the beds and carpets, and the beds are made with mildewed bedding. A peat fire will also be lit in each room.



E13. Gardens

The herb and vegetable garden is tended daily and provides food and herbs for the kitchens. The gardener responsible for the flower garden is always drunk and rarely does anything to it, consequently it is a mass of weeds and briars. It requires extensive work to reclaim it and make it suitable for growing flowers.

E14. Summer House

This building is overgrown with weeds and in a state of near collapse.

E15. The Exalted Halls

Waldegrave and Tyrwhitt, two of the Lords Spiritual, have their apartments here. Waldegrave's is soiled and unkempt, but Tyrwhitt's is one of the few clean places in the palace. As a result, Tyrwhitt is hated by his servants for working them too hard.

E16. The Magnificum

This large building houses Siranush, the Lord High Spiritual, and her personal servants. Her audience chamber is in a better state of repair than most of the palace, but her inner chambers are covered in dust and cobwebs.

17. The Sacred Aisle

The Sacred Aisle (i.e. the Temple), is surprisingly well kept. The Lords Spiritual are unanimous in insisting that it is kept clean and that incense is burnt here regularly. The Flamens of the Praefecture (Clerics) are very dedicated and the Aisle shows none of the signs of neglect so common elsewhere.

E18. The Treasury

The wealth of Eylea is kept here behind securely locked doors to which Siranush and Clavados are the only ones to have a key.

E19. Hall of Wisdom and Knowledge

Numerous ancient religious and moral texts are shelved around the walls of this room. It is looked after by Father Barnez, the librarian. He is a cantankerous old busy-body, who lets no-one look at his books without the written permission of the Lords Spiritual, Clavados the High Bailiff, Gardict the Arch-pontefact, or Kilanas the Praescriptor (see Eylea's Hierarchy - above). Even then, he uses the excuse of concern for his books to be obstructive, and always stands imperiously by the shoulder of any would-be reader.

E20. Hall of Ruling and Justice

Civil and religious law is dispensed from here, (see Trial for Murder, p7).

E21. Halls of Scripting

In numerous small rooms throughout this building, the scribes or members of the Praefecture spend their days entering the records of Eylea's accounts into numerous leather-bound ledgers, or preparing illuminated copies of sacred manuscripts.

E22. The Distinguished Halls

These halls house the officers of the guard and the Praefecture.

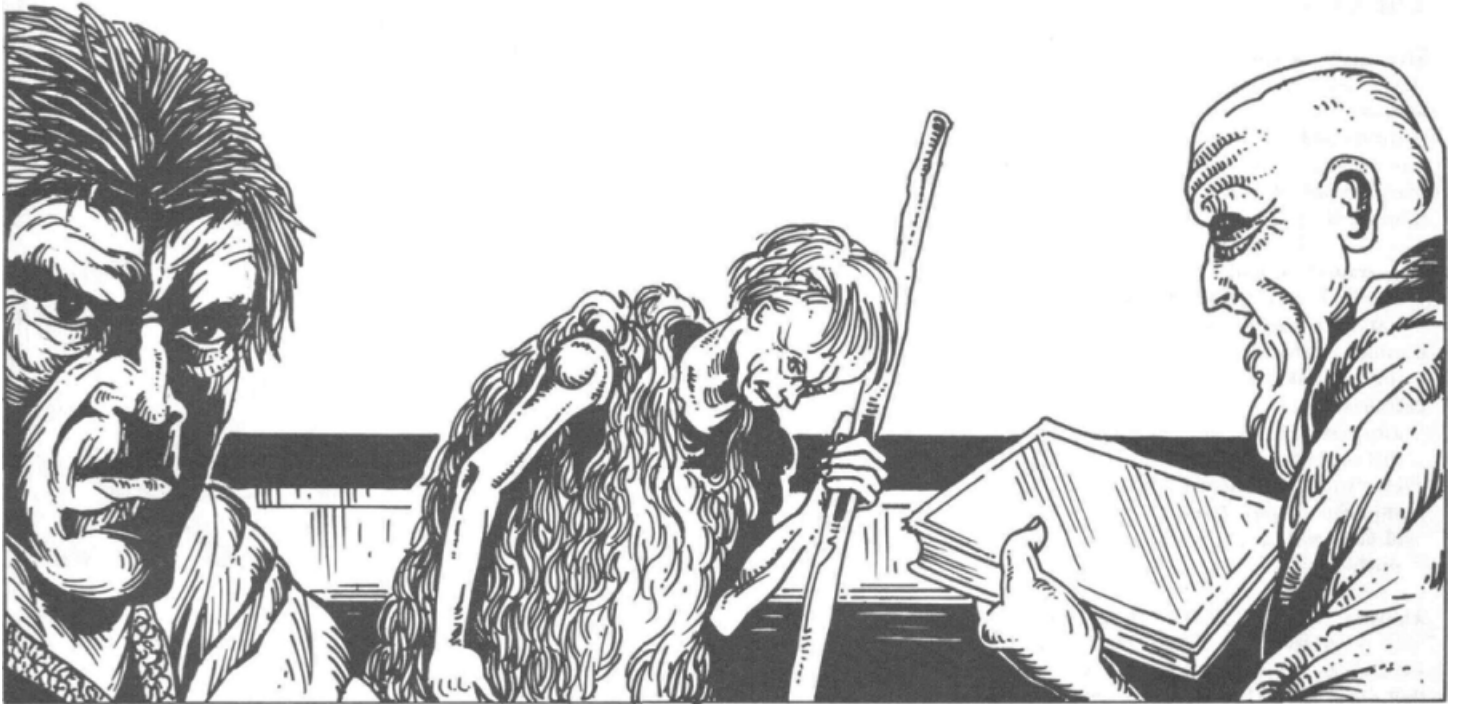
Pasture

50 cows and 150 sheep are looked after by 6 herdsmen and shepherds on the pasture land to the south and west of Eylea.

The Common Realm

Eylea's commoners sleep near to their place of work. Personal servants sleep in rooms near to their masters, craftsmen sleep at their workplaces and gardeners near their gardens. The rest of Eylea's commoners sleep in chambers by the kitchens.

NON-PLAYER CHARACTERS



Eylea's NPCs

Cavaliers

Clavados — Lord-High Bailiff of Eylea

Clavados summons the adventurers to Eylea and requests their aid in the case of Miles D'Arcy. His strong sense of justice means that he will pursue Nuala and Miles (the duplicate) relentlessly.

Appearance: Male; 79 years old; Lean and wiry, healthy looking.

Clothing: Embroidered gold surcoat bearing Eylea's device — an eel coiled around a sword. On parade, special occasions, or if Eylea is under attack, Clavados wears his engraved and gilded magical **full plate armour +2** and a **shield +2** both bearing Eylea's device.

Personality: Partially deaf, can only hear those who shout or speak into his hearing trumpet. Aloof and snobbish to those whom he considers below his station. Amiable and friendly to those of equal status (including the PCs). Subservient to the Lords Spiritual.

Equipment: **Full plate armour +2**, **shield +2**, heavy lance, **longsword +3**, horseman's **military pick +1**, **dagger +2**, **ring of fire resistance**, **potion of super-heroism** and a gilded ivory hearing trumpet (value 500gp).

Gard (aged heavy warhorse): AC 7 or 3 with plate barding; MV 12" or 9" (with barding); HD 3+3; hp 12; #AT 3; D 1-6/1-6/1-2; Int An1; AL N; Size L; THACO 18; MM53.

Otto (old war dog): AC 6; MV 9"; HD 2+2; hp 6; #AT 1; D 1-4; Int Semi; AL N; Size M; THACO 18; MM29.

Note: Both animals are very old and have reduced chances to hit and damage.

Abilities: S14.96%, I13, W18, D14.67%, C16.35%, Ch9, Com 13.

AC 10 or -4; MV 9"; Cav 12; hp 66; #AT 5/2 lance†, **longsword +3†**, **military pick +1†** or 2/1 **dagger +2**; D 2d4+13 (lance†), 1d8+3 (sword†), 1d4+2 (military pick†), 1d4+2 (dagger); SA/SD As standard for class and level; AL LN; THACO 7 (lance), 4 (sword), 6 (pick) or 7 (dagger).

Note: Clavados has had a **special vows** spell cast on him (UA32) making him immune to **bestow curse** spells.

Rupert De Ganson — Guard Captain

Rupert serves under Clavados as Captain of the Guard. His prime loyalties are to the Lords Spiritual, and to the law.

Appearance: Male, 45 years old, tall and very muscular.

Clothing: Maroon surcoat, or engraved full plate armour and **shield +2** (each bearing Eylea's device: an eel coiled round a sword).

Personality: Extremely lawful, Rupert always follows the letter of the law, even if it is unjust or unfair. He carries out orders unflinchingly.

Equipment: Full plate armour; **shield +2**; **ring of protection +2** (when not wearing armour); heavy lance, **longsword +2**, **dagger +1**, and a **potion of vitality**.

Abilities: S18.85%, I14, W11, D18.23%, C17.38%, Ch13, Com11.

AC4 or -6; MV 12" or 6"; Cav9; hp 89; #AT 2/1 lance†, **long sword +2†**, flail†, or 3/2 **dagger +1**; D 2d4 + 14 (lance†) 1d8+6 (sword†). 1d4+5 (flail†) or d4+5 (dagger); SA/SD As standard for class and level; AL LN; THACO 8 (lance†), 6 (sword†), 9 (flail†) or 9 (dagger).

Note: Rupert has had a **special vows** spell cast on him (UA32) making him immune to **bestow curse** spells.

Aubrey Stronhaus — Esquire to Clavados

Aubrey serves Clavados at meals and helps him to put on his armour. In battle he carries Clavados' lance and banner. After Clavados is arrested, Aubrey's loyalties are torn between Clavados and the law.

Appearance: Male; 17 years old but looks younger; medium height and build with blond hair and green eyes.

Clothing: While surcoat or field plate armour and shield (each bearing Eylea's device: an eel coiled round a sword).

Personality: Loyal and keen to assist, well-meaning but naive.

Equipment: Field plate armour and shield; heavy lance, **long sword +1**; silver herald's trumpet (value 100gp).

Abilities: S17.59%, I13, W10, D17.02%, C18.45%, Ch14, Com15.

AC 7 or -2; MV 12" or 6"; Cav3; hp 32; #AT 3/2 lance†, **long sword +1†** or 1/1 dagger; D Lance 2d4+5, sword 1d8+2 or dagger 1d4+1; SA/SD As standard for class and level; AL LG; THACO 16 (lance†), 15 (sword†) or 17 (dagger).



The Lords Spiritual

Siranush — High Lord Spiritual

Siranush is the most senior of the Lords Spiritual and has ruled Eylea for 33 years. Her commitment to the law is absolute, but in recent years she has taken less and less interest in the running of Eylea.

Appearance: Female; 92 years old; old and withered, very wrinkled face, bent double, walks very shakily, penetrating stare.

Clothing: Slightly tattered ermine-edged red robe, or **plate mail armour +2** and a **shield +2**.

Personality: Alternates between being very astute and vacant. Knows she is not long for this world but reluctant to hand over power to her "younger assistants".

Equipment: **Rod of flailing** (9 charges), **bracers of defence AC2**, **plate mail armour +2** and a **shield +2**.

Abilities: S 8, I 15, W 20, D 7, C 7, Ch 14, Com 10.

AC 2 or -2; MV 9"; C13; hp 46; #AT 2 **rod of flailing**; D 1d4+4/1d4+4; AL LN; THACO 9.

Spells:

- 1st level: **command** (x2), **ceremony**, **cure light wounds** (x2), **detect evil**, **protection from evil**
- 2nd level: **augury**, **enthrall**, **hold person** (x2), **silence 15' radius** (x2), **slow poison**, **withdraw**
- 3rd level: **cure blindness**, **cure disease**, **death's door**, **dispel magic** (x2), **feign death**, **paralysis**
- 4th level: **cloak of fear**, **cure serious wounds** (x2), **sticks to snakes**, **tongues**
- 5th level: **flame strike**, **quest**
- 6th level: **heal**, **blade barrier**

Waldegrave — Lord Spiritual

Waldegrave is second in charge of Eylea, but she is constantly ill from recurring attacks of the "vapours". **Cure disease** spells keep the "vapours" at bay for only a short time so she is nearly always in a state of ill-health. She takes little interest in anything but her health.

Appearance: Female; age 73; pale and sickly looking.

Clothing: Always wrapped in an old moth-eaten mink coat; has **plate mail +3** and a **shield +1** available.

Personality: Short tempered; does not like fools; strict and blunt with strangers.

Equipment: **Rod of smiting** (12 charges), **plate mail +3**, and a **shield +1**

Abilities: S6, I12, W18, D5, C3, Ch11, Com8.

AC 10 or -2; MV 6"; C12; hp 19; #AT 1 **Rod of Smiting**; D 1d8+3; AL LN; THACO 12.

IV PULL-OUT SHEET (Non-Player Characters)

Spells:

- 1st level: **bless**, **command** (x3), **cure light wounds** (x3), **penetrate disguise**,
- 2nd level: **detect life**, **dust devil**, **hold person** (x2), **know alignment**, **silence 15' radius**, **wyvern watch**
- 3rd level: **bestow curse**, **cure disease** (x2 — 1 already cast), **dispel magic**, **feign death**, **magical vestment**
- 4th level: **cure serious wounds** (x2), **neutralise poison**, **sticks to snakes**
- 5th level: **quest**, **raise dead**
- 6th level: **heal**, **speak with monsters**

Tyrwhitt — Lord Spiritual

Tyrwhitt is a luxury loving individual. Most of Eylea's running falls to him, but he is never acceded the formal power which goes with it, or does little with it other than ensuring he is well fed and well clothed.

Appearance: Male; age 65; bald with a long white beard.

Clothing: Pale blue robe trimmed with gold braid and sable; all his clothes are clean and of the finest quality; in times of need wears highly polished **plate mail +2** and a **shield +1**.

Personality: Unhappy with his lack of power; wishes to be High Lord Spiritual, and always tries to take control of any meeting of the Lords. In her astute moments, Siranush always puts him in his place.

Equipment: **Mace +3** and **ring of protection +3**, **plate mail +2** and a **shield +1**.

Abilities: S14, I10, W18, D10, C12, Ch11, Com9.

AC 7 or -1; MV 12"; C11; hp 52; #AT 1 **mace+3**; D 1d6+4; AL LN; THACO 8.

Spells:

- 1st level: **cure light wounds** (x3), **detect good**, **light**, **remove fear**, **sanctuary**
- 2nd level: **aid**, **enthrall**, **hold person** (x2), **silence 15' radius**, **withdraw**
- 3rd level: **cause blindness**, **dispel magic**, **feign death**, **magical vestment**, **prayer**
- 4th level: **cure serious wounds**, **poison**, **protection from evil 10' rad.**, **sticks to snakes**
- 5th level: **cure critical wounds**, **quest**
- 6th level: **animate object**

Praefecture etc.

Kilanas — Praescriptor of Eylea

Kilanas is a senior member of the Praefecture responsible for the scribes of Eylea. After Clavados is arrested (see p15) Kilanas asks the PCs to rescue him. He is more concerned with justice than in keeping the letter of the law.

Appearance: Male; 36 years old; tall with blonde hair and blue eyes.



Clothing: Clean but frayed dark blue robe with yellow trimmings, or **plate mail armour** and **shield**.

Personality: Very honest, thoughtful and kind.

Equipment: **Staff +1**, scroll with **cure critical wounds**, **neutralise poison** and **remove paralysis**.

Abilities: S14, I14, W16, D11, C15, Ch13, Com13.

AC 10 or 2; MV 12"; C7; hp 32; #AT 1 **staff +1**; D 1d6+1; AL LN(G); THACO 16.

Spells:

- 1st level: **ceremony**, **cure light wounds** (x2), **light**, **sanctuary**
- 2nd level: **aid**, **enthrall**, **hold person**, **know alignment**, **resist fire**
- 3rd level: **cure disease**, **remove curse**
- 4th level: **detect lie**

Barnez (Librarian) and Corphalt (Bursar)

Appearance:

- B - Male, middle-aged, thin, balding.
- C - Male, late middle-aged, plump, bearded.

Clothing:

- B - Grey, ink-stained robe or **plate mail armour** and **shield**.
- C - Yellow, ill-fitting robe or **plate mail armour** and **shield**.

Personality:

- B - Introverted, intellectual, aloof.
- C - Self-indulgent, arrogant, drinks heavily.

Abilities: AC 10 or 2; MV 12"; C6; hp 24, 17; #AT 1 **mace**; D 1d6+1; AL LN; THACO 18.

Spells:

- 1st level: **ceremony**, **cure light wounds**, **light**, **sanctuary**
- 2nd level: **aid**, **enthrall**, **hold person**, **resist fire**
- 3rd level: **cure disease**, **remove curse**

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Abillard — Beadle

Appearance: Male; aged 50; short, thin, unkempt.

Clothing: Tattered, red cloak over leather armour and shield.

Personality: Pompous, cowardly.

Abilities: AC 7; MV 12"; FI; hp 7; #AT 3/2 (ceremonial) mace+; D 1d6+3+; AL LN; THACO 19+.

Other NPCs

Clerics: AC 10 or 2; MV 12" or 6"; C1-6; hp 3-5/level; #AT 1 mace; D 1d6+1; Int Ave; AL LN; THACO 20.

Note: Plate armour is available to all clerics in Eylea, but is rarely worn.

Spells

As many as possible from the following:

1st level: **ceremony, cure light wounds, light**

2nd level: **aid, enthrall, hold person**

3rd level: **cure disease**

Commoners: AC 10; MV 12"; F0; hp 2-4; #AT Nil; Int Low; AL LN.

Miscellaneous

Zelor the Grim



Sensing the resurrection of Nuala, Zelor has entered the Ffenaragh and seeks to aid good aligned characters in the hope that they can counter the evil of Nuala. During the course of the adventure Zelor appears to the party three times (see p4, p13 & p22).

Appearance: Zelor can only appear at night in one of three forms — a large black owl, a black cat or a black dog (MMII72):

Large black owl: AC 0; MV 18"/36"; HD 4+2; hp 27; #AT 3; D 2d4/2d4/d4+1; MR 25%; Int Ave; AL NG; Size S; THACO 15.

Blackdog: AC 0; MV 18"; HD 4+2; hp 27; #AT 1; D 2d4; MR 25%; Int Ave; AL NG; Size S; THACO 15.

Eylea's Defence

In the event of an attack Eylea's guard move to defend the palace. The guards assemble in the courtyard (8 rounds). A lieutenant is sent by Clavados or Rupert with two squads to reinforce each of the gatehouses (3 rounds); and two squads are divided between the four guard posts (5 rounds). The remaining troops are then used to mount as effective a defence as possible, with Rupert and Clavados avoiding personal combat unless honour demands it.

At night, or if they are not led by Rupert or Clavados they take twice as long to move into position.

Clerical Support: Once the alarm has been raised the Lords Spiritual and the members of the Praefecture prepare to defend Eylea. Depending on the urgency of the defence the Lords will stop to don armour (20 rounds) or arrive as soon as possible (1d4+9 rounds). Most members of the Praefecture will stop to put on their armour, relying on the guard to defend Eylea while they do so (20 rounds).

4 Lieutenants: AC 2 (plate & shield); MV 6"; F5; hp 42; #AT 3/2 **long sword** + 1††; D 1d8+4††; Int Very; AL LN; THACO 12††.

16 Sergeants: AC 4 (chainmail & shield); MV 9"; F3; hp 24; #AT 3/2 **long sword** †; D 1d8+2†; Int Very; AL N; THACO 17†.

128 Men-at-arms: AC 5 (chainmail); MV 9"; F1; hp 8; #AT 1; D See below; Int Ave; AL N; THACO 20.

Halberdier. Halberd 1d10 or dagger 1d4.

Lt. Crossbowman: Lt. crossbow 1d4 or short sword 1d8.

13 Cavalrymen: AC 4 (chainmail & shield); MV 18" mounted or 9" foot; F2 or F3 (sergeant); hp 18 or 24; #AT 1 medium lance or long sword; D 1d6+1 or 1d8; Int Ave; AL N; THACO 19 or 18.

13 Medium warhorses: AC 7; MV 18"; HD 2+2; hp 9; #AT 3; D 1-6/1-6/1-3; Int Anl; AL N; Size L; THACO 16.

Black cat: AC 0; MV 18"; HD 4+2; hp 27; #AT 3; D 1d2/1d2/1d4; SA/SD Rakes with rear claws (D 1d3/1d3) if front paws both hit; MR 25%; Int Ave; AL NG; Size S; THACO 15.

Note: Turns undead as C8 (+2 vs. lower planes creatures); +1 weapons to be hit; **protection from evil 10' radius; detect evil 7"**; nocturnal; heals all damage while ethereal during the day.

Miles D'Arcy — Heir to Myrkfast



Miles is duplicated by Nuala before the adventure begins. His duplicate, masquerading as Miles, is charged at Eylea with murder of Geoffrey D'Arcy, while the aged original is imprisoned at Lorge.

Life-bane Duplicate: The duplicate's aim is to manoeuvre the party into Nuala's trap.

Appearance: Male; 25 years old.

Clothing: Blue surcoat emblazoned with an argent rampant hippogriff.

Personality: Miles' duplicate is haughty and mean. It enjoys tricking the "worthies" of Eylea, using their own laws to make them look foolish.

Abilities: S18.67%, I13, W14, D17.37%, C17.09%, Ch 12, Com 14.

AC 7 (surcoat); MV 15"; Cav 6; hp 47; #AT N/A; D N/A; SA/SD Regenerates 2 hp per round; AL LE; THACO N/A.

Original: A ruined man, Miles' only wish is to be free of Nuala's power.

Appearance: Male, apparently 100+ years old.

Clothing: Faded, threadbare, blue surcoat bearing a rampant hippogriff.

Personality: Nuala's betrayal of Miles has left him an insane wreck (he cannot be cured).

Abilities: S15.67%, I13, W13, D14.37%, C14.09%, Ch12, Com 10.

AC 10 (surcoat); MV 3"; Cav 6; hp 29; #AT N/A; D N/A; AL LG; THACO N/A.

Note: Miles is too decrepit to fight even if given weapons; his hands shake so badly that any weapon he is given will be sent clattering by his involuntary spasms.

Nuala — Mistress Of Lorge



Nuala is the prime force behind the evils which face the adventurers (see **Introduction**, p2). Her sole aim is domination of the Ffenargh.

Appearance: Nuala's appearance varies from that of a beautiful young woman (age 18) to that of an old crone (age 100+).

Clothing: scale mail +4, platinum headband with a ruby (value - 3500gp), four gold armbands (value - 500gp each), two gold necklaces (value - 500gp & 250gp), platinum and gem choker (value - 5000gp) and a gold belt buckle (value - 1000gp).

Personality: Totally evil and interested only in herself.

Abilities: S16, I17, W9, D16, C16, Ch16, Com20 (decreases by 1 point for every 5 years aged).

Note: The Nuala which Miles resurrected is radically changed from the wizardess who died so long ago. Although Nuala retains all of her old powers and abilities, she has gained the awesome power of **life-bane** (see **PSVII**), and can also cast spells while wearing armour. When she casts spells, Nuala ages 1 year per level of magic used. Her **life-bane** power enables her to rejuvenate, however.

AC 0 (scale mail+4); MV 12"; F2/MU14 (15 with familiar); hp59; #AT 1 **short sword+3** or **dagger of venom**; D 1d6+4 or 1d4+2; MR Std or 25% (see below); AL NE; xp 15,680; THACO 13 (sword), 15 (dagger).

Spells:

- 1st level: **burning hands**, **magic missile** x2, **run**, **shield**
- 2nd level: **detect good**, **invisibility**, **mirror image**, **vocalise**, **web**
- 3rd level: **dispel magic** x2, **haste**, **lightning bolt**, **Melf's minute meteors**

4th level: **dimension door**, **Evard's black tentacles**, **fear**, **minor globe of invulnerability**, **polymorph self**

5th level: **animate dead**, **cloudkill**, **feeblemind**, **hold monster**, **wall of force**

6th level: **flesh to stone**, **project image**

7th level: **Bigby's grasping hand**

Nuala has already cast a **stoneskin** spell on herself which stays in effect until she is physically attacked.

Equipment: scale mail +4, short sword +3, dagger of venom, girdle of many pouches, scroll of protection from paralysis, potion of flying, shadow lantern (summons 5-8 shadows: AC7; MV 12"; HD 3+3; hp 22; #AT 1; D 1d4+1; SA/SD Strength drain; Int Low; AL CE; Size M; xp 343 each; THACO 16; MM86).

Spell Books: Contain the above spells *plus*:

1st level: **affect normal fires**, **detect magic**, **find familiar**, **friends**, **hold portal**, **read magic**, **sleep**

2nd level: **audible glamor**, **darkness 15' radius**, **preserve**, **magic mouth**, **rope trick**

3rd level: **blink**, **explosive runes**, **feign death**, **sepia snake sigil**, **wind wall**

4th level: **fumble**, **remove curse**, **shout**

5th level: **Leomund's secret chest**, **sending**

6th level: **part water**, **spiritwrack**

7th level: **Mordenkainen's magnif. mansion**

Nuala's spellbooks are kept on the ethereal plane in a **Leomund's secret chest** (see below). Each is protected by both **explosive runes** and **sepia snake sigil** spells.

Jarzitz the Imp Familiar

Jarzitz is Nuala's imp familiar and a telepathic link exists between her and it. Nuala is able to see through Jarzitz's eyes gaining 25% magic resistance and the ability to regenerate 1 hp per round whenever it is within 1" of her. While Jarzitz is within a mile of Nuala she gains an extra level (making her 15th level). If Jarzitz is killed, Nuala is reduced to level 10, with 50 hit points.

Jarzitz spies for Nuala, using its invisibility to watch unobserved. It rarely engages in combat, preferring to stay near to Nuala, but if an opportunity arises, Jarzitz will attack an enemy magic-user.

AC 2; MV 6"/18"; HD 2+2; hp 17; #AT 1; D 1-4 + poison; SA/SD **Detect good**, **detect magic**, **invisibility**, **polymorph self**, at will; **suggestion** once per day; immune to normal weapons, cold, fire and electricity; regenerates 1 hp per round, saves as a 7HD monster; MR 25%; Int Ave; AL LE; Size S 2' tall; xp 326; THACO 16; MM(54).

The **Leomund's secret chest** used by Nuala to safeguard her treasure, contains her spell books (see above) and the following items:

- a gold, gem-encrusted casket (6500gp) containing 23 gems (10x1000gp, 3x5000gp and 10x500gp) and a diamond necklace (15,000gp).
- 2 **candles of invocation** (any good alignment).
- 5780gp and 1368pp.
- a **philosopher's stone** (with both green and white powders)
- a velvet pouch with 2 vials: **elixir of madness**, and **oil of acid resistance**.

Rughlor — Deceased Lord of Lorge



Following the resurrection of Nuala by Miles D'Arcy, Rughlor has risen again as a revenant, determined to kill Nuala and remove her evil from the world.

Appearance: Rughlor appears as a knight in tarnished armour. Beneath his armour, his sickly pale skin is stretched tightly over his bones. Anyone viewing Rughlor's face must make a saving throw vs. Paralysis or flee in fear for 1d4 rounds. When Rughlor is close to Nuala, his eyes glow with a bright red light visible even through his helmet slits.

Personality: Rughlor seeks only to slay Nuala.

Equipment: Full plate armour, **shield +2**, **long sword +2**.

Abilities: AC -2 (Full plate armour and **shield +2**); MV 9", 13" mounted; HD 8; hp 64; #AT 2 **long sword +2**; D 1d8+4/1d8+4; Int High; AL N; Size N; xp 1975; THACO 6; **FF75** (amended).

Note: Cannot be turned; immune to weapon attacks; regenerates all damage even when "dead" at 3 hp/round (except fire damage); severed limbs move independently; immune to **sleep**, **charm**, **hold** etc.

Rughlor's skeleton warhorse: AC 5; MV 13"; HD 3+3; hp 26; #AT 2 hooves/1 bite; D 1d8/1d8/1d3; Int Non; AL N; Size L; xp 239; THACO 16.

Note: Cannot be turned; can trample creatures in its path (1d8 hp each); wears chainmail barding; immune to **charm**, **cold**, **hold** and **sleep** spells; takes only half damage from edged weapons.

LIFE-BANE

The heady springtime of youth and the full summer of adulthood - enjoy them while you may, bold adventurers. Soon enough, will you feel the icy chill of old age reach, out for you. Sooner, perhaps, than you think!

The dark discoveries which Nuala made in the library of Makhrast had given her access to powers beyond her dreams (see p2), and it was only Rughlor's intervention at her final rite of magic which had prevented her gaining them there and then. Though Nuala was dead, the spell she had begun was not broken. Her death was no more than an interruption to it and, for many years as she lay in her grave, the forces she had awoken continued to seethe and ferment. Thus it was that when Miles D'Arcy foolishly resurrected the sorceress and so completed the spell, she was reborn with the power she had craved... the power of life-bane!

The Power of Life-Bane

Nuala's necromantic power of life-bane is an awesome one, since it enables her to drain the youth and vitality of humans and demi-humans in either of two ways:

Self-Rejuvenation

Each round, Nuala can attempt to absorb vitality from one human or demi-human victim up to 30 feet away. The victim is aged by 10 years (cf. ghost - MM43), and Nuala is rejuvenated by 10 years. A successful saving throw vs. Death Magic by the victim will negate the effect. Anyone killed by this draining becomes a juju zombie (MMII131) under Nuala's control.

Since Nuala ages rapidly when casting spells (see PSVI), she must use this ability frequently in order to remain youthful and powerful. Nuala cannot use this power to affect creatures of whom duplicates already exist (or have existed — see below).

Creating Duplicates

With this ability, Nuala can create a duplicates of a human or demi-human creatures and their equipment. These duplicates are parasitic entities which constantly drain and consume the vitality of their victims through an undetectable magical link. The duplicates are totally loyal to Nuala and, since they consume the victims' life-energy at a vastly accelerated rate, are more powerful than the originals. Life-bane duplicates are described on p24.

Effects on Duplicated Victims

Characters who are victims of one of Nuala's duplicates have almost all of their vitality constantly tapped away as fast as they can generate it. This means that they are transformed to the equivalent of *venerable* age (see DMG13) and shortly die from the strain. In addition to changing the victims' ability scores, the parasitic ageing also affects their equipment, ability to use certain magic, physical fitness, appearances and personalities.

Regaining Youth

Permanent Restoration

The only way in which characters preyed on by duplicates can permanently regain their youthful vigour is if the duplicates are destroyed. When this occurs, no matter where the victims are at the time, they immediately revert to their original age.

Any gains (or losses) of experience points, hit points, treasure and/or equipment made by the original characters while they were aged are carried over when the character is rejuvenated. Thus, for example, a character who expended charges from a wand while aged does not have the charges restored. Also, while characters whose constitutions rise as a result of their rejuvenation will regain hit points for this reason, any unhealed wounds or other lost hit points are not restored.

Characters whose duplicates have been destroyed can never again be affected by either of Nuala's life-bane powers.

Temporary Restoration

Characters affected by duplicates may temporarily regain their former youth and abilities by taking a **potion of longevity** (no chance of reversed effect - see DMG126) or an elixir of youth. Each of these will restore the character for as many turns as it would have restored years of life under normal circumstances, but has no effect on equipment. The duplicate and its powers are unaffected.

Time for Dying

The aged victim of a life-bane duplicate suffers enormously from the strain and has but a short time to live.

After the initial ageing process, characters who are being drained by a duplicate will live for 1d4+20 days, plus a number of days equal to their initial constitution.

After Death

When a victim dies from the strain of being drained by a duplicate, he or she becomes a juju zombie (MMII131) loyal to, and under the control of, Nuala.

Effects on PCs' Equipment

Just as characters become old and haggard when under the influence of a duplicate, their equipment (even magical items) is affected in similar ways, for example: -

- non-precious metals become spotted with rust (steel & iron) or verdigris (brass, bronze & copper)
- fabrics become faded and threadbare
- leather and wood become dry, dull and split
- food and drink (including potions) taste musky and stale
- horses and other animals are aged.

It is up to you as DM to decide how much effect, if any, these changes have on the usefulness of the equipment. For example, an aged horse might move at half normal speed and be unable to gallop, while a frayed rope might break at a critical moment.

Forbidden Magic

Characters affected by a duplicate are unable to use any magic which normally has the effect of causing ageing (e.g. casting a **wish** spell, taking a **potion of speed** or being under a **haste** spell - see DMG13). Any attempt to use such magic will fail, and result in the character collapsing unconscious from shock for 3d4 rounds.

Ability Score Changes

When the draining power of duplicates takes effect, the victims' ability scores are affected in the same way that they would be had they reached venerable old age (DMG13) by normal ageing. In turn, these changes affect the victims' "to hit" rolls, combat damage, armour classes, saving throws, hit points and so on.

The *total, cumulative* changes to ability scores depend on the initial age of each victim, as follows:

Young Adult: S -3, I +2, W +4, D -3, C -3, Ch 0, Com -3.
Mature Victim: S -4, I +2, W +3, D -3, C -3, Ch 0, Com -3.



Middle-aged Victim: S -3, I +1, W +2, D -3, C -2, Ch 0, Com -2

Old Victim: S -1, I +1, W +1, D -1, C -1, Ch 0, Com -1

Venerable Victim: No change.

Disabilities & Other Changes

While affected by a duplicate, each character acquires a disability, and undergoes a physical change and a personality change.

The disabilities are intended to impose significant limitations on the characters, but the other changes should be used to help the players role-play their altered characters and to inject an element of humour into the adventure.

The disabilities and changes are listed in **Table 2**. As DM, you can either assign them to characters at random (by rolling 1d10 for each column) or else allocate them as you see fit.

Disabilities

Note: In addition to the effects described below, the disabilities brought about by the magical ageing have more general (and much less important) effects which the players (with the DM's help) should improvise. For example, a character with deafness would have difficulty following conversations, or a short-sighted character might not recognise a friend at a distance.

Dodderyness - The characters' movements are stiff and slow. Movement rate is reduced by a third and characters with *climb walls* and *move silently* ability use them with a -25% penalty.

Slow Reactions - Initiative for these characters is taken as being 2 less than that rolled for the rest of the party. This may result in the character losing initiative, even if the rest of the party win it.

Short-sightedness - The characters have difficulty seeing objects at a distance, and have a penalty "to hit" with missile weapons of -1 for for each 2" (rounded down) of range. If a spell is cast at a particular point (rather than at a creature, e.g. **fireball**, **stinking cloud**) more than 2" away, there is 30% chance that the spell will "miss" the aim-point by 1d10 feet. The direction of the miss is determined at random (cf. Grenade-like Missiles - DMG65).

Long-sightedness - Characters have difficulty seeing objects close-to. Those with *open locks*, *find/remove traps* and/or *read languages* abilities use them with a -20% penalty. Characters reading from magical scrolls have a 40% chance of misreading the text, thus ruining the spell concerned, and magic users (or illusionists) take four times as long to relearn their spells from their spell books.

Absent-mindedness - The characters have a tendency to forget things at crucial moments. When casting a spell (or using a magical item which requires a command word), there is a 30% chance that the characters will not be able to bring to mind the details of the spell (or the command word). Although the spell cannot be cast (or the item used) that round, the information is not actually forgotten and the characters can make another attempt (with the same chance of failure) in the next round.

Unsteady Hands - The characters' hands are unsteady, giving a -1 penalty "to hit" on melee attacks and -3 on missile attacks. There is a 5% chance that the characters' shaking will ruin the casting of any spell with a somatic component. Those using *pick pockets* or *remove traps* skills suffer a -35% penalty.

Deafness - The characters have very poor hearing. Their chance to *hear noise* is reduced by 25%, and all rear attacks on

them are at +2 "to hit". Also, surprise rolls are made separately for these characters, and the scores obtained cannot exceed that of the rest of the party.

Frailty - Characters are particularly vulnerable to injury, and suffer 1 extra point of damage per die from cutting blows, heat and cold, and 2 extra points per die from crushing blows.

Changes in Appearance

Weight Change - Characters gain (50% chance) or lose (50%) (1d3x10)% in weight.

Wrinkles - The characters' skin becomes deeply lined with wrinkles.

Hair Changes - The character's hair turns grey (60% chance) or white (40%). The character (males only) also loses most (50% chance) or all (50%) of his hair.

Shortness - Characters become shorter by 10-15% (1d6+9).

Stoop - Character has a pronounced sloop.

Drooling - Characters tend to drool.

Tooth Loss - All but 1d4 of the characters' teeth are lost.

Sniffles - Characters are afflicted with a permanent runny nose (unaffected by **cure disease** etc. spells).

Personality Changes

Intolerance - Characters become intolerant particularly of something or somebody (e.g. dwarves, children, animals, music).

Indifference - Characters have a tendency to lose interest occasionally in events and/or those around them.

Short Temper - Characters sometimes become angry at the least provocation.

Know-it-all - Characters always think that they know best.

Muttering - Characters often mutter to themselves.

Sensitivity - Characters can be irritated by the slightest discomfort, either real or imagined (e.g. a draught, a lumpy bed, smoke from a fire).

Resignation - Occasionally, the characters become despondent, losing drive and will-power and "giving-in" until talked round.

TABLE 2 - MISCELLANEOUS EFFECTS OF LIFE-BANE AGEING

Die Roll	Disabilities	Other Changes	
		Physical	Personality
1	Dodderyness	Weight Change	Intolerance
2	Slow reactions	Wrinkles	Confusion
3	Short-sight	Hair Changes	Indifference
4	Long-sight	Shortness	Short temper
5	Absent-minded	Stoop	Know-it-all
6	Unsteady Hands	Drooling	Muttering
7	Deafness	Tooth Loss	Sensitivity
8	Frailty	Sniffles	Resignation
9-10	DM's Choice	- Roll twice more, using 1d8 -	

- Obtaining the key. The shimmering rod of force which is the "key" to the cage is firmly held by one of the golems. If the golems are enraged and enter the cage (seep12), they are affected by the *slowing* magic and fight the party on equal terms. If the right golem is destroyed, it drops the key.
- Last resort. If, by the night after their capture, the party has not escaped, the grim Zelor (PSV), in black dog form sneaks into the chamber, attacks one of the golems and then dodges into the cage (using its magic resistance). The golems follow and, as they fight with the party, Zelor slips away.

Leaving Lorge Hall

As they start to climb the stairs from the cellar, the adventurers hear (or at least those not affected by *deafness* hear) sounds of activity above. In preparation for her anticipated triumphal return, Nuala has ordered a team of human/pseudo-undead crossbreeds (see **People of the Ffenargh**, p4) to clear out the vapour rats and rebuild Lorge Hall, assisted by six full-blood pseudo-ghasts. They are all under the orders of juju zombies created by her life-bane powers (see PSVII).

The workers are scattered inside and outside the building and attack the party on sight, using tools (hammers, spades, picks, and so on) or just bare hands.

The juju zombies and pseudo-ghasts fight to the death, but the crossbreeds flee if the juju zombies are all turned or destroyed.

4 juju zombies: AC 6; MV 9"; HD 3+12; hp 27 each; #AT 1; D 3d4; Int Low; AL N(E); Size M; xp 512 each; THACO 13; **MMIII**131.

Note: Need +1 weapons to be hit; half damage from all but cleaving weapons (axes, broad-, bastard-, or 2-handed swords, etc.); immune to cold, electricity, poison, and **magic missile**, **sleep**, **hold** and **charm** spells; fire does half damage; turn as spectre; climb as T6.

6 peasants (full-blood pseudo-ghasts): AC 4; MV 15"; HD 4; hp 17 each; #AT 3; D 1d4/1d4/1d8; Int Low; AL NE; Size M; xp 215 each; THACO 15; **MMIII**102 & **MM43**.

Note: Stench (10' radius) causes -2 to hit (negated by saving throw vs. Poison).

23 peasants (human/pseudo-undead cross-breeds): AC 8; MV 9"; HD 1+2; hp 7 each; #AT 1; D 1d6; Int Low; AL NE; Size M; xp 34 each; THACO 18; p4 (**People of the Ffenargh**)

Ev5. Erased Track

This encounter occurs as the party first tries to leave Lorge Island. Where the track enters the marsh, Nuala has set a work-

gang of spirit trolls to dig up the track and churn it into the bog, thus cutting off any pursuit. When the adventurers arrive at this point:

The path ends abruptly and, for as far ahead as you can see, seems to have sunk into the reeking mire. Briefly, the sound of squelching footsteps comes from somewhere amid the murky pools lying across the path's former course. Although the source of the sound seems to be quite close, you can see no sign of what is making it.

The gap made by the trolls is 400 yards wide, and as difficult to traverse as normal bog. Even a cursory examination will reveal that the destruction of the path was not natural, since large, humanoid footprints and the marks of large, clawed hands or paws can be clearly seen in the mud.

The sound of footsteps comes from one of the invisible spirit trolls who, having created the gap, now defend it for Nuala. As with the slime golems, the spirit trolls have orders to constrain the party rather than kill them. They will only intervene if the party attempts to cross the gap and, if the characters retreat, will break off any attack. They are intelligent, and do all that they can to deter the party and make a difficult crossing impossible. They use their invisibility to the full and, if necessary, attack to injure and drain strength, but are clever enough to avoid killing adventurers.

Unless the party is very powerful, the weary, old adventurers will probably find it impossible to cross the gap, and will be forced to try another route.

10 spirit trolls: AC -2 (2 if visible); MV 15"; HD 5+5; hp 36 each; #AT 3; D 1d6/1d3/1d3; MR 30%; Int Very; AL CE; Size L; xp 791 each; THACO 13; **FF91**.

Note: Invisible; immune to cold; need magical weapons to be hit; regenerates 3 hp/round; damage inflicted by fangs (1d6) is added to troll's hit points; damage inflicted by claws (1d3 is also drained from victim's strength (for 2d4 turns).

Perils of the Corpsemire

Ev6. A Village Possessed

This event can take place anywhere in the Corpsemire after the party has been to Lorge.

The adventurers come across the isolated village of Sklat (whose location is up to you) which consists of 13 huts surrounded by a fence and ditch.



Far from offering a friendly refuge for the venerable travellers, the village holds an unwelcome surprise for them. It has been taken over by a spirit naga which has killed the head-man and charmed the other inhabitants. When the party arrives, however, you should try not to give the players any hint that the village is different from the others in the Corpsemire. Superficially, it is a normal, drab settlement whose inhabitants are going about their business in their usual, listless manner.

The naga fears discovery and decides that attack is the best form of defence. It remains inside the head-man's hut until it feels that an appropriate moment has come to attack, and even when it first emerges will be difficult to recognise since it will be wearing a cloak which leaves only its human-like head uncovered. The attack, when it comes, involves the villagers mobbing the party while the naga casts spells and/or attempts to **charm** the adventurers.

1 spirit naga: AC 2 (**cloak of displacement**); MV 12"; HD 10; hp 59; #AT 1; D 1d3 + poison (D 3d8); Int High; AL CE; Size L (15'); xp 3826; THACO 10; **MM72**.

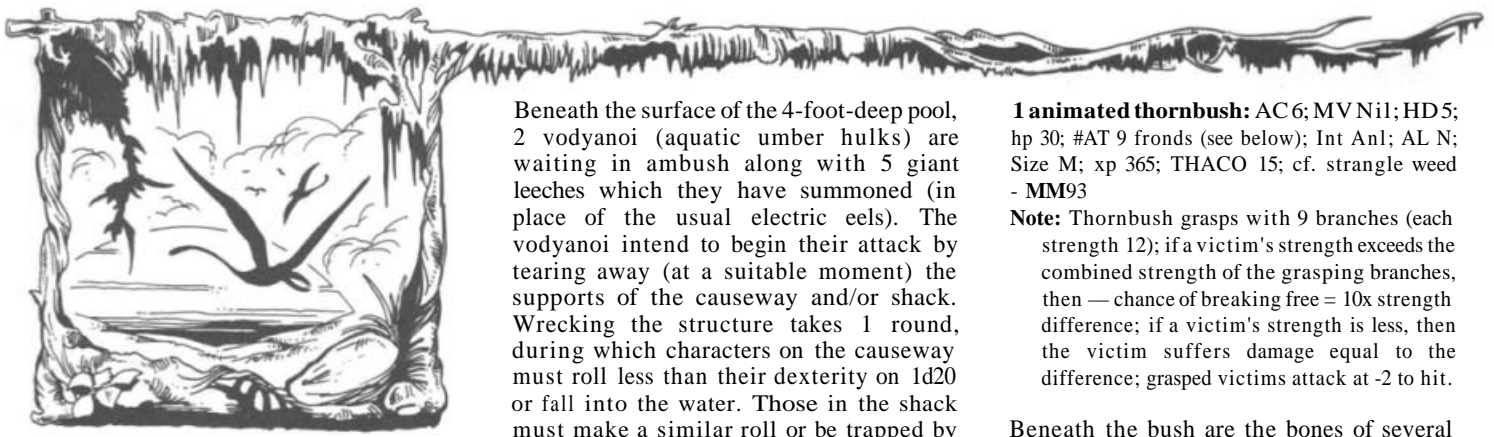
Note: Can permanently **charm** any creature meeting its gaze (save vs. Paralysis negates); head is very human in appearance; wears **cloak of displacement**.

Spells:

- 1st level: MU - **light**, **magic missile** (x3; 5 missiles each)
- C - command** (x2), **endure cold/heat**.
- 2nd level: MU - **mirror image**, **ESP**
- C - hold person**, **silence 15' rad**.
- 3rd level: MU - **lightning bolt**

36 charmed peasants (human/pseudo-undead crossbreeds): AC 8; MV 9"; HD 1+2; hp 7 each; #AT 1; D 1d6; Int Low; AL Charmed; Size M; xp 34 each; THACO 18; p4 (**People of the Ffenargh**).

Inside the naga's hut are the remains of the head-man and five other villagers whom the naga has killed and eaten. Also, there are the head-man's gear (a suit of chain mail armour, a longsword, a **longbow +1**, **20 arrows +2**) and a small chest belonging to the naga.



The chest is not locked, but is protected by the equivalent of an **Evard's black tentacles** spell. When it is opened, eight 10-foot-long magical black tentacles (AC 4, hp 8 each) reach out and grab creatures within range. Victims suffer 1d8 points of damage in the first round and 3d4 in each subsequent round until the tentacle is destroyed. A successful saving throw vs. Spells by the victim (one for each attacking tentacle) destroys the tentacle concerned after the victim has suffered only 1d4 points of damage. Inside the chest are a platinum and ruby necklace (value 25,000gp), a jewelled ceremonial breastplate (value 12,000gp), three jewelled rings (value 2800gp each) and 1610gp.

Note: As an alternative, this event can occur at any one of the villages previously described in the Kaldefen, Sphagbog or Corpsemire, or on Myrk Island.

Ev7. House on Stilts

This event occurs at any appropriate time:

Ahead, the trail crosses a shallow, murky pool by means of a wooden causeway on stilts. About half-way across, a short side-branch leads from the main causeway to an old, dilapidated, wooden shack, also supported above the water. You can just see a shadowy figure in the doorway of the shack, whittling a stick and swaying back and forth on a rocking chair. The figure seems harmless, but somehow fills you with a strange feeling of dread.

The figure is a **phantom** (MMII100) of the previous inhabitant of the shack — a monk — who was killed by vodyanoi. His soulless shell now whittles incessantly at a stick which never grows shorter. As characters near the shack, they see the translucent figure clearly, and must make a saving throw vs. Spells at -2 or flee as if affected by a **fear** spell. The phantom can be dispelled by an **exorcism** spell, but also vanishes if the vodyanoi (see below) are killed.

Beneath the surface of the 4-foot-deep pool, 2 vodyanoi (aquatic umber hulks) are waiting in ambush along with 5 giant leeches which they have summoned (in place of the usual electric eels). The vodyanoi intend to begin their attack by tearing away (at a suitable moment) the supports of the causeway and/or shack. Wrecking the structure takes 1 round, during which characters on the causeway must roll less than their dexterity on 1d20 or fall into the water. Those in the shack must make a similar roll or be trapped by falling timbers. In each succeeding round, trapped characters can attempt to break free by making an *open doors* roll.

2 vodyanoi: AC 2; MV 6"; HD 8; hp 43 each; #AT 3; D 3d4/3d4/1d10; Int Ave; AL CE; Size L; xp 1080; THACO 12; FF93.

5 giant leeches: AC 9; MV 3"; HD 2; hp 9 each; #AT 1; D 2; Int Non; AL N; Size S; xp 107 each; THACO 16; MM60.

Note: Drain blood automatically after 1st hit; normally undetected; will go up to 30' out of water; no disease.

Inside the hut (or its ruins), are the remains of the monk's possessions. Most (utensils, clothes etc.) are of no value, but there is a **staff +3** lying on the floor. On the bed of the pool beneath the shack, the vodyanoi have hidden a sack containing 2891gp.

Ev8. Ghostly Shape

This event can occur at any appropriate time:

At the side of a small clearing ahead, you spot a pale, human corpse slumped amid the branches of a thornbush. Then, a pale mist rises up from the corpse, forms into humanoid shape and drifts towards you.

Despite its appearance, the misty shape is not an undead creature, but a mishtu which exploits the presence of the "thornbush" — actually an animated plant similar to strangle weed (MM93) — to help it kill prey. As soon as it is attacked, the mishtu flees into the mist and waits for the adventurers to approach the bush which lashes out with its ensnaring branches. The mishtu then returns to the attack.

1 mishtu: AC -2; MV 6"/6"; HD 8+2; hp 38; #AT 4; D 1d6+1 each; MR 10%; Int High; AL NE; Size M; xp 2156; THACO 12; MMII84.

Note: Need +2 weapons to be hit; immune to electrical and missile attacks (inc. **magic missile**); can envelop creatures and drain 1 point of constitution/round (1 point regained per day of rest); cold-based attacks stun for 2d6 rounds.

1 animated thornbush: AC 6; MV Nil; HD 5; hp 30; #AT 9 fronds (see below); Int An1; AL N; Size M; xp 365; THACO 15; cf. strangle weed - MM93

Note: Thornbush grasps with 9 branches (each strength 12); if a victim's strength exceeds the combined strength of the grasping branches, then — chance of breaking free = 10x strength difference; if a victim's strength is less, then the victim suffers damage equal to the difference; grasped victims attack at -2 to hit.

Beneath the bush are the bones of several previous victims, along with the remains of their equipment, including a **potion of clairvoyance**, 11 gems (value 1000gp each), and a gold armband (value 1500gp).

Ev9. Death of Miles

This event only occurs if Miles was brought with the adventurers from Lorge. It takes place the night before they reach Eylea, and serves as an unpleasant reminder to the aging adventurers of how near to death they are themselves:

Without warning, there is a gasp from Miles as he clutches his chest in pain and falls to the ground.

As he collapses, his aged body first begins to revert into its original, youthful form, but then undergoes a more terrible conversion. In a matter of seconds, his skin becomes pallid and stretched taut over his bones, his eyes open with a vacant lifeless stare and his mouth curls up in a maniacal grin. Then he begins to rise, his fleshless fingers stretched out towards you.

Physically, Miles stood up well to the strain of life-bane draining, but not even he could endure it forever. In dying, Miles has become a juju zombie loyal to Nuala (see PSVII). His one desire is to escape from the party and join his mistress. If the adventurers attempt to restrain him, he will fight until destroyed.

Miles D'Arcy (juju zombie) AC 6; MV 9"; HD 3+12; hp 29; #AT 1; D 3d4; Int Low; ALN(E); Size M; xp 226; THACO 13; MMII131. **Note:** Need +1 weapons to be hit; takes half damage from all but cleaving weapons (axes, broad-, bastard- or 2-handed swords etc.); unaffected by cold, electricity, or poison; immune to **magic missile**, **sleep**, **hold**, **charm** or **illusion** spells; fire has half effect; turn as spectre; climb like T6.

The juju zombie is not recognisable as Miles D'Arcy, either dead or "alive". As Miles dies, of course, his duplicate (with Nuala, many miles away) vanishes.



By the time the adventurers return to Eylea, their duplicates - accompanied by Nuaia - have already been to the court and have proclaimed the duplicate Miles innocent! In accordance with the law, Clavados has been stripped of his rank and now languishes in the palace dungeons, awaiting execution. Meanwhile, Nuala and the duplicates have set off far the Vipen-Slough to gather allies.

The adventurers themselves have been changed so much that they are not even recognised on their return. Treated as beggars rather than lords or ladies, they are even refused entry by the guards.

A Mixed Welcome

These Events occur in order when the party arrive back at Eylea (see **PSI-II**):

Ev10. Guards at the Gate

Until Clavados' execution, Eylea is closed to all outsiders. The jetty and each of the gates is guarded by a sergeant and 8 men-at-arms (see **PSV**). As the adventurers approach, the sergeant confronts them, hands on hips, and tells them in no uncertain terms that "filthy beggars and cripples" are not welcome at the palace. If questioned, he tells the adventurers that Clavados has been convicted of perjury and is to hang in the morning. He is very pleased by this, because he never liked the cavalier.

If the guards are attacked, the full force of Eylea's defences will be brought to bear (see **Eylea's Defence - PSV**).

Timely Intervention

Shortly after the adventurers encounter the guards, Kilanas (see **PSIV**) happens by and wanders over to see what is happening. He does not recognise the adventurers at first, and begins to explain patiently that Eylea is closed to all visitors.

It takes little more than a glance at the "old beggars", however, to make Kilanas suspect

that they are, in fact, the Jury of Inquisition suddenly aged. At once, he orders the sergeant to let the adventurers pass and ushers them quickly to his quarters (**E22**). The conversation here will be somewhat confused, at first, since Kilanas has no idea that a duplicate Jury exists and blames the adventurers for Clavados' predicament. As soon as they are alone, he exclaims that their loss of youth is a "just punishment for wretches such as you who could perjure yourselves by freeing Miles and condemning Clavados to death."

If the adventurers plead their innocence, Kilanas tests the truth of their story by means of a **detect lie** spell, and explains what has happened since they left:

- A few days ago the fake Jury of Inquisition arrived in the company of a beautiful woman (Nuala) and declared to the court that Miles was innocent.
- In keeping with the law, and despite Kilanas' protests, Miles was freed and Clavados arrested, stripped of his rank and imprisoned in the dungeons.
- The impostor Jury, Miles, and Nuala set out from Eylea at once. Their stated destination was Myrkfast, but a servant sent by Kilanas to follow them, reported that they had entered the Vipen-Slough — a place of ill-renew where no-one of good intent would deign venture.
- Clavados is to be hanged at dawn tomorrow in the main courtyard, and his body burnt on the spot.

Unless they have already suggested it, Kilanas asks the adventurers to free Clavados. There is, he argues, no time to convince the court of Miles' guilt (and Clavados' innocence) and so he urges that Clavados should be rescued and taken swiftly away from Eylea. The rescue must happen tonight, since Clavados will be heavily guarded during and on his way to his execution.

- Kilanas can give them directions to the dungeons where Clavados is held, and can describe the layout of the guardrooms and so on.
- He can neither assist the adventurers directly nor leave Eylea with them since

he must join the Lords Spiritual at dusk for an all-night vigil in the temple.

- Finally, Kilanas urges the adventurers to avoid using violence if they can, and warns them to be as quiet as possible during the rescue since the dungeons are beneath the main barracks.

Freeing Clavados

The dungeons of Eylea (**E4**) are sited near to the main barracks (**E3**) of the palace. Although noise from underground can not carry that far, there is a 25% chance that any sounds of combat in the guardroom (**E4a**) will be heard in the barracks, resulting in the raising of the alarm throughout the garrison (see **Eylea's Defence - PSV**). If this happens, the adventurers will have to fight their way out of the palace.

The Dungeons of Eylea

E4a. The Guardroom

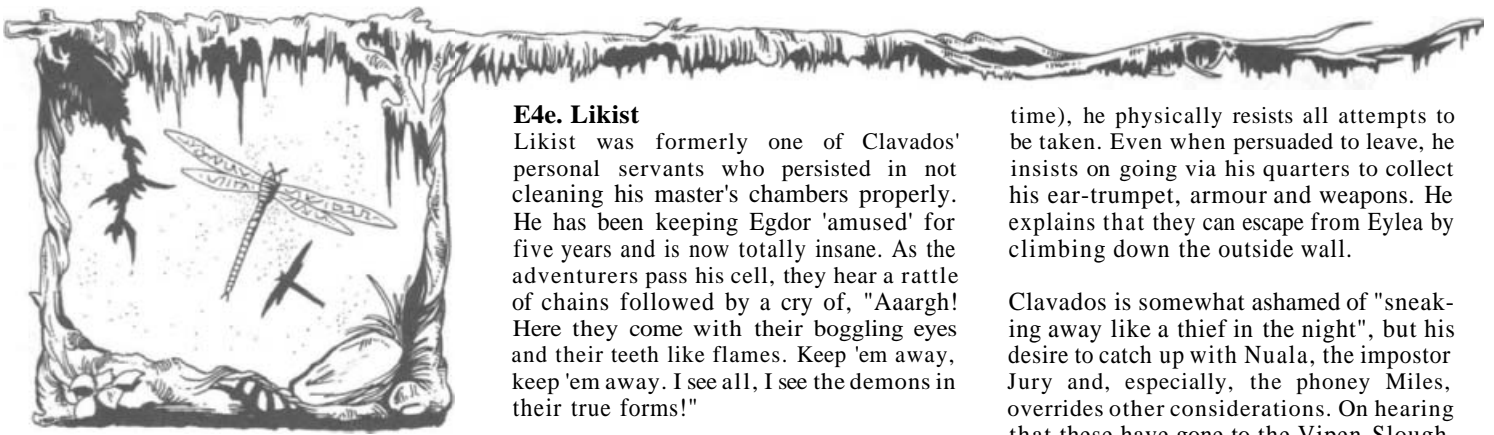
A sergeant and 8 men-at-arms (see **PSV**) are on duty in the guardroom at the top of the stairs to the dungeons at all times. Unless alerted, they will be found gambling and/or drinking. They have instructions to let no-one see Clavados without authorisation and rudely tell the adventurers to leave. An offer of money or gems, however, will cause an immediate change in their attitude. They become very polite and will let the party enter the dungeons for a minimum of 5gp each, but more would be gladly accepted.

There is a 25% chance that the guards will investigate any sound of combat in the dungeons below. They ignore mere shouts, however.

The thick, iron-bound door at the top of the stairs is locked and the sergeant has the key.

E4b. Stairs Down

The air beyond the door is foul. At the bottom of the stairs, a damp and slimy



passageway leads to the room of Egdor, the gaoler. A locked iron gate blocks the entrance to the chamber.

E4c. Egdor's Room

The gaoler Egdor lives in this filthy room, dimly lit by one smoky torch. Egdor spends most of his time seated at a rough table talking to his pet rats. He sneers at the adventurers and refuses to let them through the gate, while constantly describing them to his 'pets' in the most contemptuous terms. He is not interested in money, but can be bribed into letting the party see Clavados with large gems or gem-studded jewellery (of at least 100gp value). For "another pretty each" (i.e. a 100+gp gem or piece of jewellery for himself and each of the three rats), Egdor will even let the adventurers free Clavados.

The Cells

According to the Lords Spiritual, "One cannot be too harsh on the servants of chaos", and for extreme cases cell **E4d** serves as a torture chamber.

E4e. Likist

Likist was formerly one of Clavados' personal servants who persisted in not cleaning his master's chambers properly. He has been keeping Egdor 'amused' for five years and is now totally insane. As the adventurers pass his cell, they hear a rattle of chains followed by a cry of, "Aaargh! Here they come with their boggling eyes and their teeth like flames. Keep 'em away, keep 'em away. I see all, I see the demons in their true forms!"

If rescued, Likist mumbles most of the time, with an occasional outburst which could sound like a warning. Should a fight occur in his presence, Likist leaps onto the back of any fighting character and pretends that he is a knight on horseback, waving his arms and yelling, "Take that varlet!" and "Forwards, noble steed!"

Likist: AC 10; MV 6"; F0; hp 2; #AT 1 fist; D 1; Int/AL Insane; THACO 20*.

E4f. Clavados

The 'best room in the house' has been reserved for the former Lord Bailiff. It is ankle-deep in nauseating filth and Clavados must crouch on a narrow ledge to stay free of the muck. Although resigned to his fate, his pride does not allow him to show his despair. When the characters open the door he rises, says "So, it is the appointed time," and walks towards the door.

Clavados has been stripped of all his possessions including his hearing trumpet, and so cannot hear what characters say unless they shout. Even then he may misunderstand parts of conversations. At first, Clavados fails to recognise the adventurers and is reluctant to go with them. Until convinced (this could take some

time), he physically resists all attempts to be taken. Even when persuaded to leave, he insists on going via his quarters to collect his ear-trumpet, armour and weapons. He explains that they can escape from Eylea by climbing down the outside wall.

Clavados is somewhat ashamed of "sneaking away like a thief in the night", but his desire to catch up with Nuala, the impostor Jury and, especially, the phoney Miles, overrides other considerations. On hearing that these have gone to the Vipen-Slough, Clavados exclaims that they must be "going to see the old witcher-woman Vyedma in her black cave." Clavados knows the way, and urges that he and the party set off in pursuit at once.

Ev11. Rupert De Canson

Just entering Egdor's room as the party leaves the cells are Rupert De Canson and the squire Aubrey (see **PSIII**) who are illicitly bringing food for Clavados. To counter the foul smell, Rupert carries a sweet-smelling handkerchief which he keeps putting to his nose. He also has a bottle of perfume to recharge it.

If Rupert has seen that the men-at-arms in the guardroom and/or Egdor have been killed or overcome, he and Aubrey will have swords drawn and Rupert will be at his most imperious. If not, Rupert 'merely' demands that the adventurers explain what is going on. At first, Rupert is disbelieving and extremely supercilious — treating them like peasants and insisting that they call him sir. Once informed of the facts, he declares that the adventurers must be imprisoned until the case can be put before the Lords Spiritual. Clavados is against doing so since the adventurers would undoubtedly be executed, but Rupert insists that no-one may leave the dungeons.

If the adventurers try to take Clavados out of the dungeon, Rupert sends Aubrey to fetch the men-at-arms from the guardroom while attempting to prevent the party's escape. Rupert will draw his sword if the adventurers threaten or attack him. Clavados grapples anyone who draws a weapon against Rupert but does not object if Rupert is overpowered by weaponless or non-lethal combat (UA106-109).

There is only a 25% chance of the sergeant and men-at-arms in the guardroom hearing any combat through the thick door, but if Aubrey reaches the guardroom, he and the guards will rush down the stairs to help Rupert. If Rupert is killed or overpowered, the others retreat and attempt to raise the alarm. In the former case, Clavados will then refuse to have anything more to do with the party.

Egdor the Gaoler — Fighter 5

Appearance: Male. 52 years old. A disgusting, lice-ridden character who has not seen the light of day for decades. Caked in filth, he has only two blackened teeth and a face that would make an orc flee in fear (Com -1).

Clothing: Badly stained and rusty, studded leather armour and a black floppy hat.

Personality: matches his looks — he is foul-mouthed, uncouth and cruel. He bows and scrapes to those in authority (whom he hates) and always keeps his face hidden from distinguished visitors.

Abilities: S14, I8, W5, D16, C15, CH6, Com-1.

AC 4 (studded leather and spiked buckler); MV 12"; F5; hp 42; #AT 2 long sword†/1 spiked buckler; D 1d8+2†/1d4; AL LE; THACO 16†/20*.

Egdor is never parted from his three pet rats (Icky, Cuddles and Slossa), and at least one is usually sat on his shoulder. He constantly asks them their opinions on all manner of topics, but although they have an intelligent look about them, their only response is to snuggle up to him when he speaks to them. Egdor will go berserk (+3 to hit and damage) if any of his rats are harmed.

3 rats: AC7; MV 15"; HI) ¼; hp 2 each; #AT 1; D 1; SA/SD disease; Int An1; Al. N; Size S; THACO 20*; **MMIII**105.

Characters standing next to Egdor or his rats have a 75% chance of catching body lice; 2-5 turns after becoming infested a character will begin to itch. The lice can be removed with a **Cure Disease** spell or an **Exterminate** cantrip.



fugitives from Eylea, the weary adventurers know that Nuala has eluded them and has left, for the Vipen-Slough - taking with her their youthful duplicates. The adventurers have little choice but to follow since with her goes any chance of regaining their youth! The Vipen-Slough is the domain of the hag Vyedma - Nuala's new ally - and it is with, the hag that the adventurers must next contend.

Events in Vipen-Slough

Ev12. Servants of Nuala

This event occurs a few hours before nightfall, and is the party's first chance to experience the powers of duplicates at first hand:

You hear voices ahead, and a group of soldiers comes into view. Gathered around a campfire in a small clearing beside the trail are a dwarf and eight men-at-arms, all sporting the livery of Eylea.

The soldiers are actually duplicates, created by Nuala, of a patrol from Eylea which she encountered on her way into the Vipen-

Slough with Miles and the duplicated party. The original soldiers were taken to Vyedma's cave (V5-7) and held there.

Duplicate Patrol

Dwarf lieutenant — F7

Abilities: S 18(25), I 9, W 13, D 14, C16, Ch 9, Com 9

AC 0; MV 12"; F7; hp 57; #AT 3 **battle-axe** +2††; D 1d8+8††; AL LE; xp 1570; THACO 8††.

Equipment (vanishes when the duplicate dies): **plate mail** +3, **battle-axe** +2.

8 men-at-arms — F1

AC 5 (chain mail); MV 12"; F1; hp 8 each; #AT2 halberd; D 1dl0; Int Ave; AL LE; Size M; xp 52; THACO 20.

Equipment (vanishes when the duplicate dies): chain mail, halberd.

Note: Entire patrol regenerates 2 tip/round; +1 initiative bonus; immune to mind-affecting spells.

The duplicated patrol has orders from Nuala to prevent anyone from entering the Vipen-Slough. If given the opportunity, the dwarf lieutenant politely insists "in the name of the Lords of Eylea" that the party turns back. If the adventurers refuse or take aggressive action, he and his men fight

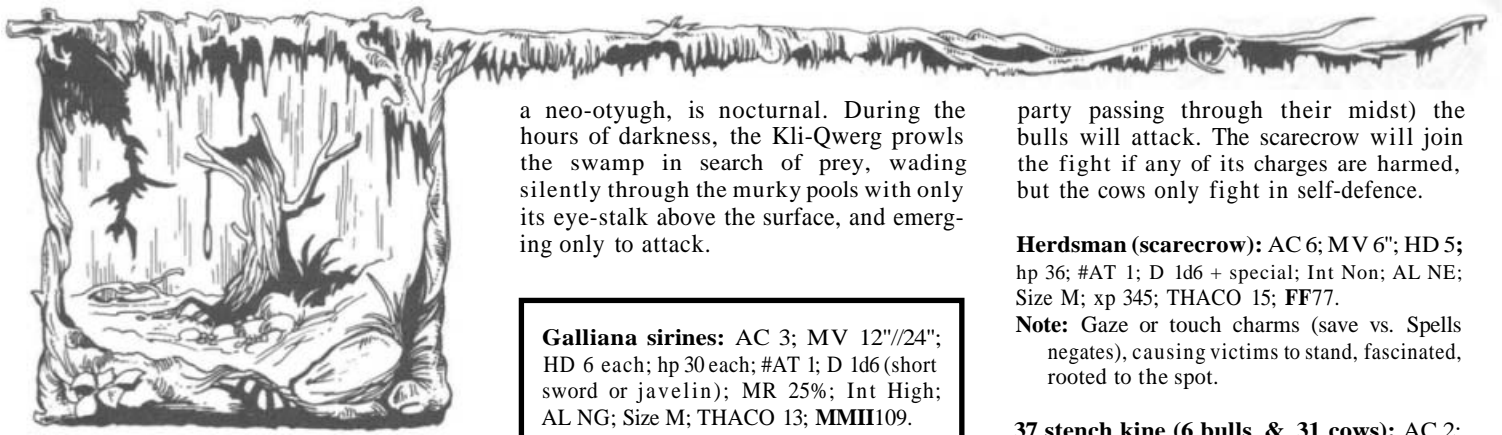
back. The duplicates all fight to the death and, as each is killed, it vanishes in a brilliant flash of light. During the fight, the adventurers may notice the duplicates' speed, agility and regenerative power.

Ev13. Ladies of the Lake

The meeting with the ladies of the lake — the Galliana sirines — takes place not long before nightfall, soon after the party's encounter with the duplicated patrol (Ev12). If dealt with peacefully, they can provide refuge, advice and information to the party.

The marsh opens out into a still pool, alongside which the trail runs. The adventurers will notice that the sweet air here contrasts markedly with the foetid atmosphere elsewhere, and the water of the lake is clean and pure. A large, grey heron sits on a branch of a tree by the path which overhangs the lake.

The bird is actually a **polymorphed** sirine, who is checking on the party's intentions. Any threat from the party causes her to dive beneath the surface of the lake, otherwise, when the adventurers draw near, she reverts to her true form (a beautiful, unclothed



woman) and greets them: "Good-day venerable ones, why do you wander so far from your hearths?"

The sirine is concerned for the welfare of the "venerable ones" and, if the adventurers are reasonably civil, she offers to help them along to the lodge of her sisters where they can spend the night "snug and warm and safe from the Kli-Qwerg" (see below).

Lodge of the Galliana Sirines

The lodge is located on the bank of a small lake, half-a-mile from the pool. As they follow the sirine along the narrow, tortuous path to the lodge, she shows her concern for the adventurers' old age by pointing out places where the path is tricky, helping them over small obstacles, and so on.

The lodge is a wooden longhouse (60 feet long and 20 feet wide) completely camouflaged by tangled vegetation. It has two well-concealed entrances; a door leading from the path and a tunnel which opens out below the surface of the lake. Inside, the air is warm and humid, and light comes from two wicker cages of fire-flies.

In the lodge are seven more sirines. They welcome the "venerable ones", helping them to sit down and offering food (fish stew), drink (ale) and comfortable places to sleep. Throughout, their care and concern will be almost overwhelming. The sirines will not overburden their aged guests with conversation, but, if asked, give the following information and advice:

- The sirines witnessed the duplication of the patrol from Eylea and the taking away of the "wizened" captives towards Vyedma's isle. They can describe what happened, but do not understand it.
- Vyedma's "clan" (a mob of hideous humanoids and beasts) lives on an island deep in the Vipen-Slough — the sirines can describe the exact route.

Kli-Qwerg

This encounter with the "Kli-Qwerg" only takes place if the party does not spend the night with the Galliana, since the creature,

a neo-otyugh, is nocturnal. During the hours of darkness, the Kli-Qwerg prowls the swamp in search of prey, wading silently through the murky pools with only its eye-stalk above the surface, and emerging only to attack.

Galliana sirines: AC 3; MV 12"/24"; HD 6 each; hp 30 each; #AT 1; D 1d6 (short sword or javelin); MR 25%; Int High; AL NG; Size M; THACO 13; MMIII09.

Note: Song charms hostile creatures within 3" range; can use **polymorph self**, **fog cloud** and **improved invisibility** once per day each at will (one per round); touch can cause idiocy (save vs. Poison or **dispel magic** negates); save as MU 11 (+2 vs. poison).

Kli-Qwerg (neo-otyugh): AC 0; MV 6"; HD 12; hp 78; #AT 3; D 2d6/2d6/1d3; Int Very; AL N; Size L; xp 3948; THACO 9; MM73.

Note: Bite inflicts typhus (disease — 90%; never surprised).

Vipen-Isle

Vipen-Isle is, perhaps, the most dismal part of the Ffenargh. Once it was the site of a small manor and its estates, but the noble family which ruled here has died out and the Lords of Eylea have lost any control over the area. Now, the major power on the island is Vyedma, an annis (see p19), who lives with her "clan" in a homestead on the western side of the island.

Ev14. The Herdsman

This event occurs at any time while the party is on Vipen-Isle:

The trees and bushes thin out, giving way to a bleak clearing where a herd of bulky, bloated cattle stomps and snorts its way through the clinging mist. A feeble gust of wind wafts an evil stench to your nostrils and thins the mist for a few moments, revealing a robed figure at the rear of the herd.

The cattle are stench kine, and the herdsman a scarecrow (one of Vyedma's servants). Despite the scarecrow's efforts to move them along in a herd, the ill-tempered cattle are more interested in grazing than moving and have spaced themselves out across the clearing. Neither the kine nor the scarecrow have noticed the adventurers, nor would they have any particular interest in them. If left alone, the herd would eventually continue on its way, but if the cattle are disturbed (e.g. by the

party passing through their midst) the bulls will attack. The scarecrow will join the fight if any of its charges are harmed, but the cows only fight in self-defence.

Herdsman (scarecrow): AC 6; MV 6"; HD 5; hp 36; #AT 1; D 1d6 + special; Int Non; AL NE; Size M; xp 345; THACO 15; FF77.

Note: Gaze or touch charms (save vs. Spells negates), causing victims to stand, fascinated, rooted to the spot.

37 stench kine (6 bulls & 31 cows): AC 2; MV 15"; HD 3+3; hp 24 (bull) or 18 (cow) each; #AT 1; D 1d4+4 (bull) or 2d4 (cow); AL N; Size L; xp 246 or 222; THACO 13 (bull) or 16 (cow); MMII115.

Note: bulls' charge (requires move of 1"+) causes double damage, plus trample for 2d6; stench acts on nearby creatures as **stinking cloud**, check every 3 rounds (save vs. Poison negates); immune to cold, fire, poison and gas.

The Hag's Homestead

The annis, Vyedma, and the motley collection of creatures which she mockingly refers to as her "clan" (see **Vyedma's Clan** - p19), live on this group of islets (see **Map V**). The causeways which link the islets and the various buildings occupied by the "clan" are crudely but solidly built of wood, and are larger than normal to suit the inhabitants.

V1. Cattle Pen

Vyedma's cattle (stench kine) are kept here, and the stench of them pervades the islet. Most of the herd is out with the scarecrow herdsman (see **Ev14** - above), but a group of **28 stench cows** and **7 stench calves** are in the pen. They take no notice of the party unless the calves are threatened, in which case the cows fight to defend them.

V2. Herdsman's Hut

The scarecrow-herdsman's hut is the only building in the homestead built to normal scale. Inside are several buckets of stench kow milk (thick, pale green, and lumpy with a sulphurous smell). Drinking any of this will cause immediate vomiting and dizziness (-3 points of dexterity for 3d6 turns — no saving throw).

V3. Ogres' Hut

This 2-roomed structure houses **19 ogres**. Although ordered to guard the homestead, they keep a very lax watch and will only notice the adventurers once they reach the hut or if they make their approach obvious (e.g. by attacking the stench cows). If attacked, the ogres call out to alert the verbeeg (see V4). Hidden under the rubbish and filth in the hut is an old leather bag containing two **potions of extra-healing**,

three gems (value 200gp each), 500gp, 2000ep, 3500sp, and 5230cp.

Main Islet

The largest islet of the homestead is home to **8 verbeeg (V4)**, **Vyedma**, and her **nightmare** steed (**V5-V7**). Once they are aware that the homestead is under attack, Vyedma and the other inhabitants will get together to confront the invaders. To begin with, Vyedma will want to avoid being picked out as a target. She will fight on foot, aided by the ogres (if any survive), the nightmare and verbeeg, having used her **change self** ability to look like a verbeeg. Unarmoured characters will be attacked as a preference.

If she or her steed are seriously threatened, Vyedma will decide that it is time to make a getaway on the nightmare. To help cover her escape she will use a **fog cloud** (or two) and, in an attempt to gain some surprise by shocking the opposition, may even **change self** again, altering her form directly from that of a verbeeg to a type III demon!

If Vyedma manages to escape from the homestead, she seeks out Gheerha, the boggart, to arrange her revenge (see **Ev15**).

V4. Ruined Tower

The verbeeg live in a ruined tower standing on a rocky outcrop below Vyedma's cave. Only two floors of the tower remain. The lower room serves as a kitchen and general living area while the floor of the upper room (reached by a ladder) is strewn with straw on which the giants sleep. A **sling of seeking** hangs on the wall of the upper room and, in a concealed compartment beneath the kitchen hearth, is a locked iron box with a poison needle in the lock (save vs. Poison or die). Inside are 1000gp, 2850ep, and 6750cp.

V5. Nightmare's Stable

A foul chamber with a sulphurous reek.

V6. Cold-Store

When the duplicated patrol was killed by the party (see **Ev12**), the aged, captive lieutenant and men-at-arms reverted to their former state. Realising what had happened, and having no further use for them, Vyedma had them killed and hung up in this clammy chamber which serves as her food-store. Also here is the "maturing" (maggot-ridden) carcass of a stench-kow.

V7. Vyedma's Chamber

Vyedma's chamber is as loathsome as herself, both in appearance and odour. On entering, the adventurers will not fail to

notice a "contract" between Nuala and Vyedma written, using their finger-tips, in blood on the wall. The two parts of the contract are written in different languages:

- (in annis) *"in blood i swear to give the aid of my allies to my sister nuala thus that she may be restored to her rightful place as mistress of eylea - vyedma - my mark"*
- (in common) *"By this Sign and by my gifts, I pledge to my sister, Vyedma, that as mistress of Eylea I shall give unto her the estates of Vipen and Myrk. Nuala."*

Nuala, the duplicates and their new allies have flown back to Eylea to capture the palace (see **Images of Death**).

There is a large chest (8 feet long and 6 feet high) against one wall. Its cluttered contents include ragged clothes, broken furniture, a stench kow cheese and the dried corpse of a lizard-man, plus:

- The gear taken from the lieutenant and men-at-arms (see above): i.e. a suit of dwarf-sized **plate mail +3**, a **battle-axe +2**, eight suits of chain mail armour, and eight halberds.
- The gifts given by Nuala to buy the services of Vyedma's allies; i.e. 14 pinches of **dust of tracelessness** in a bejewelled, silk purse (value 500gp), 4 ounces of **sovereign glue**, 12 ounces of **ultimate solution**, a vial of **oil of slipperiness**, and eight **potions of longevity**.
- A large chest containing 3010gp and 4325ep.



Ev15. Vyedma's Revenge

If Vyedma escapes the party's attack on her homestead, she vows revenge. To fulfill her aim, she enlists the help of Gheerha, a boggart, who is indebted to her. First, she uses the boggart as a scout to find the party, and then as a hidden tracker to follow them while she and the nightmare remain at a safe distance. Vyedma is in no great hurry and, so long as the party remains in the Vipen-Slough, is content to wait for a good opportunity to attack. During this time, the adventurers may gain fleeting glimpses, of the boggart.

The attack opens with an attempt by Gheerha to cause confusion, then Vyedma, mounted on the nightmare, charges the party. Only Vyedma will fight to the death. Gheerha flees if wounded (i.e. suffers more than 10 points of damage), and both it and the nightmare flee if Vyedma is overcome.

Vyedma's "Clan" & Gheerha

Vyedma (annis): AC 0; MV 15"; HD 7+12; hp 58; #AT 3; D 1d8+8/1d8+8/2d4+1; Int High; AL CE; Size L; xp 1880; THACO 12; **MMII9**.

Note: If all 3 attacks hit one opponent, the annis can grapple (automatic hits in each succeeding round); can cast fog cloud and change self (as if 8th level, 1 per round, 2x each per day); edged weapons do -1 damage, blunt weapons do +1.

Personal treasure: jewelled necklace (value 15,000gp), gold ring (value 1000gp), and a **Murlynd's spoon**

Nightmare: AC -4; MV 15"/36"; HD 6+6; hp 54; #AT 3; D 2d4/2d4+2/2d4+2; Int High; AL NE; Size L; xp 1032; THACO 13; **MM74**.

Note: Can fly and become ethereal: breathe out a smoking cloud during combat (opponents must save vs. Breath or attack at -2 to hit and damage).

Verbeeg: AC 4; MV 18"; HD 5+5; hp 38 each; #AT 2 spear; D 1d6+5/1d6+5; Int Ave; AL NE; Size L; xp 503 each; THACO 11; **MMII69**.
Personal treasure: 30gp and 4ep each.

Ogres: AC 5; MV 9"; HD 4+1; hp 20; #AT 1; D 1d10; Int low; AL CE; Size L; xp 110 each; THACO 15; **MM75**.

Personal Treasure: 38gp each.

Stenchkine: AC 2; MV 15"; HD 3+3; hp 17 (cow) or 8 (calf) each; #AT 1; D 2d4 (cow); AL N; Size L; xp 280 each; THACO 16 (cow); **MMIII15**.

Note: Stench affects nearby creatures as stinking cloud, check every 3 rounds (save vs. Poison negates); immune to cold, fire, poison and gas.

Gheerha (boggart): AC -6; MV 18"; HD 6; hp 40; #AT 1; D 2d6; Int Very; AL CE; Size S; xp 865; THACO 13; **MMIII19**.

Note: Changes form between small demi-human, humanoid and will-o-wisp; can become invisible (12 rounds); immune to all spells except **magic missile**, **maze** and **protection from evil**; attacks by electric shock (range 10'); can cause confusion (1d6+6 rounds) within 30' radius by making a noise for 2 rounds even when invisible (save vs. Spells negates).



Eylea has fallen!

The Lords Spiritual are dead, along with many other defenders of the palace. Those who could not flee now serve Nuala the least powerful of them kept in thrall by fear, and the others either made into juju zombies by her life-bane draining or imprisoned and duplicated. Of those who died, many now serve her as undead.

Of Eylea's elite, only Kilanas remains at liberty. When all was clearly lost, he chose to hide, taking with him a relic from the treasury - the Pewter Chalice of Eylea. The other rulers have been replaced by Nuala's followers: the duplicates of the adventurers, a greenhag, yeth hounds, ogres, and other fell beasts... not least amongst them the black dragons Slufgor and Garfolg,

Nuala is unchallenged mistress of Eylea... or will be, unless the adventurers can defeat her and, in so doing, regain their lost youth.

A Foretaste of Evil

The following events occur in the order given as the adventurers head towards Eylea from the Vipen-Slough. Unless otherwise stated, all monster statistics appear on page 23, and details of NPCs on PSII-VI.

Ev16. Dragon on the Wing

A day's journey from Eylea, the silence of the fen is broken by a distant screech up ahead accompanied by flocks of startled water fowl taking to the wing. All goes quiet for a few minutes, then a black shape is seen through the mist flying over the fen towards Eylea. This is the black dragon Slufgor returning to Eylea after tracking down some men-at-arms fleeing from the palace.

Four hours later the adventurers find 13 corpses — a sergeant and five men-at-arms lie scorched and corroded by Slufgor's acid breath weapon, and seven other men-at-arms have been savaged to death by her claws and teeth. Scattered around the scene of carnage are the men-at-arms' broken halberds and crossbows.

If they search the site of the battle, the adventurers find a bloody trail leading to a clump of reeds where Corek, the only surviving man-at-arms, is hiding.

Corek has been raked by a claw (wounded to 3hp) and he is very scared. He refuses to come out of hiding until convinced that the dragon is gone, and even then constantly watches the sky for her return. On no account will he return to Eylea.

Corek responds to direct questions, but otherwise says nothing. He can provide the following information:

- Eylea has been captured and the Lords Spiritual slain by a middle-aged sorceress and the "jury that freed Miles".
- Many folk fled from Eylea, including himself and two squads of men-at-arms.
- The peasants scattered, but the soldiers stayed together and fled into the fen. Some of them perished, killed by giant leeches, then the dragon attacked...

Ev17. The Mist Arises

Shortly before the adventurers arrive at Lea Island, a thick, dank fog arises, reducing visibility to 10-30 yards. The fog lasts for three days before gradually dispersing.

Ev18. Hunters in the Mist

Unaware that Kilanas is hiding at Eylea (see p22), Nuala has sent out hunting parties to search for him. One consists of **3 yeth hounds**, and a squad of **12 mounted juju zombies** led by duplicates of **Rupert** and **Aubrey** (also mounted). If Rupert was killed earlier, the riders will be led by Aubrey or a duplicated **lieutenant**.



The adventurers encounter this hunting party soon after they arrive at Lea Island. They hear the approaching baying of the hounds before, 4 rounds later, the hounds burst into view and attack from above. The cavalymen arrive 2d4+4 rounds later and charge with lances.

WELCOME TO EYLEA

The exact course of the assault by the party on Eylea depends very much on the actions of the PCs and on the numbers and powers of the PC duplicates. The attack may range from a stealthy commando raid, to a mass battle in the courtyard. Either way, as the Player Character duplicates are destroyed, the PCs regain their former youth.

If the adventurers avoid raising the alarm, they will be able to deal with defenders a group at a time. Their locations are given on pages 21-22, and this is where they are likely to be encountered unless the alarm has been raised (see below).

While reading through this section make notes on **Map E** to show the locations of the monsters, duplicates, prisoners and so on. You should also be prepared to make adjustments as the attack develops.

General Situation

When the party arrives, Nuala is away at the island of Holm with the black dragon Garfolg, terrorising the peasantry and searching for Kilanas. She has left Eylea in the hands of the greenhag Vlakvog, the PC duplicates, and her other followers. Nuala's return (see p22) takes place after the duplicates have been defeated or after 2 days have passed (whichever is sooner).

The southern part of Eylea (**E1-11**) is occupied by those commoners and men-at-arms who did not manage to flee and who are kept here by fear of Nuala's undead guards (see **E1**). The northern part (**E2, 12 & 15-22**) has been taken over by Nuala and her followers.

Before the party arrives, you should divide the PC duplicates between the following locations where they will take up residence: Clavados' lodgings (**E2**); Hospitium (**E12**); Exalted Halls — E. & W. wings (**E15**); Magnificium (**E16**); and Distinguished Halls — various suites (**E22**).

The PC Duplicates

Since the abilities and numbers of the player characters' duplicates depends on your player's characters, it is only possible to provide guidelines as to how they should be used:

- Make sure you have a clear record/summary of the duplicates' abilities and powers.
- Since killing their victims kills them also, the duplicates would prefer to dupe the adventurers and capture them. If this fails, however, they fight in earnest out of loyalty to Nuala — knowing themselves to be expendable.
- The duplicates are just as intelligent as the originals, and use their abilities to the full — including any special "tricks" or tactics which the PCs use.
- *Be careful; fully equipped PC duplicates are more dangerous than their aged originals!*

Servants: Each PC duplicate has a juju zombie servant/bodyguard with him or her at all times.

The Alarm

Once the defenders are aware of the party, the first to react to the alarm are the groups of undead who move towards the area where the alarm was raised, ringing their bells as they do so. The nearest PC duplicate also goes to investigate. Meanwhile, the other defenders are rousing. While the duplicated lieutenants are calling out the guard, the remaining PC duplicates hurry to join up with the other defenders — Vlakvog, ogres (2 groups), clerics/flamens, and Slufgor. You should assign one or two (possibly three with a very large party) PC duplicates to each of the five groups. The table below shows the time required for each group to respond to the alarm.

Rnd	Event	Ref.
0	Alarm Raised	
1	Undead patrols alerted	E1
2	1st duplicate investigates	
3	Vlakvog ready for action	E20
4	Commoners panic	The Mob
5	Ogres ready for action	E19 & 21
7	Clerics/flamens ready	E22
8	Guard starts to emerge	E3
9	Slufgor ready for action	E17

Once each group is ready, it joins in the search for the intruders. This is not easy, since the dense mist restricts vision to 10-30 yards. The courtyards are likely to be very confused areas as "The Mob" panics and breaks, only to be attacked by the mindless undead and possibly the ogres. After taking any casualties, the Guard either flees Eylea or retreats to barracks. The bad tempered Slufgor cares little whom she kills in her search for the party and is likely to attack any who get in her way. Throughout this confusion the PC duplicates seek an opportunity to capture or defeat the adventurers. The defenders have orders not to leave Eylea, and cannot be lured out.



Approaching Eylea

As the adventurers approach Eylea through the mist, they hear eerie organ music drifting out from the Sacred Aisle (**E17**). If the raid takes place at night, they are joined by Zelor the Grim (see **Events**, p22).

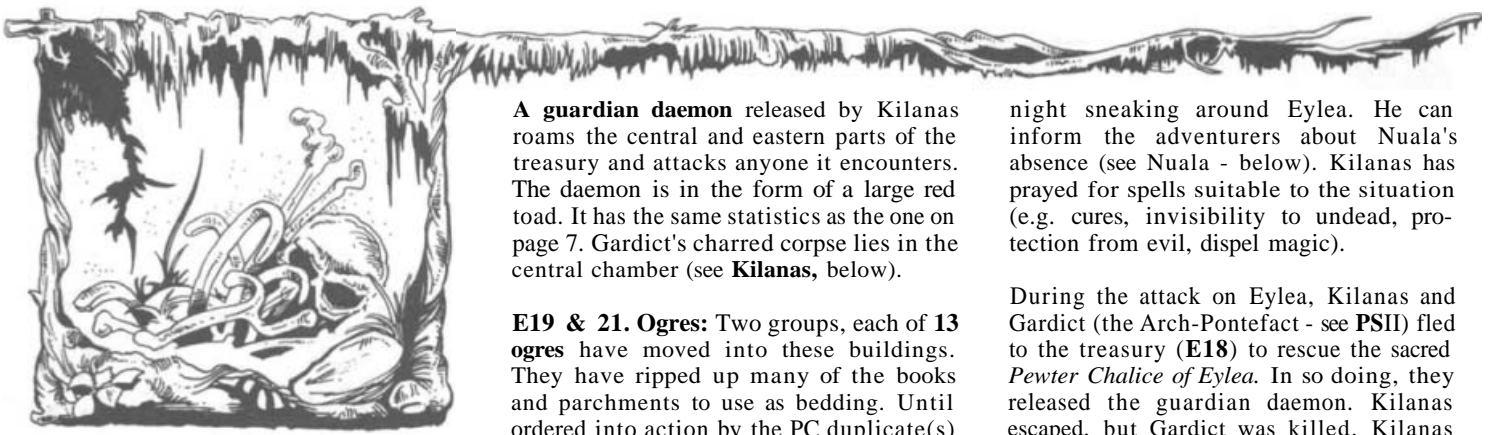
Southern Area (E1-11)

The Mob: Life for the **90 remaining commoners** goes on much as normal, but only the fear of the undead patrols keeps them under control. If the alarm is raised, or at the first sign of serious trouble, the commoners panic and flee en masse towards one of the gates, ignoring any minor losses but recoiling from heavy attacks only to try another exit. Even after the majority have fled, however, a few stragglers remain (see **Events**, p22).

E1. Silent Vigil: Each of Eylea's three gates is guarded by **6 skeletons** and **6 zombies**. Another five similar squads patrol the courtyards and gardens. These have orders to let no-one in or out and to put down "troublemakers". They are unlikely to hinder the party significantly, but will raise the alarm in case of attack (each group has a bell for this purpose). These undead were created by Nuala from the corpses of men-at-arms, Praefects, and commoners killed during her attack.

E3. Eylea's Guards: The surviving **78 men-at-arms** and **9 sergeants** are confined to the barracks (**E3**). They live in fear of the **3 duplicated lieutenants**. Two of the lieutenants are in the barracks (**E3**) and the other is in the Distinguished Halls (**E22**). If the alarm is raised, the guards assemble in the courtyard (see **Eylea's Defence - PSV**). Their morale is very low and they flee (or take cover) if any of them is killed. They will not fight for the adventurers.

E4. Undead Gaolers: There are **12 skeletons** in the guardroom above the dungeon which attack anyone entering the room. Incarcerated in the cells are **20 1st level clerics** and eight **2nd level clerics**. These are too scared to help the party and can provide no useful information.



Northern Area (E15-22)

E16. Nuala's New Home: Nuala has moved into the Magnificium and evidence of her occupation can be found here (dresses, cosmetics, spell components and so on).

E17. Black Dragons: Slufgor and Garfolg smashed their way through the roof of the Sacred Aisle and now use it as a lair. Slufgor spends her time lounging here, dreamily listening to loud music played by a terrified **flamen** (one of the praefects - see **PSII**) on the organ. If the adventurers disturb her here, Slufgor will attack wildly with her acid breath (taking care not to damage the organ, however!). If the alarm has been raised, Slufgor roams the palace in a rage, and the PC duplicate(s) accompanying her barely manage to prevent her attacking the other defenders.

The dragons' treasure consists of a jet statuette of a black dragon on a gem encrusted base (value 25,000gp), 10x500gp gems, 100x100gp gems, and 50x50gp gems, one of which is a **gem of insight**. A platinum casket (value 5000gp) hidden under one of the pews is protected by a trap which releases a confusion spell at the 12th level of magic use. Inside are potions of **extra healing, fire breath, gaseous form, storm giant strength, and speed**. Underneath these are a clerical scroll with **commune, heal, speak with dead, hold person and negative plane protection** and an illusionist scroll of **alter self, chromatic orb, hypnotic pattern, paralysation, shadow magic and veil**.

E18. Prisoners: In the north-western room of the treasury, **3 slime golems** keep **Rupert, Aubrey, the three lieutenants, Barnez, Abillard, and Corphalt** prisoner.

These are aged, unless their duplicates are destroyed. With them are **5 clerics** of levels 3-5. The prisoners are kept constantly paralysed and have been stripped of armour and weapons. The golems attack anyone entering the room, but do not leave the treasury. Once their paralysis has worn off the prisoners are eager to help liberate Eylea. Their equipment is heaped in a nearby room.

A **guardian daemon** released by Kilanas roams the central and eastern parts of the treasury and attacks anyone it encounters. The daemon is in the form of a large red toad. It has the same statistics as the one on page 7. Gardict's charred corpse lies in the central chamber (see **Kilanas**, below).

E19 & 21. Ogres: Two groups, each of **13 ogres** have moved into these buildings. They have ripped up many of the books and parchments to use as bedding. Until ordered into action by the PC duplicate(s) (whom they fear), the ogres remain in their lairs and only fight in self-defence. In any fight, the ogres attempt to overcome the opposition with simple brute force. Hidden under a pile of tools in **E19** is the ogre's treasure of 485gp and a gem (100gp).

E20. Vlakvog the Greenhag: Living in this grand hall appeals to Vlakvog's sense of her own importance, and so she has set up home here in her own, inimitable, disgusting manner. Either alone, or with the PC duplicate(s), Vlakvog uses her powers of illusion and mimicry to create a diversion and so increase the chance of gaining surprise when attacking. She concentrates her **weakness** power on armoured characters. Her treasure, consisting of 739gp, 50pp, 3 gems (value 1000gp each), a potion of **poison** and an **amulet of inescapable location**, is hidden under the Lord High Spirituals' chair.

E22. Clerics and Flamens: Stationed here are the duplicates of **Barnez (C6), Corphalt (C6)** and **Abillard (F1)**, and **5 juju zombies** created from flamens. Of the spells available to the duplicate clerics (see **PSIV**), only **hold person and light** can be used offensively. Even so, the duplicates and zombies fight fearlessly, whether or not accompanied by the PC duplicates

Events

The following events occur in any order during the party's raid on Eylea:

Zelor the Grim

Zelor (in the form of a large, black cat) appears to the adventurers if they approach Eylea at night. Zelor attempts to make friends with the adventurers, but can only purr or hiss. Zelor knows where Kilanas is hiding (**E5h**) and attempts to lead the party there. In addition to fighting alongside the party, Zelor's **detect evil** ability and **protection from evil 10' radius** make him a valuable addition to the party's strength.

Kilanas

Kilanas is hiding in the stonemason's workshop (**E5h**). If the party is not led to him by Zelor, he can be encountered at

night sneaking around Eylea. He can inform the adventurers about Nuala's absence (see Nuala - below). Kilanas has prayed for spells suitable to the situation (e.g. cures, invisibility to undead, protection from evil, dispel magic).

During the attack on Eylea, Kilanas and Gardict (the Arch-Pontefact - see **PSII**) fled to the treasury (**E18**) to rescue the sacred *Pewter Chalice of Eylea*. In so doing, they released the guardian daemon. Kilanas escaped, but Gardict was killed. Kilanas also has Siranush's rod of flailing and her shield +2 (giving him AC -2).

Three times per day, Kilanas can use the chalice to transform a vial of *holy water* into a healing potion by uttering the correct prayers (3 rounds). Two of the potions (Kilanas' choice) have the effect of a cure critical wounds spell and the third that of a heal spell. Kilanas currently has three vials of *holy water* (more are stored in a room off the Sacred Aisle). Only Kilanas, as the senior cleric of Eylea, can use the chalice.

Commoners

The few commoners who remain after the mob has fled (p21) stay out of sight as much as possible. They may be used as "fleeting shadows" to keep the adventurers on their toes, or to inform (or misinform) them.

Vlakvog

At night, Vlakvog sneaks around Eylea looking for loot and for lone victims to slay (the party may hear screams in the night). She uses her change self ability to appear as an innocuous commoner. In this disguise, she may be used to lure the adventurers into an ambush of duplicates or ogres, to confuse them with misinformation, or even to attack them if they are unwary. Should her ruse be discovered, Vlakvog turns invisible and goes for aid.

Nuala's Return

Nuala returns a day or two after the duplicates have been defeated, but not before the adventurers have had time to memorise spells and heal wounds. Kilanas (or any other member of Eylea's elite) can warn the party that Nuala will return soon and can describe her retinue so that a suitable "welcome" can be planned. In any fight, the party can count on the help of the cavaliers and any clerics of level 5 or greater. The cavaliers object strongly to any idea of trickery, however.

Nuala is riding a nightmare and has with her **Garfolg** (the **black dragon**), **Jarzizt** (her imp familiar), **3 yeth hounds**, and **3 juju zombies** (mounted on the hounds). Her



intention is to land in the courtyard by the Grandiose Hall and then proceed to the Magnificium to rest. As she approaches Eylea, Nuala is unaware that the adventurers have returned and may be fooled if, for example, they pretend to be their own duplicates. Jartzizt, who can **detect good**, however, would not be fooled for long.

At the first sign of danger, Nuala casts a **dimension door** spell to shift her to somewhere (e.g. a room) overlooking the scene and then casts a **projected image** back to where she just left. Jarzizt, *invisible*, joins Nuala in hiding. While her retinue fight with the adventurers (using their abilities to attack from the air and from a distance, to the full), Nuala casts whatever spells are appropriate through the projected image — ageing rapidly as she does so. As soon as possible, she summons **5-8 shadows** to join the fray, using her **lanthorn** (see PSVI).

Nuala fights to the bitter end if the adventurers track her down (the imp fights for a while but flees if close to death). As she dies, Nuala's ageing accelerates horribly. Her body shrivels until the parchment-like skin stretches taut across her creaking bones, then cracks and crumbles to dust. As her bones themselves crumble, a thin plume of noxious vapour drifts upwards and disperses, while a thin wail drifts through the air and is gone...only her equipment remains.

Rughlor

Unless the adventurers destroyed him earlier (see Ev4), Rughlor arrives at Eylea shortly after Nuala. He heads directly for her, attacking anyone who attempts to stop him. Rughlor can be used to lead the party to Nuala if she has eluded them or to distract her during the battle, since Nuala will not hesitate to attack Rughlor (e.g. with **lightning bolt**, **burning hands** and/or **Melf's minute meteors** spells). Should the party (or Rughlor) succeed in slaying Nuala, he removes his helmet (exposing his horrid face), thanks the adventurers for their aid, and then crumbles to dust, leaving behind only his armour and weapons.

Nuala's Treasure

Apart from the treasures carried on her person (see PSVI), Nuala has a small chest for recalling her **Leomund's Secret Chest** (value 5500gp) from the ethereal plane. A magic user possessing it can, by speaking the command word "sturg", return the chest to the Prime Material Plane (contents detailed on PSVI). If the party has no other means (e.g. **legend lore** spell) of discovering the word, the grateful Kilanas suggests a solution. If the adventurers overcome the guardian daemon of the "**All-wise Owl**" in the treasury (E18, see p7) and bring it to

him, it will give Kilanas (and only him) the answer to a single question (e.g. the command word), before disintegrating.

If the chest is returned by a magic user other than Nuala, a **nightmare** will appear 1 turn after the chest and attack. The nightmare returns to the ethereal plane after being reduced to fewer than 14 hit points.

Apart from that rescued by Kilanas, the magical equipment of the Lords Spiritual was destroyed in Nuala's taking of Eylea.



Calm After the Storm

After Nuala's reign of terror, the culture and administration of the Ffenargh are in ruins. Kilanas (if he survives) takes on the mantle of High Lord Spiritual. He resolves not only to restore Eylea, but also to promote a new vitality and prosperity throughout the Ffenargh. As a symbol of the "re-birth" of Eylea, Kilanas holds a ceremony of thanksgiving in the Sacred

Aisle, followed by a feast in the Grandiose Hall. At these events, the adventurers are hailed as "Saviours and Benefactors of the Ffenargh", and "Ever-welcome guests at Eylea's Palace". Before the adventurers depart and the long, slow process of rebuilding can begin, Kilanas hesitantly hints that donations from the treasures they have won would be of great help. The adventurers will still gain experience points from any money donated.

Monsters at Eylea

The NPC Duplicates: have an increase in movement rate of 3", an extra attack per round, and regenerate 2 hit points per round (see p21). Their xp values are: Rupert 4846, Aubrey 368, Abillard 87, Corphalt 661, Barnez 717. Otherwise their statistics are unchanged from those on PSII-VI.

Juju zombie: AC6; MV9"; HD3+12; hp21; #AT 1; D 1d6 (short bow) or 3d4 (hands); Int Low; AL N(E); Size M; xp 476; THACO 13; MMII131.

Note: Need +1 weapons to hit; half damage from all but cleaving weapons (axe, broad-, bastard- or 2-handed sword etc.); unaffected by cold or electricity, or by **magic missile**, **sleep**, **hold**, **charm** or illusion spells; fire has half effect; turn as spectre; climb like level 6 thief.

Nightmare: AC -4; MV 15"/36"; HD 6+6; hp 48; #AT 3; D 2d4/2d4+2/2d4+2; hit High; AL NE; Size L; xp 984; THACO 13; MM74.

Note: Can fly and become ethereal; breathe out smoking cloud during combat (save vs. Breath or attack at -2 to hit and damage).

Ogre: AC5; MV9"; HD4+1; hp20; #AT 1; D 1d10; Int low; AL CE; Size L; xp 190; THACO 15; MM75.

Skeleton: AC7; MV 12"; HD 1; hp5; #AT 1; D 1d6; Int Non; AL N; Size M; xp 19; THACO 19; MM89.

Note: take half damage from edged weapons.

Slime golem: AC 5; MV 9"; HD 10; hp 45; #1AT 2; D 2d4/2d4+ paralysis; SA/SD See below; Int Low; AL N; Size M; xp 2580; THACO 10; New Monster (p24).

Note: Touch paralyzes (save vs. paralysis to negate); need magical weapons to hit;

immune to cold, heat and fire, and to sleep, charm and hold spells; can squeeze through narrow gaps.

Slufgor and Garfolg (old black dragons): ACS; MV 12"/24"; HD 8; hp 48 each; #AT 3; D 1-4/1-4/3-18; Int Ave; AL CE; Size L (30' long); xp 1405; THACO 12; MM31.

Note: Acid breath (1/2"x6" stream); both talk, but neither can use spells.

Vlakovog (greenhag): AC -2; MV 12"/12"; HD 9; hp52; #AT 2; D 1d2+6/1d2+6; MR 35%; Int Very; AL NE; Size M; xp 2224; THACO 12; MMII71.

Note: Can use **audible glamor**, **dancing lights**, **invisibility**, **pass without trace**, **changeself**, **speak with monsters**, **water breathing and weakness** (as if 9th level, 1 per round); can imitate voices and animal sounds; surprise 5 in 6.

Yeth hound: AC; 0; MV 15"/27"; HD 3+3; hp 18; #AT 1; D 2d4; MR 10%; Int low; AL NE; Size L; xp 317; THACO 16; MMII129.

Note: Can fly; magical weapons score damage equal to "plus", silver score 1 point, others score no damage; baying can be heard 1 mile away; creatures within 9' of baying must save vs. Spells or flee in panic.

Zombie: AC 8; MV 6"; HD 2; hp 9; #AT 1; D 1d8; Int Non; AL N; Size M; xp 38; THACO 16; MM103.

NEW MONSTERS

Golem, Slime

FREQUENCY: *Very rare*
NO. APPEARING: 2-8
ARMOUR CLASS: 5
MOVE: 9"
HIT DICE: 10
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 2
DAMAGE: 2d4/2d4
SPECIAL ATTACKS: *Paralysis*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *N*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE: 1950 + 14/hp

These flaccid, squat, man-sized creatures are created from crystal ooze (MMII27), and combine some of the abilities of the ooze with those of a golem. A blow from one of these creatures paralyzes for 2d10 turns (save vs. Paralysis to negate) in addition to inflicting normal damage. Magical weapons are required to hit slime golems, which are immune to acid, cold, heat and fire, and to **sleep**, **charm** and **hold** spells.

A slime golem can move equally effectively on land and through water, and its soft, semi-transparent flesh allows it to squeeze through narrow gaps with ease.

Life-Bane Duplicates

A duplicate created by Nuala's power of life-bane (see **PSVII**) is a magical entity which can parasitically tap the vitality of a single victim (no saving throw). This lapping cannot be halted until the duplicate is destroyed, or the victim dies from the strain, giving the duplicate the powers of the victim.

In appearance, voice and so on, a duplicate is indistinguishable from the original, and even has copies of the victim's clothing and equipment. Although a duplicate would be capable of fooling even the closest associates of the victim under normal circumstances, a **truesight** spell or similar magic would reveal it as an impostor, and a **detect magic** spell will reveal a magical aura.

Powers of Duplicates

Duplicates exist only as long as their individual victims live and they can continue to sap energy from them. During



this time, duplicates can utilise all of the powers and abilities available to their individual victims... and more!

Duplicated Powers

With the exception of additional powers (see below), all of the attributes of a duplicate (including ability scores and bonuses, hit points, combat abilities, special abilities and so on) are identical to those of its victim before he or she was affected by Nuala's magic.

When the link is first established with a spell-using victim, the duplicate gains "copies" of the spells which the victim has memorised at the time and can cast them in the same manner. Although a duplicate's spells are used up in the normal way when it casts them, it cannot relearn spells of its own accord. Instead, the spells it has available are determined by which ones the victim memorises. Each time that its victim relearns spells or memorises new ones, the duplicate's list of available spells becomes the same as the victim's.

Although the duplicate has the same list of spells as its victim, the casting of a given spell by the duplicate does not affect the character's ability to use it. Similarly, if the character casts a spell this does not deprive the duplicate of it.

Duplicated Equipment

In addition to taking on the physical form of its victim, a duplicate also acquires temporary "copies" of all his or her personal equipment. This includes clothing, armour, weapons, magical items, horses or other animals, but not, of course, any human or demi-human henchmen or hirelings.

This equipment is identical in appearance to the originals, and can be used by the duplicate in the same way. It is not real in the ordinary sense and exists only because of the duplicate's life-draining. Only the duplicate concerned may use it, and it vanishes if the duplicate is destroyed. Acquisition or loss of equipment by the victim or duplicate do not affect the equipment possessed by the other — nor do damage or other changes (including using up the charges of magical items).

Additional Powers

In addition to simply copying characters' original abilities, the accelerated rate at which duplicates use their victims' energies means that, in some respects, they are more powerful than the victims were originally. The extra abilities of duplicates are listed below:

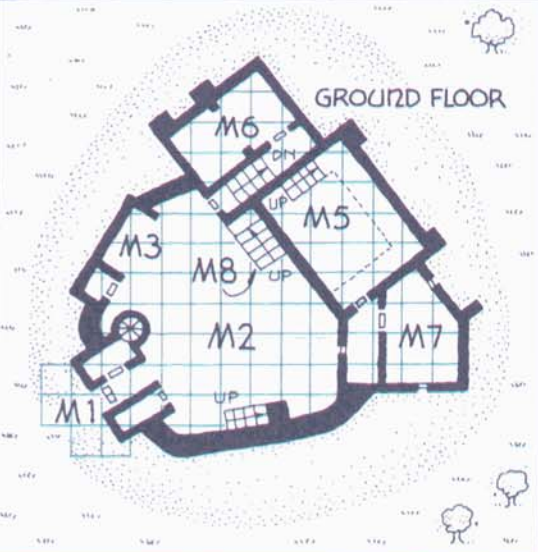
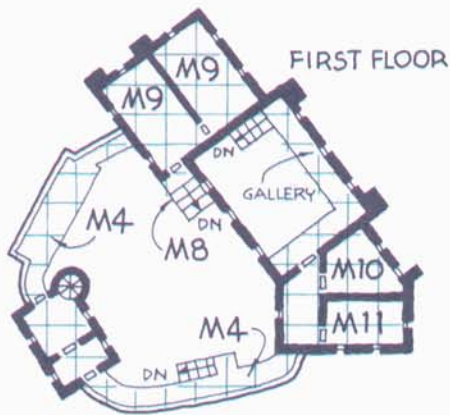
- **Regeneration:** Duplicates regenerate lost hit points at a rate of 2 per round after injury, so long as they remain above zero hit points.
- **Movement:** Duplicates can move at a rate 3" greater than the victim.
- **Reaction Speed:** Duplicates have a bonus of 1 on all initiative rolls.
- **Melee Attacks:** In melee, a duplicate has 1 attack per round more than its victim had.
- **Magical Immunity:** Duplicates are immune to mind-affecting magic, such as **sleep**, **charm**, and **hold** spells.

Killing Duplicates

When a duplicate is "killed" (reduced to 0 hit points or below), it and all of its duplicated equipment vanish in a brilliant flash of light, leaving behind not a single trace.

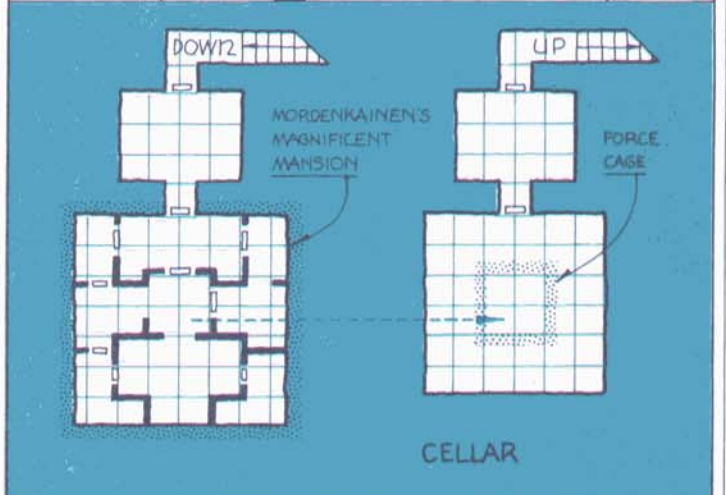
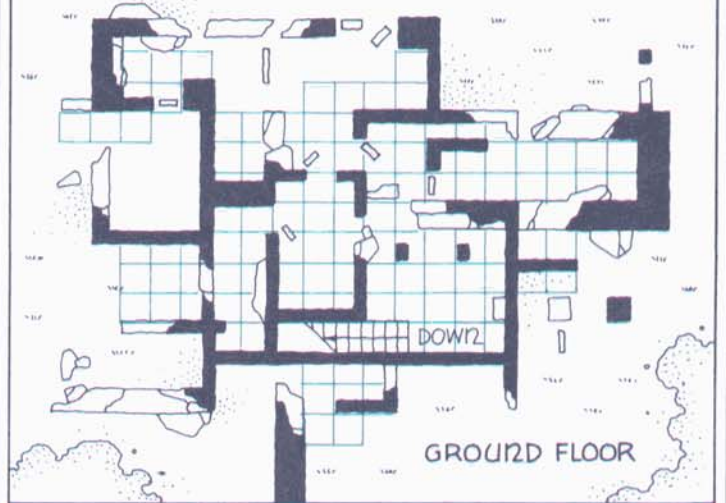
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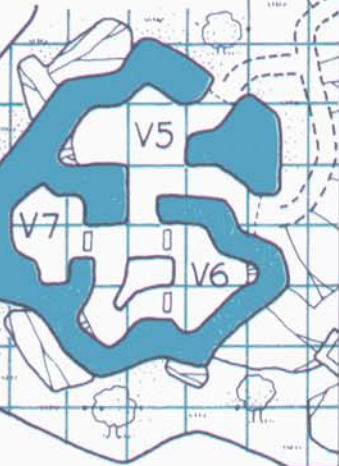


Large hall

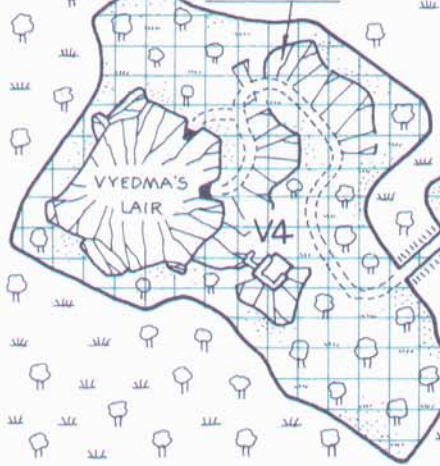
M A P · L 1 SQUARE = 10 FEET



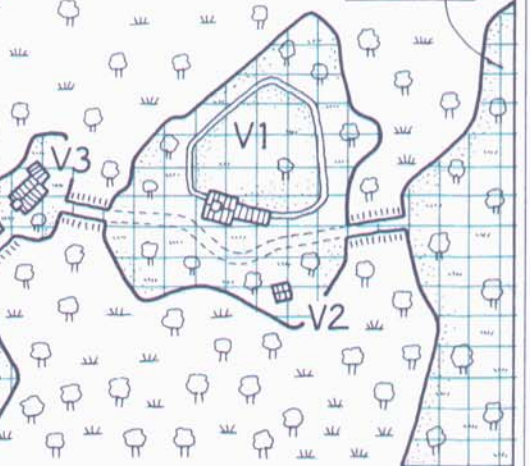
VYEDMA'S LAIR



MAIRI ISLET



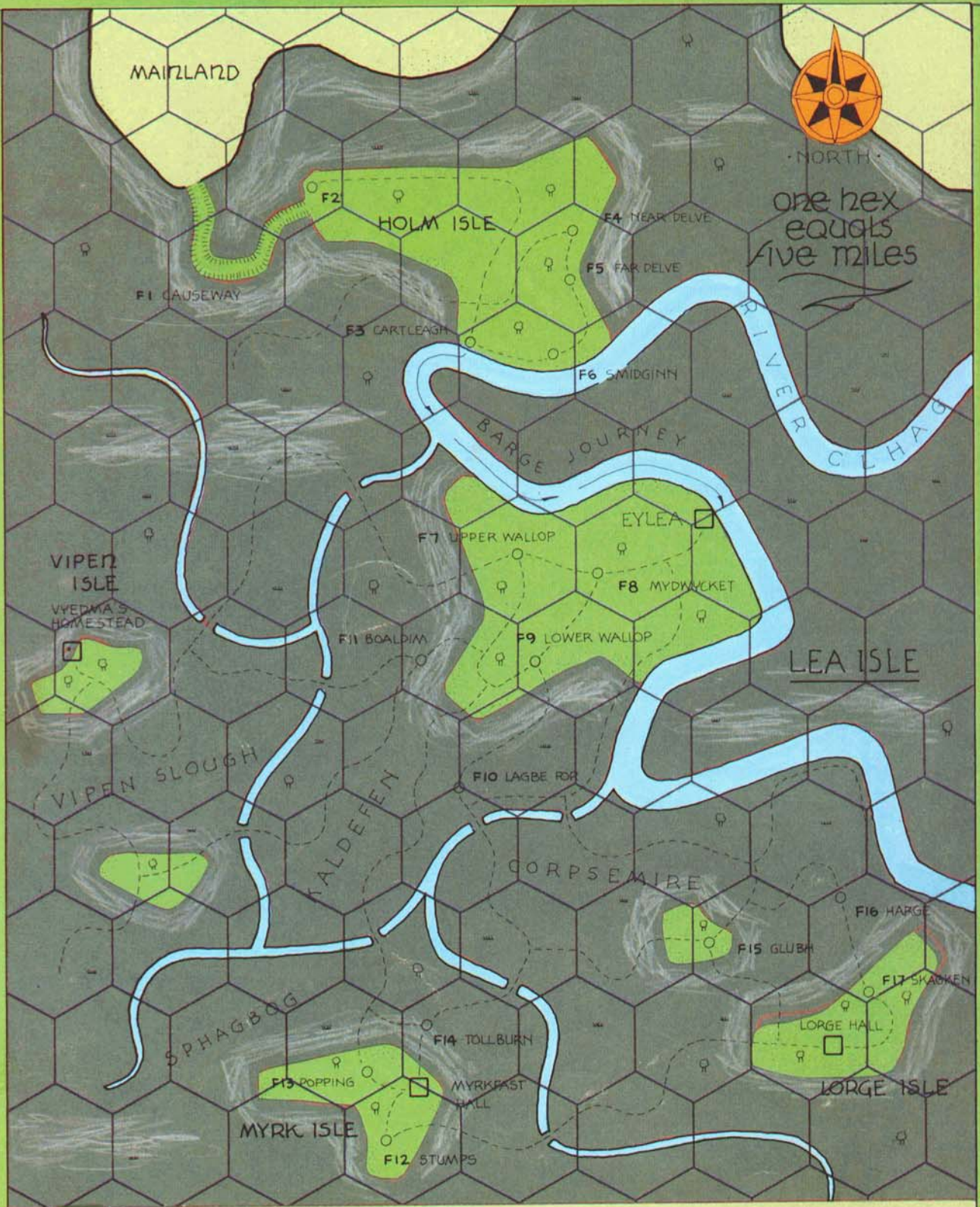
VIPER ISLE



M A P · V

1 SQUARE = 40 FEET

vyedma's homestead



-  ISLAND
-  MARSH
-  MARSH TRACK
-  ROPE/LOG BRIDGE

M A P • F

Fenmargh



Key

	DOOR		GATE		CAVE MOUTH
	WINDOW		GUARD POST		MARSH
	SPIRAL STAIRS		GRILLE		ISLAND
	STAIRS		PATH		ROCK
	COVERED PASSAGE		CAUSEWAY		RIVER

Advanced Dungeons & Dragons®

Official Game Adventure

Ravager Of Time

Graeme Morris & Jim Bamba

So this is the Ffenargh? Mile after mile of stinking bogs overlain by a swirling mist that clings to the skin and chills to the bone. Ahead, a decrepit causeway rises scant inches above the fetid waters and meanders its way through the twisted forms of stunted trees into the depths of this forsaken land.

For years, these blighted fens have been ignored by the outside world, but now an urgent summons brings you into the Ffenargh, to the Court of the Lords Spiritual at Eylea. A foul murder has been committed. Geoffrey D'Arcy, Lord of Myrkfast, has been slain by his own son and you are called upon to find out why.

Death has always hung heavy over this mire, but now an ancient evil has returned to haunt the mist — an evil whose icy fingers reach out to crush any who dare delve its secrets. You who have faced death a thousand times, meet it now in its most terrible guise. Can you defeat it, or will you fall victim to the Ravager of Time?

This adventure is for use with the ADVANCED DUNGEONS & DRAGONS® game and cannot be played without the AD&D® rules produced by TSR Inc.

An Adventure for 6-10 Characters of Levels 8-10

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