

CURSE OF MISTWOOD



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MISTWOOD

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Curse of Mistwood is an adventure designed for a group of 5 to 8 Characters of levels 4 to 6.

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THE TALE OF THE FOUR SISTERS

SOME UNKNOWN CENTURIES PAST, IN THE WORLD OF BARG'HERZARAG, THE METHUSELAH OF WARTAREN, A QUEEN AMONGST HAGS, SPAWNED FOUR DAUGHTERS. IT WAS DESTINED THAT ONE OF THE SISTERS WOULD ONE DAY TAKE THE THRONE OF UNDYING WISDOM FOR HERSELF. THEIR NAMES WERE GRIZTELLA, NECROSA, GILLARA AND GLYNDEL. EACH WAS HIDEOUS TO LOOK UPON, YET THE YOUNGEST, GLYNDEL, BORE A TERRIBLE DEFECT: SHE WAS KIND.

UPON LEARNING OF THIS HORRIBLE MALADY, THE METHUSELAH ORDERED HER YOUNGEST BE GRAFTED TO THE LIVING CITADEL, AN ETERNAL PUNISHMENT FOR THE CRIME OF COMPASSION. THERE HER BODY WOULD SLOWLY BE CONSUMED AS HER MIND AND LIFE FORCE FUELLED THE CITADEL'S WARDS. NECROSA AND GILLARA, AS DESPICABLE AS THEY WERE, FLED WITH GLYNDEL TO A DIFFERENT WORLD, LEAVING THEIR ELDER SISTER, GRIZTELLA, AND THEIR MOTHER BEHIND.

THEY FOUND THEMSELVES IN A PUTRID SWAMP, TEEMING WITH REVOLTING, SLIMY CREATURES. THEY WERE PLEASED. THEY LIVED A QUIET LIFE, WORSHIPPING HECATE AND FORMED A FORMIDABLE COVEN OF CRONES. HUMANS SETTLED IN THE AREA AND GLYNDEL, IN HER NAÏVE BENEVOLENCE, FELL IN LOVE WITH THEIR LEADER. SHE BORE HIM A CHILD.

IN BARG'HERZARAG, THE OLD QUEEN SLOWLY AND TORTUOUSLY DIED. GRIZTELLA BECAME THE NEW METHUSELAH, SECURING HER PLACE BY TEARING THE OLDER CRONE'S FACE FROM HER AS SHE BREATHED HER LAST BREATH, THEN STITCHING THE FACE TO THE THRONE OF UNDYING WISDOM. HER HATRED AND CRUELTY MADE HER A REVERED RULER. HAGS OF ALL KIND BOWED TO HER EVERY WHIM. YET SHE COULD NOT FORGET HER SISTERS. ONE DAY SHE WOULD FIND THEM...



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Background

Curse of Mistwood is a continuation of the adventure started in *The Trolls of Mistwood*. Although it can be completed as a standalone adventure, it is encouraged the PCs first face *The Trolls of Mistwood*. A summary of the events of *The Trolls of Mistwood* follows for Judges unfamiliar with that adventure. If the PCs have completed *The Trolls of Mistwood*, the Judge should consider how their actions in that adventure change encounters or circumstances herein, for good or for ill.

The story so far...

Twenty-five years ago, Baron Johan, the young and ambitious leader of Mistwood, faced the infamous Troll Siege of Mistwood. Threatened by insurmountable odds, the coming of the enchantress Glyndel seemed like a blessing from the gods. The beautiful enchantress offered aid, and presented the Baron with the magic blade, *Clawreaver*.

The sword was forged to slay trolls but, unbeknownst to Glyndel or the Baron, it held a powerful curse from the black heart of Hecate, goddess of witches. The adage, *He who fights with monsters might take care lest he thereby become a monster* (Nietzsche), is exactly what *Clawreaver* is designed to do. Whosoever wielded *Clawreaver*, sooner or later, would become a troll.

Glyndel hid her origin from Baron Johan and the folk of Mistwood. In truth, she was a hag from an alternative pocket dimension known as Barg'herzarag, known in the common tongue as the Hagworld. She and her two horrid, elder sisters fled from the Hagworld some three centuries ago, for Glyndel was born with a terrible birth defect: compassion. Had she remained in Barg'herzarag, the hags would have grafted her to their living castle, Wartaren, consuming her for eternity, but within this world she was deemed safe. It was this *flaw* that led to her loving Johan.

When Glyndel learnt of the cursed nature of *Clawreaver*, she invoked the witch goddess Hecate, who malevolently spared Johan by transferring the curse into his and Glyndel's unborn daughter. Upon reaching her twentieth birthday, Glyndel's daughter, Larissa, transformed into a horrific troll hag, bent on mayhem and revenge. Facing the ungodly power to transform men into subservient trolls, adventurers fought a desperate battle on Crone Island to end Larissa's machinations for good. These are the events of the adventure *The Trolls of Mistwood*.



As the curtain opens on *Curse of Mistwood*, five years have passed since Larissa's defeat and the horror that befell the village has become little more than a dark memory to the villagers.

Baron Johan has found love in the arms of a young maid named Estelle and Korvan, a Judge of Trisdeus, married them six months ago. The newlyweds were overjoyed to learn from the new village apothecary that Estelle was with child.

Their joy was not to last.

Not long after Estelle's first trimester, something unspeakable has occurred. The unborn has grown to an unnatural size within the girl, causing green bruising and secretions that formed a cocoon around the lower half of the girl. Needless to say, the girl is bedridden, incoherent with pain and delirium.

To further exacerbate the situation, nightmares and a feeling of nocturnal alien visitations have plagued the Baron. Other men-folk have also fallen afoul of this phenomenon. Johan has sent word for champions to seek out the hags in the swamp to demand a cure.

His immediate suspicion is that Glyndel, the youngest hag and his former lover, has cursed the couple's union and the village in a jealous rage. But the curse stems from Hecate and Barg'Herzarag, carried by the evil sword *Clawreaver* – tainting his bloodline, and threatening now to merge the material world and the Hagworld forever!

The Concordance

Once in a millennium, the planes align in such a way that the fabric that separates them becomes malleable. Piercing the planar fabric requires a significant lever from one of the planes to cross over into the other. In this case, the presence of *Clawreaver* in the prime material plane has given rise to the first potential concordance between the PCs' home plane and that of Barg'herzarag, the plane of the sword's creation.

Griztella the hag Methuselah has consulted disciples from the Citadel of Hecate and the witch queen seems to favor the merging of Barg'herzarag and the Prime Material Plane. Upon the next full moon, which will rise in synchronization between both worlds, an elaborate ritual will take place within the Citadel, causing *Clawreaver* to implode, destroying Mistwood and shredding the fabric between planes.

Appendix E describes *Clawreaver* and its powers in detail.

As a result, the two planes will become one, causing mass destruction on the Prime Material Plane as Barg'herzarag oozes through the rift, growing and consuming the prime plane like a cancer. Hags and beasts of immense power will emerge to rule over what is left of the PCs' world.

As the full moon approaches, portents of evil begin to occur. (See *Portents of Evil*).



Sidebar: Portents of Evil

As energy from the Hagworld seeps into the real world, strange things begin to occur. The following portents of evil can be used by the Judge to create a sense of foreboding or urgency in the adventure.

D10	Portent
1	A green comet streaks across the heavens, visible for 1d5 nights. While it is visible (night only), female casters gain +1 to spell checks.
2	An animal is born with two heads, if in town. Otherwise, a viper with two heads is seen in the wild.
3	The meat in a meal is rubbery and unappetizing, seeming to move on its own. If eaten anyway, characters must succeed on a DC 15 Fort save or take a -1d penalty on the dice chain to all rolls for 1d6 hours.
4	A random (or the least Lucky) character develops a pulsating green pustule that cannot be healed until the link between the Hagworld and the material world is severed. It causes 1d3 points of Strength, Stamina, or Agility damage.
5	All male PCs have a -1 Luck penalty, and all female PCs gain +1 Luck, until the link between the material world and the Hagworld is severed.
6	Unearthly faces, twisted in agony, appear on trees. PCs getting too close are subject to the face's cruel bite. Atk Bite +10 melee (2d8+6). Once the face has bitten someone, it shrivels back into the tree, leaving no trace of its existence.
7	All male PCs become enamored of any females encountered, the uglier the female, the more devoted the PC becomes. This works as per the spell <i>Charm Person</i> without the benefit of a saving throw.
8	The luckiest female PC is granted a +1 ability boon from Hecate. The boon lasts until the link between the Hagworld and the material world is severed. If the PC decides to follow Hecate as her patron, the ability bonus becomes permanent.
9	The unluckiest male PC develops a green fungal growth. The fungus is debilitating, slowly consuming the unfortunate male. At the end of each day, the afflicted PC must make a DC 15 Fort save to rest. Those who fail are unable to memorize spells and lose a point of Personality each time they fail to rest as they scratch and tear at the fungal growth. Preventing the concordance kills the fungus.
10	A cruel face appears on the moon each night. As each day progresses toward the convergence, the face becomes more discernible as that of a malevolent crone.

Introduction

Five years after the events in *The Trolls of Mistwood*, the PCs once again find themselves in the vicinity of the Gravic Swamp. Regardless of whether or not the PCs possess *Clawreaver*, it plays a vital role in this adventure. Reasons the PCs are here may be:

- they are summoned by Baron Johan.
- the village became their home base.
- their return seems to be mere coincidence.
- If they were given the sword *Clawreaver* in *The Trolls of Mistwood*, the PC possessing the sword feels compelled to take the sword back to Mistwood. Failing to do so results in the player character being unable to rest or heal.
- vivid dreams compel them to return. Visions of the gates of Mistwood opening or of gliding through the swamp gates into Mistwood harbor as a vile, whispering voice commands, "Return!" are suggested recurring dreams. This guidance is from the coven of hags of the Gravic Swamp, who have their own designs for the PCs.
- wizards and elves may find themselves drawn to the arcane energies leaking out from Barg'herzarag's alignment with the material plane.
- In addition, patrons or deities may send their adherents to prevent the merger of the planes. In their eternal jockeying for power in the Courts of Chaos, few of even the most chaotic and evil supernatural powers support Hecate's bid for ascendancy.



Factions

There are four groups at work in this adventure. There are three main factions among the hags and a pair of Entorpus followers that come into play in this adventure:

Griztella the Methuselah: Seated upon the *Throne of Undying Wisdom*, Griztella has learned from the witch-goddess Hecate the means by which the cursed sword *Clawreaver* can force the material world and the Hagworld into concordance. She seeks to expand the influence of the Citadel of Hecate across the face of the PCs' world and in doing so restore much-needed life force to her dying world. Even more, she seeks to discover her lost sisters, and see that they pay for daring to flee the Hagworld. As great as her anger is that they left her alone to suffer their mother's ire, she never would have fled with them, viewing them as weak for their flight. She means to destroy the stain they placed upon their mother's house.



The Gravic Coven: They desire the destruction of Griztella, which is the only way that they can ever truly be safe. They seek then to place Necrosa upon the Throne. Destroying Griztella will initiate the convergence of worlds, but the coven will not divulge this information to the PCs. After all, why rule one world when there are two within reach?

The Shrouded Council: A group of hags, the black annises, led by Shaduzara, seek to unseat Griztella and take the Throne for themselves. Seen by the dominant green hags as being inferior due to their less magical, more physical abilities, the black annises have been cast in a subordinate role for many centuries. Even the lesser hags hold sway over the annises. The Shrouded Council feels the time of the annis is at hand and the concordance is their sign to rise. The Shrouded Council gives the Judge a means to extend unexpected help within Barg'herzarag, if it seems unlikely that the PCs can actually defeat Griztella. Neither Shaduzara, nor any other hag in this adventure, actually means the PCs well, but sometimes the enemies of your enemies can be allies until they are of no further use....

Who can say which faction Hecate favors? Perhaps she simply amuses herself by pitting them against each other.

Abercrombie and Phenoton: These twins were once a single being. Dabbling in the chaos magic of Entorpus split the one into two. Entorpus knows of the concordance and welcomes the potential cataclysm. Entorpus has positioned Phenoton in the very courts of Wartaren as an advisor to the Methuselah whilst Abercrombie has positioned himself as a kindly apothecary in Mistwood. Both manipulate those around them to instigate the Concordance.

Entorpus does not want the influence of the hags on the prime plain; the Crimson Whirlpool seeks the destruction of both worlds... but merging them halves his work in the long term.

Part I: Return to Mistwood

Mistwood has changed little in appearance over the five years since the wrath of Larissa and her troll hoards. Baron Johan is still the ruler of Mistwood but has taken to the full time care of his wife. Battilda the Grey still commands the Troll Killers of Mistwood but due to the Baron's incapacity at this time, Battilda has taken to making executive decisions on his behalf.

A garrison of soldiers from the northern trade city of Claeridge Pass has been stationed at Mistwood to provide additional security for the trade route north. Silt eel oil is still a valuable curative unguent and a lot of coin is now flowing into Mistwood.

PCs that completed *The Trolls of Mistwood* may possess the silver troll claw brooch awarded them by the Baron. These brooches are recognized by the townsfolk and all due respect is given to the Troll Killers. All PCs wearing these brooches gain +3 to any NPC interactions and negotiations.

Becoming Hag-Ridden

The PCs should notice some of the men folk seem exhausted and extremely nervous. The men who have not purchased a hollow stone from the apothecary (see *Abercrombie's Potions and Lotions*) suffer the predations of the hags of Barg'herzarag. After retiring for the night, victims become paralyzed, trapped in a nightmarish nocturnal encounter with an amorous hag from Barg'herzarag. The terrified male cannot awake until the hag has had her way with the hapless fellow. He then awakens exhausted, terrified but convinced the encounter was only a nightmare. These hag-ridden men can only be freed by either the ruination of Griztella's plans or their completion.

Male PCs who sleep in Mistwood without taking precautions, such as the use of a hollow stone, may become hag-ridden. For each evening a male PC sleeps in Mistwood, there is a cumulative 20% chance that they attract the affections of a hag. Once the hag is attracted to the male, the nocturnal visitations begin.

Being hag-ridden creates more than one problem. Spell casters can only prepare half of their repertoire of spells, rounded down, and natural healing does not take place for hag-ridden characters. To make matters even worse, if a hag-ridden PC travels to Barg'Herzarag, the hag that has been haunting his dreams from the hag world is immediately drawn to the PC when he rests, feeling his presence (see *Hagridden in Barg'Herzarag*).



The village of Mistwood

The following points of interest are from the Mistwood map, which the players can be given a copy of. Many of the locations are detailed further in *The Trolls of Mistwood*. Only areas vital for this adventure are given greater emphasis.

1. Front Gate

The front gate is approximately 10x10' in size, constructed of thick wooden beams. The hinges are also wooden, as is the large, tree trunk-sized bolt that slides across to lock the gate. The gates remain open during daylight hours but the villagers are cautious and the gates are barred on nightfall. It takes a combined strength of 20 to secure the gate at night by sliding the greased bolt across.

After the events of *The Trolls of Mistwood* and the defeat of Larissa, five years of calm have followed, making Mistwood a more welcoming village.

The villagers call the towers the Tripods since each is a rudimentary 3-legged tower with a simple platform and shelter at the top. The watchtowers stand twice as tall as the wall. Though seldom manned these days, the Troll Killers keep the towers well maintained. Those climbing the western towers are presented a superb view of the Gravic Swamp.

Looking out over the swamp during daylight is a good way to get a bearing on the landmasses within the swamp. Swamp trees tend to be sparser in the deeper channels of the swamp, so any character with knowledge of the wilderness can make a note of the islands in the swamp. A particularly large willow tree towers over the other swamp trees in the distance to the west. At night, wizards and elves have a 25% chance of seeing green lights moving around the large willow (see *Lizard Hollow*).

3. *Willow Trees*

The Gravic Swamp is home to many species of trees and other flora. When the first fishermen came to build the village of Mistwood, they cleared the area of all trees save five large, beautiful willow trees that to this day remain within the walls of the village. It is after these trees that Baron Johan's family took their house name.

Since the stirrings of the concordance, those touched with magical energy occasionally see mysterious, glowing green shapes moving around the area where the trees are situated. Wizards and elves have a 25% chance of noticing the shapes. An additional DC 18 Intelligence check allows those characters to discern the shapes as tall, ugly, female humanoids, wandering around oblivious to those in Mistwood. Otherwise the shapes appear as glowing green balls of light.

The magical energy of these trees, combined with the concordance, has made the plane of Barg'herzarag visible to those with the power to see. It is a one way *window* and the figures are intangible and illusory. Only the concordance itself will allow these beings to exist in the flesh in Mistwood.

4. *Murky Ale Tavern*

The Murky Ale Tavern is a two-story building with guest rooms on the upper level. On the ground floor is a large tavern with tables and booths for patrons to rest and socialize. The bar and kitchen is attended to by Thaddeus Muttval and his wife Kyrene. Their specialty dish is silt eel broth at a low 1 sp.



Lance and Earl, the Troll Killers who man the main gate, are now stationed at a table outside of the front gate, where they collect a tax from visitors of 1 sp. If questioned about the tax, the men state it is by order of Battilda the Grey. Two soldiers in polished plate armor stand to either side of the gate. They do not reply to questioning PCs but Earl or Lance identifies the soldiers as troops from Claeridge Pass and that the only soldier with the authority to answer questions is Alric Duvere who is with a garrison of men at the north gate.

If a PC is in possession of *Clawreaver*, a DC 15 intelligence roll alerts that PC that the sword begins to pulse as the character enters the village. Further investigation by unsheathing the weapon reveals the blade is glowing so brightly that it is blinding to look upon. Those who take hold of the pommel feel it pulsing with unbridled energy.

2. *Watchtowers*

Situated around the village are 30' tall watchtowers.

Thaddeus and Kyrene are happy to offer a room to the PCs for 3 silvers a night or for free if the characters helped save the village in *The Trolls of Mistwood*. Being superstitious and wisely so, Kyrene has suspended hollow stones above the beds in each room. If questioned about the stones, Kyrene say they are for good fortune. Rumors can be gavered at the *Murky Ale Tavern*; see the table below:

5. Barracks

The famous Troll Killers of Mistwood's barracks are located just inside the main gates and to the east. The Troll Killers are the official watch of Mistwood.

As a result of the events of the adventure *The Trolls of Mistwood*, the Troll Killers have grown in number. Nobles from around the Spurlands send young men to train and serve with the Troll Killers. At any time there is a force of 30 Troll Killers in the barracks and patrolling the streets. They are vigilant watchmen and women. There is some ill feeling between the Troll Killers and the Claeridge Pass soldiers but there has been no open hostility, yet.

Standard Troll Killer of Mistwood (3rd Lvl Warrior): Init +3; Atk longsword d5 melee (1d8) or longbow d5 (1d6); AC 13; HD 4d12, HP 31; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +1; AL L.

PCs who have been awarded the rank of Troll Killer of Mistwood are welcome to stay in the barracks at no cost, although it is more crowded than they may remember.

6. Market Square

This paved courtyard houses a very busy marketplace, supplying all manner of produce and seafood to both villagers and travellers alike. There are Claeridge Pass soldiers posted around the market to protect business.

A dwarf by the name of Grachtin has established a stall here selling dwarven-crafted tools and weapons. Grachtin is the brother-in-law of Bunkor and brother of Bailene who run the docks in the harbor. A recent arrival from the Silver Plains, Grachtin has weapons available that may be unknown to all but dwarves, as well as the standard fare of weapons available in the *DCC Core Rules*.

Roll d8	Rumor	Fact
1	Morgan's dog grew a fifth leg!	This is true. The poor animal has been affected by the concordance and can be found at location 13.
2	The Baron's wife is cursed!	Also true. If PCs ask about this, or if those overheard speak too loudly, Thaddeus warns them to keep their mouths shut. The Muttvals are loyal supporters of Baron Johan.
3	The new apothecary is a drunkard; he was seen climbing out of the well after he fell in one evening.	This is partially true. Abercrombie was searching for <i>Digger</i> in the subterranean tunnels but was discovered climbing from the well so he pretended to be drunk.
4	Fishermen on the swamp, especially around Lizard Hollow, have seen unearthly lights!	This is true. The concordance has activated the Salix Maw beneath the hollow and its arcane energies produce mysterious, ghostly lights to swirl around the ancient tree.
5	A fisherman claims he saw a green skinned crone launch flame from her hands burning a raft and its occupant from the swamp in the eel breeding grounds.	True. Gillara, a vicious pyromancer as well as a hag, doesn't enjoy sharing the swamp with lesser beings.
6	The enchantress will return someday and Baron Johan will regret taking a wife.	Many villagers are unaware that the legendary enchantress is in fact a hag.
7	The new apothecary returned from a fishing trip with a hell-spawned silt eel. He keeps it in his store.	This is true. The hell-spawned silt eel is, in fact, a daemonic larva, that oozed into the prime plane.
8	The end of the world is nigh!	This could very well be true.

Grachtin's Dwarven Weapons

Weapon	Damage	Range	Cost in gp	Description
Nutbuster	1d6	-/10	25	Appearing much like a dwarven war hammer, the nutbuster has a mechanism that spring launches the head of the hammer, forward extending the handle another 5' on a concealed inner shaft, extending the reach of the weapon to 10'. It takes a round to retract the nutbuster.
Half-chisel	1d8	-	12	Named for its shape, the half-chisel appears as a thick rectangular blade with razor sharp 90-degree edges at the tip.
Barbed hook-axe	1d10 or 1d4 for hook	-	12	Similar to a battle-axe, one side has a cruel barbed hook that can be used to dig into enemies. Opponents 'hooked' (on successful strike, DC 12+CL Reflex Save) must spend 1d3 rounds removing the hook that inflicts 1d4 damage per round from the barbs. Furthermore the wielder can use the weapon to push, drag and shove those hooked on an opposed strength +3 roll.
Ankle biter	2d4	10	10	A nasty 5-foot length of chain tooled with sharp blades and ridges on the chain. It is used to entangle opponents' ankles for tripping and hurting purposes. The wielder must wear mail gauntlets to avoid inflicting the damage dealt to others on themselves as well. The weapon can be wielded like a flail or hurled at an opponent. DC 10 Reflex to avoid getting tangled for 1d2 rounds with automatic 1D4 cutting damage each round.
Dwarven warhammer	1d10	-	10	For some reason this dwarven hammer hits harder than the standard warhammer.

7. *Well*

Mistwood's water supply is surprisingly clean and refreshing. Although the bedrock beneath the village filters the water before it reaches the well, it has a pungent scent that the locals have become accustomed to. Travellers take some convincing before they drink.

A submerged tunnel 5' below the water level leads to the basement of the *Golden Eel Inn* (location 12) and was once the secret location of the magic shovel *Digger*. This can be learnt from the coven of hags or from the mysterious Apothecary, who now possesses the shovel (location 17). If the PCs discovered *Digger* in *The Trolls of Mistwood*, then they are aware of this information already.

8. *Stable*

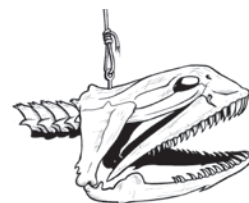
A youth named Thomas, who appears to be around seventeen years old, runs the stables. Housing a horse here costs the owner 1 sp per night. Feeding and grooming is included.

9. *Fish Market*

During daylight, this is the busiest location in Mistwood. Rows of tables covered with raw seafood fill this open-air building. Large glass aquariums sit around the walls of the fish market. Live silt eels of various sizes rest lazily on the bottom of the tanks. They range in size from 4' to 9' long.

A well preserved, 12' long silt eel skeleton hangs from ropes as a centerpiece for the market. It is a horrific fish and its razor sharp fangs should be a forewarning to adventurers and fishermen alike. The hands of a loving taxidermist have obviously been at work.

Travellers came from all over the southern realm to buy the market's wares. Five Claeridge Pass soldiers stand on guard around the fish market.



10. *Town Hall/Baron's Home*

This large central building serves as both the town meeting place and the residence of the Baron and his wife. It is an opulent building constructed from imported marble and stones not found in the region.

Whilst the Baron tends to his wife, the leader of the Troll Killers, Battilda the Grey, has been appointed to oversee the governance of the village. A once attractive woman, she is now in her fifties and as her name suggests, her hair is steely grey in color. She has shed the familiar dark, boiled leather armor with the silver troll claw brooch, in preference of a more diplomatic gown (although she detests wearing it). If she is required to lead the watch she quickly changes back to her military garb.

Battilda the Grey – Troll Killer sergeant-at-arms (5th Lvl Warrior): Init +6; Atk longsword d7+1 melee (1d8+1) or longbow d7+1 missile (1d6+1); AC 14; HD 5d12, HP 41; MV 30'; Act 1d20 + 1d14; SV Fort +2, Ref +3, Will +1; AL L.

Abercrombie Alkyne, the village apothecary (see *location 17*), frequents the Baron's home, tending to Johan and his wife. If the PCs wish to question him, he invites them to his store (see *Abercrombie's Potions and Lotions*). For PCs consulting Johan, see *A curse most foul*.

11. *Church of Trisdeus the Tri-God*

This oddly designed building sits near the Town Hall. Its structure is based on a recurring theme of three. It has three sides with many triangular features. Each face has a different word above a door. They are: *Law*, *Order* and *Retribution*, the mantra of those who worship the three-faced god.

A young Judge named Korvan has taken up residence within the church. He is young but wise and willingly assists against the forces of chaos.

Korvan (5th Lvl Cleric): Init 0; Atk mace +2 melee (1d6-1) or sling +2 missile (1d4-1); AC 15 (chainmail); HD 5d8, HP 27; MV 30'; Act 1d20; SP spellcasting (1d20+6 spell check); SV Fort +1, Ref +2, Will +5; AL L.

Spells: **1st level** *Aura of Guilt* (new spell), *Detect Evil*, *Detect Magic*, *Paralysis*, *Second Sight*, *Word of Command*; **2nd level** *Banish*, *Binding*, *Cure Paralysis*, *Neutralize Poison/Disease*, *Snake Charm*; **3rd level** *Remove Curse*, *Spiritual Weapon*

12. *Golden Eel Inn*

The Golden Eel is Mistwood's premier guest accommodation. At 5 gold pieces a night, it is a huge step up from the *Murky Ale*.

The Golden Eel has large guest rooms designed for housing visiting dignitaries, wizards and those with a taste (and coin) for more opulent accommodation. Hot baths can be drawn if desired, and inn staff even clean clothing and items for a reasonable tip.

Calen and Audrey Felworth run *The Golden Eel*. Their son, Markus, was Larissa's first victim but he is now cured and tends the bar on the ground floor (unless slain by PCs in the first adventure). If the PCs were responsible for ending Larissa's reign of terror, he won't charge them for drinks. He is familiar with all of the rumors from the table from the *Murky Ale Tavern (location 4)*. He is particularly suspicious of Abercrombie Alkyne. If questioned, Markus reveals that Abercrombie was practically praising Entorpus, the chaos god, in a passing conversation but claimed it was in jest.

13. *Morgan's Farmhouse*

This is the home of Mistwood's chief farmer, Morgan. He hires local youngsters to tend his crops during planting and harvest time. Otherwise, he manages the fields himself.

He owns a large grey wolfhound that barks incessantly when visitors come near the house. The dog has five legs. An additional leg has sprouted between its left front and hind legs. The dog tends to run in circles a lot, barking at its new appendage and gnawing at it when not amused by other things. A *detect magic* spell on the dog reveals it is affected by conjuration magic.

14. *The 'Harbor'*

The 'harbor' district, as it is jovially named, is located on the western side of the village. Several docks sit within the walled shoreline. The muddy water here is only 2 feet deep at best. Rafts and boats sit tied to the docks. A secured gate opens west into the Gravic Swamp.

The gates into the swamp are a heavy affair with chain pulleys that work via a winch system to raise and lower the gates. Bunkor the dock master or his wife Bailene, man the winch from before dawn till after dusk. Bunkor the dwarf dock master can be found here if not in his offices (*location 15*).



15. Boathouse

The boats range from finely crafted vessels to rafts assembled from logs from the local woods. Players can rent a raft or boat from the boathouse for a modest price. A dilapidated raft costs 1 sp a day to rent. A fine rowboat can cost up to 5 gp a day.

Bunkor's wife Bailene runs the boathouse.

16. Dock Master

This is the home of Bunkor, Bailene and Grachtin, Mistwood's only dwarven citizens. To leave Mistwood via the swamp requires permission from Bunkor, the dock master.

Bunkor (5th Lvl Dwarf): Init +0; Atk mace d7+1 melee (1d6+1) or sling d7+1 missile (1d4+1); AC 13; HD 5d10, HP 35; MV 20'; Act 1d20+1d14; SP Infravision; SV Fort +2, Ref +2, Will +2; AL L.

He also issues silt eel fishing licenses for a one-off fee of 5 gp. This steep price deters the *non-serious* fishermen.

Bunkor also outlines areas where it is forbidden to fish, such as the southwestern area of the swamp. The dwarf knows that a coven of hags lives there but he does not openly disclose this to strangers. If he accompanied the PCs on their first adventure to Crone Island in *The Trolls of Mistwood*, he is unwilling to return there.

Judge's note: Fishermen that go missing illegally fishing there are generally devoured by the coven of hags.

17. Abercrombie's Apothecary

This refurbished house has been renovated into an herb and potion store. It appears to do a roaring trade as groups of villagers, particularly the menfolk, frequently come and go from the store. See *Abercrombie's Potions and Lotions* for more details.

18. North Gate

The North Gate is open during daylight hours and closed at night.

19. Military encampment

A military encampment has been established in the clearing north of the village for the forty Claeridge Pass soldiers based here. Their commanding officer Alric Duvere speaks with PCs who have questions for the soldiers.

The purpose of the base is to provide additional security to Mistwood due to the influx of gold and to protect and escort shipments of silt oil to Claeridge Pass. They have an uneasy relationship with the Troll Killers due to some not-so-friendly rivalry but otherwise they are decent folk.

Standard Claeridge Pass soldier (4rd Lvl Warriors): Init +5; Atk longsword d6+1 melee (1d8+1) or longbow d6 (1d6); AC 16 (Chainmail); HD 5d12, HP 40; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +2; AL L.

A curse most foul

If the PCs have responded to Baron Johan's call for help, or if they go to meet with the town's leader, they are ushered into a waiting room at the Baron's residence by his feisty town clerk, Argyle (assuming he survived the events of *The Trolls of Mistwood*). There is a 40% chance that Abercrombie Alkyne is visiting at any given time. If present, he says his farewells and excuses himself. Abercrombie invites the characters to visit his store (*location 17*).

Johan greets the PCs solemnly and ushers them into his library to sit around a large table. If it is not in the party's possession, upon the mantle over the fireplace, rests the cursed blade, *Clawreaver*. If the PCs had possession of the blade and lost it, Johan explains he bought it back from a travelling peddler a year ago or so.

Even though *Clawreaver* is sheathed, PCs making a DC 15 Intelligence check notice an intense green light coming from within the scabbard. Johan has not noticed this phenomenon until now but comments that the apothecary always shows interest in the sword. Johan refuses to see any significance in the state of the sword. He is more concerned about his wife. Nothing sways him from his belief that his wife's condition is of utmost importance.

Johan sits at the head of the table and speaks, occasionally breaking into tearful sobs.

Read or paraphrase aloud:

"My friends, it is under grave circumstances that we meet (again). I was once bewitched and cursed by a coven of hags. Though it shames me to say, I was seduced by one of the creatures and it bore me a child. That child besieged my village and was stopped only through (your) brave deeds.

I had thought the hags' curse had run its course and that I could start a new life and a new family. I have married a new love, Estelle, and we were overjoyed when the apothecary confirmed she was with child but the wretched curse on my name has taken hold of the pregnancy."

Johan goes on to explain the condition of his wife. Healers with a strong stomach may wish to see for themselves (see below). Johan insists that the hag Glyndel has become insane with jealousy and the curse he and his wife suffer now originates from Glyndel and her coven on Crone Island. Furthermore, he explains the onset of men in the village being tormented by horrific nightmares of hags and demons. He offers land and titles to the PCs if they agree to end his family curse.

For those who insist on seeing Estelle, read the following aloud:

Johan directs you to the main bedchamber. He is hesitant to enter himself but he opens the door and goes in. On the bed you see the bloated form of the Baroness. A sheet covers her modesty but unearthly green appendages have taken root from the cocoon that surrounds the woman's belly and now anchors the woman, suspending her above the bed. Greenish-brown scabrous patches cover most of her exposed flesh and she gibbers incoherently as black bile dribbles from her lips. Her eyes are rolled back in her skull and she does not respond to any stimuli.

The effects of the concordance, combined with Johan's bloodline, have enabled this abomination to occur. The abdomen of the Baroness is actually torn between the Prime Material Plain and Barg'Herzarag.

In the turret of the dread Castle Wartaren, an Incuboid has hijacked the Baroness's pregnancy, using her to harvest hordes of demonic offspring. The only way to *cure* her is to sever the bond between her and Wartaren, through either ending the Concordance, or by slaying the Incuboid in its nest. The players are not to know this at this time and any attempt to free the Baroness will cause her undue suffering. Should the PCs *crack open* the cocoon, the woman will be torn apart as the dimensional rift snaps shut, tearing her innards through into the Hagworld, whilst leaving her upper torso and legs behind.

Unbeknownst to Johan, Abercrombie is using his potions and spells to encourage the Baroness's condition rather than treating it. PCs notice empty potion vials lined upon the Baroness's dressing table. Characters who have knowledge of alchemy or spellcraft can't identify any of the remaining traces of the potions, as they are not of their world. Those with the ability to do so may detect conjuration magic lingering over the vials. Before the PCs leave, Johan implores them to seek out the hags in the swamp and force them to end this wretched curse.





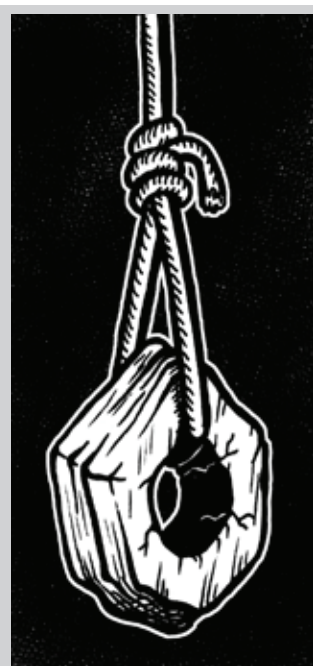
Abercrombie's Potions and Lotions

Abercrombie's Potions and Lotions is the home and business of Abercrombie Alkyne, the new Apothecary of Mistwood. Within the front door is a counter top arrayed with many potions of different colors and viscosities. Judges can make available potions of their choice for PCs to buy. Behind the counter is a workroom that separates the store from Abercrombie's personal chambers in the rear. Hollow stones hang from a wooden bar above the counter and can be purchased for 25 gp.

Abercrombie Alkyne is a middle-aged man with a hunched back from years of stooping over experiments as well as literally being half of the man he once was. As a recent arrival to Mistwood, he is largely unfamiliar with the history of the village. He has come to Mistwood for only one reason: to study and encourage the concordance and, with luck, witness the end of the world. He worships Entorpus, the Crimson Whirlpool, and as such borders on the verge of insanity, especially since he was split into two beings. He hides this fact very well.

He is a wealth of information about planar travel and planar alignments. He believes the end of the world is nigh, and he's highly excited to witness it but he fears others may try to prevent it from occurring. For this reason, he endeavors to mislead those who suspect the coming calamity. Abercrombie can communicate with Phenoton in the Hagworld through the mental link between them. He will often begin any answers to questions with "Phenoton says..." If asked, he tells the characters Phenoton is his brother.

He frequents the home of the Baron to study the effects of the concordance on Estelle and feed her potions brewed from the secretions of the demonic larvae he keeps alive in the basement of the store. This in turn helps the father incuboid with its offspring in Barg'Herzarag. If it is in the Baron's possession, he also studies the cursed blade *Clawreaver*, which he suspects is the instrument that will end the world as it is. He won't disclose this information to the PCs. If the PCs have the blade, he offers to buy the sword for 500 gp and if the owner refuses, he begs to borrow it overnight to study it.



Hollow Stones

Physical Description

A piece of stone with a hole bored through the center hangs from a leather strap or cord.

Magical Properties

Radiating slightly with abjuration magic, these stones are enchanted to ward off the hags that haunt the men of Mistwood's dreams. Suspending the stone above the place where the male character sleeps provides protection from being hag-ridden (see *Becoming Hag-Ridden*) for that evening. If the ward is forgotten or not present, the hag's predations continue.



Abercrombie knows of the hags in the swamp but has no dealings with them and doesn't wish to start any.

If asked about unusual magic by a wizard or other magical natured PC, he explains his version of the concordance (see *The Concordance according to Abercrombie*). Abercrombie has also discovered that the willow trees in Mistwood are mystical in nature and that they have started to emit planar energy. He gets so excited on this subject that he rushes to the streets to show the PCs the images of the other planes near the willows (the chance for the visions to be seen by a PC increases from 25% to 35%) – only those with magical abilities such as wizards, clerics and elves can see what he is gesticulating about. To others, he appears plum crazy, which is also true.

Abercrombie may possess *Digger*, if the PCs did not discover the shovel in *The Trolls of Mistwood*. He has the artifact on display over his counter. He is willing to trade *Digger* for *Clawreaver*, or sell it outright for 5,000 gold pieces. Note, if the PCs give up *Clawreaver*, Abercrombie will not willingly return it and PCs will need to find other means to get the sword back to take it with them. Should the PCs give up *Clawreaver*, Abercrombie stores the blade in his hidden basement.

Beneath the building is a subterranean basement where the apothecary brews his potions and poisons. The basement is 10' x 20' in size. A trapdoor entrance is hidden beneath a rug in his sleeping chamber. PCs sneaking around the building can locate the entrance by the foul smell of the demonic larvae Abercrombie is keeping in a tank in the basement. The foul creature has tubes and spikes protruding from its horrific body. PCs searching the worktables making a DC 16 search check, find a loose sideboard hiding a cache of 200 gold pieces.

Also contained in the space is a black leather tome with a crimson spiral on the cover. Characters reading even the first page must make a DC 16 Will save. A lawful character that fails this roll takes 5d5 damage and finds they are now chaotic whereas a chaotic character must make a DC 16 Will save or be compelled to take the book and read further. Each day they must make another save or read another page. If they fail this save three consecutive days, the character must, at the first opportunity, seek to bond, or be bonded with Entorpus.

Abercrombie flies into a rage if he discovers intruders in his laboratory. Not deterred by threats or overwhelming odds, he attacks immediately, screaming that Phenoton will hear of this! His first action is to overturn the tank with the demonic larvae so that it can attack a random character. There is an equal chance the creature will attack Abercrombie. If the player characters traded *Clawreaver* for *Digger*, this is where *Clawreaver* will be found.

Daemonic Larvae: Init +4; Atk bite +5 melee (1d3 plus 1d3 Sta damage); AC 12; HD 2d8; MV swim 30'; SP lunge out of water (Int DC 12 to avoid surprise), Stamina damage; SV Fort +4, Ref +2 (-6 out of water), Will +2; AL C.

Abercrombie Alkyne (6th Lvl Wizard): Init 1; Atk dagger +2 melee (1d4); AC 11; HD 6d4, HP 27; MV 30'; Act 1d20+1d16; SP spellcasting (1d20+8 spell check); SV Fort +3, Ref +3, Will +4; AL C.

Spells (see *New Patron Entorpus for Patron Spells* in Appendix C*): **1st level** *Choking Cloud, Comprehend Languages, Disorder*, Feather Fall, Invoke Patron, Magic Missile, Read Magic, Ropework, Summon Chaos Thing**; **2nd level** *Phantasm, Wizard Staff*; **3rd level** *Haste, Heat Death*, Runic Alphabet*

The Concordance according to Abercrombie

Abercrombie's version of the concordance is a watered down version of the coming cataclysm. He shares with the PCs his theory that different dimensional planes exist in the same space but separated by membranous planar fabric. He insists that eventually all planes concord and the process is completely natural and nothing to be alarmed about. Abercrombie also claims that Phenoton told him powerful and unearthly magical secrets will be revealed and he hopes to expand his magical knowledge when this happens. The apothecary dismisses any suggestion that the concordance is at all dangerous.

Back to the Gravic Swamp

The PCs must brave the swamp to reach Crone Island. The Gravic Swamp is a large and dangerous location. The rules for navigating the swamp from *The Trolls of Mistwood* are repeated below.

The only practicable means to get around the swamp, outside of flight, is via raft. Bunkor offers a 10' x 10' raft to the adventurers. He won't accompany the group but he does offer them a map. The raft is steered with a pole, punting slowly along at a rate of ½ mph.

Digger

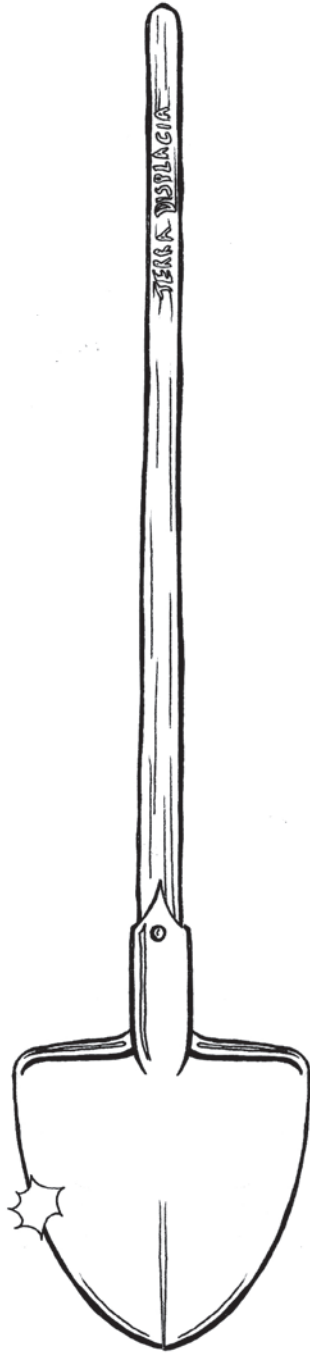
Physical Description

Wrapped in waxed parchment is a shovel with a highly polished blade. Engraved into the grip of the shovel are the words 'Terra Displacia'.

Magical Properties

If the shovel is gripped firmly by a character and the words spoken, it removes 1 cubic yard of soil weighing 1.5 tons from the tip of the shovel and place that soil directly behind. If *Digger* is pointed down when the command words are spoken, soil appears above the head of the user, dropping 1.5 tons of dirt upon their head. A Reflex save DC 15 enables the character to dive to safety. If the soil cube lands on a player character they suffer 10d6 crushing damage.

It can *dig* every round for 10 rounds before falling dormant for 24 hours. It cannot dig through stone or other solid materials, only loose soils, clay, sand or gravel. It is also a deadly weapon if used against creatures composed of such materials. It has no effect on living creatures.



the PCs have some experience on boats, as mentioned above, combat that takes place on the raft incurs a -2 penalty. This is due to the unstable nature of the raft combined with the care required to avoid striking an ally. Furthermore, if the PCs are attacked whilst on the raft, any blow from an enemy may potentially knock the character into the swamp. If a PC sustains over 5 points of damage from a single attack they must make a Reflex Save DC Damage Dealt or be thrown into the swamp. Those in the swamp have a chance of attracting silt eels that are actually vicious predators (see the random encounter table p. 20 for details).

Progress through the channels in the swamp is fraught with many dangers. There is an abundance of living creatures both on the islands and in the water of the Gravic Swamp. To make matters worse, the concordance has enabled creatures native to Barg'herzarag to escape into the swamp. The following table can be used to generate random swamp encounters, or if so desired, the Judge can use them where they feel the action needs to be heightened.



Punting is not an easy task and requires DC 10 Strength checks every mile to maintain a decent speed and avoid stumps and swamp trees that crop up through the mist. Characters with a seafaring background, like a smuggler, have a +2 benefit traversing the swampy channels.

Players should also be made aware of the cramped conditions on the raft. If the PCs cannot all fit on a single raft (a raft can safely carry 6 characters), Bunkor provides a second raft that another of the PCs has to navigate by the aforementioned means. Unless





Gravic Swamp Encounter Table

Roll D6	Random Encounter	Description	Stats
1	Giant mosquitos	A swarm of 2d20 hand-sized insects buzz down from the surrounding trees and attempts to land on the PCs.	Giant mosquitoes: Init +5; Atk bite +1 melee (1d3); AC 11; HD 1d8; MV fly 60'; Act 1d20; SP blood drain 1 stamina; SV Fort -5, Ref +5, Will -5; AL N.
2	Giant snake	A large boa constrictor drops its coils down from an overhanging branch, attempting to ensnare a player to haul up into the trees for dinner. PCs need to make a Spot Hidden check DC 15 to avoid surprise.	Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 + constrict); AC 18; HD 5d8; MV 30'; Act 1d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL N.
3	Swamp Ooze	As the raft passes a particularly thick area of the swamp, 1d4 oozes, 10' square in size, cling to the bottom of the raft and commence attacking the PCs with pseudopods from between the rafts boards.	Swamp ooze: Init last; Atk pseudopod +4 melee (1d4); AC 10; HD 2d8; MV 5', climb 5'; Act 2d20; SP half damage from slicing and piercing weapons, Paralysis touch DC 14 Fort save or be paralyzed 1d6 hours; SV Fort +6, Ref -8, Will -6; AL N.
4	Silt eel	Falling into the swamp has a 50% chance of attracting a silt eel to attack. Otherwise silt eels have been known to lunge from the swamp to attack (DC 12 to avoid surprise). In fact, the primary way these beasts are caught is luring them to attack.	Silt eel: Init +6; Atk bite +8 melee (3d6 + infection DC 12 Fort or lose 1 point of Stamina for 1d6 hrs); AC 16; HD 4d8; MV swim 30'; SP lunge out of water, infection; SV Fort +6, Ref +4 (-4 out of water), Will -1; AL N.
5	Demonic Larvae	This foul denizen of the Hagworld has managed to slither into the prime plane. For greater detail see <i>Barg'herzarag</i> . I will first appear as a human face peering from the water. On investigation, it attacks!	Daemonic Larvae: Init +4; Atk bite +5 melee (1d3 plus 1d3 Sta damage); AC 12; HD 2d8; MV swim 30'; SP lunge out of water (Int DC 12 to avoid surprise), Stamina damage; SV Fort +4, Ref +2 (-6 out of water), Will +2; AL C.
6	Overboard	The raft snags on a submerged tree trunk pitching the vessel violently to the side. PCs must make a Reflex save DC 15 to stay on the raft.	PCs thrown into the water find that it is quite deep where they have landed. Judges determine whether the character can swim and there could always be a dangerous denizen of the swamp nearby (see above).

Guidance on Crone Island

The PCs will know they are approaching the island of the hags when signs start to appear nailed to trees along the channels in the swamp. “DO NOT ENTER!”, “EEL BREEDING GROUNDS!” and “TURN BACK!”

Read aloud:

A silence seems to settle over the water as you drift into an opening in the swamp. As the canopy of swamp trees falls behind you, you see what must be Crone Island ahead. The trees protruding from the water here are long dead and you notice strange markings scrawled on them in what looks like blood. From desiccated branches, there appear to be random bones and skulls of small birds and animals dangling from strings. The bizarre decorations rattle ominously in the breeze. As you arrive on the island you notice all the trees have similar bone decorations hanging from them.

This large swamp island is the home of Glyndel, Gillara and Necrosa, a coven of green hags. The bone rattles serve multiple purposes. Aside from their frightening appearance, the bones have two spell-like effects. The first affect is to alert Necrosa of strangers’ presence near the island. The second is similar to the spell *Scare* (see *Core Rulebook* p. 191). PCs must make a DC 16 Will save or be compelled to flee for 1d4+1 round. This only affects the PCs once, however, considering the PCs’ proximity to a swamp full of angry silt eels – the Judge may contrive some nasty consequences for a character’s momentary lapse of courage.

Crone Island is approximately a quarter mile in diameter. Both living and dead swamp trees line the shore of the island as the land rises towards a central, circular clearing about 50’ in diameter. The thick foliage of the swamp plants thins and dies the closer the PCs get to the hags’ home. There is still ample trees and foliage to conceal stealthy adventurers and the hags.

The central clearing is the home of the Gravic Coven. A weathered yet sturdy hut constructed of swamp trees stands before a large fire pit. Above the fire pit is a cauldron that stands at least 5’ in height. Something with a putrid odor bubbles in the cauldron. Smoke is emanating from the mud brick chimney of the hut but the hags are nowhere to be seen.

The hags are within the hut, watching the PCs through a scrying device of their own design (see *Appendix D Spell Scrying* from *Revelation of Mulmo*). If the PCs are aggressive or seem bent on fighting the hags, the hags show the party no mercy. They prepare their defensive spells before sending Glyndel out through the rear entrance invisible to flank the PCs. See *The Coven* for details on the powers of the sisters.

If the PCs have played through *The Trolls of Mistwood*, they have met the coven before; perhaps even in combat but the coven bears no ill will to the PCs... unless provoked. If any of the sisters were killed in the previous adventure, they have been restored to life through some black necromantic ritual known only to Necrosa. Should the PCs approach the situation peacefully, the hags emerge from the hut in the guise of three beautiful maidens. Whilst attractive to the eye, PCs making a Will save DC 15 sense there is something dreadful about these maidens.

Read aloud:

Three seductively beautiful maidens emerge from the weathered hut. Surely these creatures of beauty are not the hags you were expecting. The maidens have the appearance of sisters in their early twenties, each with a different hair color: raven, ginger and blonde. The raven-haired beauty steps forward to speak.

“Greetings be with you, travellers, we know why you have come. If you seek to save your world you had best listen.”

The maidens invite the PCs into their hut. Outside the hut appears to be 10’ wide and 20’ long but on entering, the hut is much more spacious due to the hags’ magical modifications.

The hags maintain their beautiful appearance unless requested by the PCs to show their true form (see *The Coven* for details). Necrosa, the raven-haired maiden, immediately insists that the circumstances that have befallen Mistwood and its baroness are not the work of the coven. She goes as far as revealing that Glyndel still loves the fool Baron. Glyndel, the blonde maiden cringes and blushes. Gillara, the ginger-haired maiden, says little but pouts angrily during the meeting. PCs looking at her closely (Spot DC 18) notice a tiny spark of flame burning in her eyes. She is a devoted pyromancer and loves nothing more than watching living things burn.



Necrosa outlines the events of the coven's exile and the events of *The Trolls of Mistwood* if required, causing more uncomfortable cringing from Glyndel. Special significance is placed on the sword *Clawreaver's* otherworldly origin. Necrosa then explains the true nature of the concordance (see *The Concordance*) and its implications to the player characters' world.

When any small talk or exposition on the concordance has run its course, read aloud the following:

The raven-haired maiden looks at your group and speaks,

*"There is but one way to prevent the concordance. It can only be stopped from the Hag Dimension, Barg'herzarag. The hags of the Citadel of Hecate intend to use the sword **Clawreaver** to tear a rift between their world and this. The tie between the sword and Barg'herzarag must be severed. How this is to be achieved is beyond even our ancient wisdom. However, in the realm of Barg'herzarag, in the Castle Wartaren is an ancient artifact known as the **Throne of Undying Wisdom**. If one of you were to sit upon the throne and ask its guidance, it will impart to you the means to prevent the concordance. You must take the cursed sword with you and no matter the cost, do not return with it!"*

Necrosa doesn't mention that she is the next in line to be the Methuselah of Wartaren. She offers each player a *Potion of the Piscine* that enables the imbibor to develop gills and breath under water for 2d4 hours, knowing that Barg'herzarag is a swamp world and attempting to further cement the characters' trust. Each potion has 2d3 doses.

Lastly, she directs them to Lizard Hollow, the location of the inter-dimensional portal she refers to as The Salix Maw. Once within, the PCs must speak the words '**Makath Dregu Barg'herzarag Grat Hecate**' which Gillara scribbles onto a sheet of parchment. Gillara smiles cruelly and explains that the PCs must find their own way back if they accomplish their goal.

Glyndel gives the PCs directions to Lizard Hollow, which is visible above the ruined tree line of Crone Island. The youngest *maiden* bats her eyelids amorously at any male PC that is friendly to her. Glyndel is clearly ready to move on with her life. She informs the PCs they need to excavate the entrance to The Salix Maw. The hags collapsed the tunnel those many years ago, which may have been the cause of their disagreement with the lizard folk who dwelt in

Lizard Hollow. Glyndel is aware of the magical shovel *Digger* and its location in *Abercrombie's Potions and Lotions*, she offers to reveal the whereabouts of the shovel in exchange for a kiss from one of the player characters. If a PC is brave enough to do so, she reverts to her hag form mid-kiss much to her and her sisters' amusement.

Lizard Hollow and the Salix Maw

If the PCs have completed *The Trolls of Mistwood*, some of the encounters here may have occurred during that adventure.

This small island was once home to a family of lizardfolk. When rafting to this island, adventurers notice the unusually large willow tree in the center of the island. PCs may have seen this tree from the tripods back in Mistwood. If the characters are here during the night, they notice the giant willow glows with an unearthly green light.

Read aloud:

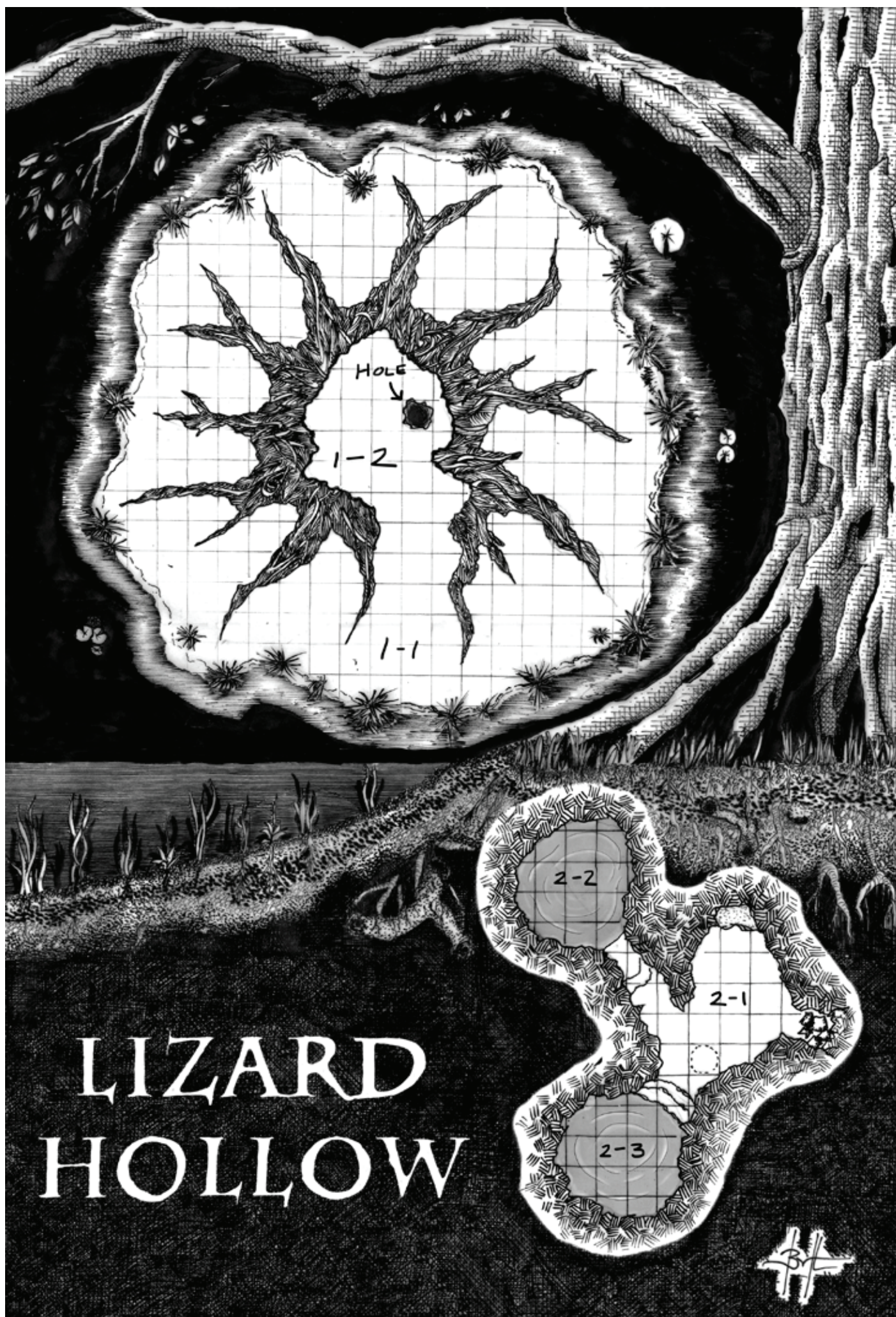
This island rises steeply from the swamp to the trunk of an imposingly grand willow tree. Knee height grass entangles the island but you notice the aged skeleton of something lying facedown on the slope.

1-1. The island is around 100' in diameter. The trunk of the willow is roughly 80' in diameter. Partially concealed in the grass on the slope is the skeleton of a long dead lizardman. If the PCs do some investigating (Spot DC 10) they find a rotting leather strap with an amulet around the skeleton's neck. See sidebar.

1-2. PCs investigating the trunk find that between the massive roots is the entrance to a spacious hollow. The naturally formed hollow in the tree is roughly 20' in diameter. Concealed amongst the swamp roots is an overgrown opening (Spot DC 15) to a subterranean network of chambers. A foul smell rises from below.

It is a 10' drop to the chambers below. Daylight does not reach these caves, so PCs need to find a way to see in the dark.

2-1. 10' below the opening is a dank stone chamber. Large tree roots protrude through the stone walls down here and the sound of water dripping breaks the silence. A foul stench hangs in the air. There are exits to the northwest and southwest. To the east is a collapsed tunnel. This is the collapsed entrance to *The Salix Maw*.



To the north is a small recess in the cave wall. A crude stone statue sits here. It depicts a strange reptilian hybrid of snake, crocodile, turtle and lizard. The lizardman family that dwelt here revered Hhaaashh-Lusss and this primitive shrine was their place of worship. Anyone wearing the *Amulet of Hhaaashh-Lusss*, found outside, is compelled (DC 15 Will save to resist) to kneel before the idol.

Amulet of Hhaaashh-Lusss

Hanging from a strap is a stone amulet engraved with a single rune surrounded by a scale embossed circle. Anyone who can speak lizardman or casts Comprehend languages finds the rune is a stylized letter 'H' representing the Lord Duke of Reptiles, Hhaaashh-Lusss.

The family of lizardfolk that dwelled on this island revered Hhaaashh-Lusss. When the hags oozed into the swamp, Hecate took offence to the lizardfolk's patron. The hags made quick work of the lizardfolk family, cutting down the shaman when they emerged on this island. As he died, he called to his patron who empowered the amulet, albeit too late, with powerful magic that can be used against hags.

Anyone donning the amulet feels an immense hatred for hags and a sudden love for all things reptilian. The amulet provides a +5 saving throw bonus against all magic cast by hags. It also enables its wearer to become invisible to hags once per day, working the same as the spell in all other respects (*Core Rules* p. 172).

Every day the amulet is worn, the player must make a Will save DC 10 (+1 per day worn). On a failed roll, the wearer has become a true follower of Hhaaashh-Lusss for the remainder of his days and seeks any means to complete the *Patron Bond* (See *Appendix C: Patron Information*).

2-2. To the northwest, stairs descend into a putrid chamber around 15' in diameter. The source of the smell is the rotting corpses of the family of lizardfolk that once lived in this tree.

Anyone disturbing the water finds this out as Necrosa the hag reanimated the slain creatures as zombies. The slightest ripple compels the rotting corpses to rise from the water and attack. The rotting flesh combined with the putrid conditions has caused the lizardman zombies' bites to be toxic. Note: the creatures won't attack a PC carrying the *Amulet of Hhaaashh-Lusss*.

If the PCs ventured here and disposed of the zombies in *The Trolls of Mistwood*, they have decayed and only bones are left scattered beneath the water.

Lizardman zombies (6): Init -2; Atk Bite +3 melee (1d4); AC 12; HD 3d6, HP 15 each; MV 20'; Act 1d20; SP infectious bite (DC 15 Fort save or be paralyzed for 1d6 rounds), un-dead; SV Fort -4, Ref +2, Will +2; AL C.

2-3. Stairs descend to the southwest into a chamber 20' x 15' in size. The water appears to be clear and clean. Adventurers that explore this pool find a total of 15 dormant lizardman eggs fastened to the floor by some kind of transparent goo. If handled, the eggs once again start to develop into young lizardfolk. Perhaps someday this new generation will come to repopulate the hollow.

If a PC wants to take the eggs, they must be kept moist or the young die. A baby lizardman hatches from each egg in 1d5 weeks after being reactivated. These babies seek a mother figure and anyone wearing the amulet is sure to be chosen.



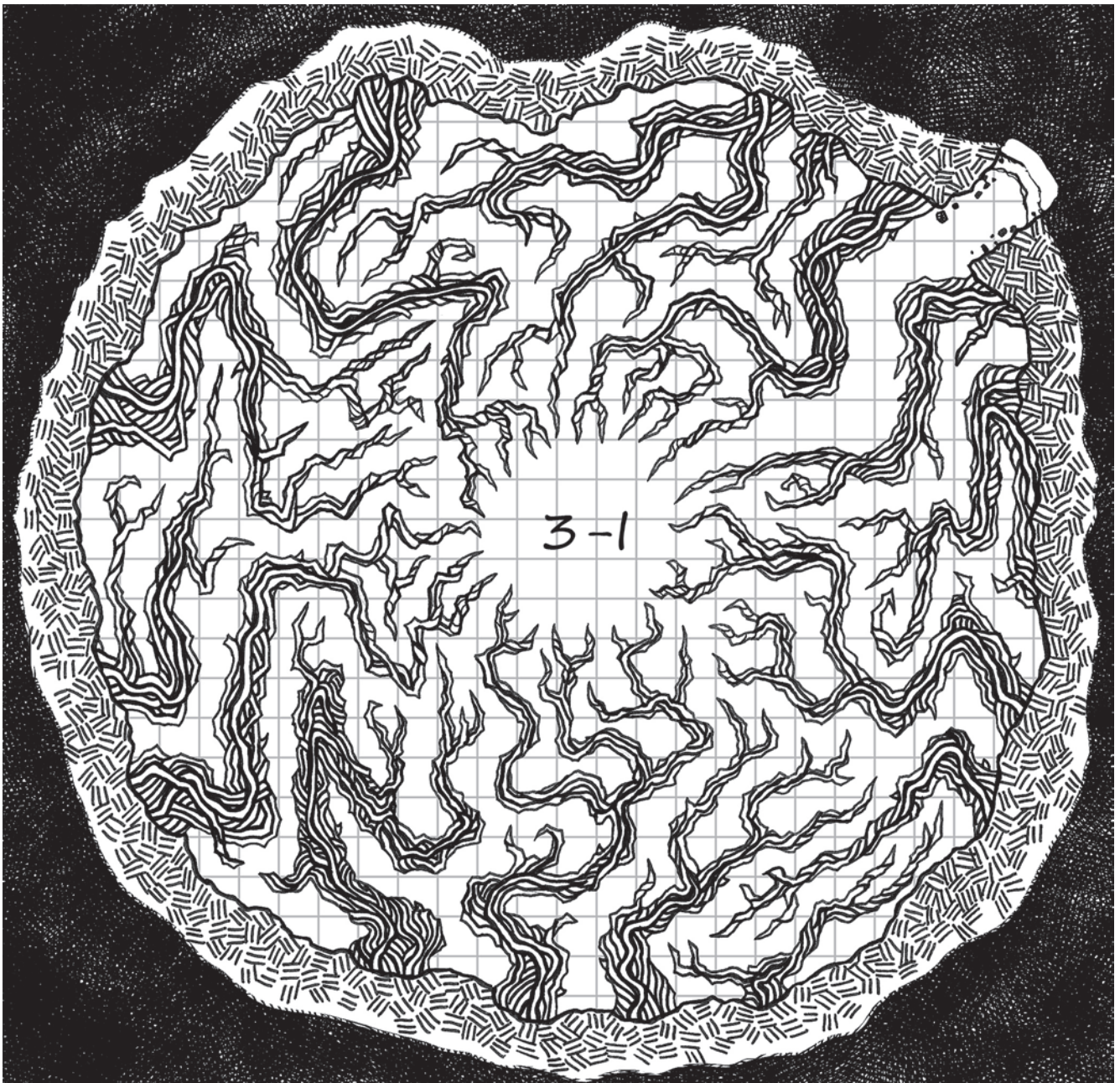
The Salix Maw

To access *Area 3-1*, The Salix Maw, the PCs need to clear the collapsed tunnel of 150 tons of mud, stone and debris. This is a monumental task, unless the PCs have discovered *Digger* in their travels. Judges can allow any ingenious ideas the PCs come up with to clear the way into the winding stairs that lead into *Area 3-1*. If the PCs decide to manually dig the path clear it will take 3d5 days to clear the entrance.

3-1. The chamber known as The Salix Maw is spherical, around 100' in diameter. The walls are mainly stone with cracks allowing the immense willow roots to grow into the chamber. The roots are the dominant feature of the chamber, hanging and growing everywhere, hindering easy passage to the 20' circular clearing in the base of the chamber.

Player characters with the ability to *detect magic* find the entire chamber radiates with powerful conjuration magic. The roots seem to constantly sway in a non-existent breeze.

To travel to the Hagworld, characters need to stand within the clearing and speak the words given to them by the hags '*Makath Dregu Barg'herzarag Grat Hecate.*' Once these words are spoken, the chamber seals itself and commences the *journey*. The method of travel is grotesque and painful as the roots of the trees animate, whipping, tearing and shredding the characters. The roots act like carnivorous tendrils, slurping up the PCs' physical beings, as they are excruciatingly torn to pieces. Judges can describe the scene or roll 1d6 damage per round until there is no more of the PCs left. Those who survive longer, see the pools of blood on the ground that was once their companions absorbed into the hungry tree roots.



Part II - Barg'herzarag, the Hagworld



A swollen red sun presides over Barg'herzarag, washing the landscape with a pale bloody light. The Hagworld is old and decayed, turning slowly through a 240-hour cycle from midnight to midnight. Although the sun moves ponderously across the sky for an extended period, it offers only feeble light. The orbit of the moon is slower still; it has been visible from the hag's capital city, Baraguz, for long generations of hags. Natural healing and spell recovery follows the enervated cycle of the Hagworld day.

The land is blighted, twisted with demonic influences and rife with fungal beings that have colonized the world from beyond the stars. The PCs commence their time in Barg'herzarag in a region analogous to the Gravic Swamp known as the Wartaren Region after the Methuselah's castle. The watery landscape is awash with shadows and reddish light. Twisted black tree-things thrust up from the mournful reeds wherever higher ground provides opportunity. Their branches hang with heavy growths of moss. Evil-looking birds with long pointed beaks call harshly, their scrawny bodies covered in oily feathers.

Is the Hagworld a weird, extra-planar counterpart of the PCs' home world? Or is it their world, in the immeasurably far future?

The hags of Barg'herzarag

Chaotic and wicked as they are, in this dying world, the hags are the living incarnation of life and fertility, which gives them enormous potency.

Some lesser hags, and many of the greater hags, have aligned themselves with an aspect of the material world, from which they draw power. This is not a simple process, and may take centuries for a hag to achieve. Each aspect grants the hag one or more unique powers and affects her appearance. Some of these aspects could also be positive (forests, bogs, and motherhood, for example), but the hag always relates to the negative potential of the aspect. For instance, a forest hag relates to becoming lost, or succumbing to predators, rather than a pleasant day in the woods. Only the greatest of hags have more than one aspect. The Judge may assign an aspect to random hags, or roll randomly on the table overleaf.

Hag Aspects and Powers

D7	Aspect	Appearance	Special Power(s)
1	Bog	Smoky peat scent, greenish-yellow skin	Hold: Target within 30' must succeed in a DC 15 Reflex save or movement is reduced by 10', as though walking through a sinking bog. The hag may affect the same target more than once, and effects stack. This effect lasts until the hag is dead or is more than 60' away. Death Throes: Dries and cracks (like mud cracking), and then crumbles into powder.
2	Cold	Pale teal skin and hair, radiates cold	Chilblains: With successful attack, DC 10 Fort save or lose 1d3 Agility or Stamina (player's choice) due to intense cold. Death of hag restores this damage at the rate of 1 point per round.
3	Drowning	Damp skin, wet and bedraggled hair, bluish lips	Drown: Target within 30' must succeed in a DC 15 Will save or lungs fill with water, causing 1d3 Stamina damage until a DC 10 Fort save succeeds (first save is allowed next round). All Action Dice are at -1d while drowning, and the target cannot speak. Death Throes: Hag melts into foul-smelling puddle.
4	Forest	Scabrous green skin, pine scent, thick spiky hair	Hardened: +2 bonus to AC, half damage from piercing weapons. Death Throes: Body turns into wood, and then explodes after 1d3 rounds. All within 30' must make a DC 10 Reflex save or suffer 1d3 damage from flying splinters and shards of wood.
5	Motherhood	Grossly obese with enormous breasts	Monster Summoning: The hag can give birth to monsters, which reach full maturity and fighting ability in 1d5 rounds. See <i>Encounters in the Swamps of Baragus</i> table for possible monsters and statistics. Devour Her Children: The hag can devour a creature she summoned in 1 round, as her only action, healing 1 HD of damage for every HD the summoned creature had.
6	Sickness	Boils, weeping sores, sickly-sweet breath	Aura of Sickness: All within 30' must succeed in a DC 5 Fort save each round, or all die rolls are reduced by -1d on the dice chain due to illness. Effects of multiple failed saves stack. Targets gain a DC 10 Fort save every 10 minutes to recover 1d up the dice chain until the sickness is gone. Death Throes: All victims of the hag's aura of sickness immediately gain a DC 10 Fort save to immediately throw off all effects of her aura.
7	Starvation	Skeletally thin, sharp teeth, mouth gapes alarmingly	Iron Teeth: The hag gains a bite attack. For a lesser hag, this is +3 to hit and does 1d5 damage. For greater hags, it is +5 to hit and does 1d7 damage. In both cases, the hag swallows its victim whole on a natural 20. Swallowed victims take acid damage each round (equal to bite damage), but may attack from within if they have a small weapon in hand. If a swallowed victim reduces the hag to 0 hp, he automatically escapes the hag's death throes. Death Throes: If reduced to 0 hp, the starving hag falls upon itself, devouring until only a set of iron teeth remain, which then fall to the ground. Swallowed victims may make a Luck check to escape before being devoured a second (and final) time.

Magic in Barg'herzarag

The Hagworld is steeped in dark, female magic. Male gods and patrons can gain little foothold here. Spells linked to male gods or patrons are cast at -1d on the dice chain. Attempts to invoke a male patron are cast at -2d. Some exceptions may exist, at the Judge's discretion, for gods or patrons of reptiles, funguses, or insects, but these only ameliorate the penalty by 1d. Casters that dare to follow Entorpus suffer no penalties for invoking or spellcasting.

Conversely, female spellcasters gain a +2 bonus to all spell checks. If a caster has Hecate as a patron, all spells are cast at +1d on the dice chain.

Attempts to invoke Hecate are cast at +2d. However, on a natural **1** or **20** on any spell check, female casters must roll 1d12 + Luck modifier on the table below, as Barg'herzarag slowly transforms them into hags. This effect is similar in nature to *patron taint*, and is permanent. Anything that undoes *patron taint* can also undo these changes.

Magical aging from the Hagworld doesn't affect game statistics, merely appearance, unless otherwise noted. Multiple rolls of the same effect stack unless otherwise noted.

1d12 + Luck modifier	Effect
1 or less	Age 4d6 years. From now on, the character must walk with a cane, walking stick, or similar, taking a -10' penalty to movement speed.
2	Age 1d6 years.
3	The caster gains the ability to drain life from males she shares intimate contact with, from 1 hp from a kiss to 2d3 hp from intercourse. The character can gain a number of temporary hit points up to her actual hit points in this manner, and they remain until used. The victim takes ability score damage to Strength, Agility, or Stamina (determined randomly) equal to the temporary hit points gained. Temporary hit points are lost before actual hit points.
4	Fingernails become as hard as iron, allowing a claw attack for 1d3 damage. They grow at a rate of 1 inch per month, and cannot easily be trimmed. The Judge may up the damage (1d4, 1d5, max 1d6) as the nails grow longer.
5	Regardless of actual alignment, the PC is treated as Chaotic for the purpose of all divine magic (including clerical healing).
6	The caster's voice becomes a cackle. If the player does not role-play this to the Judge's satisfaction, the PC loses 1d3 XP at the end of the session. This cannot make the PC lose a level, but must be made up before another level is gained.
7	The first time this is rolled, skin takes on greenish tint. The second time, the caster's nose elongates. The third time, the caster grows 1d3 prominent warts. Each step gives the caster a -1 penalty to Personality checks where beauty, rather than force of personality, is important. After the third roll of this effect, ignore future rolls.
8	Will save, DC 10. Age 1d6 years if successful, 2d6 years if not.
9 or more	No effect... this time.

Kind-hearted Judges may allow divine intervention (see the *Core Rulebook*, p. 357) to remove these effects (DC 10 + roll result) taking into account the -1d for male patrons and gods, or give the players opportunities to *Quest For It* to remove Barg'herzarag's taint.



Hagridden in Barg'Herzarag

PCs who are hagridden have an additional risk of being located in Barg'Herzarag. Any PCs so affected must make a DC 16 Will save every 2d3 hours or the hag he is *ridden* by knows the PC's exact location and will arrive to claim their mate with 1d4 additional hags to assist in 2d4 hours of the failed save.

The claiming hag has an aspect from the table in *The hags of Barg'Herzarag* and the accompanying hags are Lesser hags (see *Encounters in the swamp*).

Effects of the Salix Maw

The characters are knitted together in the Salix Maw of Barg'herzarag. After unknown hours of unconsciousness, the PCs awaken in absolute darkness; stunned and fully aware they were disintegrated and reintegrated by the transdimensional portal of the Salix Maw. The horror of the experience may lead to a form of temporary madness. Upon awakening, each player character must roll a DC 16 Will save. Those saving are unaffected but those failing must roll on the table below. Each madness lasts for 24 hours if the duration is not otherwise stated.

Roll 1d5	Madness	Effect
1	Kleptomania	Every time the PC encounters an item of any value greater than 5 gp, the PC must make a DC 16 Will save or pocket the object as inconspicuously as possible. This includes the equipment of their companions.
2	Psychosis	If the PC finds himself alone with another living creature, and believes there is no one around to interfere, the PC must make a DC 15 Will save or ferociously attacks and attempts to kill the other being. If the murder succeeds, the PC gains a feeling of euphoria and a Luck point too. The psychotic character makes every effort to hide his crime and avoid detection. When the 24 hours are over, the character will not remember any murders committed.
3	Temporary insanity	1D8 hours after the reassembling of the PC, he drops to the ground in a fetal position for 1d12 rounds. During this time, the player character screams, curses and cries. After the bout has occurred, the PC must make a DC 16 Will save to permanently shake off the madness, if the roll is failed the PC will have another bout of temporary insanity in 1D8 hours.
4	Multiple personality disorder	During the disassembling and reassembling of the PCs, one of the characters personalities (selected randomly) temporarily merged with this PC. In stressful or combat situations, the PC must make a DC 16 Will save or they believe they are the other character in the party, and try to use that character's powers. Thus a warrior could drop his weapons in combat and attempt to cast a wizard spell. This affect will continue to plague the character for 24 hours.
5	Germ phobic	Whenever the PC needs to hold something in his hands, the character must make a DC 16 Will save to do so. Failure on the save results in the PC fearing to touch any thing, living or dead for an hour. After the hour, the PC may attempt to save again. Once a successful save is made, the phobia is gone.

Arena of the Shrouded Council

Upon their arrival into Barg'Herzarag, Shaduzara and her Shrouded Council carried the unconscious PCs to her slave encampment on the eastern banks or the swamp. Guided by Hecate, Shaduzara foresees the PCs as deliverers from the oppression of Griztella and the domination of the hags over the annises. But first she wants to test the party's magic and mettle.

Shaduzara, outside of ruling the Shrouded Council, trains and sells beasts and slaves for the hags. She recently acquired a colossal prime troll and has trained it as an arena combatant. The creature waits patiently inside a separate *crate* for the PCs' emergence.

After several rounds of recovery the PCs find they are in a solid wooden room approximately 20' x 30' in size.

The walls are constructed of thick 10" logs with soil and moss wedged between them. The PCs find all of their equipment is intact and this should come as relief as one of the ends of the room suddenly crashes outward to the ground, flooding the chamber with blood red sunlight. As their vision clears, they find they are in what could only be described as a gladiatorial arena.

Read aloud:

You find yourself in a circular arena approximately 70' in diameter. 20' high walls that appear to be constructed from the bones of some long dead leviathan surround the area. Atop the walls you see eight tall, dark blue to black skinned humanoid females watching intently as another wooden cell bursts open across the arena revealing a colossal, four-armed, troll. It wears hide armor and brandishes a cruel looking spiked flail. Looking up at the females momentarily, the creature bellows a challenge to your group and charges.





CASTLE
WARTAREN

BARG'HE
BARAGUS



Prime troll gladiator: Init +6; Atk Bite +10 melee (2d10+6), claw (x2) +10 melee (dmg 2d8) and flail +10 melee (dmg 3d6); AC 23; HD 10d8+6, HP 90; MV 40'; Act 5d20; SP 4 arms, stench, regeneration, immune to critical hits, immune to mind affecting spells, vulnerable to fire; SV Fort +10, Ref +3, Will +8; AL C.

The 20' high bone walls of the arena have razor sharp protrusions making climbing difficult to impossible. PCs attempting to scale the bones must make DC 18 Relex saves every 5' of climbing or suffer 1d3 damage as their hands and feet are slashed by the sharp bones.

Should the players defeat the prime troll and not attack them, the hooded annises hoot and applaud in delight, screeching out praises to Hecate. The annises now proclaim the PCs to be *the deliverers* and will treat them as though they are the embodiment of Hecate's will. Shaduzara is the exception. To her the PCs are pawns to aid in her rise to power... but she goes along with the act.

If the PCs seem willing to parlay, continue to the following boxed text. If they are determined to slay the annises, allow them to try. The annises flee the PCs attacks, using their invisibility power. The PCs have effectively alienated the one group that may have aided them in Barg'Herzarag.



The annises do not engage the PCs in combat unless attacked. If this occurs, the Shrouded Council members screech they are not the PCs' enemy and defend themselves if unable to flee as described above. Shaduzara lets these Shrouded Council members be killed and even assists the PCs to gain their trust but, if forced, she fights the PCs if there is no means of escape. Of course, killing Shaduzara will create some obstacles later in the adventure but nothing some industrious characters can't overcome. See *Foes and Allies*.

Shrouded Council Annis: Init +1; Atk 2 claws +10 melee (1d6+4); AC 18; HD 7d10, HP 55; MV 40'; Act 2d20; SP transform, invisibility; SV Fort +5, Ref +3, Will +3; AL C.

Read aloud:

The tallest of the black skinned hags floats down before your group. She bows to her knee, and lowers her gaze to your feet. A spider the size of a dog is perched affectionately on her shoulder. Its purple and green abdomen are both bizarre and beautiful.

"Oh great deliverers, you have come to free us from the tyranny of Griztella, Methuselah of Wartaren. We humble crones of Clan Annis, beseech thee to see her end and free us from her enslavement."

Shaduzara explains that the annises are the slaves to Griztella's hags. Shaduzara claims that before the rise of Griztella, all hags lived at peace with each other. Whilst this is nonsense, the leader of the Shrouded Council tries her best to convince the PCs that she would make a fair and peaceful ruler of Barg'Herzarag and she would cease any hostilities against the prime plain. She goes as far as saying that if she is placed on the throne, she will end the Concordance. All the PCs need do is slay the Methuselah and she and her annises will do the rest.

If asked, she strokes the spider and tells the PCs it her pet, Bubosis.

Shaduzara says she frequents Wartaren but she cannot aid the PCs until after the Methuselah is slain. She informs them that Wartaren is a living entity that can be bargained with by pain or boon.

Lastly, she wishes the PCs Hecate's blessings and tells them that Wartaren is west through the swamps of Baragus and at all costs to avoid the Citadel of Hecate.

Encounters in the Swamps of Baragus

To reach Wartaren, the player characters must cross the deadly swamp. If the PCs are working with the Shrouded Council, there is a 25% chance that 1d3 annises will assist the PCs against one encounter on the way to Wartaren.

The Hagworld is rife with danger. Whenever the characters are active in the swamp, roll for an encounter every hour. Roll 1d3 during the 20 hours of transition between day and night (dawn and dusk), 1d5 during night time hours, and 1d7 during daylight hours. Any roll of **1** indicates an encounter:

3d7 Result	Day	Night	Dawn or Dusk
3	Daemonic Larvae (1d3)	Mournful Reeds	Mournful Reeds
4	Assassin Worm	Carproach Swarm	Trolls (1d3)
5	Limesand	Limesand	Limesand
6	Carproach Swarm	Segmented Worms (1d3)	Assassin Worm (1d3)
7	Mournful Reeds	Trolls (1d3)	Demonic Flies (3d5)
8	Stiltmen (2d5)	Assassin Worm (1d3)	Carproach Swarm
9	Village of the Damned	Village of the Damned	Village of the Damned
10	Damned Things (2d3)	Daemonic Larvae (1d5)	Demo-grue (1d4+2)
11	Damned Things (1d5)	Demo-grue (1d3)	Lesser Hags (1d3 groups of 3)
12	Dry Spot	Dry Spot	Dry Spot
13	Damned Things (1d7)	Seduction Lilies	Damned Things (2d4)
14	Lesser Hags (3)	Trolligator	Daemonic Larvae (1d4)
15	Fungal Blight	Fungal Blight	Fungal Blight
16	Demonic Flies (3d3)	Damned Things (1d3)	Hanging Moss
17	Demo-grue Lodge	Demo-grue Lodge	Demo-grue Lodge
18	Trolligator	Demonic Flies (2d3)	Trolligators (1d3)
19	Dry Spot	Dry Spot	Dry Spot
20	Troll	Hanging Moss	Stiltmen (3d3)
21	Demo-grue	Lesser Hags (3)	Seduction Lilies



Assassin Worm: Init +0; Atk bite +2 melee (1 plus narcotic) or wrap +0 melee (special); AC 8; HD 2d6; MV 20'; Act 1d20; SP narcotic bite, strangle, stealthy; SV Fort +2, Ref +5, Will +0; AL N.

This ebony worm is nine feet long and no thicker than an inch at its widest point. Its head is shaped like that of a leech. The assassin worm approaches its victim when he is alone or sleeping by preference, and injects a powerful paralyzing narcotic with its bite (Fort DC 16 avoids paralysis, but the narcotic effects drop all rolls for the character by -1d3 dice on the dice chain; every hour that passes reduces this penalty by 1 die). Once it has bitten, it attempts to wrap around a foe, strangling for 1d3 temporary Stamina damage each round until the victim is dead. An assassin worm gains a +8 bonus to any rolls involving stealth.

Carproach Swarm: Init +3; Atk swarming bite +4 melee (2d3); AC 8; HD 10d6; MV 20' or swim 30' or climb 10'; Act special; SP swarm traits, infravision 30'; SV Fort +10, Ref +0, Will +0; AL C.

A swarm of creatures boils out of the fetid swamp. Each is an unpleasant admixture of insect and fish with sharp mandibles, six legs, swimming fins, and fishlike tails. Carproaches can survive on land or in water with equal ease, and can climb walls (although not smooth surfaces) and ceilings, so long as there is anything for their pincer-like claws to grip. Each member of the swarm is at least a foot long.

Daemonic Larvae: Init +4; Atk bite +5 melee (1d3 plus 1d3 Sta damage); AC 12; HD 2d8; MV swim 30'; SP lunge out of water (Int DC 5 to avoid surprise), Stamina damage; SV Fort +4, Ref +2 (-6 out of water), Will +2; AL C.

These are the analogues of the Gravic Swamp's ravenous silt eels in the Hagworld. Although not as powerful as a silt eel, they are similarly built, growing to a length of only 8' and weighing no more than 250 lbs. Daemonic larvae have the heads of dead human sinners, those who died tainted by the foul stain of Chaos. They lurk below the surface of the water, lunging upward (surprising automatically unless the target makes a DC 5 Int check) to bite with rotting teeth. In addition to physical damage, a larvae does Stamina damage as it consumes part of the victim's life force (this heals normally). Daemonic larvae are attracted to those they knew in life, and the Judge is encouraged to have some bear the faces of deceased PCs and NPCs known to the players. If the party slew Abercrombie in Mistwood, his face is bound to appear on one of the attacking larvae. The hags collect larvae to trade with emissaries from various Hells, who both feed on the larvae, and use them in the creation of minor demons.





Damned Things: Init +2; Atk claw +2 melee (1d3) or bite +0 melee (1d5); AC 12; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP infravision 60', regenerate 1/hp per round (even after death, fire destroys); SV Fort +4, Ref +3, Will +6; AL C.

These pale beings take the place of humans in Barg'herzarag. Although they may be mistaken for normal men and women, they are not. They can live without food or water, and are all ancient no matter how old or young they may seem. Their teeth and nails are very sharp, and their eyes shine in the dark. Fully 5 in 6 appear to be female.

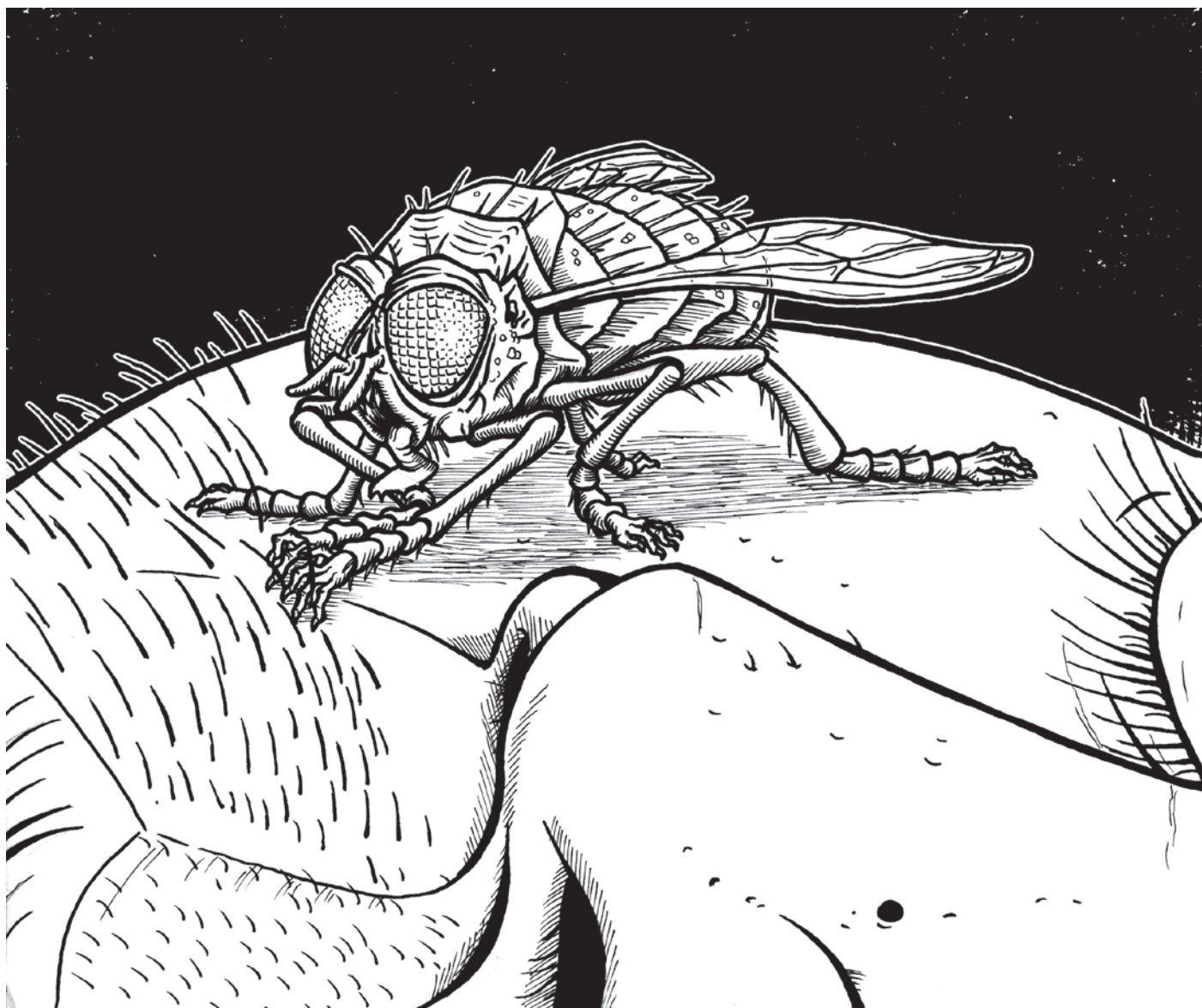
Demo-grue: Init +0; Atk bite +2 melee (1d5+3) or claw +4 melee (1d3+3); AC 13; HD 3d8+3; MV 30' or swim 40'; SP +3 Strength bonus; SV Fort +6, Ref +5, Will +4; AL C.

Demo-grues appear to be shadowy, human-like figures with glowing green eyes. Their hair is plastered onto their heads due to their aquatic lifestyle, and flaps of skin can seal their nostrils. Close examination,

or observing a demo-grue in the water, reveals that their legs are actually four flukes, held close together when out of the water. These creatures work together, attacking from several directions to distract and confuse potential victims. Anyone reduced to 0 hp by a demo-grue will be taken to its lodge to be devoured (see below), making *Recover the Body* checks difficult.

If an opposed Strength check is called for to retain a fallen comrade, a demo-grue rolls with a +3 bonus.

Demo-grue Lodge: Demo-grues live in large beaver-like lodges. Prey taken to a demo-grue lodge is almost never seen again. Swimming into the lodge requires a DC 10 skill check, and emerging into an occupied lodge allows the demo-grues within to attack at +1d on the dice chain, while defenders take a -1d penalty to their attacks. It takes 50 points of damage to breach a demo-grue lodge from the outside, and the first 5 points of any attack are absorbed without harming the structure. A demo-grue lodge is home to 3d3-2 of the creatures.



Demonic Flies: Init +5; Atk bite +0 melee (1d3 plus infection); AC 11; HD 1d4; MV fly 40'; Act 1d20; SP infection, immune to fire, half damage from non-magical weapons; SV Fort +0, Ref +5, Will +4; AL C.

These horrid creatures appear like reddish-brown flies whose faces are a blend of human and fly features. When they bite, they transmit a hellish infection unless a DC 15 Fort save succeeds. The victim of this infection feels as though his joints and blood are burning, and must make a DC 5 Fort save each minute or suffer 1 point of damage to Strength, Stamina, or Agility (determine randomly). The infection can be ended by a successful *Lay on hands* check (3 Dice or better), succeeding in five sequential saves, or appropriate magic including protection from evil and neutralize poison or disease.

A victim slain by this infection hatches 3d5 demonic flies 1d3 days later as they burrow from the victim's eye sockets.

Dry Spot: A lump of sodden ground rises out of the swamp, giving the PCs a place to escape the ever-present foul waters. The area is 1d7 yards by 1d7 yards in size, and rises to a maximum height of 3d5 feet above the swamp. These areas are shifting; the dry spot may not be here if the PCs return. Most last 1d24+24 hours. Each time a dry spot is encountered, there is a 1 in 3 chance that it is already inhabited (roll another encounter).

Fungal Blight: A greenish-purple slime mold floats on the surface of the water, covers vegetation, and perhaps even on small creatures or birds. The first time the blight is encountered, characters must succeed in a Luck check to avoid contact; thereafter, they can spot the blight if travelling during daylight hours. Creatures coming into contact with the blight must succeed in a DC 10 Fort save or become infected.

Infected characters take 1 point of Strength, Agility, or Stamina damage (determine randomly) each hour, until they succeed in a DC 20 Fort save (one chance per hour, after damage is taken), they receive 3 Dice of clerical healing, or they are the recipient of a successful Neutralize Poison or Disease spell. Going around the blight requires 1d3 hours of backtracking and circling.

Hanging Moss: Init +0; Atk strand +2 melee (1d3); AC 8; HD 4d8; MV 0'; Act 3d20; SP ignore armor, bind, constrict, immunity to bludgeoning and mind-affecting, damage sharing; SV Fort +5, Ref +2, Will +0; AL C.

A patch of carnivorous moss lowers sticky strands from a tree, attempting to catch the unwary. On a successful attack roll, the hanging moss binds its victim, requiring a DC 15 Strength or Agility check to escape. Each round, the DC for the check increases by +2, as the hanging moss encapsulates its target. Once the DC reaches 20, the victim is no longer capable of taking any physical action except attempting to free itself. Worse, the hanging moss does automatic constriction damage to bound victims at the beginning of each new round. This damage also increases as the victim becomes more tightly bound. +2 after the first round, +4 after the second, and so on. Hanging moss ignores armor, but not shields, when attacking.

Hanging moss is immune to damage from bludgeoning weapons, and mind-affecting spells and effects. There is a 1 in 3 chance that a bound victim takes half the damage from any successful attack against it, if it has a bound victim. A *Mighty Deed* can be used to prevent damage sharing.

Lesser Hag: Init +2; Atk mancatcher +4 melee (1d3 Agility plus control or 1d4 as staff); AC 15; HD 2d8+6; MV 25'; Act 1d20; SP mancatcher, spells, retributive spit attack; SV Fort +5, Ref +4, Will +8; AL C.

These ancient crones scour Barg'herzarag in search of victims. These victims are mostly grues, stiltmen, and damned things, but they will be happy indeed to see the PC... they are a rich prize in the Hagworld! When lesser hags are encountered, roll 1d7: (1-3) mounted on stiltmen, (4-5) mounted on mobile platforms with four 7-foot chicken legs, or (6-7) not mounted. Mobile platforms have a lurching 20' movement rate, can carry two, and can be controlled by riding PCs who succeed in a DC 10 spell check.

Lesser hags are armed with mancatchers – polearms with a noose mounted on one end. They slip the noose over the heads of their victims, and then use the poles to control their victim's movements. A mancatcher does 1d3 Agility damage while in place (even if not held), and takes a full minute to remove (restoring lost Agility immediately). A victim can attempt to wrest control of a mancatcher with an opposed Strength check (the hags have +4 bonuses); *Deed Dice* may be used to add to this check. While a hag has control of a mancatcher, it can keep its victim at bay (8'), and disrupt attacks or spells (-1d penalty on the Dice Chain per mancatcher). In a pinch, the mancatcher can be used as a staff.

Lesser hags can cast the following spells (+6 bonus to spell check): *charm person*, *ray of enfeeblement*, and *paralysis*. When reduced to 0 hp in melee combat, a lesser hag can attempt to spit on its slayer (+4 to hit). If successful, the victim must succeed in a DC 15 Will save or permanently lose 1d3 Luck.

Limesand: This quicksand-like hazard targets the unluckiest character automatically, and then all adjacent characters must make a Luck check or likewise be caught. A DC 15 Reflex save is necessary to escape limesand initially, and then a DC 20 Strength check can be attempted on each subsequent round, if the character has a rope, pole, or something similar to pull on. Characters moving adjacent to help must make a Luck check each round to avoid getting caught. Any character caught in the limesand takes 1d3 damage at the start of the first round, 1d4 on the second, 1d5 on the third, and so on up the dice chain as the caustic material eats away at his flesh.

Mournful Reeds: The slightest breeze playing over this patch of reeds creates a mournful sound, which can be heard from 1d6 x 10' away. Anyone hearing the reeds must succeed in a DC 15 Will save or be overcome by melancholy for 1 turn, taking a -1d penalty to all rolls during this time. There is a 1 in 3 chance of another encounter lurking in this area. Roll 1d5: (1) assassin worm, (2-3) 1d3 demo-grues, (4-5) trolligator.

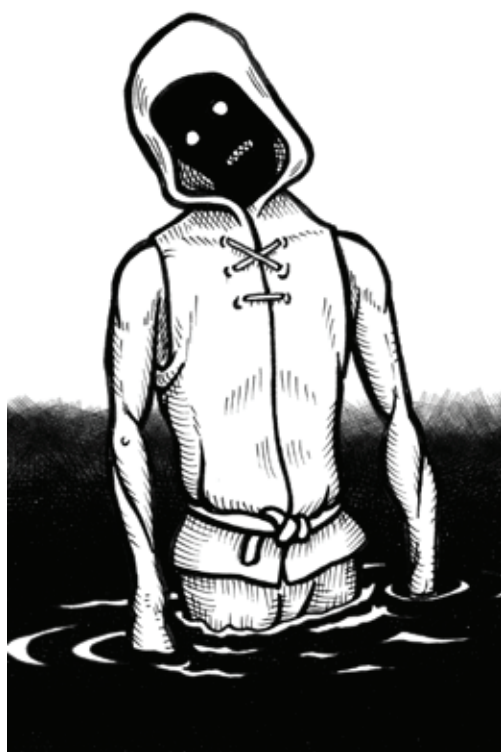
The encountered creature is immune to the effect of the mournful reeds 90% of the time, having listened to them for hours while lurking here.

Mournful reeds are symbiotic. They help creatures to trap prey, and feed off the decomposing remains.

Seduction Lilies: These pale green, slightly glowing lilies float in ethereal beauty upon the surface of the water, transforming their environs to faerie-like enchanted splendor. Of course, in the Hagworld, this beauty is an illusion and the flowers themselves are predators.

Seduction lilies exude a pheromone that charms creatures, making visions of whatever they most desire appear before them. Creatures failing a DC 10 Will save willingly submerge themselves, taking 1d3 temporary Stamina damage each round until rescued or dead. If rescued, they must succeed in a DC 20 Will save or use their most powerful means to oppose their would-be rescuers. Anyone that beats a Will save by 5 or more sees the seduction lilies as they truly are – diseased plant-things rooted in the corpses and bones of their victims, glowing with a corpse-light born from the decomposition of their prey.

Segmented Worms: Init +0; Atk bite +2 melee (1d3–1); AC 14; HD 1d6; MV 10'; Act 1d20; SP attach, burrow into victim; SV Fort +4, Ref +1, Will +0; AL N.



These foot-long worms are covered with a hard, segmented carapace of a sickly mauve hue. They attack with a bite, and then attach to their victim. Each round an attached worm does automatic bite damage, and pulls itself into the wound 1 inch per point of automatic damage done (it is possible that its bite does 0 damage).

A worm can be removed with a Strength check (DC 10 + total automatic damage done) until it is fully within its victim; then only a *Lay on hands* (4 Dice or higher) or appropriate magic can save the poor creature, which is consumed from inside out.

Stiltman: Init -2; Atk claw +1 melee (1d3) or kick +0 melee (1d5+1); AC 9; HD 1d8; MV 40'; SP regenerate 1 hp/hour; SV Fort +3, Ref +3, Will -6; AL N.

These are tall, stilt-legged man-things, with stringy muscles and clawed, web-fingered hands. Their microcephalic heads bear the faces of tortured infants. Easily standing over 8' tall, stiltmen can stride above the swamplands. Usually they are docile, but the hags use them as beasts of burden, riding upon their shoulders when they hunt in the swamplands.

Troll: As *DCC Core Rulebook*, pp.429-430

Trolligator: Init +0; Atk bite +5 melee (3d4); AC 17; HD 4d8; MV 20' or swim 40'; Act 1d20; SP regenerate 3 hp/round, +10 to stealth checks; SV Fort +8, Ref +0, Will -4; AL C.

These large reptiles have rubbery flesh and regenerate 3 hp/round like trolls. They cannot regenerate fire or acid damage. Trolligators are always hungry.

Village of the Damned: This is a village of damned things, consisting of 3d5 mud-and-reed huts. They may appear to be a human village at first, and may even appear to be quite friendly. They even have a fungal wine that they might share, a deep purple-red in color, which is extremely intoxicating (Fort DC 8 + 2/drink or suffer a -1d penalty on the dice chain to all rolls; failing more than one save increases the penalty by -1d per failure). If the PCs are so foolish as to relax their guard around the damned things, the entire village (1d3 damned things per hut) attacks. Otherwise, they are merely wary... and creepy.



Hag Settlements

Hag settlements are scattered throughout the region, as marked on the Barg'Herzarag map. Judges should monitor which direction the PCs traverse through the swamp and whether they decide to enter the settlements. Each settlement comprises of 2d4 stilt-constructed huts. For each hut there are 1d3 lesser hags that dwell within. There is a 75% chance during the day that the settlement is near empty as the hags are either attending Wartaren or hunting in the swamps. Only roll 1d3 for the number of lesser hags remaining. Upon sunset and into the evening, all the hags will be back in their settlements.

The hags will try to capture the PCs over killing them, as live, fertile characters are valuable currency in the hagworld. Male PCs are particularly sought after as potential mates. As such, the lesser hags who are the least likely beings to mate may be willing to negotiate with captured PCs. Freedom for "services" rendered...

Lesser Hag: Init +2; Atk mancatcher +4 melee (1d3 Agility plus control or 1d4 as staff); AC 15; HD 2d8+6; MV 25'; Act 1d20; SP mancatcher, spells, retributive spit attack; SV Fort +5, Ref +4, Will +8; AL C.

Lesser hags can cast the following spells (+6 bonus to spell check): *charm person*, *ray of enfeeblement*, and *paralysis*. When reduced to 0 hp in melee combat, a lesser hag can attempt to spit on its slayer (+4 to hit). If successful, the victim must succeed in a DC 15 Will save or permanently lose 1d3 Luck.

Citadel of Hecate

Between the Shrouded Council's arena and Wartaren is the imposing structure of the Citadel of Hecate. If the player characters approach the citadel, read the following:

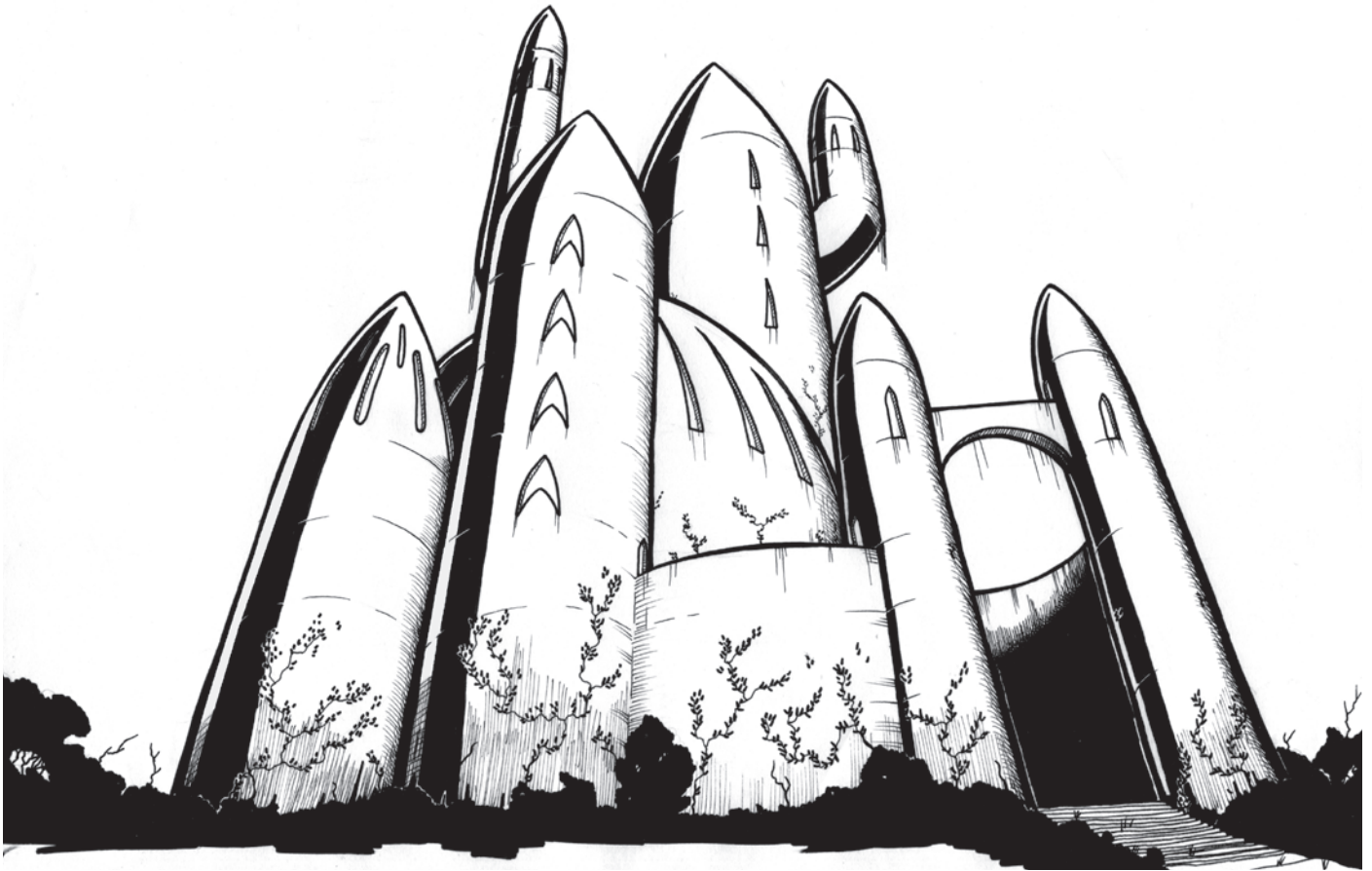
Ahead on a tree covered island, looms an impressive four towered structure standing over 200' in height. Adorning the highest tower and inscribed above the door is a cross symbol tipped with a fork, appearing much like an inverted stick figure with no head. The walls of the structure are alabaster white and from this distance, it is impossible to discern from what material it is constructed. A sense of dread seems to wash over you just looking at the ghastly building.

The citadel is not detailed in this adventure but should player characters insist on visiting the Citadel, Judges should stress the impenetrable nature of the citadel. The walls are composed of hard bones, fused together in some dark ritual. The only way to gain entrance is using a bone key that only the high priestesses carry. Should the party decide to lay siege against the Citadel, every hag from the region will race to its defense and Judges should feel free to rain death down on the PCs from the high priestesses of Hecate within. Assume the priestesses have access to any cleric or wizard spell from the Core Rulebook as well as any Hecate patron spells.

To avoid the inevitable TPK, Shaduzara or a group from the Shrouded Council may intercede to help the PCs escape.



Part III - Castle in the Mire



If or when the PCs navigate their way to Wartaren, read the following:

As you and your companions round a copse of malformed swamp trees, you come upon a foreboding structure. This must be your destination, the castle of the Methuselah. But, now that you see it, you question your conviction to approach. It towers to heights of over 200' with at least four turrets visible through the misty air. The material from which it is constructed is hard to determine, as its color is mottled and covered with ivy vines. There appears to be but one entrance into the structure, and an immense portcullis protects that. From this distance you see figures patrolling the rooftop battlements.

Wartaren, the Living Castle

In the forgotten ages past, when Barg'herzarag was a vibrant world, the witch-queens who ruled the last golden aeon created Wartaren from the bodies and souls of their faithful male kin. At one time, it was a place of light and love, where the memories of fallen ancestors were kept literally alive. But that was long ago, and the castle has succumbed to the same festering illness that rules the Hagworld entire. Its once-gleaming exterior is now scabrous. Lesser-used halls ooze pus from weeping sores.

For Wartaren is actually alive, capable of uprooting itself, moving slowly through the swamps of Barg'herzarag on hundreds of stumpy legs. When the castle is motionless, these legs slowly merge back into its flesh, or dig deep into the murky water and soil to feed and anchor the living edifice. Wartaren has now stood in the same place for many centuries, protected by the swamp and accessed by a rough wooden bridge.

Although commanded by the hags, it is not loyal to them. Wartaren has long ago forgotten the names and deeds of its component parts, their joys and sorrows, or their great loves. It is capable of forming a male human-sized face on any of its interior surfaces to spy on the interior and to beg for sustenance... human blood.

The face of Wartaren is never the same, as the castle was grown from a hundred thousand victims, who have melded into a single colossal being. Wartaren's faces can sprout a sharp hollow tongue to feed with, a process equivalent to *spellburn* in its mechanics.

Those who feed Wartaren find that the Living Castle aids them in return. Doors are easy to open, or may be difficult to open for pursuers.

Even those held in the dungeons may discover themselves miraculously released. But the castle's sanity fled long ago, so players are wise not to trust Wartaren with too much certainty.

The hags punish Wartaren terribly for its many treacheries... but they punish it, anyway, so this ensures nothing. The hags, for their part, know Wartaren breaks faith in a thousand small ways each day, but revel in these failings as proof of the pain their torture brings the Living Castle. They also enjoy any excuse for inflicting punishments.

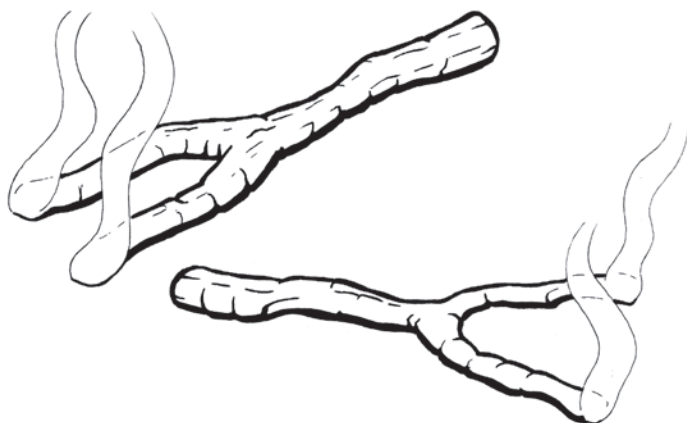
Wartaren is immune to all mortal weapons and magic. Hags wielding witchrods may cause it pain – even extreme pain – but cannot cause the Living Castle any lasting harm.

Even where illusion cloaks its true nature, Wartaren feels slightly warm and damp. The floors and walls have a spongy resiliency and *give*. Prolonged skin contact may allow a PC to feel an extremely slow pulse.

Unless stated otherwise, ceilings within each level rise to 30' from their respective floors.

Witchrods

Witchrods are hard rods of nearly-black wood, forked at one end. If gripped by a male, the character takes 1d5 damage per round. It can be used as a weapon for 1d4 damage, but a hag can also channel her malevolence through the device for an additional 2d5 points of subdual damage. Hags, demons, and similar creatures can use these rods to harm Wartaren, and thus control the Living Castle.



General Information

Wartaren is a living adventure location, in which lesser hags, demons, major players, and servants move on a regular basis. While each area of the castle is described as it is likely to appear initially, the specifics – who is there and what they are doing – when PCs enter an area should change frequently. Judges are encouraged to challenge their players selectively by using the various inhabitants in interesting ways in unpopulated areas. A Type III demon, for example, might just be wandering across The Great Chamber (Area 4) and the PCs must decide whether to hide, attack or parlay with the fiend.

There are several ways that the PCs can enter Wartaren, but most amount to capture:

Lesser Hags: Init +2; Atk mancatcher +4 melee (1d3 Agility plus control or 1d4 as staff); AC 15; HD 2d8+6; MV 25'; Act 1d20; SP spells, retributive spit attack; SV Fort +5, Ref +4, Will +8; AL C.

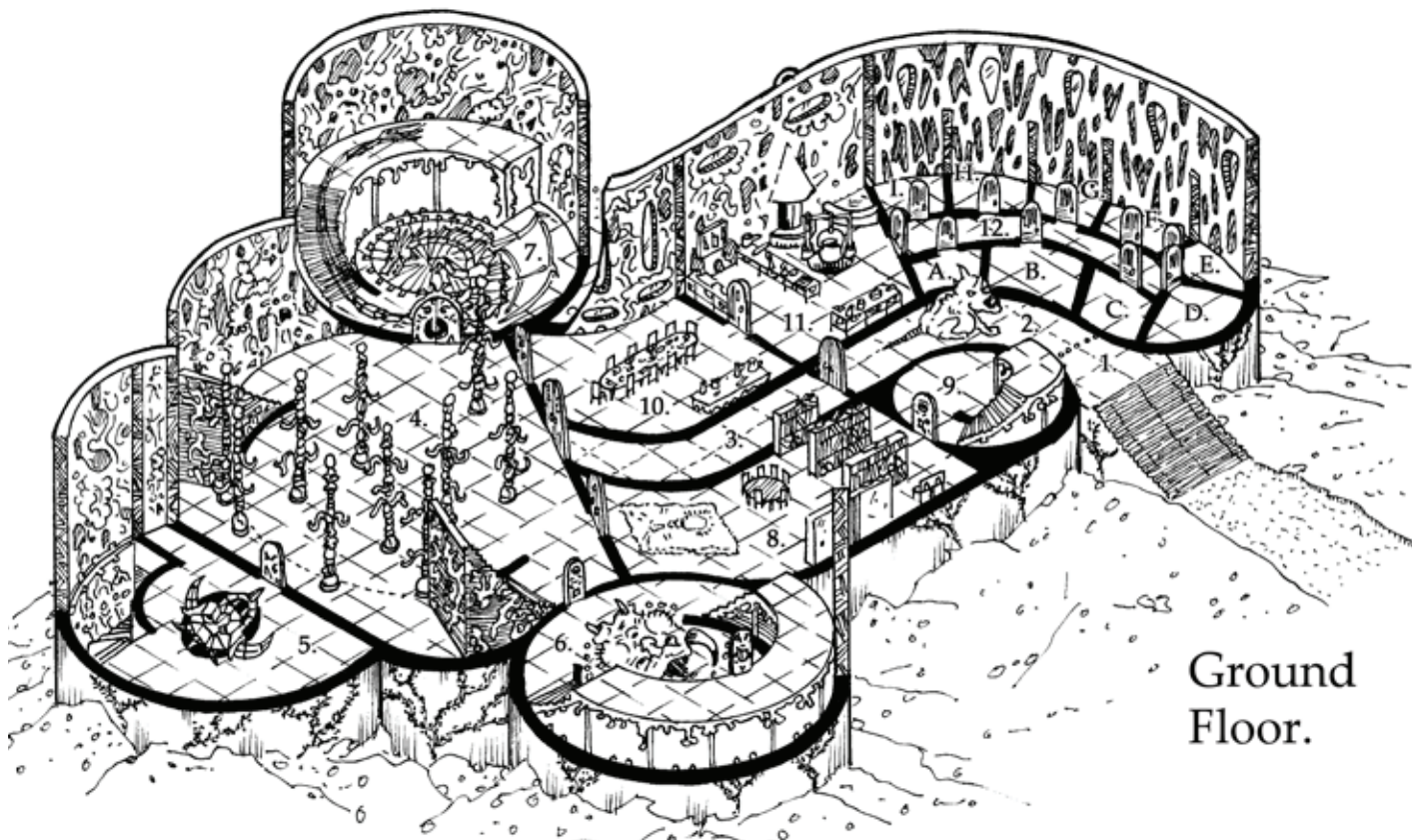
Lesser hags can cast the following spells (+6 bonus to spell check): *charm person*, *ray of enfeeblement*, and *paralysis*. When reduced to 0 hp in melee combat, a lesser hag can attempt to spit on its slayer (+4 to hit). If successful, the victim must succeed in a DC 15 Will save or permanently lose 1d3 Luck. 1 in 7 lesser hags carry a witchrod.

Servants: Init +2; Atk claw +2 melee (1d3) or bite +0 melee (1d5); AC 12; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP infravision 60', regenerate 1/hp per round (even after death, fire destroys); SV Fort +4, Ref +3, Will +6; AL C.

The servants in Wartaren are all Damned Things, and all appear to be male. As with the damned things encountered in the swamps, they can live without food or water, and are all ancient no matter how old or young they may seem. Their teeth and nails are very sharp, and their eyes shine in the dark. PCs that make the mistake of trusting these creatures will be betrayed at the first opportune moment.

The major players are described in Foes and Allies. With the exception of Griztella, Shaduzara, and Phenoton, these beings do not dwell in Wartaren all the time, but pay court here from their own, even more deteriorated, holdings.

See *Appendix B* for information on demons that may visit Wartaren to trade in daemonic larvae.



Ground Floor.

Ground Floor

1. The Great Gate

Broad steps of cracked grey stone lead up to the Great Gate of the Living Castle. The large iron portcullis is decorated with thirteen human skulls, whose eye sockets glow with an eerie lambent green light.

These un-dead skulls can see the invisible, and a thief needs a DC 25 *Hide in Shadows* result to evade their foxfire glare. Each is AC 9 and has 2 hp. They screech if an unaccompanied male creature comes within 20', summoning the Gatekeeper from Area 2. It takes a DC 35 Strength check to lift the portcullis from without, or a DC 20 check to bend the rusting bars enough for characters to slip in with a DC 15 Agility check. Woe to the character halfway through when the Gatekeeper comes.

2. The Gatekeeper

A half hag, half enormous hound troll-thing guards the open passage leading to the front gates of Wartaren. It can mentally command the portcullis in Area 1 to lift or lower, using an Action Die. A character trying to slip through the portcullis when it lifts can attempt a DC 15 Reflex save to slip free; failure means the PC is crushed against the stones of the archway overhead for 2d6 damage. Success under 20 means the PC falls for 1d6 damage and is prone.

The Gatekeeper can spit a glob of sticky fluid at a target, who then requires a DC 15 Strength check

before he can move. While held in place, he has a -1d penalty to all rolls, and a -2 penalty to AC.

Gatekeeper: Init +6; Atk bite +10 melee (3d8+3) or spit +8 ranged (hold); AC 19; HD 10d8+10; hp60; MV 40'; Act 2d20; SP sticky spit, regeneration (1d6/round), immune to critical hits, immune to mind-affecting spells, vulnerable to fire; SV Fort +12, Ref +3, Will+12; AL C.

3. Entry Hall

The great double doors at either end can be forced open with a DC 15 Strength check, or by granting the Living Castle 1 point of *spellburn*.

4. Great Chamber

This large chamber is lit by bluish-green motes of spectral fire that drift through the air, clustering around living creatures and seeming to cling harmlessly to them. A double row of pillars leads deeper into the chamber. They are made of thick vertebrae-like bones, from which hooks and long spurs grow. The insubstantial shades of children, barely visible, hang from these hooks.

The pillars are a living part of the Castle, and are warm to the touch. The stairs upward appear to be made of mossy green stone polished to a high gloss, but this is an illusion, for they are yielding and damp to the touch.

The shadows of children on the pillars are victims of the hags, the ensnared souls of yet-living mortals, who are used to fuel spells. On their own worlds, some of these victims become nearly catatonic, and others become great bullies. If there is a PC with an appropriate background in the adventuring group, dim memories of being held in this way may surface here.

There is a 75% chance that 1d5-1 lesser hags are in this chamber at any given time, consulting the shades of children or passing to and from *Area 14*. PCs may choose to communicate with these shades as well, but they only pass on unhappy tales of brutal childhoods. Many seem old before their time. The hags, and experience, have drained them of their innocence.

The stairs lead upward to *Area 13*.

5. *Antechamber to the Basement*

Beyond this door is a roughly semi-circular room, the face of a demonic being set into the center of the floor; its visage formed with pieces of broken tile and glass. Whatever illusion cloaks some of the rooms of the hags' palace in apparent splendor, it is failing here. The walls look like the ulcerous skin of some cancer-ridden fiend. A stairway curves downward to the right; a foul odor rises from below.

Bubosis, the plague spider familiar of Shaduzara, lurks over the door to this chamber. It is unlikely to be noticed unless the PCs look up as they enter the chamber, or if they arrive from the dungeons. Unless the PCs expressly state they are looking above the doorway, Bubosis uses its chameleon ability to blend into the environment to hide. If it is able to, the plague spider will slip out of the room (like all spiders, it can compress itself to fit through very narrow cracks), and notify its mistress of any unauthorized intruders to Wartaren's dungeons as well as report the PCs' progress in their mission.

Bubosis: Init +3; Atk bite +5 melee (1d3 plus poison); AC 12; HD 2d6;hp 8; MV 20'; Act 1d16; SP poison (1d5 temporary Stamina damage, chameleon camouflage (treat as invisibility); Fort DC 15 or 1d3 additional temporary Stamina damage for 1d3 days); SV Fort +3, Ref +6, Will+6; AL C.

The stairs go down to *Area 15*.

6. *Base of the Great Tower*

The Great Tower is the personal domain of Griztella, and this door is protected with a powerful infernal rune. Whoever opens it without first naming the rune is struck blind and dumb, a condition lasting until cured by *clerical healing*, a *remove curse*, or similar magic. There is no save. The name of the rune may be determined by *read magic*, *comprehend languages*, or knowledge of the demonic tongue. Finding this trap is DC 20; it may be disabled by defacing the rune (DC 25; any failure activates it against the PC attempting to disable it), or it can be disabled with a *dispel magic* check result of 24+. Once the rune is triggered, it must be repowered with a living mortal soul before it can be used again. Luckily for Griztella, *Area 4* has plenty to choose from.

Beyond the door is a wide, circular chamber, clearly the base of a tower, with two staircases curving upward, to the left and right. The floor is decorated with a mosaic image of a male demon, whose face appears poised to blow wind or words toward the door.

When this place is first entered, and on a 1 in 7 chance thereafter, Wartaren manifests itself through the mosaic face, demanding blood "... or I will warn the Mistress". The threat is hollow, but any who succumbs to it will discover that the living castle manifests itself on a 1 in 3 chance every time he enters a new location, until he finally says "**No!**"

The stairways lead to *Area 30*.

7. *The Tower of Owls*

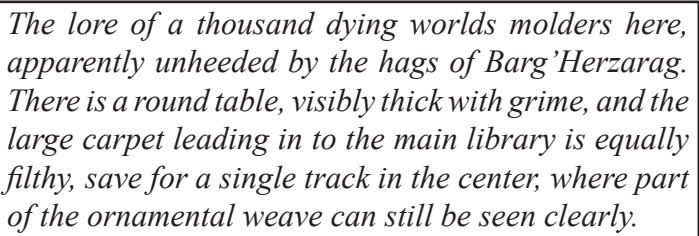
Beyond the door is a round chamber, with a sweeping staircase leading upward along the left-hand wall to an open landing around the far curve of the room. The floor is decorated with the mosaic image of a dragon, made of pieces of green, blue, and yellow colored bone.

The bones are not dyed; those are their natural colors.

The stairs lead upward to *Area 28*. The tower is named for the inhabitant of *Area 59*.

8. *Library*

This chamber is clearly a library, with dark wooden shelves holding scrolls and ancient volumes. The lighting is dim, from some unseen source, and the air is heavy with the musty odor of decaying paper.



The rug is magical, animated to attack anyone attempting to leave this chamber by the southern door – but only if they have a book or scroll from the library on their person. The animated rug takes no damage from bludgeoning weapons, and only 1 hp (+ Strength modifier) from piercing weapons. It is immune to mind-affecting spells and any attack that affects biology (including most critical effects).

Animated Rug: Init +0; Atk slam +7 melee (1d5 plus wrap); AC 8; HD 4d6;hp 15; MV fly 20'; Act 1d20; SP wrap victim, immunities (bludgeoning damage, mind-affecting, attacks affecting biology, most criticals), 1 pt damage from piercing, vulnerable to fire and cold; SV Fort +8, Ref +3, Will+5; AL N.



1d20 + Luck	Result
-2	Character discovers a chronicle of all of his failings and personal faults up to date. The writing is compelling, and so convincing that the PC permanently loses 1d3 points of Personality as his confidence is shattered (no save).
-1	The character opens a book with poisonous blackspore mold growing within. The spores envelope him in a choking cloud, causing 2d6 temporary Stamina damage (DC 12 Fort for half).
0	The character summons the librarian's ghost (see below).
1	The character discovers a scroll of a random 1st level Wizard spell, but the scroll is cursed so that it targets whoever the Judge chooses, rather than who the caster selects. There is no save; anyone who rolls a 1 and still trusts the results deserves them!
2	The character discovers a trashy novel that is nonetheless compelling. The character must succeed in a DC 20 Will save to tear himself away; otherwise, he can no longer search in the library until the novel is finished (this takes 1d12 minus Intelligence modifier hours to read).
3	Character discovers a tome containing some blasphemous knowledge best left forgotten. DC 15 Will save or suffer 1d3 points of temporary Intelligence and 1d3 points of temporary Personality damage from the psychic shock.
4	Character discovers a cursed scroll of a random 1st level Wizard spell, written on vellum made from human skin. The character reading it must succeed on a DC 15 Will save or suffer one of the following curses (1d7): 1 reduction in height by 6 inches every hour until the PC is ant-sized or the curse is broken (which does not necessarily restore lost height), 2 increase in height by 6 inches every hour until the PC is giant-sized or the curse is broken (curses 1 & 2 negate each other), 3 immediately suffer a major corruption, which cannot be negated with Luck, 4 the curse of slow petrification causes 1 point of permanent Agility loss per day as the caster is slowly turned to stone, 5 the curse of insufferable greed causes the PC to permanently lose 1 hp every time a treasure is obtained, and she fails to get at least twice the share allotted to everyone else, 6 an immediate and permanent reduction in Luck by 1d5 points, or 7 the curse of the larvae – the character immediately becomes pregnant (regardless of gender) with a daemonic larvae (see <i>Area 15</i>), which grows alarmingly fast. Every 1d5 hours, the character takes 1d3 points of temporary Agility and 1d3 points of temporary Stamina damage. When either reaches 5, the daemonic larvae rips its way out through their abdomen, causing 2d6 hp and 1d5 temporary Stamina damage. The character must succeed in a DC 20 Fort save or 1d3 points of Stamina damage are permanent.
5-15	The moldering tomes examined are mostly destroyed, and in no language which can be recognized by the PCs. Their mold and worm-eaten pictures suggest that they discuss very unpleasant topics.
16	A scroll is found containing a random 1st level Wizard spell. Due to damage on the scroll, the caster must succeed in a DC 10 Intelligence check when the spell is cast, or any successful result causes misfire instead of the desired effect.
17	A scroll is found containing a random 1st level Wizard spell, which is cast normally.
18	A scroll is found containing a random 2nd level Wizard spell, which is cast normally.
19	A scroll is found containing a random 3rd level Wizard Spell, cast using 1d16 for the Spell Check.
20	A scroll is found containing two random 1st level Wizard Spells, both of which are cast using 1d24 for the Spell Check.
21	The character discovers the formula for a random 1st level Wizard Spell. With an hour's study, he may attempt to learn the spell if he has a spell slot available.
22	The character discovers the formula for a random 2nd level Wizard Spell. It is written so clearly that, with an hour's study, he may attempt to learn the spell with a +2 bonus on his check, if he has a spell slot available.
23	The character discovers a scroll that teaches her a random 3rd level Wizard spell. This takes place almost instantly, and the spell is in addition to those her normal spell slots allow. When rolling for Mercurial Magic, roll 3d20 + Luck modifier. The scroll disappears immediately thereafter.

The Librarian's Ghost

In ages long past, the library of Wartaren was curated by an ancient crone. Her ghost can still be summoned by making excessive noise in the library, either through an unlucky search roll or otherwise (such as combat with the animated rug).

Librarian's Ghost: Init +2; Atk special (see below); AC 10; HD 2d12; hp 18; MV fly 40'; ACT 1d20; SP un-dead traits, immune to non-magical weapons, special abilities (see below); SV Fort +2, Ref +4, Will +6; AL C.

The librarian's ghost was tasked with serving this library, and can only be put to rest if Wartaren is destroyed, or if all of the volumes in the library are removed. In this last case, the ghost follows and protects one item, and cannot be laid to rest so long as it exists. The ghost never makes a sound, except to admonish silence. If brought to 0 hp, the ghost can reform after 1d5 turns. It has the following special abilities:

- **Horrid appearance:** Simply glimpsing the ghost causes 1d4 damage and potential fear (Will DC 12 or run away for 1 hour, fighting at -4 to attack rolls if cornered. This requires no Action Die.
- **Gaze of silence:** By gazing intently at an opponent, the ghost forces a DC 15 Will save or the opponent loses the power of speech for 2d3 turns, eliminating most spellcasting.
- **Enervation:** The ghost can make a touch attack at +6, causing 1d3 points of temporary Strength damage. The ghost is healed by a like amount. This damage is recovered at 1 point per turn of rest.

9. Tower of Phenoton

Beyond the door is a tower with a stairway sweeping upward to the right. The chamber seems ill kept, as though the illusions that maintain the hag's castle are failing here. The walls do not show veins of marble, but rather living veins through which a grey-green ichor sluggishly pulses.

The stairs lead upward to *Area 19*. Note that library materials from *Area 8* can be taken through the door to this tower without difficulty.

10. Dining Chamber

Beyond the door, a well-appointed dining chamber is revealed, with a long table that seats ten. The table is set with a service of silver and gold, with golden candlesticks holding tall candles for illumination.

A sideboard along one wall is equipped with serving dishes and a tureen holding what smells like a sweet fruit punch, its inviting aroma apparent even from where you stand.

Betimes, this chamber is the location of a hags' feast, with damned things from the kitchens serving (and being served, see *Area 11*). If the PCs are here at such a time, there is a 1 in 3 chance each that Griztella or Shaduzara are present. In addition, there will be 1d4+3 lesser hags present. Depending upon which of the major hags are there, the lesser hags may be substituted with members of the Shrouded Council. The Judge may present the PCs with the sight of a recently completed feast – 1d3+2 damned things reform from the bones and the gobbets of meat on the table, returning to the kitchens once sufficiently regenerated.

The service appears to be of great value, but if removed from this area or *Area 11*, they are revealed for what they truly are – bone and mold-infested wood. The candlesticks are made of long, cracked femurs, and the candles themselves rendered from human fat.

There is a 75% chance that the punchbowl is poisoned. Ostensibly, this is because various hags are always trying to discomfort or eliminate their rivals. After many centuries, though, all the hags know that the punch is poisoned, and they avoid drinking it. They do encourage guests to drink, however. To determine the poison in the punch, roll 1d14 and consult the sidebar. If a **14** is rolled, roll two d14 and use both results. There is no limit to the number of poison doses the punch may contain.



The Hag Poisons of Barg'herzarag

The hags of Barg'herzarag are specialists in producing thirteen poisons. Not all of these poisons are deadly, but all are made with ingredients both living and monstrous. The thirteen poisons are:

- 1 **Sleep of Death:** DC 15 Fort save or fall into a sleep so deep that it cannot be discerned from death without potent magic. The body remains unaging and incorruptible, although the sleep can last for centuries. The kiss of a potential lover, it is said, can offer a new save, but chains the sleeper to an unending love for the awakener, no matter who or what, or what their subsequent conduct may be.
- 2 **Ichor of the True Death:** 3d6 hp damage, and DC 20 Fort save or die.
- 3 **Draught of the Iron Limb:** DC 10 Fort save each round for 2d5 rounds. Each failed save results in 1d3 points of temporary Agility damage, with paralysis resulting when Agility reaches 0.
- 4 **Venom of the Mind Worm:** 1d6 temporary Intelligence damage; Fort DC 14 or half is permanent (rounded up). The poison is active in the victim's system so long as any Intelligence damage remains. A creature that tastes his blood (including through bite attacks) must succeed in a DC 15 Will save or become savage, attacking at +1d on the Dice Chain for 2d5 rounds.
- 5 **The Door to the Soul:** DC 15 Fort save or suffer a -1d3 dice on the Dice Chain penalty to Will saves for 3d6 hours.
- 6 **Venom of the Laily Worm:** DC 14 Will save or be affected by a powerful charm, causing the imbibor to fall in love with the first being seen. The effects are similar to a *charm person* spell with a Spell Check result of 18-20, including duration. The save, however, is always DC 14.
- 7 **The Dew of Swine:** DC 18 Will save or be transformed into a pig. As a pig, a PC has an AC of 12 and a 40' movement rate. They are capable of delivering a bite attack that does 1d3 damage and requires a DC 10 Fort save to avoid infection (1d3 Stamina damage each day over the next 1d5 days). A new Will save is allowed each day to end the transformation, but if the character fails each save for a week, the transformation is permanent. Items are not transformed with the character, and may be damaged (or cause damage!) during the course of transformation.
- 8 **Dancing Wine:** DC 15 Fort save or uncontrolled leaping and twitching causes a -1d penalty on the Dice Chain to initiative, attack rolls, damage, and Reflex saves. The afflicted character also suffers a -2 penalty to AC. The toxin's effects last for 1d5 turns. Each turn of *dancing* causes 1 point of temporary Stamina damage that is recovered with 5 minutes of rest per point.
- 9 **Essence of Straw:** 1d6 points of temporary Strength damage. DC 12 Fort save or an additional 1d6 points of temporary Strength damage.
- 10 **Blood of the Salamander:** DC 15 Will save or spontaneously combust, taking 2d6 damage per round for 1d6+3 rounds.
- 11 **Fist of the Belly:** DC 20 Fort save or the character is unable to gain nutrition from food for 1d5 days. Each full day that this poison is in effect, the PC suffers 1d3 points of temporary Stamina damage. After three days, the PC cannot heal wounds or ability damage normally, and takes a -1d penalty on the Dice Chain for all rolls. Thereafter, the penalty to rolls increases by -1d on the Dice Chain per day.
- 12 **Descent of the Swift:** DC 20 Will save or the character trades 2d7 points of Intelligence and Personality for a like amount of Strength or Stamina. No score can drop below 3 or increase above 18 as a result. In addition, the character loses the ability to speak, except in grunts or screeches, although he may still be able to understand language. He further suffers a -1d penalty on the Dice Chain to all Will saves. The change lasts 1d3 hours; if a second DC 20 Will save fails then, the character is permanently a yahoo.
- 13 **Drops of the Obscene Hunger:** DC 14 Will save or the character develops cannibalistic cravings. Whenever a chance to relieve those cravings arises, the PC must succeed in a DC 10 Will save to resist. The poison remains in the system for 3d7 days.

11. Kitchens

The door gives way to a bustling kitchen staffed by things that look almost human, were it not for their glittering eyes and a certain intentness to their expressions as they look at you. It might be better not to look too closely at the writhing vegetables they are preparing.

There are typically 1d5+1d7 Damned things working in this kitchen. If a feast is being prepared, the PCs might be greeted by the chilling sight of a damned thing being led screaming to the pot, or being cut apart on the butcher's block while fully alive and aware. Whatever remains will regenerate into a damned thing, but the experience is not one they relish.

Damned things (1d5+1d7): Init +2; Atk claw +2 melee (1d3) or bite +0 melee (1d5); AC 12; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP infravision 60', regenerate 1/hp per round (even after death, fire destroys); SV Fort +4, Ref +3, Will +6; AL C.

12. Visitors' Cells

These small areas, marked **A** to **I**, are visitors' cells where those coming to Wartaren on business may find some small comfort. These cells are typically furnished only with a cot, a bucket for waste, and a brazier for coals. The illusions that cloak Wartaren's rot are fading, and the walls sometimes seem to be smooth green marble, and sometimes seem to be corrupted flesh.

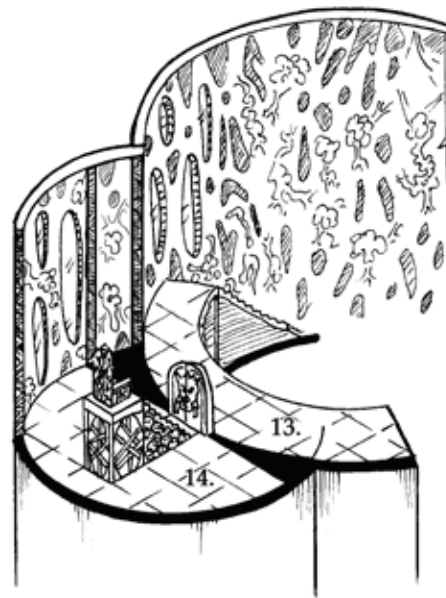
There is a 20% chance that any cell is occupied. In this case, roll 1d5: **1-3** a lesser hag who has come to petition the Methuselah (25% chance that this hag is an agent of the Shrouded Council), **4** a demon come to purchase daemonic larvae (see *Appendix B*), or **5** a corrupt pustule formed on the wall, ceiling, or floor – if touched, it will erupt, causing 2d5 damage in a spray of acidic ichor (Reflex DC 12 for half).

Ground Floor Elevation

13. Great Doors

Before you are a pair of tall, wide doors, their aged bronze surfaces decorated with images of ancient crones and cavorting demons.

When the Methuselah is holding court, these doors are thrown wide 25% of the time. They can be locked with a great bronze key (which Griztella holds) or a copy of the key (held in secret by Phenoton). The lock can be picked easily enough (DC 10) if a key cannot be found.



Ground
Floor
Elevation.

The doors are not trapped, but they are cursed so that the result of any attempt to find a trap is always, “*You have the impression that there is a trap, but what it is or where it is hidden you cannot tell.*”

14. Throne room of the Methuselah

The room beyond the great doors is a high, vaulted space dominated by a great throne upon a raised dais, ten feet above the floor of the room. Further above a balcony allows other interested parties to look down upon the proceedings below. The throne itself is made from the bones of children slain by hags on the Material plane. The most disturbing aspect of the throne is the brownish green upholstery that appears to be hag faces stitched together in a haphazard fashion. You cannot help thinking that the mouths and eyes on the throne twitch beneath the heavy stitches keeping them closed.

If the Methuselah is holding court, she perches atop this throne like a great spider. Phenoton kneels in a servile position at the base of the steps. 2d7 lesser hags are in attendance, and there is a 50% chance each that Shaduzara is in attendance, lurking in the shadows of the room. Finally, there is a 25% chance that 1d3 demons (see *Appendix B*) are here, seeking to purchase daemonic larvae from the hags.

Aside of its enchantments mentioned in the sidebar, the Methuselah's Throne grants the hag seated upon it greater potency through the lost potential of the lives consumed in its creation. Any hag seated on this throne gains a +4 bonus to Spell Checks and saving throws, and reduces all damage by 5 points. Damage dealt by *Clawreaver* is not reduced.



All of the conspirators wish to see *Clawreaver* driven through a hag, nailing her to the throne. Doing so has two effects. First, it releases Wartaren from the hags' control. Second, it begins the conjunction of the Hagworld with the material plane. See *Concluding the Adventure* for more details.

None of the hags, of course, wants to be sacrificed to bring the concordance about. Shaduzara and Necrosa both imagine that Griztella will be on the throne, while Griztella seeks to entice another of her rivals to attempt to seize the throne just in time to receive the fatal blow.

Due to the unpredictable schedule of the Methuselah, court can be held at any time during the cycle of the week. There is a 20% chance that the PCs arrive at a time when the hags are in council; the remaining times the room is locked and empty. It can be accessed through the Great Doors or descended to from the balcony in *Area 27*.

Sitting on the Throne

A brave character needs to sit upon the throne to find a way to preventing the concordance. The throne is an abomination of chaos magic and holds the souls, and mummified faces, of over a hundred methuselabs. Upon sitting in the throne the PC must immediately make a DC15 Will save. Lawful characters failing this save take 3d10 points of damage as the mouths of the long dead hags bite at his succulent flesh. Following the bites, the character becomes irrevocably chaotic. But the throne will then answer his questions. Chaotic characters that fail the saving throw are also bit for 3d10 points of damage but the player feels pleasure rather than pain and that character now finds the throne to be desirable as a piece of treasure. If the save is made, the throne feels that the PC is almost worthy to use it.

Once seated on the throne, the PC is bombarded with the voices of a hundred hags. The character must make another DC 15 Will save for their mind to become attuned to the throne. Failing this save makes the throne reconsider the PC's worthiness and bites that PC for another 3d10 points and expels them from the throne, refusing to commune with that PC. Thus another candidate is required. PCs succeeding in this second saving throw can focus the cacophony of voices into a singular, understandable chorus. The throne's voices croak:

One question will we answer thee
Then no more for nights of three

PCs asking any question not relating to the concordance or the destruction of *Clawreaver* should be answered based on the table in the item description in a cryptic and, if the Judge so desires, rhyming manner. If the throne is specifically asked about stopping the concordance it says the following:

From Hecate's black heart forge,
Blade of trolls must in blood gorge,
Guardian, Infant, father and owl.
Once sated, pin the queen of crones
To her seat of flesh and bones

With luck, the PCs should be able to ascertain that they need to skewer Griztella whilst seated on the throne with *Clawreaver* to end the concordance. But first they must gorge *Clawreaver* in the blood of four creatures in the castle.

Throne of Undying Wisdom

Physical Description

Upholstered with the facial skins of a hundred hags and constructed from the bones of lost children, the *Throne of Undying Wisdom* is an arcane relic of immense and evil power. The green shriveled faces have their eyes and mouths stitched closed but they seem to twitch and strain on close examination.

Magical Properties

The centuries old, combined, wisdom of a hundred interdimensional traversing hags is trapped in the throne. By sitting in the throne and pulling on the stitches of one of its many mouths, a worthy user may ask the throne one question of their choosing every three days. The throne is all-wise, but its mind is legion, insane and evil.

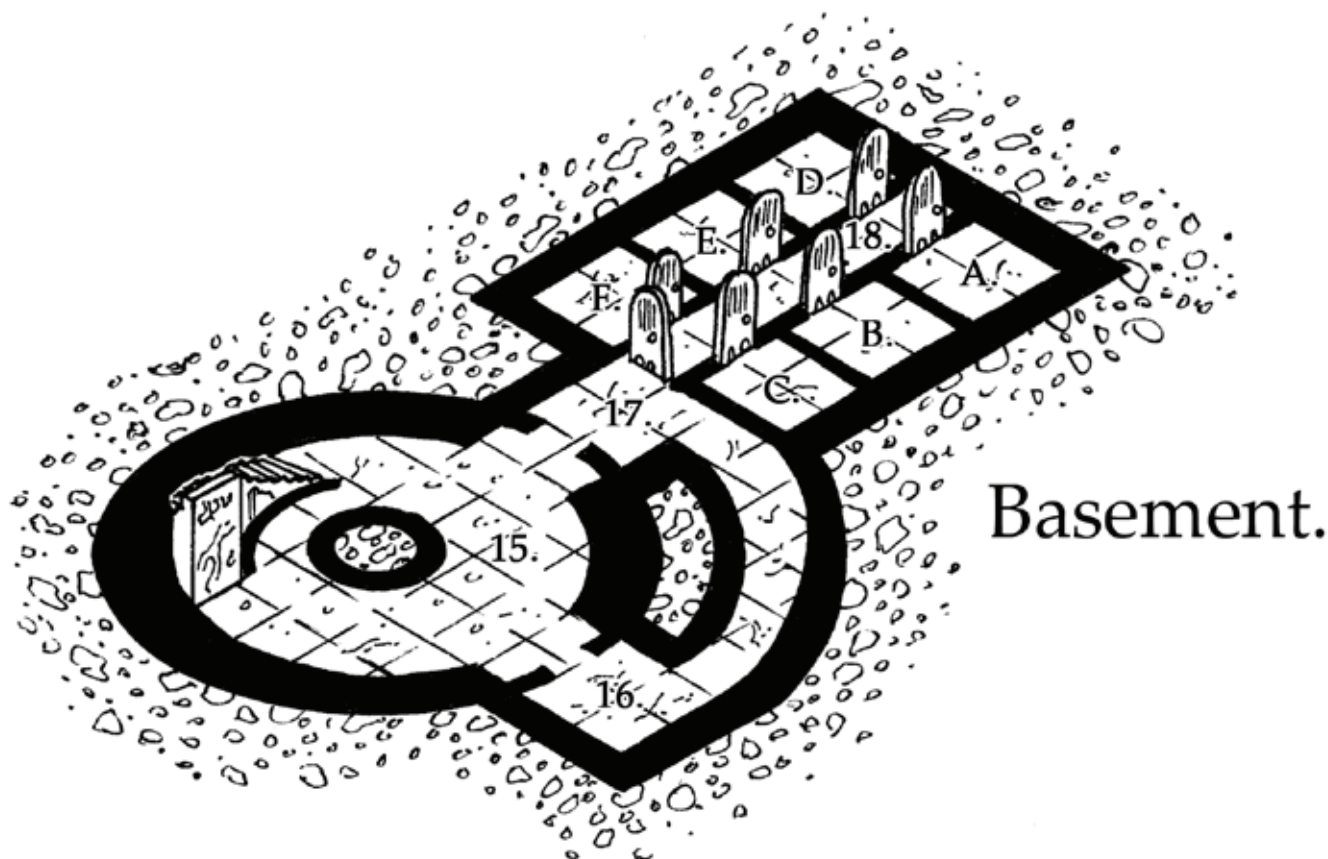
Special Purpose

Forged from dark, chaotic magic, the throne is tasked to answer to the whims of the Methuselah of Wartaren. And whilst the throne fears and obeys the Methuselah, it desires to plant the seeds of corruption into any other who dares to rest upon it.

Powers Granted

Those who manage to sit on the throne and successfully seek the throne's counsel (see adventure text) must roll on the following table and reap the corruption result indicated:

Roll 1d6	Corruption
1	User ages 1d20 years (physical appearance only effect). Only magical means can disguise this effect but not cure it.
2	User develops 1d7 incurable and painful hag warts. Roll to determine each wart's location on 1d6: 1 the face, 2 torso, 3 right hand, 4 left hand, 5 right foot, 6 left foot. The price of knowledge in this case is pain. Depending on the wart's position, the Judge can apply penalties to either their Agility or Personality.
3	User grows 1d12 additional mouths across their body (determine using the same method as warts). These mouths spout random words of <i>wisdom</i> that offer no help other than to disorientate and confuse the PC causing a -1 to all saves, attacks and AC. A DC15 Will save negates the disorientation. These mouths can be stitched closed, allowing the unfortunate PC some peace and quiet.
4	User's skin shifts color from normal to dark green. The effect is permanent and can only be disguised, not cured except by powerful or divine intervention.
5	User develops 1d30 bite scars across their body (determine using the same method as warts). These scars are horrid to look upon and the PC's Charisma is reduced by 2d4 points if the scars are visible.
6	User has bonded with the throne and as such, there is no physical ailment to the PC. Once per week, the spirits from the throne whispers in the user's mind a cryptic, prophetic warning. Judges are encouraged to use this ability as a driver of new adventures for the PC.



Basement

15. Larvae Pool

The stairs lead downward to a damp, circular chamber. There is a black pool in the center of the room and it ripples from motion below the surface. The stench of decay here is strong. An archway leads out to the north and the east. Hanging on the wall near the end of the stairs are three long bronze hooked poles.

The pool contains 5d4 daemonic larvae, which are used for the hags' magic and poisons, or are sold to the demons that come to Barg'herzarag for that purpose. The pool is fully 50' deep, and the water is warm and brackish. The hooks are used to drag daemonic larvae from the pool, requiring both a Luck check to snag a larvae and an opposed Strength check vs. +4.

Three damned things are stationed in Area 17; they immediately investigate any disturbance here, attacking characters on sight. The damned things attempt to barge PCs into the pool, where the daemonic larvae attack the characters. To climb from the pool, PCs must clamber out (DC 10 strength check), which becomes more difficult as the larvae pool drains the characters' strength at a rate of 1 point per round spent in the evil fluids. PCs in heavy armour rapidly sink into the deep pool and face drowning if not rescued. Metal armour can be removed at a rate of 1 round per +1 bonus the armour provides. It then sinks to the bottom of the 50' pool.

A PC can hold her breath for double her stamina in rounds after which she must make a DC 10 Fortitude save every 10 seconds with the difficulty increasing by +1 each roll. If the player fails the roll, their character will fall unconscious that round, drop to zero hit points in the second and be dead by the third. Drowned characters are quickly devoured by the daemonic larvae.

Damned Things (3): Init +2; Atk claw +2 melee (1d3) or bite +0 melee (1d5); AC 12; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP infravision 60', regenerate 1/hp per round (even after death, fire destroys); SV Fort +4, Ref +3, Will +6; AL C.

Daemonic Larvae (3d4): Init +4; Atk bite +5 melee (1d3 plus 1d3 Sta damage); AC 12; HD 2d8; MV swim 30'; SP lunge out of water (Int DC 5 to avoid surprise), Stamina damage; SV Fort +4, Ref +2 (-6 out of water), Will +2; AL C.

16. The Sewing Room

The walls of this room are clearly made of ulcerated flesh, and you can see a slow pulse beating in their veins. A table holds an array of needles, made of bone and iron, as well as several large spools of sinew thread. There is a low charcoal brazier and two taller bronze braziers with unlit incense upon them.

This chamber is the particular domain of Shaduzara, who has mastered the art of stitching male mortals into Wartaren. If the incense is lit, a sickly sweet aroma fills the room, and all male characters must succeed in a DC 15 Will save each round or be held by the incense, unable to take any action for at least 10 minutes, or until he is free of its cloying odor.

If Shaduzara is present, or if she is summoned here and she feels the PCs are not acting in her best interests, she heats her needles on the charcoal brazier, and begins to sew a character into the Living Castle. By doing so, she believes the PC's mind will act as an agent for her to help the remaining characters with their mission. It also serves as a warning to the other PCs not to betray the conniving leader of the Shrouded Council. Each turn, she deals the character 1d3 points of temporary Strength, Agility, and Stamina damage (roll damage separately for each). If any reach 0, the character is absorbed into Wartaren, becoming part of the Castle's mind. At this point, if not slain by the PCs, she demands results, extinguishes the incense and leaves the PCs to deal with the potentially doomed PC.

A character stitched into the castle can attempt a Will save DC 1d20+4, and, if successful, he can cause the castle to open a door, or close and hold a door for 1 turn, or create a passage in a wall which remains for 1 turn. Each failure, though, costs the character 1d3 points of temporary Intelligence and 1d3 points of temporary Personality damage. These return at a rate of 1 point per hour.

A character not fully stitched into the castle can be cut free with 1d5 Actions, or tear free if mobility is restored, taking 1d6 damage. Once stitched in, a character can only escape if he retains both an Intelligence and Personality of 3 or greater. If either falls below 3, the character is forever lost, although he may still serve his companions from within the flesh of Wartaren.

Until that point, the stitching can be undone using a reversed *mending* spell check of 30+, a *dispel magic* spell check of 22+, an *exorcise* spell check of 22+ (note that this harms the stitched character), or a *remove curse* spell check of 34+. If the Judge desires, a replacement character might exist within Wartaren who can still be recovered in this way.

17. Prison

This small chamber appears to be made of huge slabs of aged and chipped bone. The one door is also made of bone, with iron bars set into it and iron hinges holding it to the wall. A peg near the door holds an iron ring of keys.

The door will open if touched by a witchrod, if forced with a DC 20 Strength check, or if a PC *feeds* Wartaren for 1 point of *spellburn*. The keys open the cell doors in Area 18.



18. Cellblocks

This hallway contains six cells with iron doors, three upon each side. The walls, ceiling, and floor are made of hard blocks of something that looks almost like incredibly thick fingernails or scales. There is a heavy ironbound chest at the end of the hallway.

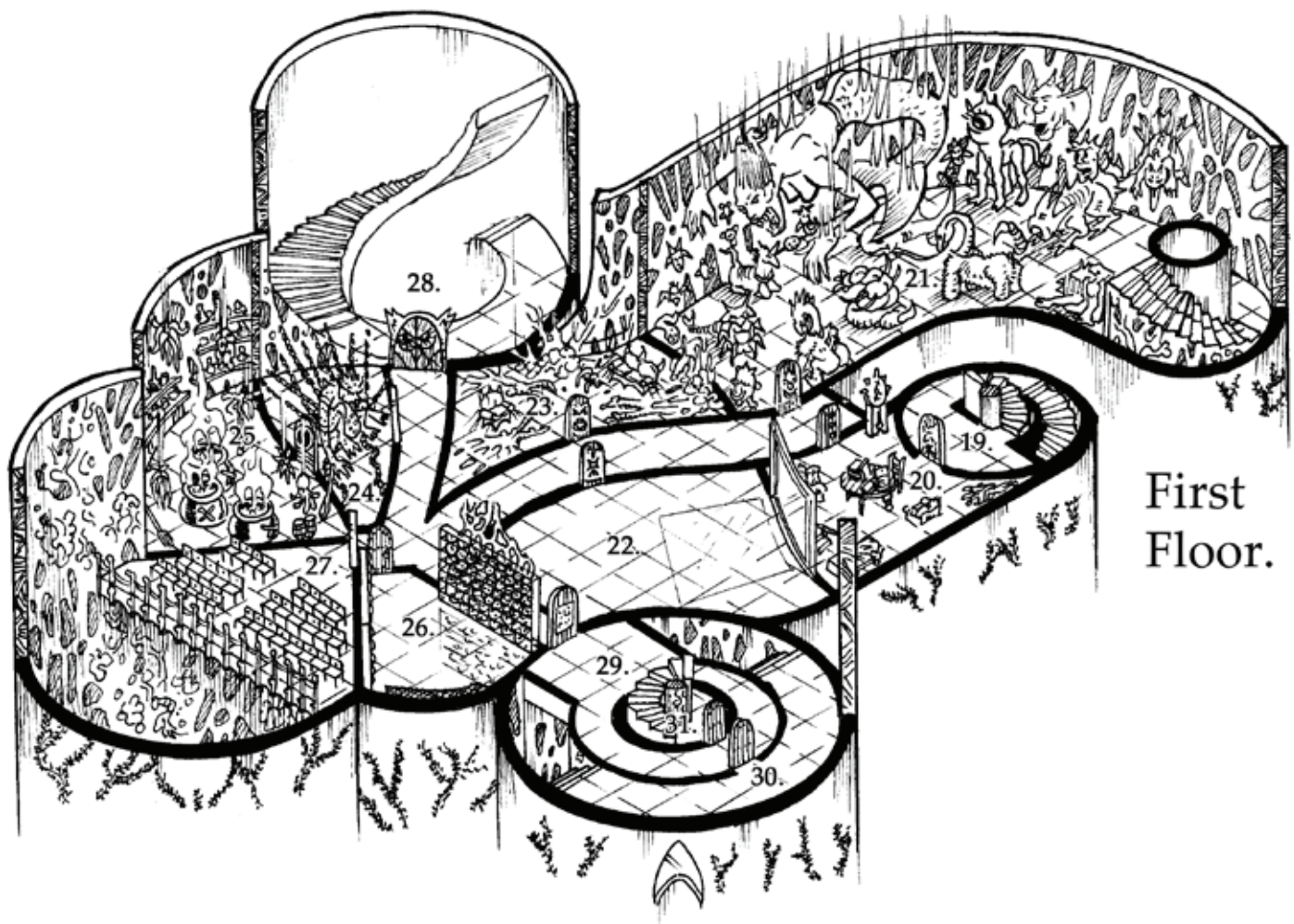
Captured PCs will be brought here, stripped, and divided as evenly as possible between the six cells. Their goods are placed within the chest. Normally, the hags wish their prisoners to remain imprisoned, so these doors are locked (DC 15 to open); the keys are in *Area 17*. Because each of the hags hopes to use the PCs to further their plots (or lineage), more than one cell *accidentally* has the means to deliver the PCs from bondage:

- **Cell A** has a few pieces of stiff, bent wire hidden under its bucket (see below). This can be used as makeshift lockpicks (-1d on the dice chain).

- **Cell C** has a weakened lock bolt, and can be forced open with a DC 15 Strength check. A DC 25 check would be required for the other doors.
- **Cell D** has runes scratched upon the far wall, near the cot, which if read trigger a DC 15 spell check. A thief uses his chance to read scrolls; other non-spellcasting PCs use 1d10. Success indicates that the PC's perception change sufficiently to allow him to pass from (or into) the cell as though the door were not there. This ability lasts 3 rounds.

Otherwise, each cell contains nothing more than a crude cot and a wooden bucket. From the smell, the bucket has been used for prisoner's waste. It currently is 1d3 x 10% filled with foul water. If the PCs still find themselves imprisoned, Shaduzara will come covertly and set them free. Clever players may well note that the ease of escape is suspicious.





First Floor.

First Floor

19. Tower of Phenoton II

The steps lead upward around a central pillar, and then open onto a dark, ill-kept landing with a single door. Tiny creatures scramble into the shadows at your approach – pale mice, perhaps, but they scurry almost like miniscule human beings reduced to moving on all fours. The interior of the pillar is hollow, with another set of stairs rising upward within.

Skin peels from the walls of this chamber like old wallpaper, revealing the slowly pulsating flesh beneath. The room is furnished with patched and battered furniture – a rickety cot, old and oft-repaired chairs, and a battered table with mismatched legs. Several books are scattered across the table, and a few more are visible on the floor.

The creatures are from the brood of the Incuboid in Area 45. Barring extraordinary efforts, the PCs should be unable to capture one for closer examination before they have all disappeared – the Judge may allow a PC to attempt to beat a +6 Initiative and make a roll against AC 20. For further details, see Areas 35 and 45.

The door to Area 20 is locked (DC 10). Phenoton carries the key.

20. Chamber of Phenoton

Both doors to this area are locked (DC 10). Phenoton carries the key that unlocks them both. There is a 10% chance that Phenoton is in this room, and a 5% chance that he will enter after 1d6 minutes if not currently here.

Phenoton claims this chamber. The trappings and furniture are human sized, rather than that used by the hags of the castle. It contains a dozen heavy tomes liberated from Area 8. These books all pertain to the theory and use of mortal magic. Anyone possessing all 12 volumes may attempt to learn any spells that Phenoton knows, but the books are large and heavy, and each volume missing reduces the chance to learn a spell by -1d on the dice chain.

Two of the books are of particular interest – one is an ancient volume bound in blue-stained leather, entitled *A Collection of Ghosts*, which appears to be written by a PC wizard or elf (and in that character's handwriting!). That PC can use the book to gain insight equal to casting *second sight* once per week, using 1d16 + Intelligence modifier for the check, and with no chance of divine disapproval.

This represents the PC being able to locate some reference to the current situation in the book.

The second book is a black volume with moldering pages and no title. Phenoton annotated this volume with liberal references to all the others – if it is kept, the penalty for not having all the volumes is reduced by 2d.

Searching the chamber uncovers a scabrous mound of flesh on the floor that conceals a hidden cache of items. These include: 1d5 emeralds valued at 5d12 gp each, 2 witch rods, a scroll case containing a random 1st level wizard spell and a cruel looking weapon (Judge's choice) made from some unknown material (the blade is formed from an alien metal increasing the weapon 1 step up the dice chain).

If Phenoton suspects someone is in his chambers, he casts *Summon Chaos Thing* to use against the PCs. When the PCs engage Phenoton in combat, they immediately recognize him as a duplicate of Abercrombie, if they have encountered Abercrombie, that is. If Abercrombie was slain by the PCs, Phenoton knows this and will include revenge as a motivation to kill the PCs. He also screams and rants about the PCs meddling in the affairs of Entorpus and fights to the death, screaming and giggling to the end.

Phenoton (6th Lvl Wizard): Init 1; Atk dagger +2 melee (1d4); AC 11; HD 6d4, HP 27; MV 30'; Act 1d20+1d16; SP spellcasting (1d20+8 spell check); SV Fort +3, Ref +3, Will +4; AL C.

Spells (see *New Patron Entorpus for Patron Spells* in Appendix C*): **1st level** *Choking Cloud, Comprehend Languages, Disorder*, Feather Fall, Invoke Patron, Magic Missile, Read Magic, Ropework, Summon Chaos Thing**; **2nd level** *Phantasm, Wizard Staff*; **3rd level** *Haste, Heat Death*, Runic Alphabet*

21. Atrophy Hall

This long hallway contains trophies of the past victories of the hags of Wartaren – the mounted heads and stuffed trophies of dozens of strange creatures. You can see weird beings like deranged unicorns half-made of rusting metal, naked man-like beings whose faces are hidden by strange muzzle-masks, creatures that combine the worst aspects of two or more creatures, the stuffed head of a shaggy barbaric humanoid, and even the squat body of a hideous ape possessing a beautiful human face that somehow seems slyly degenerate. The heads on the walls are just as horrid, and many of them appear to be

partly human. A huge mermaid, the size of a whale, suspends from the ceiling on twisted sinew cords, her open mouth displaying a thousand jutting needle-like fangs. The walls, ceiling and floor are scabrous, distorted by misshapen pustules and rot. All of the trophies here have likewise been infested by rot, mold, and repulsive fungal growths.

The creatures in this room are a horrendous collection from the history of Barg'herzarag and those worlds that the hags have invaded in ages past. As the players explore the room, the Judge is encouraged to describe creatures the PCs have already encountered, mention those that the PCs will never meet, and even hint at creatures from adventures yet to come.

Three pustule oozes lurk in this chamber, a mixture of Wartaren's own arcane biology and the fungi that have grown on the trophies. They appear like enormous sacs of pus, dotted with greyish-brown mushrooms eerily shaped like parts of human bodies. A pustule ooze can infect any creature it touches (Fort DC 14 or take 1d3 damage each round as pustules appear on skin; can be healed with 1 HD of magical healing). Any creature killed by this infection becomes a new pustule ooze. Worse, each time the creature is struck in combat, it sprays pus from the wound at all within 5', who must succeed on a DC 10 Reflex save to avoid being infected. A creature can be infected from multiple attacks, and the effects stack.

Pustule oozes (3): Init -5; Atk pseudopod +4 melee (1d4 plus infect); AC 10; HD 1d8; hp 6 each; MV 10', climb 5'; Act 1d20; SP half damage from slicing and piercing weapons, infect, pus spray; SV Fort +6, Ref -8, Will -6; AL C.

22. Chamber of the Magic Mirror

The doors to this chamber are protected by fey runes. The western door is protected by a powerful repulse rune, Will DC 32, -1 to save if Lawful, that hurls any attempting to pass the door into, and through, the opposite door for 2d8 damage. The character is prone and must make a DC 10 Fort save to avoid being stunned for 1 round.

The southern door is protected by a burn rune, Will DC 18, -1 to save if Lawful, causing 1d6+1 damage immediately, 1d6 damage an hour later, then 1d6-1 an hour after that, 1d6-2 after two more hours, and then a final 1d6-3 two hours after that. While the burn rune can affect only one PC, the repulse rune can affect any number of characters.

The mirror itself acts as a scrying device for the hags, enabling them to spy on the happenings of the surrounding swamps. But to the PCs it poses a deadly threat. Their duplicate from the mirror attacks any PC that gazes into the eyes of his own reflection, DC 10 Will save to avoid. The duplicate emerges from the mirror, creating an eerie environment where neither the PC nor the duplicate cast a reflection in the mirror anymore.

The duplicate has the exact stats and is in the same condition as its counterpart PC. Upon defeat, the duplicate explodes into shards of broken mirror, causing 2d5 damage to anyone within 5'.

23. *Abandoned Chamber*

This chamber looks abandoned; every surface is scabrous looking, and the few padded wooden chairs and tables here are coated with a thick layer of dust.

This room has long been disused by the hags. Flakes of the Living Castle's skin have come to life here, and

hang from the ceiling by legs made of cartilage, like small fleshless fingers. These skin flakes burrow into the flesh of living creatures, causing 1d3 damage with each successful attack. When a skin flake has done a total of 3 points of damage, it has burrowed entirely into its victim, leaving only a puckered wound.

Each skin flake that enters a PC increases that PC's permanent hit points by 1 so long as it is present. Every 10 skin flakes increase natural AC by +1. Each skin flake within a PC reproduces regularly, creating 1d3-2 new skin flakes every day. When a PC contains 100 skin flakes, they burst out, each doing 1d3 damage as it does so. The skin flakes then seek a new host.

Skin flakes can be removed by clerical healing; the spell check minus 10 skin flakes are removed with each instance. Clerics make this check with a -2 penalty when healing an *adjacent* being, and -4 when healing an *opposed* being. Attempting to keep a limited colony of skin flakes is normally a sinful use of divine power for non-Chaotic clerics.



Skin flakes (12): Init +0; Atk burrow +3 melee (1d3 plus burrow into host); AC 14; HD 1 hp each; MV 5'; climb 5'; Act 1d16; SP drop from ceiling, burrow into host; SV Fort +3, Ref +2, Will -10; AL C.

24. Guardian

Unless the PCs are extremely quiet, as soon as this door is opened, they are attacked by the creature within – a four-armed prime troll chained to the walls with magical iron links. There are dozens of chains holding the troll here; each can extend far enough to allow the troll to squeeze 10’ out of the northern door. They can also withdraw and pull the troll back into the room, and do so on a 1 in 5 chance each round that the troll is outside the room. Apart from the troll, dozens of chains, and the two doors, there is nothing in the room. The prime troll never targets female characters.

Prime troll: Init +6; Atk Bite +10 melee (2d10+6) or claw +10 melee (2d8); AC 20; HD 10d8+6, hp 85; MV 40'; Act 5d20; SP 4 arms, stench, regeneration (1d8 at the end of each round), immune to critical hits, immune to mind-affecting spells, vulnerable to fire; SV Fort +10, Ref +1, Will +5; AL C.

The door to *Area 25* is trapped with a fey rune pain; Will DC 17 or take 2d6 damage and sprout a bloody wound as if stabbed; see *runic alphabet, fey* in the *Core Rulebook*. The rune dissolves once triggered.

25. Poison Room

Beyond the door is a wedge-shaped room thick with fumes and crammed with strange objects. There is an odor of spices and an acrid sting of acid in your nostrils, overlaying a fundamental stink of rot. Strange objects hang from the ceiling almost like stalactites descending from the roof of a cave – skulls, hanging fruit, dried skins, and the emaciated corpses of small reptiles. Three large black cauldrons simmer in this room, although there is no clear source of heat. Shelves are filled with jars, pots, and flasks, some of which contain obscure substances preserved in milky liquids.

This is where the hags brew their poisons (see table on pg. 50). If any of the cauldrons are disturbed, steam from the first rises up and forms a shrieking death’s head – the poison being brewed here contains the soul of a small girl. Sampling these contents reveals that a random poison was being brewed, but it is not yet at full strength (+1d5 to the saving throw, effects are ½ or ¼ normal, as determined by the Judge, based on a Luck check).

In addition to 2d7-2 clay vials of each type of hag poison, there are a number of ingredients for poisons here:

1d16	Sample Ingredients
1	Jar of scorpions with human faces; can sting with a +2 bonus to hit and a 1d16 Action Die; Fort DC 10 or suffer 1d3 temporary Agility damage.
2	Strange orange-red fungi resembling trembling human hearts.
3	String of beautiful-looking red apples that have a delicious aroma, but have neither taste nor nutritive value.
4	Glass jar of snake fillets pickled in swampy brine.
5	Vial of virginal blood (used for the Venom of the Laily Worm).
6	Large, cold stone under which a toad sleeps.
7	Jar of bat wool.
8	Bottle filled with newt eyes in a milky liquid.
9	Small wooden box containing dried and powdered adder tongues.
10	Ceramic jar containing bits and pieces of a witch’s mummy.
11	Vial of baboon blood.
12	Hanging string of small owl wings and lizard legs – the legs still twitch when touched.
13	Ceramic jar filled with mummified frog toes.
14	Ceramic jar with slivers of hemlock root.
15	Jar of dog tongues preserved with formaldehyde.
16	2d3 dragon scales (determine color randomly from pg. 410 of the <i>Core Rulebook</i>).

26. The Chamber of Skulls

The door to this chamber is locked and the only key hangs from the belt of Griztella. However, the use of a witchrod or a blood trade to the castle, gains access to the Chamber of Skulls.

The door opens to another spacious castle room. Display cases line the three walls of this wedge shaped room with eight to ten shelves on each. Upon the shelves, hundreds of skulls of long dead beings rest. Each skull is attached to the wall at the back of the shelf by an elastic blood vessel that stretches up the walls, interconnecting the other skulls with the same nutritional supply from the castle.

Read aloud:

You are no longer in the castle Wartaren. You stand upon the banks of the Gravic Swamp with the walled village of Mistwood behind you. It seems an idyllic day until the earth shakes and trees topple in the swamp. You hear screaming and the shredding of the world as the castle Wartaren emerges from a tear in the very fabric of reality and ambles toward Mistwood.

On close examination, PCs will notice a thick grey fluid cycling up and down the web of vascular bundles on the walls.

The skulls can be safely picked up but the supply vessel can only extend 1' from the wall. If handled, lights ignite in the eye socket of the touched skull and the holder experiences the following type memory:

The skulls are those from various realities, some having come from a parallel world to the PCs' prime material plain. They predict possible future events but these predictions are unreliable at best. Not all skulls are of human origin and the Judge is encouraged to describe some as alien and inhuman. Use the following table as a guide to some of the visions the skulls provide. The Judge should improvise if the PCs decide to grab a specific type of skull:

Roll 1d5	Vision
1	You find yourself in a tropical jungle, surrounded by your reptilian brethren. Your offspring swim in the river nearby. Then the screaming starts. Tall horrible looking crones emerge from the jungle capturing your tribe with poles with claws that wrap about the neck. You grab your children and try to flee...
2	You sit in your swamp. Your wife and three children, all ogres, play in the mud. Your friend, a talking donkey that sits by your side, is suddenly struck by lightning and dies instantly. As you jump to your feet, hags of various skin tone cackle in delight as they set about capturing your family. A dark shadow looms over your hollowed tree home. It is Wartaren!
3	You have defeated your nemesis! As you hurl his severed head from the top of the ziggurat and watch it bounce down the steps to his gathered followers, you can't help but feel you have made the world a better place. Then the ziggurat begins to tremble and cracks appear on the walls. Then a tremendous explosion hurls you down the stairs and you feel your bones crack and break as you eventually come to rest amongst a crowd of screaming zealots. You follow their gaze to see a slime covered castle looming where once the ziggurat stood. You lose consciousness.
4	You and your mate fly through the floating rocks on your reptilian, winged mounts. The feeling is exhilarating. As you level your beasts, soaring over the jungle, a loud crack of lightning strikes ahead. You watch in terror as the sky tears open and a large castle emerges into the jungle...
5	This fertile farmland your village used to work has turned to marshland. There is no game in the forests anymore. You look at the dark cloud that spreads across land and sky, putrefying all that it touches and realize if you and your people don't fight, the world will be lost.

If a player attempts to remove a skull from the room it begins screaming in pain, alerting any creatures on that level of the castle, especially the guardian in *Area 24*, that pushes its way to the limit of its chains outside its door and starts bellowing attracting 1d8 lesser hags to the corridor.



27. *The Grand Circle*

This unlocked door leads to a balcony with rows of seats overlooking the Throne room of the Methuselah. When important decrees are to be made, hags from all over Baragus converge on the castle to hear Griztella speak. Use the information from *Area 14* for details on the Throne room.

28. *Tower of the Owls II*

The spiral stair breaks for a landing with a doorway to the 1st level then continues its upward climb. A fall into the tower from this height is 30' down to Area 7, causing 3d6 damage – note the rules for falling on pg. 96 of the *Core Rulebook*.

29. *The Great Tower II*

A landing and circular corridor gives access to *Level 1* of Wartaren as well as the lower levels. There is an ornate carved oaken door on the west side of what could only be accessing another stairwell ascending the tower. The heavy door is locked and depicts hags of all shapes and sizes bowing to a grand hag who is depicted above them on stairs.

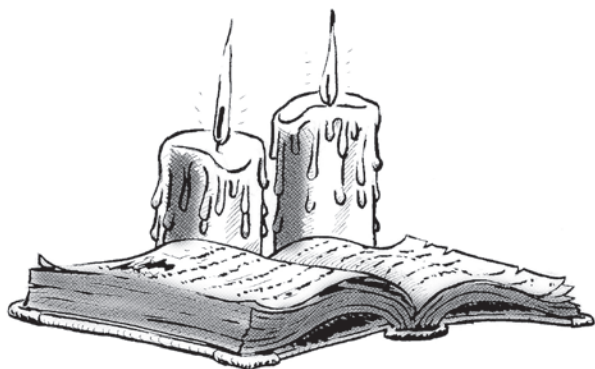
An enchantment on the door activates if someone opens the door without kneeling or bowing first. Any PC taller than a dwarf that does this must make a DC15 Reflex save or a circular blade slices out at neck height. The blade inflicts 3d10 points of damage. If this is enough to slay the PC, the blade decapitates the character. Halflings and dwarves are not tall enough to be affected by this trap.

30. *Access to the upper Great Tower*

The stairs from *Area 6* rise to an arc shaped corridor. A door sits to the west leading into *Area 29* on *Level 1*. The door is unlocked.

31. *Private stair to the Great Tower*

If the PCs avoid the trap from *Area 29* and gain access, they find the trap mechanism and a column of winding stairs rising up from this level.



Second Floor

32. *Spiral stair of Watchtower 1*

The spiral stair continues from level 1 to level 3 with a doorway exiting to the rooftop battlements at level 2.

33. *The great siege trap*

This curved rooftop leads south to a great battlement. Along the ledges of this area are defensive siege weapons. Piles of meaty looking rocks, ballistae, dormant cauldrons of oil-like plasma ready to be heated.

Anyone attempting to storm the entrance or battlements would face a nasty welcome. Most of these weapons are controlled by Wartaren itself but can be manned by lesser hags that patrol the battlement as well. Any PCs that try to use the weapons will attract the attention of the lesser hags in *Area 34*.

34. *The Great Battlement*

This area covers over 500 square feet of battlements and open rooftop. There are four lesser hags patrolling the battlement or manning either of the two watchtowers (*Areas 32* and *35*). Roll 1d4 to determine how many hags are patrolling the battlement.

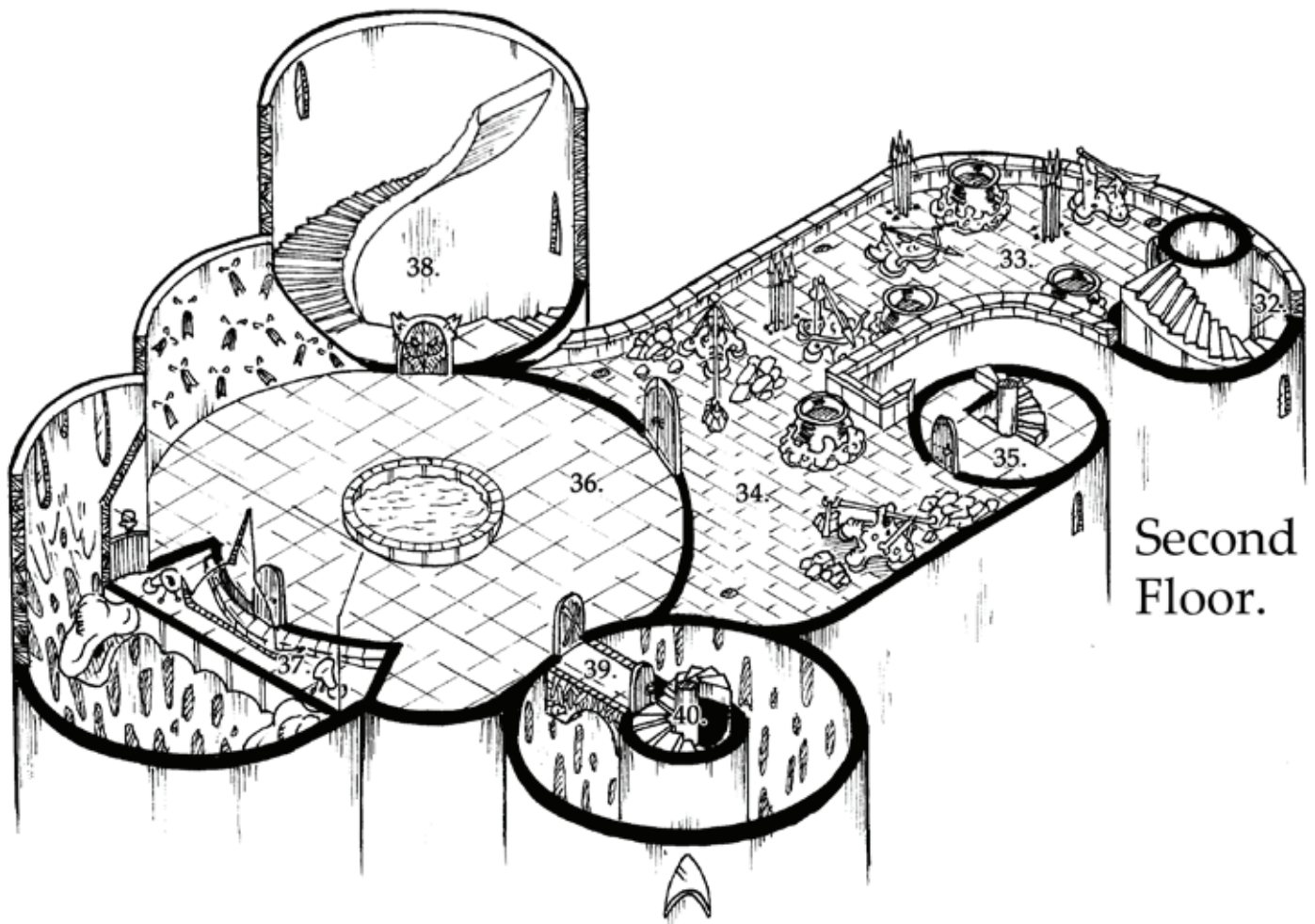
Lesser Hags (x4): Init +2; Atk mancatcher +4 melee (1d3 Agility plus control or 1d4 as staff); AC 15; HD 2d8+6; MV 25'; Act 1d20; SP mancatcher, spells, retributive spit attack; SV Fort +5, Ref +4, Will +8; AL C.

Lesser hags can cast the following spells (+6 bonus to spell check): *charm person*, *ray of enfeeblement*, and *paralysis*. When reduced to 0 hp in melee combat, a lesser hag can attempt to spit on its slayer (+4 to hit). If successful, the victim must succeed in a DC 15 Will save or permanently lose 1d3 Luck. 1 in 7 lesser hags carry a witchrod.

35. *Watchtower 2*

Watchtower 2 is the upper levels and summit of the tower of Phenoton and can be accessed from the battlements through a single barred door. A witchrod's prompt or the blood *spellburn* of a PC opens it.

At this level a single 10' passage runs around the circumference of the tower. There is a 25% chance a lesser hag patrols this corridor if not already slain on the battlements. A powerful enchantment renders the walls of the tower transparent, affording a view of the surrounding landscape.



An archway gives access to a narrow spiral staircase that runs down to *Level 1* and up to *Level 3*. There is a 25% chance the PCs will see the same peculiar creatures noticed in *Area 19* but this time they scamper up the stairs on their way to *Areas 45* and *50*.

36. *The Soul Snaring Chamber*

This immense chamber rises high above the floor. In the domed ceiling above vertical openings seem to open and close like the gills of a fish out of water. Ghostly, child-sized spirits circle the reaches of the chamber and a feeling of dread hangs menacingly in the air.

A central pond dominates this huge circular chamber. Only the Methuselah and select seers from the Castle utilize this chamber. The pond, which measures 30' in diameter, combined with black incantations and rites, enable powerful hags to snare the souls of unprotected children from other realities to fuel their own evil machinations. Menfolk in other worlds can be hagridden by the cruel bitches of Barg'herzarag using the pond.

Any males that look into the pond must make a DC 15 Will save or be stricken blind for 1d10 hours.

Any male characters that were/are hag-ridden can sever the link with their hag by destroying the pond. The edges of the pond are brittle, porcelain like stone, appearing to have the same consistency as teeth. The brittle enamel can be shattered with a bludgeoning weapon delivering 30 points of damage to the pond. Doing so will attract all hags in the vicinity to the pond.

Two single doors leave the chamber to the south and east whilst two double doors exit to the northwest and northeast. All doors

37. *Eavesdropping Balcony*

This balcony looks down upon the grand circle and the throne room. Griztella uses this chamber to watch her gathering subjects before she holds audiences. Protruding from the east and west walls are fleshy, ear-like appendages known as eavesdroppers.

If a PC puts his own ear to an eavesdropper it lunges forth wrapping around the character's ear. It does no damage but is not easily removed. PCs must use a DC 10 strength check to pull the appendage free and in doing so the eavesdropper causes 1d3 damage to the character's ear.

If the PC experiments, the eavesdropper enables the user to hear any sound taking place within the throne room and grand circle: from the opening of doors to the whispers of the most foolish conspirator. A sinewy tube enables the eavesdropper to stretch from the wall to allow the user to look down upon the lower chambers.

The ceiling above has openings to the Hagworld sky. The openings seem to expand and contract like mouth of a panting, sick animal.

38. *Tower of Owls III*

A landing sits behind the double doors to the northwest of *Area 36*. An empty, dizzying abyss looms in the center of the tower whilst spiral stairs continue to ascend or descend the tower.

PCs who fall from this height plunge 60' to *Area 7*, sustaining 6d6 damage – note the rules for falling on pg. 96 of the *Core Rulebook*.

39. *Methuselah's access to Soul Snaring Chamber*

A 20' by 10' walkway crosses an empty space between the private stair of the methuselah to the soul snaring chamber. Doors at each end of the walkway are always locked and may be unlocked with the jab of a witchrod or by feeding the castle as described in the description of Wartaren.

40. *Private Stair to the Great Tower II*

A central spiral stair continues to ascend or descend the great tower. Players who are actively searching can make a notice roll DC15 to notice lidded eyes opening and closing on the walls at this level of the tower. Wartaren is especially interested in beings brave enough to enter the Methuselah's private chambers.

Third Floor

41. *Private Stair to the Great Tower III*

Spiral stairs pause briefly before a locked door that leads into *Area 42*. The stairs continue upward or downward.

42. *Methuselah's Private Library*

This ring-shaped chamber is 70' in diameter. The walls separating the spiral stairs of *Area 41* create a barrier preventing the user of the library from being able to see the opposite wall directly. Bookshelves, custom made to hug the curved walls, line both the outside walls and the walls of the stairwell.

The books lining every shelf of this private library contain information from the vilest evil to tomes devoted to deities of purity and virtue. The information has been gathered from many worlds and if the players ask about deities from other specific RPG settings, there is a 50% chance that, with careful searching, books on that deity can be discovered. Judges are free to add books and hooks leading to other adventures.

43. *Tower of Owls IV*

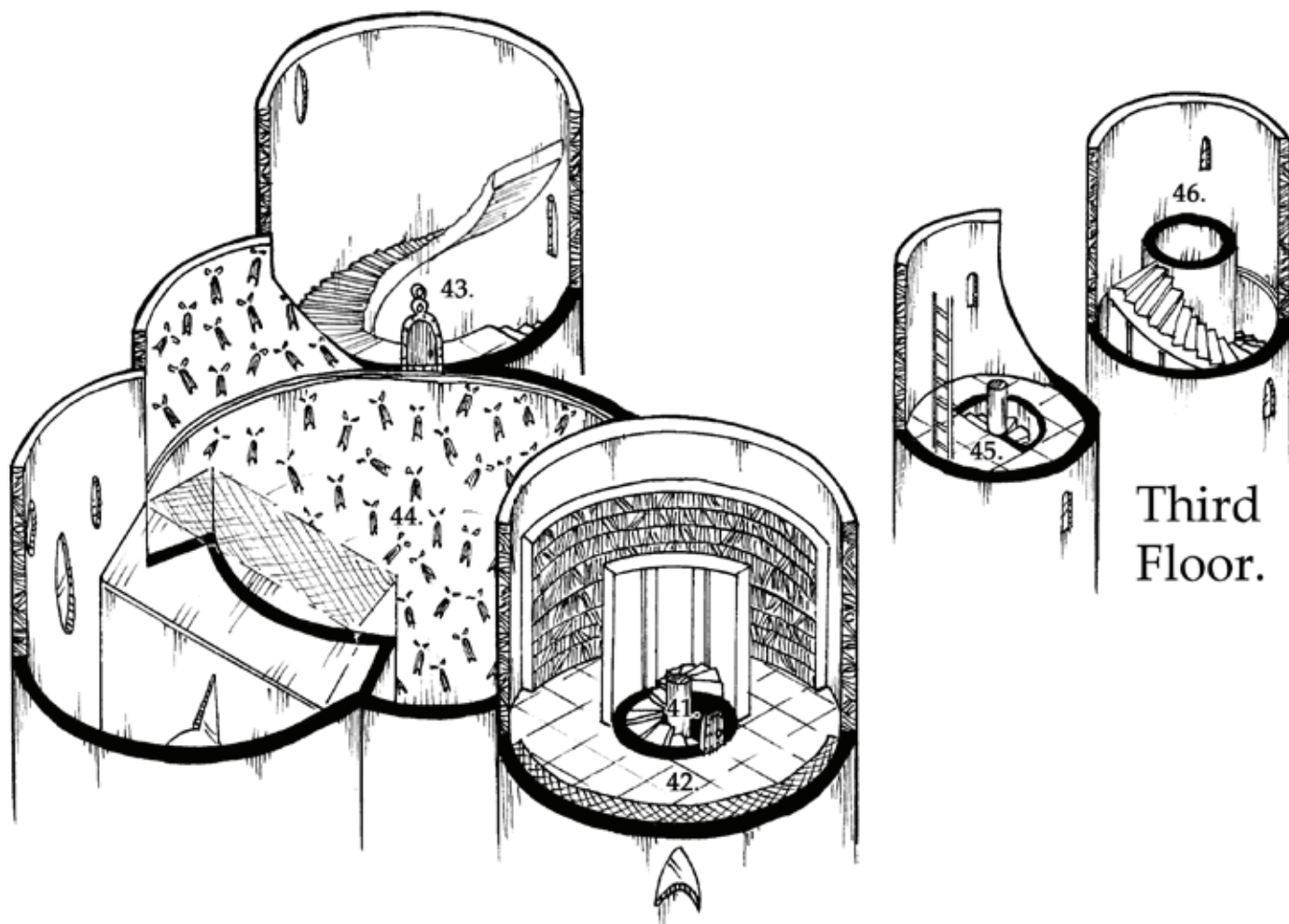
A doorway opens from the stair into the soul space. Hags or other fell creatures can reach through this opening and snare a child's soul to power their various dark magiks. A staff with a glowing hook hangs next to the doorway. This item is the Soul hook. PCs extending the hook into the Souls Space can attempt to wrangle a child's soul using a standard attack against AC 15. If caught, the soul cries and begs to be released back with its friends. If the soul is released back into the Soul Chamber it continues its morbid existence. If, however the soul is released in the tower, it immediately flies out of a tower window, giggling with glee. This gives each PC +1 Luck permanently for their noble deed. It also attracts the ire of the castle and 1d8 lesser hags start ascending the tower from below.

Lesser Hags (1d8): Init +2; Atk mancatcher +4 melee (1d3 Agility plus control or 1d4 as staff); AC 15; HD 2d8+6; MV 25'; Act 1d20; SP mancatcher, spells, retributive spit attack; SV Fort +5, Ref +4, Will +8; AL C.

Lesser hags can cast the following spells (+6 bonus to spell check): *charm person*, *ray of enfeeblement*, and *paralysis*. When reduced to 0 hp in melee combat, a lesser hag can attempt to spit on its slayer (+4 to hit). If successful, the victim must succeed in a DC 15 Will save or permanently lose 1d3 Luck. 1 in 7 lesser hags carry a witchrod.

From this height a fall from the stairs in the tower is 90' down to *Area 7*, sustaining 9d6 damage – note the rules for falling on pg. 96 of the *Core Rulebook*.





44. *Soul space*

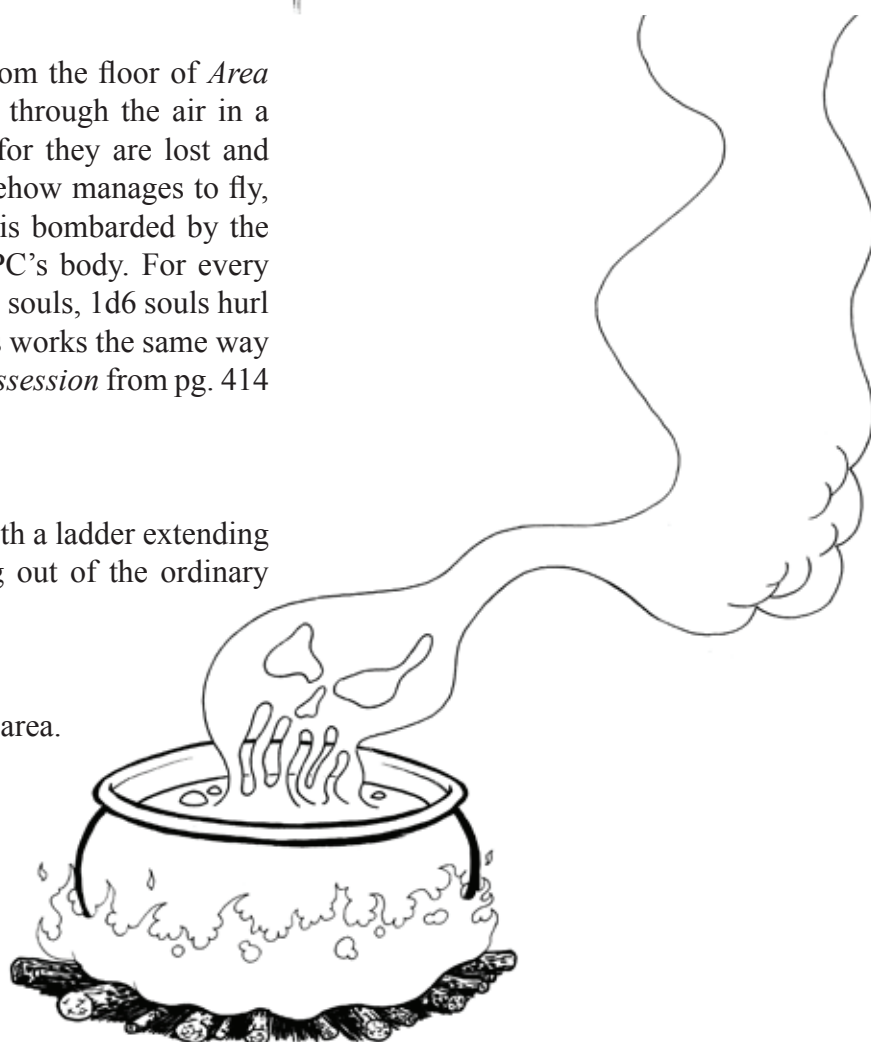
This open area is around 30' from the floor of *Area 36*. The souls of children glide through the air in a state of perpetual melancholy, for they are lost and disembodied. Any PC that somehow manages to fly, climb or levitate to this height is bombarded by the lost souls that try to steal the PC's body. For every round a PC remains amongst the souls, 1d6 souls hurl themselves at the character. This works the same way as a Ghost's special ability 9. *Possession* from pg. 414 in the *Core Rulebook*.

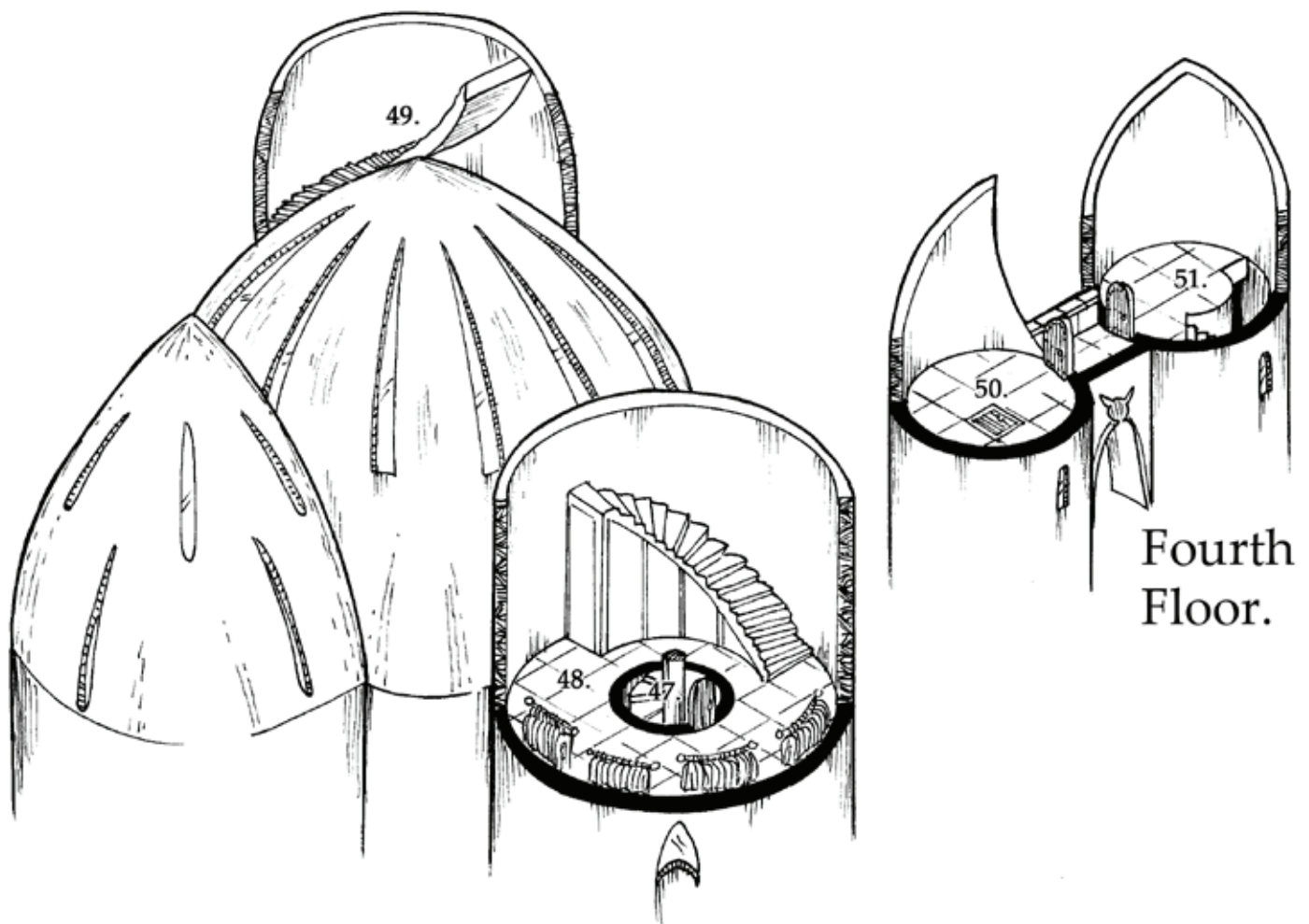
45. *Watchtower 2 II*

The spiral stairway ends here with a ladder extending up to *Level 4*. There is nothing out of the ordinary here.

46. *Watchtower 1 II*

The stairs continue through this area.





Fourth Floor

47. Private Stair to the Great Tower IV

The winding stairs end at a semicircular landing before an ornately carved door. Crafters of great skill must have fashioned this door as the carvings depict a battle scene, with naked, humanoid males fleeing through the swamp as hags, mounted on stilts, give pursuit. The beauty of the craftsmanship is almost enough to distract the viewer from the morbid scene depicted.

48. Methuselah's wardrobe

This large circular chamber carries a musty scent and it is dominated by many racks of robes stitched together from all manner of materials from the richest silks to leathers of many textures.

PCs that look through the clothing will find robes stitched together from all manner of animal skins, including reptilian, fur and even human leather.

Hidden amongst the racks is a hag-sized magical robe. The *Robe of Necrosis* increases the AC of the wearer by draining hit points from the wearer. For example, if the wearer wishes to increase their AC by +3, the robe drains 3 hp from the wearer to fuel the defence.

If the wearer chooses to give up more than 5 hp, he must make a DC 15 Fort save or those hit points cannot be healed for the number of hit points used in days has passed. When the robe is found it appears grey and dull in color but when a wearer *feeds* the robe, it turns to a brightly colored pattern. Also amongst the robes are a group of 1d4 vampiric cloaks.

Vampiric cloak (1d4): Init +7; Atk bite +8 melee (1d6+5, DC 17 Fort save or addition 1d4 Stamina points), tail strike +3 (1d8+3); AC 19; HD 6d8+25; HP 60; MV 10', Fly 40'; Act 2d20; SP vampiric drain, hide in plain sight; SV Fort +6, Ref +5, Will +7; AL C.

The Vampiric cloak is a sentient creature that appears on first glance to be naught but a dark, high collared cloak. On careful examination, the creature has a discernible fanged maw around the collar and sinewy hems that allow the creature to hug and grip its victims. It also has a long stinging tail that it uses to strike out at its enemies. The creature flies like an immense bat and aims to wrap around its victims to drain their life's blood.

On the north wall a curving stair ascends the tower to Area 52.

49. *Tower of Owls IV*

The open stairs continue through this area. As the PCs pass by, they become aware that the stairs narrow above, making the climb more hazardous over the cavernous drop. PCs need to make a DC 10 Agility Check for each level above *Level Four*.

There is an unusual scent in the air and PCs with some history of working with birds will recognize the scent as feather dust.

The fall from this height is 120' down to *Area 7*, causing 12d6 damage – note the rules for falling on pg. 96 of the *Core Rulebook*.

50. *Watchtower 2 III*

The top room of this tower is accessed through a ladder from *Area 45*.

As you gain access to this room, your nostrils are assaulted by a smell so foul it is beyond description. You see hundreds, if not thousands, of small, demonic looking pink creatures ranging in size from that of a mouse to the size of a dog, scuttling over the entire floor space of this 40' diameter chamber. Even worse, a similar creature standing over 7' tall presides over some abominable mass, suspended from the walls and ceiling by slimy, green appendages. Within the bundled mass, you can barely discern the lower torso of a woman that seems to be birthing the small pink demons. The father demon has either not noticed you or has chosen to ignore your presence.

If the PCs went to see Baron Johan's wife, Estelle, in Mistwood, the green appendages are the same material that had the Baron's wife cocooned. The lower female torso amongst the mass is Estelle's, somehow trapped in the Hagworld to give birth to the horde of abominations scuttling over the floor. Should the PCs attack the torso, they will kill Estelle instantly. If they manage to defeat the *father* demon, his hold on the pregnant Baroness will break and she will awaken back in Mistwood, whole once more with no memory or physical malady from the experience.

The *father* demon is a devolved form of Incubus known as an Incuboid. It is approximately 8' in height, humanoid in form but repulsive to behold. Its face resembles that of a jawless bat where instead of a lower jaw resides a proboscis-like tube that oozes a yellow puss-like ichor. The demon's arms are long, gangly and with fingers sprouting long razor sharp claws. The legs are squat with flabby, webbed feet.

The Incuboid is a regular visitor to Barg'herzarag. He witnessed the effects of the concordance amongst the hags and decided to increase his grotesque influence across the dimensional rift. He seized the *ripe* Baroness to reproduce its despicable kind. The PCs are able to get a surprise attack on the Incuboid, but after that it, and its brood, fight to the death. Once the Incuboid is slain, the brood also die in 1d4 rounds.

Incuboid (Type II Demon): Init +3; Atk Claws x2 +7 melee (1d8+7 + DC 15 Fort or disease) and Bite +9 melee (1d8+7 + DC 15 Fort or Paralysis for 1d8 rounds); AC 17; HD 6d8+8; hp 45; MV 30; Act 3d20; SP Demon traits, Paralysis Bite, Disease; SV Fort +6, Ref +3, Will +6; AL C.

The claws of the Incuboid are infected with a horrid disease that takes hold of any PCs infected after 1d4 days of incubation. The disease manifests first as a purple rash targeting the groin and armpits of the victim. Once the disease has manifested, the infected character must make a DC 10 Fort save every 12 hours or lose a point of stamina. The disease can only be cured through the use of a *Neutralize Disease* Spell with a Spell Check of 26 or above.

Standard Type II Demon Features

Communication: Speech, ESP (read minds but not converse)

Abilities: Infravision, darkness (+8 check)

Immunities: Immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half-damage from fire, acid, cold, electricity, gas

Projection: Can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned

Crit Threat Range: 19-20

Incuboid brood swarms (x3): Init +5; Atk swarming bite +2 (1d4); AC 10; HD 4d8; hp 30; MV 40, Climb 30'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +2, Ref +8, Will +0; AL C.

The brood swarms fight until the Incuboid is defeated.

If the characters defeat the Incuboid and its brood, the female torso collapses in on itself but as it fades from this world, the PCs hear Baron Johan's voice cry out in surprise "*My love! You're awake!*" This, of course, does not happen if the PCs attack the torso.

Another effect of the Incuboid's death is that its nest falls from the walls, revealing a door in the north wall. This door leads a bridge that crosses to *Area 51*.

51. *Watchtower 1 III*

This 40' diameter chamber can be accessed via the bridge from *Area 50* or the stairs from *Area 46*. The room is dilapidated and appears to have not been used in some time. Flesh hangs from the domed ceiling and pulsing grey veins are visible where the flesh once clung. A small table and chair sits by east wall.

On the table is an old journal written by a disgruntled hag. It crumbles on touch but one page remains with the following useful information:

"... her with a passion. May Hecate swallow her black soul. Hecate has prophesied the death of Griztella – I can't wait to see that bitch skewered on the throne with Hecate's blade..."

Fifth Floor

52. *Alchemical laboratory of the Methuselah*

This chamber contains rows of tables cluttered with all manner of alchemical paraphernalia. Candles heat glass flasks, forcing brightly coloured fluids through a myriad of glass tubes. A lone hag works furiously, adjusting flames on burners, smelling concoctions and casting small incantations.

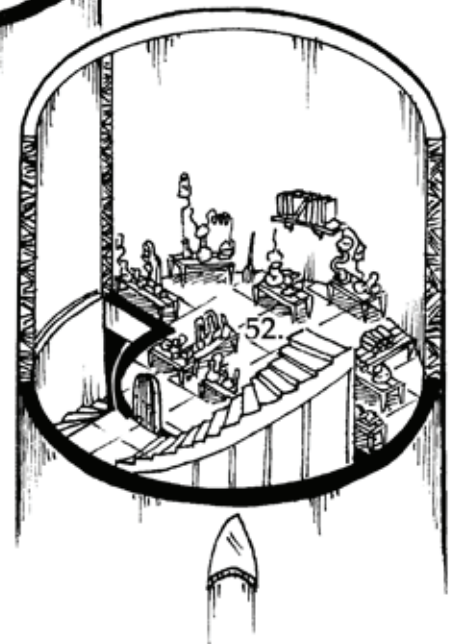
When the PCs enter, she turns to the entrance, smelling the air. Both of the hag's eyes are missing. With successful DC 10 Agility checks, the PCs could sneak past the blind alchemist but should they fail, they inadvertently knock a piece of equipment over or step on a discarded glass tube, alerting her to their presence. If this occurs she starts shrieking a warning to Griztella. Whether Griztella hears her is dependent on her location at that time.

If combat takes place in this chamber, there is a 1 in 5 chance that a volatile flask falls from a table causing an explosion that engulfs the room. The blast causes 5d10 damage, DC13 Reflex save for half, and alerts all beings in the tower that something is amiss.

To make matters worse, the smoke from the burning reagents are bright orange and billow from the tower windows. At night, this goes unnoticed but should it be daytime, 1d3 lesser hags from each of the seven hag settlements in the vicinity rush to the castle to investigate. Within half an hour, all hags in the castle will climb the Great Tower.



Fifth Floor.



Other than flying out of a 100' high window, the PCs will be in for one huge fight – if Griztella is in the chamber above, then the real fun begins.

53. *Tower of Owls V*

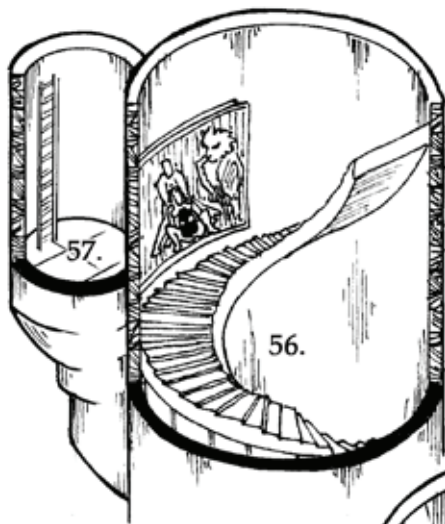
The stairs ascend a further 30'. The narrow stairs compel the PCs to make the DC10 Agility check to continue upward or downward. The scent of feather dust continues to get stronger as the PCs ascend the stairs. The empty space in the centre of the tower is now 150' down to *Area 7*, causing 15d6 damage – note the rules for falling on pg. 96 of the *Core Rulebook*.

Sixth Floor

54. *Bedchamber of the Methuselah*

The stairs of the great tower end in the Methuselah's bedchamber. A curved, translucent wall screens the room from the stairs. At the very top of the stairs, a door leads to the east into the hag queen's loft.

This room is opulently decorated and the Methuselah has painstakingly ensured the illusion magic that has failed elsewhere in Wartaren is flawless here.



Sixth Floor.



The walls appear to be made of marble and are bedecked with silken tapestries. The tapestries depict the family lineage of Griztella and on close inspection PCs can see where the Gravic coven hags have been patched over on the tapestry.

A grand bed is positioned against the west wall. It is a gaudy, four-poster affair but the linen appears to be made from woven swamp reeds and what appears to be a troll skin quilt sits at the foot of the bed.

At the foot of the bed a large furry skin of some unknown beast lies. If it is stepped on by anyone but the Methuselah, the rug animates, rearing up into a ferocious bear-like beast.

Animated rug: Init +1; Atk bite +7 melee (2d8) and claws (x2) +5 melee (1d4+5/1d4+5); AC 13; HD 4d10; hp 35; MV 10'; Act 3d20; SV Fort +5, Ref +5, Will +0; AL C

A large chest is nestled in the southern nook of the chamber, where the translucent wall from the stairway meets the tower wall.

The chest is trapped with a DC 20 detection chance. If undetected a poison needle pierces the opener's hand causing the victim to fall into a deep sleep that cannot be awakened from till the effect of the poison wears off, which is 1d4 hours (DC 20 Fort save). The Judge can create the contents of the chest, noting that the castle has conquered numerous worlds and could therefore contain a treasure unlike any the PCs have seen before.

If Griztella is not holding court, she is either in this chamber or her retreat above. If she is here, there is a 25% chance that the PCs catch her sleeping in her grand bed. Stepping on her rug is a sure way to wake her.

55. *Entrance to the Methuselah's loft*

This oddly shaped chamber has a simple ladder that leads up to *Area 60*.

56: *Tower of Owls VI*

The stairs continue through this area but the scent of bird dust is overpowering. A secret door is situated on the western wall that leads into *Area 57*. The secret

door is concealed within what appears to be a relief sculpture of a *possibly* familiar scene.

A man stands with his arm resting on the shoulders of a beautiful maiden. The maiden is clearly pregnant but the artist has depicted the stomach of the maiden open, revealing glowing eyes within the darkness of the womb. Looming over the couple is the face of an enormous owl.

The eyes in the womb are actually two buttons that when pressed unlocks the secret door. PCs must be actively searching for secret doors to discover this.

The fall from this height is 180' down to *Area 7*, causing 18d6 damage – note the rules for falling on pg. 96 of the *Core Rulebook*.

57. *Secret ladder to the rookery*

A very dusty ladder leads up to a trap door here.



Seventh Floor

58. Chamber of falling

The stairs end in a 60' diameter chamber. A menacing cackle fills your ears and standing in the centre of the chamber is a creature both familiar and alien. It is clearly an amalgam of a hag, troll and owl. It looks at you, smiles evilly and begins an incantation, making mystical gestures with its wing-like arms and hands.

PCs who have played *The Trolls of Mistwood* immediately recognize Larissa's troll hag features in the creature, for Wartaren is where the troll hag has come to finish its evolution into a creature known as an owlghast. Perhaps it is the original Larissa or a duplicate from another world, this is up to the Judge. There are many ways this cursed being could still be around even if she was slain in *The Trolls of Mistwood*.

The creature in the chamber is an illusion. It is situated on a 20' x 20' trap door that Larissa can activate from the rookery (Area 59) concealed behind the west wall. If the PC's rush into melee with the illusion, Larissa springs the trap, trying to eliminate as many PCs as she can. PCs making a DC 15 Reflex save manage to cling to the edge of the trap but cannot make any other action till they pull themselves from the edge. This takes another round combined with a DC 10 strength check. PCs failing their save plummet 210' to Area 7, sustaining 21d6 damage – note the rules for falling on page 96 of the *Core Rulebook*.

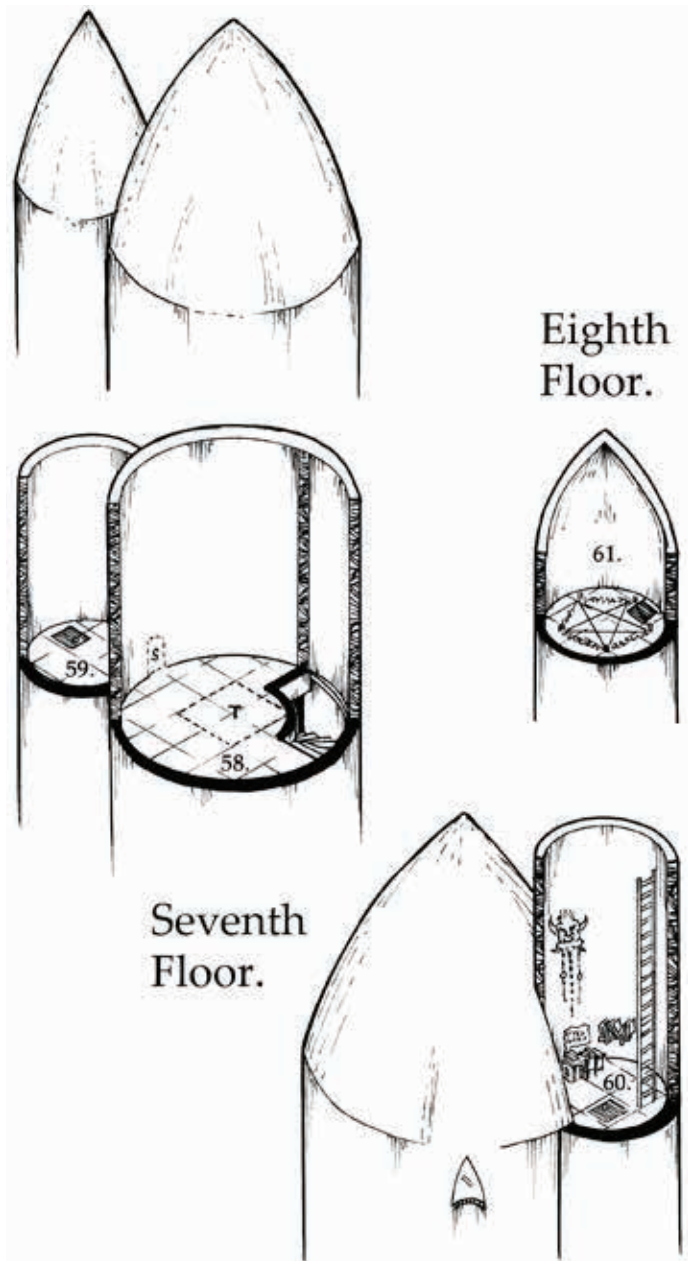
If more than half the party either fall through or dangle from the trap, Larissa storms through the secret door, attacking the PCs without mercy. She has learnt not to underestimate adventurers after being defeated in Mistwood. Larissa fights and taunts the PCs, using her flight ability and the 30' ceiling to her advantage. She also attempts to grab characters with her birdlike feet and drop them down the trap. She will flee through the rookery if she is outmatched.

See *Foes and Allies* for details

59. Rookery of the Owlhag

If the players enter the rookery through the trapdoor from Area 57, Larissa is taken by surprise, allowing the PCs a free round before the surprised owlghast can react.

This chamber is coated with a layer of bird dust that Larissa uses against the PCs. If she is engaged in combat in this chamber, she will flap her wings to disturb the dust which causes the PCs to make a



DC 15 Fortitude save or they struggle to breath as if affected by a *Choking Cloud* spell with a Caster Check of 18-19, (see pg. 134 of the *Core Rulebook*). The PCs need only cut Larissa to get the required blood for *Clawreaver* and she will flee if she starts to lose against the PCs. There is an exit in the spire of the rookery that allows Larissa to flee if required.

In the centre of this 30' chamber is a 10' square raised platform. On it is a large nest where Larissa rests and evolves. Pieces of flesh, hair and black ooze lie in patches around the room; the owlghast transformation is a messy one.

Concealed beneath the platform is a secret chamber, DC 16 to find, containing the following treasure: a ruby valued at 75gp, a bundle of owlghast feathers, valued around 100gp if sold to an alchemist, and a *Ring of Sundering*, which grants the wearer a +2 to hit only when wielding an axe.

60. *Private study of the Methuselah*

This 30' diameter tower chamber is accessed from the ladder in *Area 55*. A solitary desk sits against the western wall of this round chamber. It is scattered with parchments haphazardly scrawled by Griztella. The scrolls are written in an unknown language but if a rogue or wizard successfully deciphers them they outline plans and schemes of a twisted mind. A large portion of them discusses her hatred for her sisters and her desire for revenge. One message that is particularly clear is a strong distrust of Necrosa.

With a successful DC 16 search, the PCs find the following magical scrolls: 1 randomly determined 1st level spell, 2 randomly determined 2nd level spells and 1 randomly determined 3rd level spell.

Another ladder leads up to *Area 61*.

Eighth Floor

61. *The Methuselah's Gate*

This chamber is bare save for the five-pointed star marked on the floor. Black candles adorn each tip of the star and the star is outlined with runes painted in some dried brown substance.

This chamber is used by Griztella to visit other planes, mainly the Abyss and Hell where she deals with demons and devils to expand her powers and dominion. If a PC decides to light the black candles, a vortex opens in the floor, dragging any characters standing inside the markings into either Hell or the Abyss (50% chance of either) with no save. The Judge can decide whether or not the PC can be saved. If the PCs light the candles but remain outside of the markings, 1d6 rounds pass before a demon or devil comes through the vortex into the chamber (see *Appendix B*).

Extinguishing only one of the candles closes the vortex.

Fulfilling the prophecy

If the PCs manage to gorge *Clawreaver* with the required bloods, all they need do now is impale Griztella on the *Throne of Undying Wisdom*. She need not be killed on the throne, just her body placed upon the throne and then impaled. Once this occurs, the castle begins to shake and a swirling vortex opens, swallows the throne, Methuselah and sword. It does not stop there. The vortex starts to draw everything into the dimensional whirlpool.

The PCs are ripped from Barg'herzarag back to the Prime plain where they are flung unconscious to drown into the Gravic Swamp.

Luckily for the PCs, Bunkor happens upon the PCs in time to find them and gets them safely back to Mistwood. The PCs remain unconscious in *The Golden Eel Inn*, being cared for by the townsfolk.

Conclusion?

Read aloud:

As you emerge from the inn, you find the people of Mistwood gathered at the doors and they give a hearty cheer seeing you recovered. The men folk seem rested and there is a feeling of relief in the eyes of the women. Battilda the Grey asks your group to follow her and she leads you to the west wall where she directs you to climb the observation tripod. As you do so, you see a sight that sends a cold shiver down your spines. Out over the trees of the Gravic Swamp you see the unmistakable form of Castle Wartaren and around it, a spinning vortex is opening to the hagworld. The concordance has occurred and you can't help feel that you are the ones who brought it on. As you look down at the villagers, they look to you in hope as if to say: what now, troll slayers?



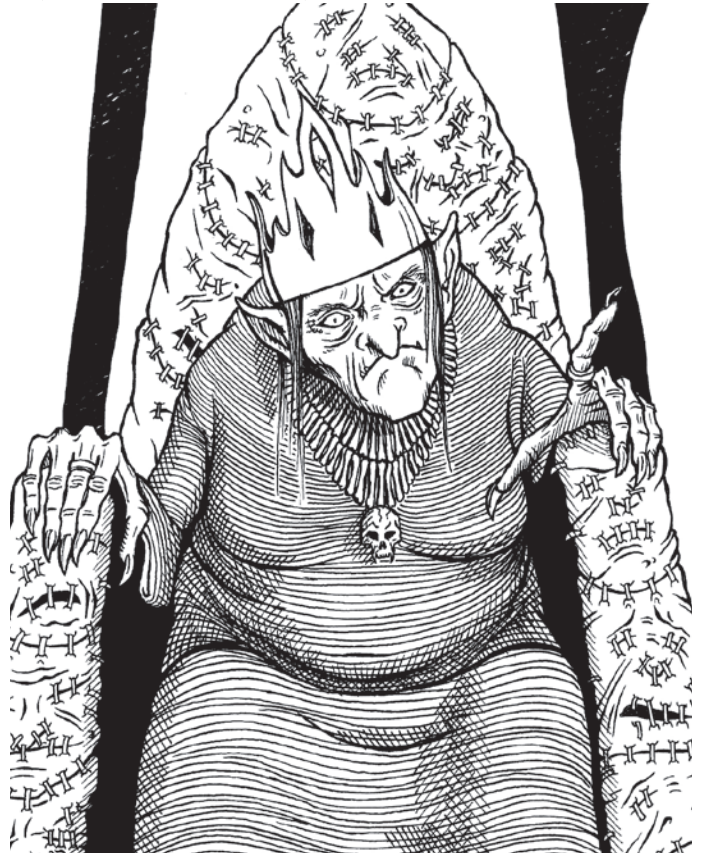
APPENDICES

APPENDIX A: FOES AND ALLIES

Griztella, Methuselah of Wartaren: Init +3; Atk 2 claws +14 melee (1d4+6); AC 21; HD 11d10+9, HP 95; MV 30'; Act 2d20; SP regeneration, transform, curse, conjuration affinity, hag aspect, spellcasting (+11 spell checks); SV Fort +8, Ref +7, Will +9; AL C.

The elder sister of the Gravic Coven, Griztella has lived a life of cruelty and disrepute. She rules the plane of Barg'Herzarag and commands the forces of the Castle Wartaren. Her ambition, like that of the Methuselah before her, is to conquer worlds and spread the influence of Hecate to dominate those worlds. As despicable as the Methuselah is, she will bargain if given the chance to save her life, with every intention to betray the trust of those foolish enough to bargain with her.

Griztella is an ancient evil, corruption oozes from her very being. She appears as an ancient crone in her natural state although she can just as easily transform into any guise of approximate scale.



Griztella has the Bog Aspect associated with her lineage. As a result, she has the additional powers associated listed below:

Hold: Target within 30' must succeed in a DC 15 Reflex save or movement is reduced by 10', as though walking through a sinking bog. The hag may affect the same target more than once, and effects stack. This effect lasts until the hag is dead or is more than 60' away.

Death Throes: Dries and cracks (like mud cracking), and then crumbles into powder. Of course, this happens concurrence with the concordance shot it be brought about.

Aside of her hag powers and aspect, Griztella regenerates 1d5 hp every round.

Spells

1st level: *Chill touch, Flaming hands, Force manipulation, Invoke patron, Magic missile, Sleep, Spider climb;*

2nd level: *Mirror image, Monster Summoning, Scorching Ray;* **3rd level:** *Transference, Turn to stone;* **4th**

level: *Control fire, Polymorph, Transmutation;* **5th level:** *Magic bulwark, Replication*

The Gravic Coven

The three sisters, Necrosa, Gillara and Glyndel, have lived on what is known as Crone Island since they oozed through a portal from a parallel existence over three hundred years ago. Believing they had arrived at some kind of hag Nirvana, the three existed peacefully in the swamp. They had plentiful food, contact with their goddess and enough arcane knowledge to keep them content.

When humans came to the region, the hags decided not to meddle with them. A devout follower of Hecate lived amongst the villagers and they made a pact not to interfere with the villagers unless they trespassed into the hags' territory.

When the trolls migrated into the southern reaches of the swamp, during the original troll siege, the sisters became involved for their own security. The youngest sister, who by some quirk of fate did not despise the humans – triggered the events of The Trolls of Mistwood.

Necrosa, Eldest hag of Crone Island: Init +1; Atk 2 claws +13 melee (1d4+4); AC 19; HD 9d10+9, HP 75; MV 30'; Act 2d20; SP transform, curse, necromantic affinity, spellcasting (+9 spell checks), coven casting; SV Fort +6, Ref +5, Will +7; AL L.

As the eldest sister, Necrosa is the head of the coven on Crone Island. Obese and revolting, this bloated creature wants nothing to do with other sentient beings outside of her family. Her relationship with her goddess and sisters, as well as her research into the arcane art of necromancy, was once all she desires. She appears as a rotund, green-skinned hag with mottled black hair. She wears a decaying brown garment.

Unlike others of her kind, Necrosa has a slight regard for law, in particular pacts and promises. She will quite happily eat a meddlesome human, however, and should not be trusted to any great extent. Her ambition is to rule over the world, taking her rightful place as Methuselah.

As a necromancer, Necrosa has mastered the art of animating the dead. During the final conflict, she will likely use undead to fight for her.



Spells

1st level: *Chill touch, Choking cloud, Color spray, Enlarge, Invoke patron, Magic missile*; **2nd level:** *Mirror image, Ray of enfeeblement*; **3rd level:** *Animate dead, Slow*; **4th level:** *Control fire, Transmute Earth*; **5th level:** *Magic bulwark, Mind purge*

Gillara, Middle hag of Crone Island: Init +2; Atk 2 claws +13 melee (1d4+5); AC 19; HD 9d10+9, HP 70; MV 30'; Act 2d20; SP transform, curse, pyromantic affinity, spellcasting (+9 spell checks), coven casting; SV Fort +6, Ref +7, Will +7; AL C.

Second in charge of the coven is the grotesque Gillara. Unlike her squat elder sister, Gillara stands at 7' tall with a sinewy physique. Her long hooked nose and vicious eyes accurately represent this creature. She has short ginger hair that clings slimily to her scalp.

Unlike Necrosa, Gillara feels no obligation to lawfulness. Only her fear of her elder sister and her goddess, Hecate, keeps her from feasting more regularly on the fishermen in the swamp.

Obsessed with fire from a young age, Gillara is an accomplished pyromancer, capable of burning forests to the ground, which could explain the number of dead trees on Crone Island.

Spells

1st level: *Flaming hands, Invoke patron, Magic missile, Magic shield, Spider climb*; **2nd level:** *Fire resistance, Scorching ray*; **3rd level:** *Fireball x2*; **4th level:** *Control fire, Control ice, Wizard sense*; **5th level:** *Magic bulwark, Mind purge*

Glyndel, Youngest hag of Crone Island: Init +2; Atk 2 claws +13 melee (1d4+4); AC 19; HD 9d10+9, HP 55; MV 30'; Act 2d20; SP transform, curse, spellcasting (+9 spell checks), coven casting; SV Fort +4, Ref +7, Will +5; AL L.

More human in appearance than her sisters, the youngest hag stands at 6' tall with long dark hair. Her green skin is unmarred by warts and growths like her sisters. Make no mistake, she is far from being a beautiful creature but she leaps and bounds ahead of her horrific elder sisters.

From her infancy, Glyndel was seen as being a disappointment to the family. For starters, she did not inherit the family's bad looks. She also had a kind and caring disposition, much to the disgust of her family.

On the plane Barg'Herzarag, it was determined she should be destroyed for the good of all but she and her sisters opened a portal to the Gravic Swamp where they thought they could live in isolation and safety.

It was her *humanity* that the coven considered useful when they went to contact the Mistwood villagers.

Spells

1st level: *Charm person, Color spray, Flaming hands, Invoke patron, Sleep*; **2nd level:** *Invisibility, Phantasm*; **3rd level:** *Lightning bolt, Sword magic*; **4th level:** *Control fire, Polymorph, Wizard sense*

Coven Casting

When the three hags stand in a triangular formation, no more than 10' apart, their spellcasting becomes more powerful. Every spell check roll and result moves one step up the dice chain. If combat or distraction causes the hags to move from the formation, they lose this bonus.

Shaduzara: Init +1; Atk 2 claws +13 melee (1d6+7) bite +13 melee (1d6+7); AC 20; HD 7d10+28, HP 75; MV 40'; Act 3d20; SP transform, invisibility; SV Fort +8, Ref +6, Will +6; AL C.

Shaduzara wants the annis to rise above the green hags, proving strength and viciousness outweigh cunning and spellcraft. She will use the players to achieve her ends. Afterwards, they will make fine celebratory eating. Shaduzara leads the Shrouded Council and as such commands great respect from her kind. She has even ingratiated herself amongst the ruling green hags. Griztella herself has given Shaduzara a position within the living castle: Seamstress of the Flesh.

Standing just short of 8 feet tall, Shaduzara is the epitome of her kind: the annis. Her crumpled skin is a dark mottled blue, bordering on black and her eyes burn a brilliant sky blue in color. Like all members of the Shrouded Council, Shaduzara can at will transform her appearance into that of a similar sized humanoid as well as turn invisible twice per day.

Shaduzara's familiar Bubosis is a dog-sized plague spider. It empowers Shaduzara with additional strength as well as provides her with a hidden spy and ally in the adventure.



Unless detected by magical means, Bubosis keeps a close watch on the PCs. If Bubosis is slain, Shaduzara must make a DC 17 Fort save or lose 3d10 hp.

Bubosis: Init +3; Atk bite +5 melee (1d3 plus poison); AC 12; HD 2d6;hp 8; MV 20'; Act 1d16; SP poison (1d5 temporary Stamina damage, chameleon camouflage (treat as invisibility); Fort DC 15 or 1d3 additional temporary Stamina damage for 1d3 days); SV Fort +3, Ref +6, Will+6; AL C.

Larissa, Owlghast: Init +1; Atk bite +13 melee (2d4+9), claws +13 melee (1d4+9); AC 19; HD 9d8+8, HP 70; MV 30', Fly 60'; Act 2d20; SP regeneration, flight, snatch and drop; SV Fort +6, Ref +7, Will +8; AL C.

The Barg'Herzarag version of Larissa is the mixture of a hag, troll and owl: a curse incarnate. In her current form, Larissa stands at 7' tall. She has a long, slender figure distorted and feathered. Her face is horrific to behold with a large hooked beak-like nose, red bloodshot eyes and brown stained teeth. She has rubbery blue green skin covered in owl feathers. Her gangly arms have flight feathers allowing her to soar and swoop down at opponents. Her feet have become large taloned owl claws, capable of picking up a man-sized victim. To do this she must make a successful claw attack but the victim is allowed a DC 15 Reflex save to avoid being grabbed.

Larissa is not insane and will flee if she cannot defeat the PCs. The PCs do need her blood to complete their mission but she does not have to die.

APPENDIX B: DEMONS OF BARG'HERZARAG

Castle Wartaren is frequented by demons and devils that come to trade souls and demonic larvae. The most common fiends encountered in Wartaren range from Type I to Type III with the occasional Type IV demon. Below are some simple examples of potential demon encounters, Judges can generate their own demons or create adventure seeds with the PCs' own personal demons for future adventures. There is an excellent demon generator resource provided by *Purple Sorcerer Games* website.

Reptilian monstrosity (Type I Demon) x 1d4: Init +0; Atk Tail +3 melee (1d6+3) and Constriction +3 melee (1d6+3/rnd Strength check 16 to get free); AC 14; HD 4d12; HP 38; MV 20' or fly 40' or climb 10'; Act 2d20; SP Possession +2, Target Save 10, demon traits; SV Fort +1, Ref +3, Will +2, AL C.

The Reptilian monstrosities are the most commonly found demons in Barg'Herzarag. They appear much like a 7' tall lizard man but are covered with bright orange flame patterns. They have large, functional bat wings enabling them to fly. Rarely alone, these fiends fight with their long muscular tails, using the tail to strike first and on a failed DC 16 Reflex save, their opponent is constricted in the tail, taking 1d6+3 points of crushing damage per round. A DC 16 strength roll enables a captured PC to break free.

Standard Type I Demon Features

Communication: Speech (Infernal, Common)

Abilities: Infravision, darkness (+4 check)

Immunities: Half-damage from non-magical weapons and fire

Projection: Cannot travel planes of own volition

Crit Threat Range: 20



Rhinoceros Fiend (Type II): Init +4; Atk Charge +11 melee (1d8+11 + poison horn DC 17 Fort) and breath weapon +10 (7d8 DC 17 Reflex for half); AC 17; HD 7d12; HP 70; MV 20'; Act ; SP Poison (See Appendix P in Core Rulebook) +10; Breath weapon, Target Save 18, demon traits; SV Fort +4, Ref +5, Will +7, AL C.

The Rhinoceros Fiend is incredibly strong and huge in size, standing over 8' tall. Resembling a bipedal rhinoceros with small vestigial bat wings, it is covered in poisonous slime that creates a deadly hazard to those impaled on the creature's horn during a charge attack. The creature has another deadly attack in its arsenal: a breath weapon. Every 1d3 rounds, the Rhinoceros Fiend can breath out a cloud of acidic gas that burns all who come into contact with it.

Crocodilian Fiend (Type II): Init +3; Atk Bite +5 melee (1d8+5) and Claws +6 melee (2 x 1d6+5); AC 16; HD 6d12; MV 20'; Act 3d20; SP demon traits; SV Fort +8, Ref +3, Will +8, AL C.

The Crocodilian Fiend has no discernable eyes but other wise appears as a bipedal crocodile with razor sharp teeth more akin to those of a shark than a crocodile. The creature's lack of eyes does not hinder its perceptions at all as it is magically attuned to its environment. The creature attacks with its vicious bit as well as its clawed hands.

Standard Type II Demon Features

Communication: Speech, ESP (read minds but not converse)

Abilities: Infravision, darkness (+8 check)

Immunities: Immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half-damage from fire, acid, cold, electricity, gas

Projection: Can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned

Crit Threat Range: 19-20

Goatranaut (Type III Demon): Init +3; Atk Tail +8 melee (1d10+8) and Charge +10 melee (1d10+10); AC 15; HD 6d12; HP 65; MV 30'; Act 2d20; SP demon traits; SV Fort +8, Ref +10, Will +7, AL C.

The Goatranaut has the head and torso of a goat, the arms and hands of a man and the lower body of a serpent in the place of legs. It uses its coiled tail to launch a ferocious head-butt from a charge as well as using the tail to slap enemies senseless.

Standard Type III Demon Features

Communication: Speech, telepathy

Abilities: Infravision, darkness (+12 check)

Immunities: Immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less; half-damage from fire, acid, cold, electricity, gas

Projection: Can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned

Crit Threat Range: 18-20



Batrachian Fiend (Type IV Demon): Init +5; Atk Bite +16 melee (2d4+16 and DC 22 Fort save or lose 1d6 Stamina from blood drain); AC 21; HD 13d12; HP 125); MV 40'; Act ; SP Curse (See Appendix C in Core Rulebook) +16, demon traits, chameleon flesh; SV Fort +9, Ref +13, Will +13, AL C.

The Batrachian Fiend has chameleon-like camouflaging abilities. When clearly visible, the creature appears as a humanoid-bodied frog. It is the most powerful demon to frequent the castle as of this time and is most likely there to barter some trade between the hag dimension and its own hellish realm. It finds the presence of the PCs amusing and will negotiate with them for assistance in return for souls or future service. It has no loyalty to the hags or its fellow demons.

Standard Type IV Demon Features

Communication: Speech, telepathy

Abilities: Infravision, darkness (+16 check)

Immunities: Immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less; immune to fire, cold, electricity, gas; half-damage from acid

Projection: Can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned; can project astrally and ethereally

Crit Threat Range: 17-20



APPENDIX C: PATRONS OF MISTWOOD

ENTORPUS

Often referred to as the Crimson Spiral or Flaming Whirlpool, Entorpus is an elder god of chaos and destruction. Disciples of Entorpus believe it was their dark lord that created the universe and that order, in particular law, is destroying the chaos of nature.

Depicted as a red whirlpool or vortex in artworks, the true form of Entorpus is unknown. Some say it is a giant crimson kraken that dwells beneath the great seas. Others believe it is a formless vortex of empty space that devours all things.

Those who seek patronage from Entorpus must border on insanity and revel at the prospect of self-destruction.

Invoke patron check results:



- 12-13 The touch of the caster draws heat from a living target. The victim must make a Fortitude save or lose one action die per round for 1d3+CL rounds.

- 14-17 As above, but the caster concentrates heat inside his or her body. Once per round for the next 1d3+CL rounds, the caster **MUST** fire a bolt of intense heat at a living target. The attack is made at the caster's attack bonus and deals 1d4+CL damage. If the caster does not (or cannot) discharge the excess heat, he or she takes 3d4+CL damage.

- 18-19 A shimmering cloud of chaos stuff surrounds the caster, leeching 1d3+CL physical attribute or hit points from living things that fail their Fortitude saves in a 30' radius. The caster can use this to restore lost attribute or hit points, but cannot increase these scores beyond the caster's limits. If the caster cannot use the points, they are lost to the universe.

- 20-23 As above, but the caster leeches 1d4+CL physical attribute or hit points regardless of his or her current limits. These points remained until lost through damage, *spellburn* or the like.

- 24-27 As above, but the caster leeches 1d4+CL points per round for 1d3 rounds.

- 28-29 A shimmering cloud of chaos stuff surrounds the caster, drawing heat from every living thing in a 30' radius. The victims lose all actions for 1 round on a failed Fortitude save, and the heat manifests as a humanoid composed of chaos stuff. This creature serves the caster for 1d3+CL rounds before folding back into the caster and causing *patron taint*.

- 30-31 As above, but the cloud also leeches 1d4+CL physical attribute or hit points from any living creatures in the area of effect on a second failed Fortitude save. The chaos creature serves the caster for 1d3+CL weeks. When the time elapses, or the creature is destroyed or dispelled, it folds back into the caster causing *patron taint*.

- 32+ As above, but the cloud also leeches 1d4+CL physical attribute or hit points for 1d3+CL rounds. The chaos creature serves the caster until destroyed or dispelled, at which time it folds back into the caster, causing *patron taint*.

PATRON TAINT: ENTORPUS

When a *patron taint* is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The first time this result is rolled, the caster experiences intense lethargy each time a spell is cast – losing one action (movement or attack) per round for 1d3 rounds. Each time this result is rolled, the duration increases 1d for a maximum of 1d10 rounds.
2	The first time this result is rolled, chaos stuff bursts from caster each time a spell is cast. Every living thing within a 5' radius must make a Fortitude save DC 9+1 per spell level cast, or lose 1 physical ability point or 1 hp – the points are lost to the cosmos. Each time this result is rolled, the area of effect increases by 5' to a maximum of 30'.
3	The first time this result is rolled, the caster's hands turn as black as deep space and becomes ice cold. Any living thing touched experiences existential dread, which is manifested as a -1d to any social skills for the caster. The second time this result is rolled, the caster's entire body turns black and cracks in the skin seem to show an infinite universe of darkness. The caster's presence seems to suck the heat from living things. Animals and children avoid the caster and others are deeply unsettled. The final time this result is rolled, right-thinking people avoid being within 30' of the caster, and his or her eyes reflect a burning vortex with a center of deepest void.
4	The first time this result is rolled, the variable effects of any magical item the caster holds is decreased by 1d. For instance, a healing salve that restores 1d8 hp only restores 1d6 in the caster's hands. For magical weapons, the attack and damage rolls are decreased by 1d. The effect is not permanent – others can take up the magical item and it functions normally. The second time this result is rolled, magical items within 5' of the caster are affected – regardless of who holds them. Each subsequent time this result is rolled, the area of effect is increased by 5' to a maximum of 30'.
5	The first time this result is rolled, each time a spell is cast, all variable effects controlled by the caster are changed for 1d6 + spell level cast in rounds. All variable effects for the duration (attack rolls, skill checks, damage rolls, spell checks, etc.) are shifted from -3d to +3d. Roll a 1d7: (1) -3d (2) -2d (3) -1d (4) +0d (5) +1d (6) +2d. (7) +3d. Each time this result is rolled, the duration increases by one time measure: turns to hours to days. Note that the effects are cumulative for each spell cast.
6	The first time this result is rolled, each time a spell is cast, every living thing within a 5' radius must make a Fortitude save DC 8 + spell level cast, or sink into a vicious torpor, losing one action (either attack or movement) each round for 1d3+CL rounds. Each subsequent time this result is rolled, the radius increases by 5' to a maximum of 30'.

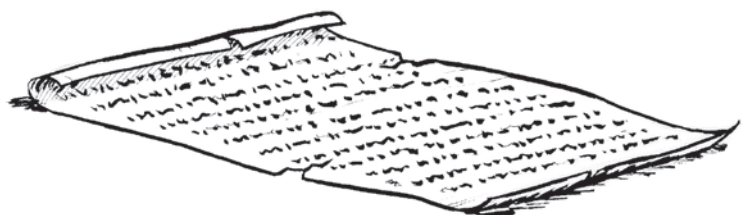
PATRON SPELLS: ENTORPUS

Entorpus grants three unique spells, as follows:

Level 1: *Disorder*

Level 2: *Summon Chaos Thing*

Level 3: *Heat Death*



SPELLBURN: ENTORPUS

When caster utilizes *spellburn*, roll 1d4 on the table below, or build off the ideas presented here to create an event specific to your home campaign.

Roll	Spellburn result
1	The caster concentrates for one full round, increasing his or her body temperature to near critical levels. This damage is represented by the physical ability loss. While the <i>spellburn</i> damage is healing, the caster is vulnerable to cold – taking 1d extra damage and a -1 to saving throws when faced with cold effects.
2	The caster must touch a living thing to <i>spellburn</i> . The effect drains the desired <i>spellburn</i> points from hit points or physical ability points from the subject. When the spell effect expires, the caster takes the <i>spellburn</i> damage and the points are returned to the subject.
3	A blast of chaos stuff erupts from the caster's body, consuming 1d3 more physical ability points than the caster desired. After casting the spell, the caster must make a Fortitude save DC 8 + spell level. On a failure, these additional <i>spellburn</i> points are permanently lost.
4	A blast of chaos stuff erupts from the caster's body, consuming the <i>spellburn</i> points from all living things within a 20' radius. Each must make a Fortitude save DC 8 + spell level, or lose 1d3 temporary ability points or hit points. These points are used to affect the spell check. The caster loses the original <i>spellburn</i> desired and must make a Fortitude save DC 8 + spell level. On a failure, he or she loses 1 point of physical ability permanently and suffers from <i>patron taint</i> . Others recover the points lost at a rate of 1 per day (though they can be magically healed).

DISORDER

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 action	Save: Fortitude vs. check
General	The will of Entorpus fills the caster with potential. At the caster's touch (or in a radius of spell effect), living creatures find that the variable results of their actions (i.e. dice rolls) are changed.			
Manifestation	Roll 1d4: 1) The caster's hands are charged with a halo of darkness where spins a fiery whirlpool with a center of blackest void. 2) The image of the caster pops in and out of existence hundreds of times a second. 3) A sphere of intense cold surrounds the caster. 4) Plants wilt and small animals die as the caster advances.			
1	Lost, failure and, <i>patron taint</i>			
2-11	Lost. Failure.			
12-13	At the caster's touch, a living creature finds that all variable results are changed, from -2d to +2d, for 1 round +1 round per caster level. Roll a 1d4: (1) -2d (2) -1d (3) +1d (4) +2d			
14-17	As above, but the effects last for 1d6+CL rounds.			
18-19	As above, but the results are changed from -3d to +3d. Roll 1d6: (1) -3d (2) -2d (3) -1d (4) +1d (5) +2d (6) +3d.			

20-23	As above, everyone within a 10' radius is affected. NOTE: Each living thing rolls separately for the effect.
24-27	As above, but the duration increases to 1d10+CL rounds.
28-29	As above, but the person touched receives no saving throw.
30-31	As above, but everyone within a 20' radius is affected. The person touched receives no saving throw.
32+	As above, but everyone within a 30' radius is affected. The person touched receives no saving throw.

SUMMON CHAOS THING

Level: 2	Range: Caster	Duration: Varies	Casting time: 1 round	Save: Varies
General	The caster calls a chaos thing from the void. The creature serves the caster in various capacities until the spell duration expires or is dispelled.			
Manifestation	A burst of blackest void expands out from the caster, revealing an empty universe with a fiery whirlpool in its center.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost. Failure.			
12-13	Failure, but spell is not lost.			
14-15	An amorphous, translucent being emerges from the void. The creature envelops the caster adding +4 to his or her AC and +4 to all saves. The being remains for 1d3+CL rounds.			
16-19	As above, but the being remains for 1d10+CL rounds.			
20-21	As result 14-15, but the creature exudes pseudopods of blackest void, giving the caster two attacks per round each at a d16 action die. A successful attack deals 1d6 damage of pure cold.			
22-25	As above, but the creature remains for 1d3+CL hours.			
26-29	As result 20-21, but, in addition, any living thing within a 10' radius of the caster must make a DC 10 Fortitude save or suffer 1d3+CL damage each round from intense cold.			
30-31	As above, but the creature gains a breath weapon, controlled by the caster. All within a 30' line must make a DC 15 Fortitude save or suffer an additional 3d6+CL damage.			
32-33	As above, but the creature remains for 1d3+CL days.			
34+	The chaos thing detaches itself from the caster and acts independently, though the caster still enjoys AC and save bonuses. The thing remains in the caster's service for 1d3+CL weeks. At the end of this duration, the chaos thing roams the land as a free-willed creature, though it can be bargained with by servants of Entorpus.			

HEAT DEATH

Level: 3 Range: Varies Duration: Varies Casting time: 1 action Save: Fortitude vs. check

General The caster brings a piece of Entorpus through the void, leeching heat and life from this world.

Manifestation The fiery whirlpool of Entorpus appears in the sky or hovering behind the caster's head. The blackest void of its center leeches heat from living things within the area of effect.

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| 1 | Lost, failure and <i>patron taint</i> . |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | All living things within a 30' radius must save or suffer 1d3 damage to each physical ability. |
| 18-21 | As above, but the caster gains 1d3 of the lost physical ability points. These points remain until <i>spellburned</i> or other damage sustained and do not return through healing. The caster must make a Fortitude save or suffer <i>patron taint</i> . |
| 22-23 | As 16-17, but all living things suffer 1d6 damage to hit points. |
| 24-26 | As above, and the caster receives 1d6 temporary hit points that remain until lost. These temporary hit points do not return through healing or other means. The caster must make a Fortitude save or suffer <i>patron taint</i> . |
| 27-31 | As 22-23, but the radius increases to 60'. |
| 32-33 | As above, but the caster gains both the ability points and hit points lost from those within the spell's effect. The caster must make a Fortitude save or suffer <i>patron taint</i> . |
| 34-35 | All living things within the spell's effect must make a Fortitude save or be leeches of all hit points and physical ability points. This does not kill the victims, but puts them in a state of torpor until the damage heals. |
| 36+ | As above, but the caster gains all physical ability points and hit points from the victims. These points remain until lost through <i>spellburn</i> , damage, or other means and do not return through healing. The caster suffers from <i>patron taint</i> . |



HECATE, GODDESS OF WITCHES

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

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

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

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



Invoke Patron check results:

- 12-13 Hecate has more important concerns than the caster. She restores one lost spell to the caster's mind, and grants a one-time +4 bonus on a spell check, which must be used in the next 10 minutes or the bonus is lost.

- 14-17 Hecate casts a magical darkness in a 100' radius, centered on the caster, which lasts 4d8 minutes. The caster and his allies can see through this darkness easily, and it grants them a +2 bonus to Armor Class against their foes (even those that can normally see in darkness). The caster may spill her own blood to increase the duration, gaining 10 minutes for each point of Strength, Stamina, or Agility sacrificed. The darkness remains centered on the caster and moves with her.

- 18-19 Crackling black flames leap momentarily around the caster. The caster's Armor Class is increased by +1 until the next moon rises. In addition, the caster may sacrifice Strength, Stamina, or Agility to these flames, and for each point sacrificed, her Armor Class is increased by +1 until the next moon rises. The black flames last only a moment, so the choice to make a sacrifice or not must be made quickly.

- 20-23 Hecate transforms the caster's weapon of choice (which need not be bladed) into a magical weapon capable of transmitting the spell power of the caster. Until the next dawn, the caster may attempt to cast a spell and strike with the weapon using the same Action Die (the same result applies both to the attack and the spell check). The spell must take an action or less to cast, and the caster cannot use *spellburn*. If both attack and spell check are successful, the attack does normal damage, and the spell effect takes place *affecting the target of the attack only*.

If a natural 1 is rolled, the caster suffers the effects of a fumble as well as possible corruption, misfire, and *patron taint*, as per the description of the spell being cast.

- 24-27 A crack opens in the ground, and 2 Hecate's hell hounds leap out! These creatures remain for 1d7 minutes or until destroyed, serving the caster as directed with uncanny intelligence. When they expire, they disappear into a searing puff of flame that caused 1d3 damage to any creature within 5'.
- Hecate's Hell Hounds:** Init +2; Atk Bite +4 melee (1d6+2) or breath weapon (dmg 2d6 if Reflex DC 12 not made); AC 12; HD 2d6; MV 40'; Act 1d20; SP immune to damage from fire or heat, patron invoked breath weapon at will; SV Fort +1, Ref +2, Will +1; AL L.
- 28-29 A crack opens in the ground, and a pack of 3d3 Hecate's hell hounds leap out! These creatures remain for 3d7 minutes or until destroyed, serving the caster as directed with uncanny intelligence. When they expire, they disappear into a searing puff of flame that caused 1d3 damage to any creature within 5'.
- 30-31 A rolling darkness spreads forth from the caster, obscuring all vision save for that of the caster and her allies. The darkness spreads 50' per round until it reaches 100' per Caster Level. As soon as the darkness reaches its maximum size, from out of its center leap a pack of 3d7 Hecate's hell hounds. These hell hounds are obedient to the caster's will. The darkness moves with the caster, and lasts 1d3 hours, or until she dismisses it. The hell hounds remain until 1d3 dawns, or until slain, at which point they fade out of existence.
- 32+ As above, but the caster's most powerful enemy present is also *cursed* as follows (roll 1d5, DC 20 Will negates in all cases): (1) The enemy's will is subject to the caster's, who can command the foe for as long as a single hell hound from this casting remains; (2) The enemy's reason is shattered by the curse, and his mind is reduced to that of an animal for a period of 1d4 days; (3) The enemy has a permanent -2 penalty to all attack rolls and saving throws until he meets some condition set by the caster; (4) The enemy is permanently aged 4d10 years; (5) The curse causes the enemy to writhe in agony, losing his next action and causing him 4d6 damage.

PATRON TAINT: HECATE

When a *patron taint* is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The Witch-Goddess is a creature of the night, and her creatures eventually become nocturnal as well. Each time this <i>patron taint</i> is rolled, the caster gains a cumulative -1 penalty to attack rolls, skill checks, and spell checks when these rolls are made in full daylight. Under an overcast sky, or under conditions of partial daylight, the caster suffers only half this penalty, rounded up. This result can only be gained 5 times for a maximum -5 penalty.
2	Hecate's magic is tied to the moon, and this becomes true for the caster as well. When the moon is waning, the caster has a -2 penalty to all spell checks. If this result is gained a second time, the caster also gains a +1 bonus to spell checks when the moon is waxing. If this result is rolled a third time, the caster gains a +2 bonus to spell checks on nights when the moon is full, but cannot cast spells on nights when the moon is dark without at least 1 point of <i>Spellburn</i> (which affects the spell check normally). In some worlds, there may be more than one moon, and the Judge can either choose to have all moons, or only the primary moon, count for this purpose. If the Judge does not wish to track the moon's phases, he can either ignore this result or use 1d30 to determine the phase of the moon at any given time: (1-3) Dark of the moon; (4-15) Waxing moon; (16-18) Full moon; (19-30) Waning moon.

- 3 Those who follow the Witch-Goddess age unnaturally. When this result is first rolled, the caster seems to age 1d7 years and loses 1 point of Stamina. When this result is rolled a second time, the caster seems to age 2d7 years and loses 2 points of Strength. When this result is rolled a third time, the caster seems to age 3d7 years and loses 3 points of Agility. Ignore further rolls with this result.
- 4 Hecate demands special service from the caster in exchange for her aid. Subject to the Judge's discretion, the caster must travel 1d4 days to perform some special minor service for Hecate. This may be to deliver a prophesy, to aid an aspiring witch, or to perform some other minor mischief. If this is rolled again, the caster must make a journey of 1d4 weeks, and the service required is more extreme. Hecate may demand that a witch be rescued from bondage (possibly before meeting her end in a bonfire), that a monster dangerous to women be destroyed, or that a hero be seduced and his greatest weapon stolen. If this result is rolled a third time, Hecate demands a great service, which may take 1d4 months to achieve. This may require the destruction of a powerful monster or hero, or a great wickedness such as unleashing a terrible creature, or even the destruction of a powerful stronghold of Law. If these quests are performed well, Hecate gives the caster a boon of +1d4, +2d4, and +3d4 hit points respectively. Failure to perform these quests severs the bond with Hecate.
- 5 Hecate demands that the caster bond other women to her service. These women need not be human, and need not be spell casters, but they must be willing, female, and bonded using the *patron bond* spell. When this result is first rolled, Hecate demands but a single woman be bonded, and grants three months' time to do so. When this result is rolled a second time, three women must be bonded, and Hecate grants a year for the caster to accomplish this. When this result is rolled a third time, nine women must be bonded in nine months' time. In addition, once the first woman is bonded, all witches recognize the caster as a sister, and will do her no harm. Failure severs the bond between the caster and her patron.
- 6 Natural nocturnal animals desire to be in the presence of the caster, and will do her no harm. When this *patron taint* is first rolled, small creatures, such as mice, rats, bats, and small nocturnal serpents, are attracted to the caster and remain a while in her presence. When this taint is rolled a second time, cats come at night to swarm at the caster's feet in civilized areas, while owls drop down to her shoulders and perch for a few minutes before flying off to hunt. When this is rolled a third time, wolves and nocturnal hunting cats are also attracted to the caster, if they are in the area. Although these creatures do no harm to the caster or her allies, neither are they hers to control – the Judge determines their actions, and their effects (positive and negative) on actions the caster may attempt. Once this taint is rolled a third time, should the caster ever lose the patronage of Hecate, these creatures are no longer friendly, and when in combat will attack the caster in preference to all other targets.

PATRON SPELLS: HECATE

Hecate grants three unique spells, as follows:

Level 1: *Hecate's Seduction*

Level 2: *Death Curse*

Level 3: *Drink the Moon*



SPELLBURN: HECATE

When a caster utilizes *spellburn*, roll 1d4 on the table below, or build off the ideas presented here to create an event specific to your home campaign.

Roll	Spellburn Result
1	The caster becomes the plaything of Hecate's bound demons, and they are not kind to her. Although it seems as if long hours pass for the caster, <i>spellburn</i> takes place in a fraction of a second in the real world. Her resulting exhaustion and injuries are expressed in Strength, Stamina, and Agility loss.
2	Somewhere a witch burns, and Hecate demands that the caster ease her suffering by taking a portion of the witch's pain upon herself. Roll 1d7 for each ability: Strength, Stamina, and Agility. The caster must pay this in <i>spellburn</i> , or lose the patronage of Hecate. In exchange, though, Hecate grants a +4 bonus to the spell check in addition to that gained by the mandatory <i>spellburn</i> .
3	Hecate makes a demand of the caster. She may utilize up to 10 points of <i>spellburn</i> without cost now, but must meet Hecate's price. This may be a particular sacrifice, a quest, or whatever else the Judge desires. If the demand is not met in a timely fashion (as determined by the Judge), Hecate takes twice the cost of the <i>spellburn</i> from the caster, at the moment and from whatever ability scores She chooses, so as best to punish the caster.
4	Blood oozes from the caster's pores, forming a miniature homunculus of the caster. The spell is cast through the homunculus, which then immediately collapses into a puddle of blood. The blood drained to create the homunculus must be expressed in Strength or Stamina loss.

HECATE'S SEDUCTION

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 round	Save: Will vs. check (See text)
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General	Those with Hecate as a patron are encouraged to obtain their goals through indirect means. One of those means, particularly beloved of Hecate, is the seduction of men to obtain that which is desired. This spell causes the caster to appear irresistibly young and fair to one or more human or humanoid beings, which can be manipulated by the caster's suggestions after one or more nights of passion. This transformation is illusory, and does not change how the caster truly appears to any other save the affected target(s). The caster must have a physical remnant from each target to be affected (a lock of hair, fingernail clippings, etc.), and must perform a minimum of 1 point of <i>spellburn</i> to cast this spell. The physical remnant is destroyed in the casting.
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Manifestation	See below.
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1	Lost, failure and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	The caster appears in a fair and desirable form to one chosen target, for a period of one hour. The target feels no special compulsion toward the caster, although he will usually be friendly, and may even be helpful. The target gets no saving throw versus this effect, unless he specifically disbelieves the illusion.

- 16-17 The caster appears in a fair and desirable form to one chosen target, for a period of 2d12 hours. After contact with the target – which may be as brief as some conversation or being within his sight for an extended period – the target is allowed a Will save. If failed, the target finds himself periodically thinking about the caster for the next 1d7 days, during which time he saves at any future attempts at *Hecate's seduction* from the same caster with a –4 penalty to the roll. A successful save prevents this secondary effect from occurring, but does not pierce the illusion.
- 18-21 The caster appears in a fair and desirable form to one chosen target, and up to 2d12 others in the immediate vicinity of the target, for a period of 1d7 days. The target gains a Will save. If failed, the target finds himself constantly thinking about the caster over the next 2d7 days, and has a cumulative –1 penalty to all attack rolls, skill checks, and spell checks for each day he fails to spend at least one hour in the company of the caster. A successful save does not pierce the illusion. If the caster spends a night of passion with the target during the initial 1d7 days, the target is charmed as though by a *Charm Person* spell with the same spell check result. (See the *Core Rulebook*, pp. 131-132 for *Charm Person* results.)
- 22-23 The caster appears in a fair and desirable form to up to three chosen targets, and to all others in the immediate vicinity of the target(s), for a period of 1d7 days. The targets gain a Will save. Those who fail find themselves constantly thinking about the caster over the next 2d7 days, and have a cumulative –2 penalty to all attack rolls, skill checks, and spell checks for each day they fails to spend at least one hour in the company of the caster. A successful save does not pierce the illusion. If the caster spends a night of passion with a target during the initial 1d7 days, that target is charmed as though by a *Charm Person* spell with the same spell check result. The caster may use the spell to create a rivalry among the targets. If a rivalry already exists, she can create enmity. If enmity already exists, she can cause it to erupt into violence. (See the *Core Rulebook*, pp. 131-132 for *Charm Person* results.)
- 24-27 As above, but the caster may also make one *suggestion* to a target after any night of passion, and the *suggestion* will seem reasonable unless the target makes a separate successful Will save. If the save is failed, the target will act on any *suggestion* that is not obviously suicidal, up to and including giving the caster a prized item, going on a quest for her, or betraying his friends. If the *suggestion* would require an action that the Judge agrees is far outside the character of the target, the target is given another chance to make a Will save when the time comes to actually carry it out. If this extra save is successful, the target neither carries out the action nor tells others of it, but is troubled, and seeks out the caster at the earliest opportunity to express his doubts.
- 28-31 As above, save that the target will carry out even obviously suicidal suggestions, and only gains an additional save in the event that a suggestion is obviously suicidal.
- 32+ As above. In addition, targets must make a Will save each day they do not see the caster for at least one hour, or lose 1 point of Stamina and Personality. This remains in effect the full 2d7 days. It is possible for a target to die of longing during this time, if his Stamina is reduced to 0.



DEATH CURSE

Level: 2	Range: Varies	Duration: Varies	Casting time: 1 day	Save: Will vs. check
General	<p>The Witch-Goddess is a vengeful being, and she teaches those she patronizes how to seek their own revenge. In a day-long ritual, the caster formulates a curse that will automatically affect whatever creature is responsible for her death, no matter how far away. The caster determines the specific nature of the death curse at the time of casting. The caster determines which creature(s) are responsible at the time of her death, from the individual creature that slew her, to the being that commanded her death, and even to include her erstwhile companions who abandoned her to her fate. There is no requirement that the caster be <i>fair</i> in determining who to blame. In fact, the caster can <i>kill herself</i>, and still determine which targets are the subject of her curse.</p> <p>The results of the spell check limit the <i>death curse's</i> power. The cleverness of the curse's wording limits its effect. Both Judge and player should keep a copy of the curse's wording. A caster can only have one <i>death curse</i> at a time; casting this spell again negates the previous <i>death curse</i>. A caster can only lay a <i>death curse</i> to take place upon her own death. Once the spell is cast, the caster need do no more; the spell remains in effect until dispelled, removed, replaced by another <i>death curse</i>, or the caster dies (and the curse takes effect).</p> <p>The caster is encouraged to let the effects of her <i>death curse</i> be known (or at least offer dark hints), for many a would-be witch has avoided the stake simply for fear of the effects killing her might bring.</p>			
Manifestation	The caster must articulate the manifestation of the <i>death curse</i> , which can include physical changes on the part of the target, as described below.			
1	Lost, failure, and <i>patron taint</i> . Unlike most spells, a new attempt cannot be made for 1 month.			
2-11	Lost. Failure. Unlike most spells, a new attempt cannot be made for 1 month.			
12-15	Failure, but spell is not lost.			
16-17	The caster's curse can affect a single target, causing a –2 penalty to Luck and a –1 penalty to one other statistic (attack rolls, damage rolls, an ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each –1 penalty equals –5' in movement. The curse lasts for up to a week, or until a specific atonement is performed. The atonement must be something that the target can do without long travel, but it can be as dear a sacrifice as the caster desires. It must be something possible for the target to perform.			
18-21	<p>The caster's curse can affect a single target, causing a –2 penalty to Luck and a –2 penalty to one other statistic (attack rolls, damage rolls, an ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each –1 penalty equals –5' in movement.</p> <p>Alternatively, the caster can invoke a specific physical or mental limitation for a week (i.e., preventing the target from walking, sleeping, speaking, etc.). The curse lasts for up to two weeks, or until a specific atonement is performed. The atonement can require travel of up to 1 week, and can require as dear a sacrifice as the caster desires. It must be something possible for the target to perform.</p>			

- 22-23 The caster's curse can affect up to three targets, causing each a -2 penalty to Luck and a -2 penalty to one other statistic (attack rolls, damage rolls, an ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each -1 penalty equals -5' in movement. Alternatively, the caster can invoke a specific physical or mental limitation for a month (i.e., preventing the target from walking, sleeping, speaking, etc.). The curse lasts for up to two months or until a specific atonement is performed. The atonement can require travel of up to 4 weeks, and can require as dear a sacrifice as the caster desires. It must be something possible for the target to perform.
- 24-26 The caster's curse can affect up to seven targets, causing each a -2 penalty to Luck and a -2 penalty to one other statistic (attack rolls, damage rolls, an ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each -1 penalty equals -5' in movement. In addition, the caster can invoke a specific physical or mental limitation (i.e., preventing the target from walking, sleeping, speaking, etc.). The curse lasts until a specific atonement is performed, which must be possible for the targets to perform, but has no other limitations.
- 27-31 The caster's curse can affect up to 13 targets, causing them on-going penalties as above, or transforming them into the shape of animals for up to three months or until a specific atonement is performed. The animal shape cannot be one which would be lethal to the targets (such as being transformed into a goldfish on dry land), but is otherwise open to the caster's whim when the curse is devised. The targets retain their own mind and intelligence.
- 32-33 The caster's curse can affect up to 13 targets, causing them on-going penalties as above, or transforming them into the shape of animals as above, until a specific atonement is performed, or can transform the targets into specific objects for a period of up to three months. The objects chosen cannot be ones which would be easily destroyed by prevailing conditions (such as ice on a summer day, or parchment in a fire or downpour), but is otherwise open to the caster's whim when the curse is devised. The targets retain their own mind and intelligence, but they are not animated (unless the Judge deems otherwise for some reason, such as allowing a doll limited mobility or speech). In the case of transformation to an object, there must still exist some penance to end the curse, but the penance must be done by another on the target's behalf.
- 34+ The caster's curse can affect a group of people: a family, a community, a village, an adventuring group, the residents of a castle, etc. The curse can affect up to 50 people at once, so long as they are part of a single defined group. Each target takes a -4 penalty to Luck and a -4 penalty that can be divided among one or more statistics (attack rolls, damage rolls, an ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each -1 penalty equals -5' in movement. In addition, the caster can invoke a specific physical or mental limitation (i.e., preventing the target from walking, sleeping, speaking, etc.) and the caster can transform up to three of the targets into animals or objects, which are affected by the Luck penalty, and which also can be affected by statistical penalties. The curse lasts until a specific atonement is performed, which must be possible for the targets to perform, but has no other limitations. In the case of transformation to an object, there must still exist some penance to end the curse, but the penance must be done by another on the target's behalf.



DRINK THE MOON

Level: 3 Range: Caster Duration: Varies Casting time: 1 hour Save: None

General	The caster calls upon the power of the full moon, drinking its essence into herself to fuel later spell casting. This ritual can only be performed on a night of the full moon, and the caster may have only one <i>drink the moon</i> spell in effect at any given time. Depending upon the spell check result, and the time of year (which affects the length of the night), the caster may make multiple attempts at drinking the moon, but is always left with the final spell check result. Moon energy can be used by the caster in the place of <i>spellburn</i> for any spellcasting, except that the caster need not roll to determine the exact nature of the <i>spellburn</i> and there is no risk of permanent ability score loss. Each casting of this spell must use at least 2 points of <i>spellburn</i> , which add to the spell check result normally.
Manifestation	Roll 1d6. The resultant effect occurs only as long as the caster retains moon energy, and may diminish as the moon energy is used up, at the Judge's discretion. (1) The caster's eyes glow with a whitish gleam in the dark; (2) The caster appears 1d5 years younger; (3) The caster appears 1d7 years older; (4) The caster's hair seems to move and wave of its own accord during the hours of darkness; (5) The caster's skin takes on a pearly sheen; (6) No outward manifestation.
1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	The caster is able to draw enough moon energy into her body to supply 1 point of <i>spellburn</i> . This moon energy must be used within the next 3 days, or it is lost.
18-21	The caster is able to draw enough moon energy into her body to supply 1d7 + Personality Modifier points of <i>spellburn</i> . This moon energy must be used within the next 7 days, or it is lost.
22-23	As per 18-21 above, but supplies 2d5 + Personality Modifier points of <i>spellburn</i> and must be used within 9 days.
24-26	As per 18-21 above, but supplies 2d7 + Personality Modifier points of <i>spellburn</i> and must be used within 13 days.
27-31	The caster is able to draw enough moon energy into her body to supply 3d7 + Personality Modifier points of <i>spellburn</i> . This moon energy remains until used, or until the caster casts <i>drink the moon</i> again.
32-33	As per 27-31 above, but the caster can obtain 3d10 + Personality Modifier points of <i>spellburn</i> .
34-35	As per 27-31 above, but the caster can obtain 3d14 + Personality Modifier points of <i>spellburn</i> .
36+	As per 27-31 above, but the caster can obtain 3d20 + Personality Modifier points of <i>spellburn</i> .

HHAAASHH-LUSSS, LORD DUKE OF REPTILES



With the mouth of a crocodile, venomous bite, turtle-shell scales, and serpentine body, Hhaaashh-Lusss, the Cold-Blooded One, Lord Duke of Reptiles, is a supernatural being whose very existence is centered upon promoting the interests of all scaly things that creep and crawl through desert, sea, and swamp. He has no interest in the cosmic battle between Law and Chaos, and prefers patient waiting for his own prey. He is slow to act, but resolute in his decisions.

The Lord Duke of Reptiles views human creatures only as meat, but his cunning mind can make use of those Wizards and Elves who would request power of him. Only a fool believes Hhaaashh-Lusss means him well. As soon as a relationship is no longer beneficial to the Cold-Blooded One, the petitioner once more becomes prey. Yet, so long as one can remain of use to the Lord Duke of Reptiles, there is power to be had. And, as *patron taint* makes one more and more like the kith of Hhaaashh-Lusss, the more one's interests intertwine with this patron.

Hhaaashh-Lusss' ceremony may be conducted anywhere that reptilian life is plentiful in any of its forms – steaming snake-filled jungles, marshy riversides haunted by crocodiles, iguana-infested coastal lands, or desert lands where tuataras, lizards, and sidewinders dwell.

TRISDEUS THE TRI-GOD

The worship of the entity known as Trisdeus the Tri-God is said to have originated beyond the great eastern desert centuries ago. Whilst at first slow to have sway in the west, the clergy of the Tri-God, known as judges, pushed to establish shrines and temples across the greater west lands. Many small villages welcomed the establishment of the pyramidal shrines dedicated to the Tri-God for the promise of security and justice. Law, justice and retribution are the defining aspects of this faith. Those who serve the Tri-God believe wholeheartedly in the rule of law, honesty and serving punishment upon those who would break just laws.

The Tri-God is often depicted as an armored man with no neck. Floating above the shoulders of the being is a rotating, three faced head, each face representing one of the Tri-God's aspects: Law, Justice and Retribution. The Tri-God's symbol is a triangle divided into three parts. Within each of the divisions are the following symbols: a book of laws, a set of balancing scales and a sword before an eye.

Trisdeus stands opposed to Entorpus the chaotic. Followers of the Tri-God are sworn to eradicate the teachings and followers of Entorpus.



For more full patron information, including spells, *patron taints* and *spellburns*, Hhaaashh-Lusss, Trisdeus and many more patrons are fully detailed in *Angels, Daemons and Beings Between: Extended, Otherworldly Edition* from Shinobi 27 Games. Available now on RPGNow.Com.

APPENDIX D: SCRYING

SCRYING

Level: 3 Range: Varies Duration: Varies Casting time: 10 minutes Save: None

General This spell allows the caster to see or hear events far away, that occurred long ago, or even to contact other intelligences on far planes to answer questions. The caster must have a basin filled with clear fluid, a crystal ball, a mirror, or a still pool to use as a focus. When this spell is cast, the caster may select any result up to the result of the spell check. Note that the caster is susceptible to attacks dependent upon his senses (such as gaze attacks) as if he were present at any location his senses extend to.

Manifestation As per spell check result.

Corruption Roll 1d4: (1) caster's eyes become silver, like a mirror; (2) caster's eyes become permanently luminous, giving out a faint glow that offers scant light for the caster, but can be seen easily in the dark; (3) the caster's eyes and ears grow to twice their normal size; (4) the caster's eyes and ears become those of another creature chosen by the judge, such as a fox, a rabbit, or a raven. If the creature has no external ears, then neither does the caster.

Misfire Roll 1d5: (1) some supernatural creature chosen by the judge instantly becomes aware of the caster, and, if hostile, reacts; (2) a visible image of the caster appears at the point where he intended to scry; (3) all hostile creatures within 1 mile are instantly alerted to the caster's current location; (4) a creature within 1 mile, chosen by the judge (and which can be another PC) gains the ability to ask the caster 1d3 questions, which must be answered completely and truthfully (as determined by the judge) or the caster suffers 2d6 Personality damage; (5) roll general spell misfire from page 120 of the *Core Rulebook*.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 The caster may choose an area that he knows, within a 20-mile range. He gains the ability to view a brief (1d3 minutes) scene occurring there as though he were actually present. There is no sound.

18-21 The caster may view an area that he knows, within a 100-mile range. He gains the ability to view a brief (2d6 minutes) scene occurring there as if he were actually present. He can hear sounds as though he were present as well.

22-23 The caster may view an area that he knows, or can accurately describe, so long as it is upon the same plane. He gains the ability to view a scene lasting up to 30 minutes as though he were actually present. The caster is able to hear sounds and smell odors.

24-26 The caster may ask a question, and be presented with a scene lasting up to 30 minutes, which is in response to the question. The caster has sight, hearing, and smell in the vision presented. The vision may be of the present, the past, or a probable future.

27-33 As above, but the caster may ask CL follow-up questions, each of which reveals a scene that lasts no more than 10 minutes.

34-35

The caster may choose to view any creature known to him, even if it is on another plane of existence. The caster may communicate with this creature, which can hear the caster's voice, for up to 30 minutes.

36+

As above, but so long as the caster does nothing else, he can maintain contact with the selected creature, giving it advice and/or orders. If the caster casts another spell, using the scrying to establish line of sight, this spell ends as soon as the second spell is cast.



APPENDIX E: CLAWREAPER

CLAWREAPER

Physical Description

Clawreaver is a unique, hag-crafted longsword. Its most notable feature is the curved hilt and the pommel. The pommel is the shape of a gnarled troll claw. A blow from the 4 claws on the pommel will cause a vicious wound (1d8). *Clawreaver* radiates with a dull green light.

Magical Properties

+1 to attack and damage

Communicates urge to slay trolls via simple urges

Bane

+3 to attack and damage trolls

Berserker fury facing trolls, ego check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter.

Special Purpose

Transform wielder into troll. Each time the sword is unsheathed there is a cumulative 5% chance (100% after 20 uses) that the user will have to make a Fort Save DC 15 or start to transform into a troll, with noticeable results. If a player fails the save, roll on the below table:

Roll 1d10	Troll Attribute	Effect
1-2	Troll skin	The character's skin takes on a green, rubbery texture and is immune to critical hits. Whenever <i>Clawreaver</i> is wielded, the PC's skin takes on this appearance and quality.
3-4	Troll strength	The character's strength increases to 20, giving them a +4 modifier when wielding <i>Clawreaver</i> .
5-6	Troll height	The character grows to 12' tall, tearing from their clothing and gear. Restrictive armor may cause damage at the judge's discretion. The PC returns to normal when the sword is sheathed.
7-8	Troll mind	The character becomes mindless, attacking the nearest living thing. The character is immune to mind affecting magic whilst <i>Clawreaver</i> is unsheathed when this effect takes place. Sheathing the weapon will stop this effect.
9-10	Troll regeneration	The character regenerates 1d8 hit points a round whilst wielding <i>Clawreaver</i> . The wielder cannot regenerate fire or acid damage.

Each time a player fails a save and takes on a troll attribute, change the dice to reflect the remaining options when another save is failed: d8, d6, d4, d2.

Players may at first find the transformative powers of *Clawreaver* a blessing but judges must remember that each time the sword is unsheathed the curse gets stronger. Once the sword imbues the wielder with all five attributes, *Clawreaver* ignites, causing the wielder to drop the weapon. It can never be used again by that character as he or she has completely transformed into a mindless troll, that the sword is sworn to destroy.

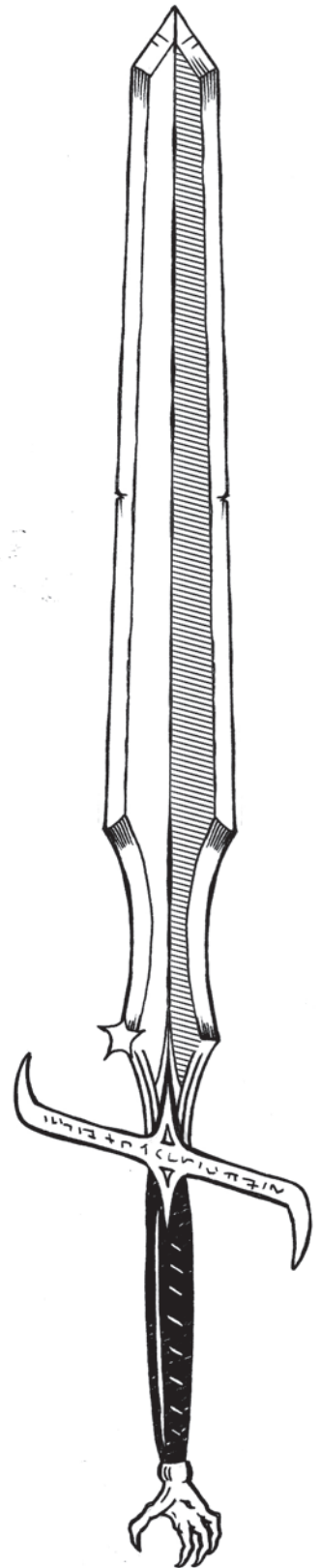
If a new wielder possesses *Clawreaver*, the process begins anew.

Eventually, the PC will become a regular troll with stats as listed on pg. 429 of the *Core Rules*. Only the destruction of *Clawreaver* can undo this effect.

Sword Powers

Detect trolls within 30' when unsheathed

Flame brand. Ignite in flame 3/day. Duration 6 rounds. Inflicts additional 1d6 damage and ignites target on fire (Ref save to avoid; DC = 1d10+5)



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Curse of Mistwood is an adventure designed for a group of 5 to 8 Characters of levels 4 to 6.

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