

Dragonsfoot Module OB2

The Barrow of the Moon Druid

By the Oliver Brothers

AN ADVENTURE FOR CHARACTERS LEVELS 2-4



As your party travels the Old Road which cuts a path through the dangerous moorlands, you spy an old barrow sitting off in the distance. An old gnarled tree, the only tree to be seen on the moor, sits atop the barrow watching over the round door set back deep in the mound. What possible treasures lie within the barrow mound, the one said to be the burial location of the Moon Druid? Who within the party will be brave enough to enter *The Barrow of the Moon Druid*?

If you enjoy this adventure, look for future adventures from the Oliver Brothers.

Barrow of the Moon Druid

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BACKGROUND

Little is known about the large mound in the Donnchadh (Donn-a-ha) Moor. What most locals know is to stay well away from it and never travel near the mound along the Old Road at night. As many strange things have happened in the vicinity, most locals avoid it like the plague. More educated sages of ancient history know the mound as the barrow of an ancient druid named Maoldònaich (Möl DOH-nee) Arasgain. What little is known of Arasgain was that he was greatly obsessed with the moon and its effects on magic. Over the course of his life, he studied the moon and any spell that had a particular affinity to the moon. When he was nearing death, he built a barrow for himself deep within the Donnchadh Moor, away from any prying eyes that might find him or his work after he died. Just before that time, Arasgain invoked a rare and extremely ancient curse upon his barrow and the contents within.

The land around the barrow is a large moor. The landscape is covered in low brambles and small rocky protrusions. A single road cuts north and south through the moor and is simply referred to by the locals as - the Old Road. This ancient road twists and turns its way across the moor and provides the

only relatively safe crossing. Travelers attempting the Old Road must be wary of will-o-wisps luring them from the road into the desolate moor where they will eventually lose themselves and perish. Legend also tells of strange pumpkin headed creatures that ambush travelers and hurl burning coals at them. These creatures are known by the locals as stingy jacks.

The barrow itself sits roughly in the middle of the moor. On the outside, the barrow looks like a large mound covered in grass with brambles and rocks around the base. On the top of the mound sits an ancient and twisted gray tree. The tree is the only one that can be seen for miles around and how it got to this location is a mystery. At the front of the mound is a large stone door recessed a foot into the side of the hill. On the door are ancient runes and glyphs carved there long ago by the moon druid.

The barrow itself is only a small complex of chambers dug into the hill. Traps and monsters await anyone brave enough to enter. Once explorers have made it to Arasgain's resting place they must deal with him before entering his treasure vault. Once explorers reach the vault, they can rest easy and collect their reward, however, if they so much as touch the scroll upon the altar, they will be affected by the Moon Curse.

The effects of the Moon Curse are not harmful immediately. Not until the moon has reached its next full moon phase will the deadliness of the curse be revealed. Every month, for the next 12 months, the characters are whisked away in a silvery mist to an alternate plane where different creatures will try to kill them. The creatures range from werewolves to an ancient white dragon. They will attack until they are destroyed or they have killed those who bear the curse. Killing the monster will send the characters back to where they had been taken from. Only by defeating every monster in the 12 moon cycle will the party be able to break the curse.

INTRODUCTION

The Barrow of the Moon Druid should, at first, appear to be a traditional 5-room dungeon adventure. If the player characters are successful in surviving the barrow, on the next full moon, it will become clear to the players that the barrow was indeed no mere 5-room dungeon, but rather an ominous curse. Over the course of the player's

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campaign, every month, when the full moon is high in the sky and the clock strikes midnight, the player characters will be swept up by a swirling mist that will transport them to another plane where they will face some foul monster associated with that month's full moon. This continuing game is more about the curse than it is about the barrow, and should really be called *The Curse of the Moon Druid*. The current title is meant to be deceiving.

The use of the curse in literature is as old as the folklore stories handed down from generation to generation. The curse, defined as an explicit wish that some form of adversity would befall someone, has been used in Irish, Scottish, and Yiddish folk tales, among others, and is a staple of many old folk tales. The curse appears often in the Bible as well, with perhaps the most famous curse being bestowed upon Pharaoh in the form of plagues. Pharaoh faced numerous curses until he relented and let Moses' people go, including water to blood, frogs, lice, flies, livestock disease, boils, storms of fire, locusts, darkness, and, finally, the one that drove him to relent, the death of all the firstborn sons.

One renown curse that has a very close relationship to Dungeons & Dragons is the Egyptian's curse of the mummy, often called the curse of the pharaohs. This curse is believed to be cast upon anyone who disturbs the buried mummy of an ancient Egyptian, especially if that Egyptian was a pharaoh. This particular curse became a very popular theme with Hollywood in the mid-20th Century with such movies as *The Mummy's Curse* (1944), *The Curse of the Mummy's Tomb* (1964), and *The Curse* (1987) (which starred a well-known Dungeons & Dragons fan – Wil Wheaton). The more recent series of movies, starting with *The Mummy* (1999), have also played to the theme of the mummy's curse.

The curse has also shown up in more contemporary literature as well, including such novels as *The Titan's Curse* (*Percy Jackson*) by Rick Riordan, and an interesting twist on the story of the faeries in *The 13 Curses* by Michelle Harrison. These, and many other books, employ the use of the curse to help drive the story.

In the game of Dungeons & Dragons, the curse is also a common theme. There are cursed items, the curse of lycanthropy, and of course the curse of the undead. There was a D&D expert module, X3 - *Curse of Xanathan* (1983) by Douglas Niles. In this adventure, the player characters are supposed to

lift the curse placed on a local Duke. Even a Dragonsfoot module, F1 – *Zombie Curse* by Frank Schmidt, plays to the curse of the undead where player characters must save a village from a dreaded curse.

The game that follows, *The Barrow of the Moon Druid*, draws upon the traditional curse, but in this case the player characters are not resolving the curse of others, they must resolve the curse that is bestowed upon them. The players will not suspect the curse, because we avoided using the word *curse* in the title. As this game proceeds, the player characters will see the game as a side-trek or a simple 5-room dungeon. That is all well and good for it will make them less suspicious of the real purpose of the game. Once one player character picks up the scroll off the altar, everyone in the barrow will receive the curse of the Moon Druid. Over the course of the next year, on the night of a full moon, they will be visited by some foul creature closely related to the type of moon.

In many cultures, the full moons that appeared every month were given a name, often tied to events of the month or based on some legend. For instance, in Colonial America the January Moon was named the Winter Moon, while the Cherokee Indians named it the Cold Moon, and both the English in Medieval times and the Algonquin Indians in more modern times called it the Wolf Moon. All name it for logical reasons. January is in the midst of winter, it is cold, and the wolf packs often come out to hunt because it is easy to track game through the snow. Many cultures derived the names of the moon for animals that appeared during those months, such as the Algonquin's naming the August moon the Sturgeon Moon or November's Beaver Moon, while others named them for foods that appeared during that particular month, such as March being the Fish Moon in Colonial America, July being the Ripe Corn Moon for the Cherokee, and October the Blackberry Moon for the Choctaw. Other cultures named certain moons for mythical reasons, such as the Chinese naming July the Hungry Ghost Moon.

Gary Gygax also recognized that different cultures name the moons for in the 1980 **THE WORLD OF GREYHAWK GAZETTEER**, he listed the Greyhawk names for the moons in common, Olven, and Nomad. For instance, the first month was Fireseek in Common, Diamondice in Olven, and Tiger for the Nomads. The Common names were associated with routine occurrences in a given month, such as

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planting, reaping, and harvesting. For the Olven it is based on the type of flowers which first appear in the given month. For the Nomads, it was based on animals, for after tiger came: bear, lion, frog, turtle, fox, snake, boar, squirrel, hare, hawk, and wolf.

For this adventure we also adopted the idea of different names for the moon being tied to the Moon Druid's curse. Since the Moon Druid lived in a time long past, we took the liberty of adopting our own names of the full moons based on the Moon Druid's cultural understanding of the names of the full moons. That way, if players are familiar with the names of the moons in your campaign world, this information will not advantage them in any way, and may actually add to their confusion.

This game also draws upon one more aspect of cultures and that is their fascination with the moon. Many cultures have worshipped the moon, creating dedicated lunar deities and demigods. Examples from ancient civilizations include the Incan's lunar god Coniraya, the Inuit's Alignak, and the Aztec's Metztli. In Europe, the Etruscans (modern day Italy) worshipped Artume, the Finnish revered Kuu, and the Thracians paid homage to Bendis. The more known mythologies also had lunar gods including the Norse god Mani, the Greek's Artemis, and the Roman's Diana. Of course the Greeks and Romans could not let it go at one and also associated Selene and Hecate for the Greeks, and Luna and Trivia for the Romans, with the moon. In Egypt, it was the man with the head of an ibis (or sometimes baboon), Thoth, who was the god associated with the moon, while in Japanese and Chinese it was Tsukuyomi and Chang'e, respectively.

The early TSR book **DEITIES & DEMIGODS** (which later became **LEGENDS & LORE**) recognized many of these lunar gods for the various mythos they review in that tome. In addition, many of the nonhuman deities are said to have their holy days when the full moon appears, including Semuanya who controls the lizard men, and Hruggek who is worshipped by the bugbears. The moon is indeed a central figure in the world of Dungeons & Dragons.

Tying these three threads together then - the ancient curse, the names of the twelve full-moons, and the often evil worship of the lunar gods - we present to you *The Barrow of the Moon Druid*.

FOR THE DUNGEON MASTER

The Barrow of the Moon Druid is a module that can be used with either the first or second editions of the Advanced Dungeons and Dragons rule system. This game, however, was made using the first edition rule system. Dungeon Masters (DMs) using the second edition must adjust the game accordingly.

All descriptive text designed for the DM to say aloud when describing an encounter will appear in italics. Also, descriptive text of a location (such as the moor) will be in italics as well.

The module is made with the intent of it being an ongoing secondary adventure. Because the Moon Curse (Part II) takes affect every month, the party will have time to adventure, rest, and buy equipment in-between the appearances of each full moon. Part II of this module details each moon and the basic monster(s) the player characters will encounter each month. The game assumes a January start with the challenges growing more difficult as the player characters move through the full moons in a calendar year. If DMs start with any month other than January, they may want to consider scaling the encounter up or down depending upon the levels and number of the adventuring party.

The module is made with no particular campaign setting in mind. It can easily be placed within any campaign world. The perfect locale for this adventure would be on the frontier deep within a lonely moor (think of an Irish or Scottish moor) with the local towns being very far apart from one another and very small. A swamp, tundra, or desert would also work with some modifications to the environment and monsters surrounding the barrow. As always, the DM may change the module to fit his or her particular taste, characters, and campaign.

Because this game is written with a Celtic flavor, many parts will use the Celtic (Gaelic) language for NPC names and geographical locations. Phonetic spelling will be provided for easier pronunciation.

Finally, have fun and enjoy *The Barrow of the Moon Druid*!

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THE BARROW OF THE MOON DRUID

*What ails my love? The moon shines bright:
Bravely the dead men ride through the night.*

-Gottfried August Bürger, Lenore

PART I: THE BARROW

As you travel on the ancient and muddy road along the familiarly flat and barren moor, you see a sudden change in the landscape. A large mound, about thirty paces in diameter, rises out of the moor, east of the road. Atop the large mound stands an ancient and twisted tree. Its foliage is long gone and all that remains is the gray trunk and branches. Around the mound are many patches of brambles and piles of rock much like the rest of the moor. From the road, there is an overgrown path leading to the mound and you can see that it leads to a large round door set into the side of the mound.

If the party decides to investigate the barrow proceed to area 1.

1. THE PUMPKIN PATCH

Upon entering the path, you must contend with tangles of brambles that are about thigh-high which makes movement slow. As you approach the

mound, you notice that the door is inscribed with a vine pattern around the edge. As you walk along the barely visible path, the vines begin to move and six pumpkin headed creatures rise out of the brambles around you. Their heads look very much like the Jack o' Lanterns that the people of the area around the moor carve out of pumpkins at the end of their harvest. The eyes of the creatures glow a bright red. Their bodies seem to be of a pale greenish color, somewhat like the stems of a squash. They wear the dirty, ragged clothes of poor villagers and have large patched cloaks. In their hands are chunks of burning coal which they prepare to throw at you!

If the party does decide to stop and investigate the mound they will have to go off the road for 40 feet. Halfway to the barrow, the stingy jacks will leap out of the brambles and attack.

Stingy jacks, lesser (6): AC 6; MV 6"; HD 3; hp 16, 13, 11, 9, 8, 4; #AT 1; Dmg 1-4; SA: can throw hot burning coals at a ranged distance causing 1-4 coals to strike, dealing 1-4 hit points of damage each. In close combat, the stingy jack can touch with a burning hand causing 1-4 points of damage; SD: immune to fire and *sleep*, *charm*, and *hold* spells.

Treasure: None.

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2. THE TREE

As you stumble out of the last of the brambles and approach the round door you are surprised to see that the ancient tree seems to be moving slightly for there is no wind. Suddenly, the tree shakes itself and on it a craggy face appears. Its eyes look like normal brown eyes except for the wooden lids. Its mouth is a wide gaping cut in the tree and inside you see cracked and mossy looking teeth. It stares dourly at you then says in a deep gravelly voice:

*When red and orange fill the sky
And daylight's glow is fading,
I raise my bow and fiddle high
And start my serenading.
A single note is all I play,
The tempo is all I vary,
I'm somber on a chilly day
But when it is warm, I am merry!*

The tree then closes its mouth and regards you as if he were expecting an answer.

The answer to the riddle is quite simple: a cricket. Once the correct answer has been given the door will roll into its recess to allow the party access to the barrow. If the party decides to attack the tree, the tree will lash out with powerful branches which will possibly kill most of the party. If the party retreats

and returns an hour later the tree will again ask the same riddle.

Treant: AC 0; MV 12"; HD 8; hp 29; #AT 2; Dmg 2-16; SD: never surprised.

Treasure: None.

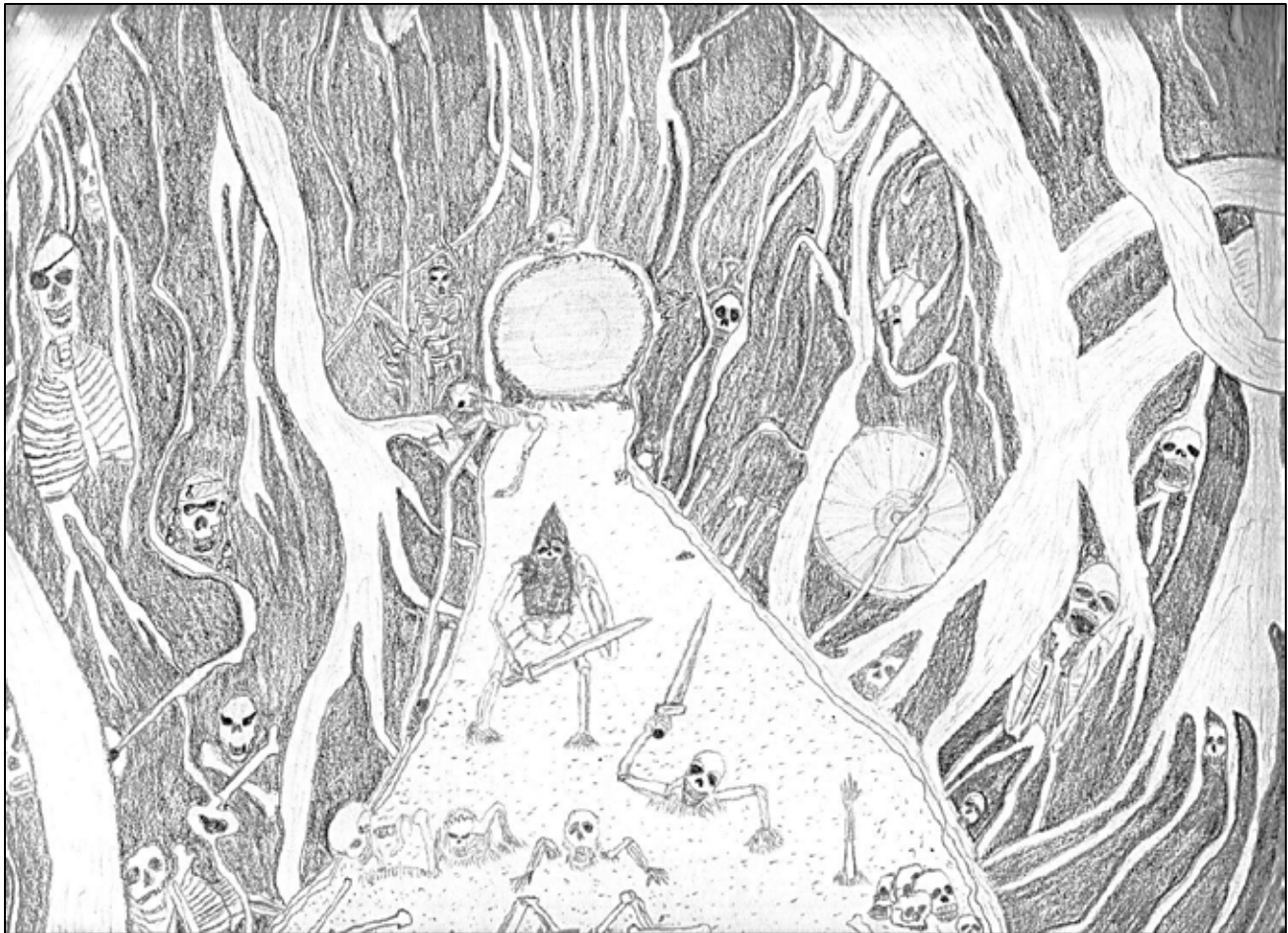
3. SKELETON CAVE

After passing through the large round portal you come to a set of three stone stairs that descend into a large chamber. From the light of the moon streaming in behind you, you can see that the ceiling is made of tightly packed earth held together by the roots of the ancient tree above you. The walls are made of a mixture of dirt, stone, roots, and mold, and the floor is covered in fungus growth and roots. Scattered over the entire chamber are bones; hundreds of them. You can see full skeletons with the roots of the tree growing through them, skeletons with mold and mushrooms growing out of their chests and skeletons half buried in the dirt. Strown throughout this chamber are also rusty ancient weapons, some of which have had roots grow over them. The overpowering smell of the mold and rot pervades this room. The final detail you notice is on the other side of the room there is a worked stone staircase leading downwards into darkness. The light of the moon streams down the staircase and you can vaguely see a bright object set into the floor below in the next chamber.

This chamber is the burial place of many of the moon druid's followers. In ancient times they would help him with difficult rituals or they would seek out rare spell components. Now, they restlessly sleep here, defending the moon druid's final resting place from explorers wanting to garner treasure from the barrow. Unfortunately, for some of the skeletons, the room has fallen into great disrepair. The roots of the ancient tree have broken through the walls and ceiling and have grown around some of the skeletons. There are twenty skeletons in the room, each skeleton and its actions will be detailed individually or in groups below. Besides the skeletons and their treasure there is nothing else of interest in the room. On the far side of the chamber, there is a staircase descending downward.

Skeletons (#1-3): AC 7; MV 12"; HD 1; hp 4, 3 (x2); #AT 1; Dmg 1-6; SD: skeletons suffer only one-half damage from sharp and/or edged weapons, and are immune to *sleep*, *charm*, *hold*, and *cold*-based spells. Holy water causes 2-8 points of damage.

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These skeletons are lying in the mold that has grown in thick clumps on the floor. When the party enters, they rise from the mold and attack the party with their bony claws dealing 1-6 damage.

Treasure: Near where these skeletons lie are 378 sp and 123 gp.

Skeleton (#4): AC 7; MV 12"; HD 1; hp 2; #AT 1; Dmg 1-4; SD: skeletons suffer only one-half damage from sharp and/or edged weapons, and are immune to *sleep*, *charm*, *hold*, and *cold-based* spells. Holy water causes 2-8 points of damage.

This poor skeleton is only a skull now set between two thick roots of the tree. During the entire fight it opens and closes its jaw in a macabre, but rather amusing manner. Adventurers should be wary, however, it will still bite them for 1-4 damage if they foolishly put a finger in its mouth!

Treasure: None.

Skeletons (#5-12): AC 7; MV 12"; HD 1; hp 6 (x2), 5 (x3), 4, 3 (x2); #AT 1; Dmg 1-6; SD: skeletons suffer only one-half damage from sharp and/or edged

weapons, and are immune to *sleep*, *charm*, *hold*, and *cold-based* spells. Holy water causes 2-8 points of damage.

These skeletons are half buried in the dirt when the party enters. They struggle to lift themselves out of the dirt in order to grab ancient swords and attack

Treasure: Scattered around the graves of these skeletons lie 287 sp and 345 gp.

Skeleton (#13): AC 7; MV 12"; HD 1; hp 4; #AT 0; Dmg none; SD: skeletons suffer only one-half damage from sharp and/or edged weapons, and are immune to *sleep*, *charm*, *hold*, and *cold-based* spells. Holy water causes 2-8 points of damage.

This skeleton is buried in the ground on the far side of the chamber near the stairs. When they party enters the room it claws its way out of its grave like the other skeletons and grab its sword. The skeleton's sword is wrapped in roots and cannot be removed, but the skeleton will continue to try to free the sword from the roots. Even when the entire combat is over, this skeleton will still be trying to pull

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his sword out. He will continue doing so until destroyed.

Treasure: none.

Skeletons (#14-19): AC 7; MV 12"; HD 1; hp 5, 4 (x2), 3, 2 (X2); #AT 1; Dmg 1-6; SD: skeletons suffer only one-half damage from sharp and/or edged weapons, and are immune to *sleep*, *charm*, *hold*, and *cold-based* spells. Holy water causes 2-8 points of damage.

These skeletons are trapped against the north and south walls by the tree's roots. If anyone steps within five feet of one of the walls the skeletons will claw at him inflicting 1-6 hit points of damage.

Treasure: The treasure for these skeletons is buried deep in the tree roots. If the party digs for it, they will find a total of 12 cp and 25 gp.

Skeleton, superior (#20): AC 4; MV 9"; HD 5; HP 23; #AT 1; Dmg 2-8; SD: skeletons suffer only one-half damage from sharp and/or edged weapons, and are immune to *sleep*, *charm*, *hold*, and *cold-based* spells. Holy water causes 2-8 points of damage.

This skeleton is not a normal skeleton. It is, instead, a superior skeleton still wearing ancient rusty chainmail and wielding a bastard sword. The skeleton also carries a small metal shield with the symbol of a sword through the moon emblazoned on the front.

Treasure: The superior skeleton's sword is a **+1 sword** with a moonstone, worth 250 gp, set into its hilt. It also carries a rotten bag about its waist filled with 26 pp.

4. THE ANTECHAMBER

Descending the staircase you enter a large round chamber roughly 30' in diameter. It is lit by the moon and a faint silvery glow pervades this shadowy chamber. The moon light reflects off of a fist-sized crystal which is set into the floor at the bottom of the staircase. The crystal appears to be situated so that the moon light reflects towards the bottom of a round door on the other side of the room. The door is covered in ancient runes that glow a faint silver color. Engraved in the floor of this chamber is a large full moon. The engraved moon is 27' in diameter, with a 3' walkway around its edge of the room. The moon is a highly detailed map of the moon with many recognizable features. Inset into the center of the moon is another fist-sized crystal, but no moon light reflects from this one.

The moon engraved into the floor is indeed a highly accurate map of the observable moon, but it is also part trap and part puzzle. The moon is a highly sensitive revolving slab. If a party member steps foot on it or places an object on the moon, it will flip over and over until wedged by a suitable object such as a sword or staff. It should be noted that the slab flips on a north-south/south-north axis. It does not flip west or east as it is connected to the floor at those points. When the engraved moon spins, the moonlight from the crystal at the bottom of the staircase is reflected through the gem in the center of the moon. The moonlight is then projected up to the door. If the moonlight strikes the door for more than 10 seconds (which is only possible if the moon map has been jammed into the correct position) the door will slowly open by rolling into a recess in the wall and access to the next chamber will be possible.

If an adventurer steps on the moon it will spin downwards and the other side will spin over and hit the hapless adventurer on the back of the head (dealing 1-6 hit points of damage) which will send him directly into the 30' deep pit underneath the engraved moon. After falling 30' (and taking 3-18 hit points of damage), the player character will land in several feet of sewage like water. Inside this water lurks a gray ooze which will promptly attack the unlucky individual.

Gray ooze: AC 8; MV 1"; HD 3+3; hp 15; #AT 1; Dmg 2-16; SA: corrodes metal in one round; SD: immune to all spells and heat or cold attacks.

Treasure: At the bottom of the pit, in the filthy water, are scattered 341 sp, 467 gp, and a small green emerald worth 175 gp. The fist-sized crystal is a polished moonstone that appears to be a miniature copy of the moon which would be worth 500 gp to a collector or 250 gp to a jeweler.

5. RESTING PLACE OF THE MOON DRUID

The round door rolls fully open to reveal a large chamber. This room is 30' square with a high arched ceiling 25' tall at its highest point. The walls and floors are unadorned and are cracked in some places. In the center of the chamber is a large stone sarcophagus decorated with highly detailed carvings of the moon. 10' behind the sarcophagus is another round stone door which is set into the wall. The air in the chamber is cold and it is unnaturally quiet. It feels as if the walls themselves are absorbing the sounds

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that you make. As you enter you begin to hear a faint muttering sound as if someone is babbling.

This chamber is the final resting place of Maoldònaich (Möl DOH-nee) Arasgain or by his more common name: the Moon Druid. Arasgain has not slept well over a thousand years and his tortured soul has returned as a shadow-like incorporeal form of undead called a babbling spirit. He jealously guards his research and treasure like a dragon guards its horde. He will not, under any circumstance, allow anyone to enter the final chamber while he still “lives.” If Arasgain is defeated he will reappear in his sarcophagus after a full phase of the moon. However, if a *Bless* spell is cast upon the sarcophagus he will not reform again.

Babbling spirit: AC 5; MV 12”; HD 6; hp 28; #AT 1; Dmg 1-6 cold damage by touch; SA: the babbling of the spirit causes confusion for 1-4 rounds unless saved versus spells; SD: struck only by silver weapons for half damage or magic items for full damage.

Treasure: There is no treasure within the sarcophagus, because Arasgain stored it all within

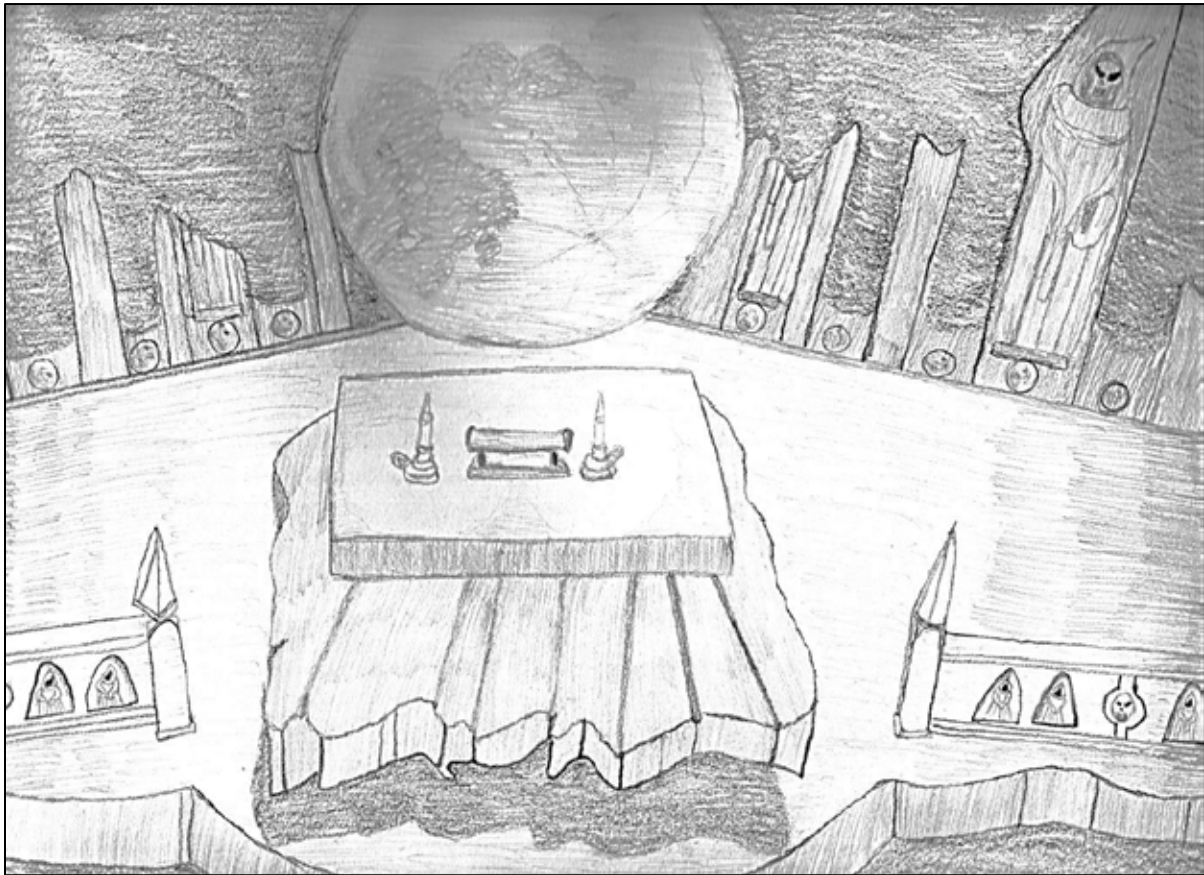
the final chamber. The door to the vault is surprisingly easy to open. It merely requires a strength check to roll the partially stuck stone door into its recess.

6. THE MOON DRUID'S VAULT

After shoving open the stuck stone door, you enter into a chamber somewhat similar to the last one. This room, however, has four pillars in the center of the room with two alcoves each on the east and west walls. Inside the alcoves are 5 urns and 2 chests. At the back end of the chamber is an elevated altar made out of a greenish-gray marble. Atop the altar is a scroll tube resting on a small stand. Over the altar, inscribed on the back wall is a large map of the moon, very much like the one in the round chamber.

This chamber is the place where Arasgain stored his many spell components and other treasures. The treasure is stored in the urns and chests in the alcoves. On the altar is a scroll imbued with the Moon Curse (See Part II: The Curse). If one of the adventurers picks up the scroll and opens it,

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everyone in the room will have the Moon Curse bestowed upon them. The scroll has no value, although because of the ancient writing may fetch 25 gp from an antique collector or book dealer. The party will not realize that they have been cursed (indeed there are no visible affects until the first full moon) and will most likely assume that the scroll is a worthless piece of paper. The treasure, however, is quite real and will not harm them in any way.

Urn #1-4: Within each urn are 500 gp stamped with an image of the moon on both sides.

Urn #5: This urn is stuffed full of scrolls. Twenty-one of the scrolls are non-magical and have writings on them that are hundreds of years old. Each of these scrolls would be worth 25 gp to a collector. There are also four scrolls that have magical spells: *moonbeam* (See **UNEARTHED ARCANA**), *dispel magic*, *heal*, and *control weather*.

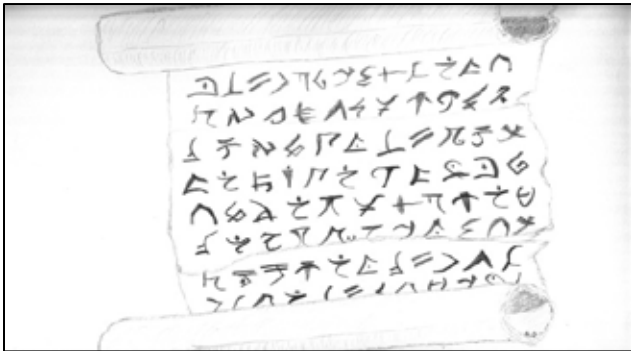
Chest #1: This chest is locked and trapped. When anyone attempts to unlock the chest, a poisoned needle will spring from the lock and puncture the hapless fellow in the finger. The needle deals no damage but the lock-picker must save at +4 on the

roll or die. Within the chest is a black leather belt with two black leather sheaths holding a dagger and a longsword. Both blades glow with a faint silvery sheen when unsheathed. The dagger is a **+1 silver dagger**, while the sword is a **+1 (+3 vs. shape shifters) silver longsword**.

Chest #2: Inside a padded draw bag are 30 flawless round moonstones of varying colors. Each moonstone is worth 50 gp.

Besides the treasure and the moon curse scroll there is nothing else in this chamber. Once the next full moon of the year comes, however, the danger of the Moon Curse will be revealed.

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PART II: THE CURSE

Once the scroll has been touched by a PC, a yearlong curse will be bestowed upon the party. Once every full moon, at midnight, a mist will appear to come from the moon as the moon itself seemingly grows larger. The mist will quickly overtake the entire party regardless of where they are located. Even if the party is holed up in a room, cave or dungeon, the image and mists of the moon will appear at midnight to carry them away. All of the player characters who desecrated the Moon Druid's burial ground and any in their immediate company will be transported to another plane to face some fell creature (or creatures) associated with the current month's moon.

If the player characters defeat the monster(s) associated with the full moon of the month, they will be returned by the mists to the material plane. Any player character that dies whilst fighting the creature(s) associated with the full moon of the month, will find their dead carcass transported back to the material plane with the other player characters, but any portion of the treasure they received from the barrow will be gone, regardless of its location, and it will be returned to the Barrow of the Moon Druid.

In the Moon Druid's time, the humans in the area around the moor had a name for each of the 12 full moons of the year. These names have been passed down from generation to generation. Over time, many of the names were lost or changed. The moon curse still uses the ancient names that the barbarians of old had given each full moon in a calendar year. The names and a short description of the moons are as follows:

The Wolf Moon: This moon's origin comes from the ancient people's fear of the wolves that hunted in packs at the beginning of the year. Only the insane would step out from the shelter of a sod house while wolves are on the prowl.

The Snow Moon: The name of this moon is derived from the abundance of snow that comes down at the end of the cold season.

The Pale Moon: The Pale Moon appears when it is cold, but there is no snow upon the ground. Men curse this moon because of their inability to plant anything in the cold, hard ground.

The Worm Moon: Once the winter chill has passed, worms begin to be found near the earth's surface. Farmers wait until the worms are active to begin the planting season.

The Flower Moon: Many flowers begin to appear during this time and the planting season is in full swing. The ancient people viewed this month as the best because the crops were growing and the days are warm. Even now, hundreds of years later there are still many festivals celebrating the Flower Moon.

The Windy Moon: As summer nears, a strong wind from the ocean blows through sometimes causing destruction. It also brings with it much rain.

The Red Moon: During the middle of the month, the earth passes partially in front of the moon causing it to appear red. Many consider it bad luck when the eclipse does not happen.

The Dog Moon: Many female dogs give birth to their litters at this time of year. The superstitious people would always sacrifice one of the new born pups to ward off "The Death Hound."

The Harvest Moon: Most crops are ready to be harvested and farmers must work fast before the cold season begins again. The harvest is a time for celebration, however, and so there are many festivals.

The Hunter's Moon: As winter approaches, elk and boar must be hunted so that there can be meat and fur for the long, dark and cold days ahead.

The Dark Moon: The chill sets in at this point. People must find shelter or they will surely freeze to death. Clouds lay thick and heavy in the sky as snow falls most of the month. The clouds obscure the moon much of the month making the nights pitch black, thus, it is called the Dark Moon

The Cold Moon: At this time, the winter has fully set in. Families huddle around fireplaces to stay warm for fear of freezing to death. Strange creatures can be heard wandering outside. Only the foolish would dare venture into the cold.

Barrow of the Moon Druid



THE WOLF MOON

You notice an odd silvery mist accumulating around you. It rapidly builds until it completely surrounds you, blocking your view of the ground and your companions. In front of you, about ten feet off the ground, is a large pale orb that looks distinctly like the moon. As it appears, you can feel yourself being inexorably drawn toward it. Then everything turns silver, you feel yourself falling, and suddenly you crash onto a firm surface. It feels soft, cold and wet but you cannot see it because of the swirling silver mists. The mists slowly dissipate around you and you find that you and your companions are now in the middle of a large forest lit by the shining light of a full moon. Snow covers everything. In the distance, you hear a baleful howl and sprinting out of the tree line are three huge wolves with hunger in their eyes and a howl upon their lips followed by a large man who very much resembles the wolves he follows.

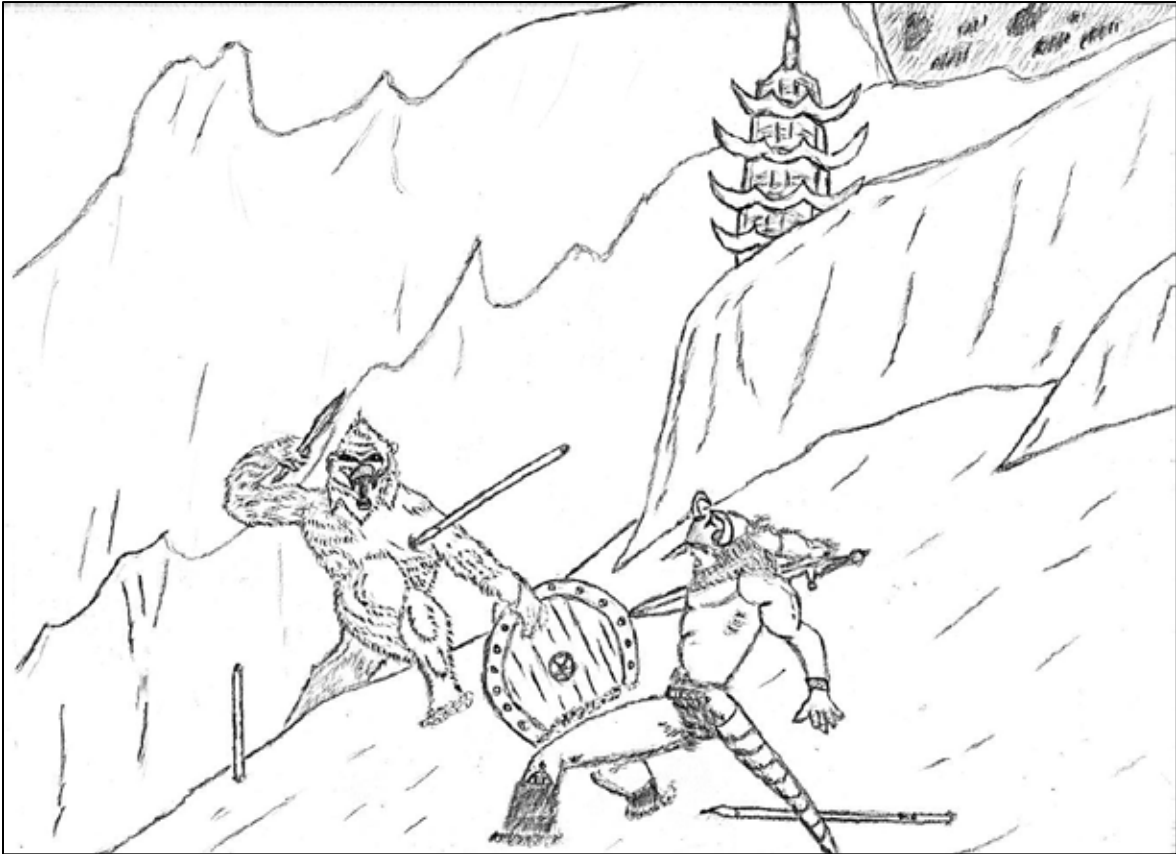
This encounter will probably surprise the characters and unless they are currently engaged in combat, they will not be prepared for this. When the party is enveloped, anything on them and within their immediate reach will be transported with them. So, for instance, if they sleep with their sword next to the bed or a dagger under their pillow, these will

transport with them. If they do not have their weapons near them while they are, say, sleeping, the party will be defenseless. The wolf man, however, has no qualms about killing them in their bed clothes and they must defend themselves quickly or be cut down. There is one werewolf and three normal wolves. They will fight until death. When the last monster dies, the same silvery mist will appear and deposit the characters (and any dead bodies) back to where they were originally taken from.

Werewolf: AC 5; MV 15"; HD 4+3; hp 22; #AT 1; Dmg 2-8; SA" Surprise on 1-3; SD: may only be struck by silver or +1 or better magical weapons.

Wolf, common (3): AC 7; MV 18"; HD 2+2; hp 16, 14, 11; #AT 1; Dmg 2-5.

Barrow of the Moon Druid



SNOW MOON

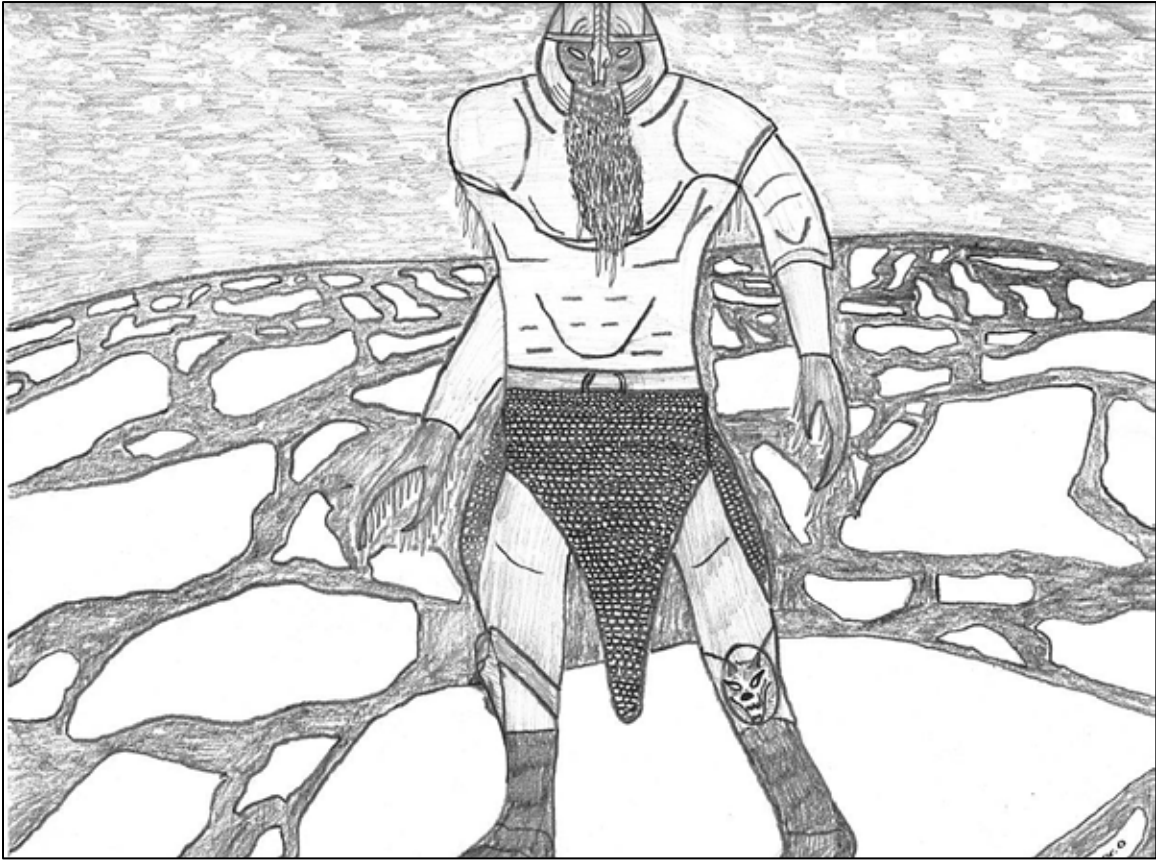
As on the previous full moon, a moon-like orb appears and swirling silver mist envelopes you and your companions, turning everything bright silver. You feel the sensation of falling, followed by the sudden reassurance of solid ground beneath your feet. Looking up, you find you and your companions are near the top of a huge snowcapped mountain. All around you, as far as you can see, are mountains. On the mountain opposite of you, you can see what appears to be a stone pagoda reaching toward the sky, but before you can notice any other details on it, a huge white ape-like creature bursts from the snow 15' from you. It lets out a roar that reverberates around the mountain side, and charges towards you!

Between the first and the second moons, the players should probably have figured out what is happening to them. However, if they are still not aware of the curse, then once again they will have to react regardless of whether or not they are prepared. The yeti (for that is what it is) will attempt to grab and hug the closest player character and then toss them down the mountain side. If the player character is successfully hugged and then

tossed, he will have to make a save vs. traps (at a +4 bonus) or be sent plummeting fifty feet to a rocky outcropping taking 5-30 hit points of damage. The yeti must be slain before the silver mists will transport the party from whence they came.

Yeti: AC 6; MV 15"; HD 4+4; hp 23; #AT 2; Dmg 1-6/1-6; SA: on a natural 20, the Yeti grabs and squeezes for an additional 2-16 cold damage.

Barrow of the Moon Druid



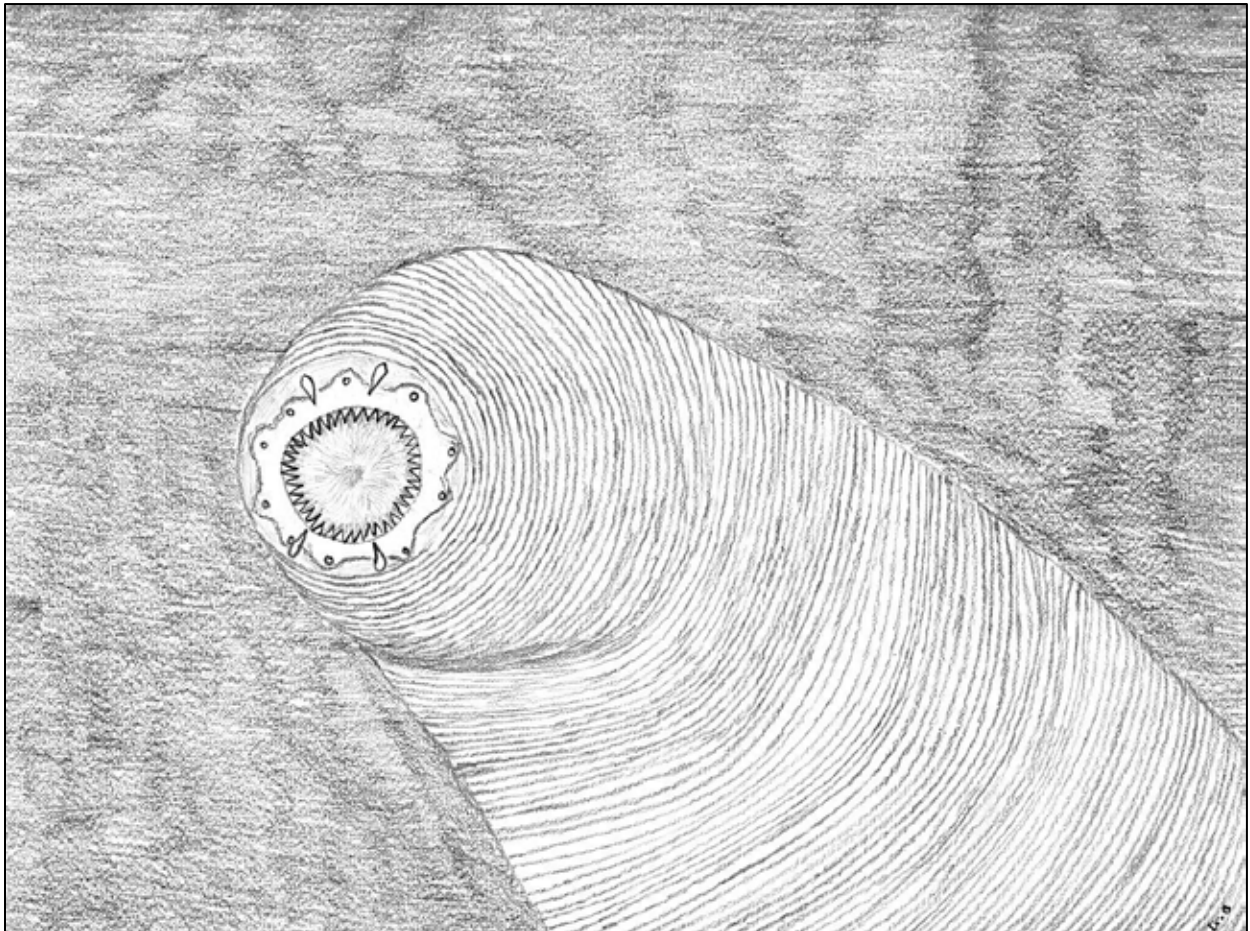
THE PALE MOON

Once again, the moon appears and the silvery mist seeps up around you. After transporting, you land on something hard and very, very cold. When the mist clears, you look upon a scene of desolation. You and your companions are standing on a land of solid black ice. The ice stretches in every direction as far as the eye can see. Spikes and outcroppings of the strange black ice are everywhere and the scene is lit by the full pale moon in the sky. Suddenly, seemingly rising out of the black ice in front of you is a desiccated corpse wearing plate armor. The armor is covered in a thin lair of ice. From out of the helmet glow two orange eyes that burn with an intense hatred. The foul creature stalks forward, swinging its clawed hands at you.

The creature that faces them is similar to a wight, but stronger, for it is a frost wight. The frost wight will attack immediately using its two claws. It does have the ability to breathe a cone of cold which it will only use if it can get three or more characters in the cone. It will fight until destroyed. Once defeated the characters will be returned from whence they came.

Frost wight: AC 4; MV 12"; HD 5+3; hp 22; #AT 1; Dmg1-4; SA: each strike causes an additional 1-6 hit points of cold damage, frost breath attack causes 3-18 hit points of damage and can only be used once per day; SD: may only be struck by silver for half damage or +1 or better magical weapons for full damage, are not affected by *sleep*, *charm*, *hold*, or *cold*-based; immune to poison and paralyzation.

Barrow of the Moon Druid



THE WORM MOON

The now familiar pale moon orb and silver mists appears once again and totally surround you. You feel as if you are being tugged through the air until you land suddenly in a thick morass of mud. Looking up, you realize that you are standing in a huge field of mud and dirt that stretches away as far as you can see. The full moon sits low in the sky and directly opposite from it is, surprisingly, the sun, though a brown haze makes it hard to see. As you are taking in the surroundings, a rumble shakes the ground at your feet. The ground then explodes, sending you and your party flying backwards, landing hard in the mud. From the location of the explosion rises a fat brown worm about four to five feet in diameter. It sticks out of the ground like a tall tower, then lunges toward you, with its wide, round mouth open, exposing many inward facing sharp teeth.

This creature is a colossal earthworm, a common garden worm, just larger. The thick mud makes movement difficult and thus a character

attempting to do so will have to use up two squares of movement in order to move one square. The worm will attack the player character that is closest followed by the player character that dealt it the most damage.

During melee, when the colossal earthworm is reduced to 18 hit points, it will dive into the mud worming its way under a random character, before popping out again and biting that character. It will repeat this tactic if reduced to 9 hit points. This colossal earthworm, because of the moon curse, will not retreat, but rather, it will fight to the death.

Earthworm, colossal: AC 4; MV 6"; HD 9+3; hp 36; #AT 1; Dmg 2-16; SA: Lunge at +2 to hit. If hit, no damage as the worm must chew through armor (leather in 1 round, chain mail in 2 rounds, and plate armor in 3 rounds) before dealing the 2-16 hit points of damage.



THE FLOWER MOON

The silvery mists appear again and swirl around you. Your feet hit firm ground and when the mist dissipates you find yourself looking on a strange sight. It appears as if you have landed in a garden. Thick rows of plants, trees, and vines grow over a pathway creating a natural tunnel. You notice that in the distance, there is an opening into a clearing. In the center of the clearing is a sarcophagus on a small mound. The only light is from the bright full moon shining through the branches creating the roof of your tunnel. Small thin clouds scud across the sky and everything seems peaceful, until you notice that the fruit and flower vines are not moving with the light breeze. As you begin to realize this, suddenly, the rows to your left and right explode into a frenzy of creepers and vines with huge thorns dripping what appears to be blood.

The vine creature is called a bloodthorn or vampire vine. Even though it seems as if there is one to the characters left and right it is in fact only one bloodthorn. The characters are effectively standing

in the center of it. It is a 10 hit dice bloodthorn. If the player characters run toward the clearing, it will seem as if they are never getting any closer, for they never will. They are trapped in a different dimension from what they see in the distance. The bloodthorn fights until destroyed. Once destroyed, the silver mists will return the player characters from whence they came.

Bloodthorn: AC 4 (tendrils)/3 (trunk); MV nil; HD 10; hp 31; #AT 1-4; Dmg 25% of victims total initial hit points; SA: It has 5 tendrils of which 1-4 may strike each round at a range of up to 5' and attacks as a 3 HD monster; each tendril takes 6 hit points to sever, but does not affect the main plant.

Barrow of the Moon Druid



THE WINDY MOON

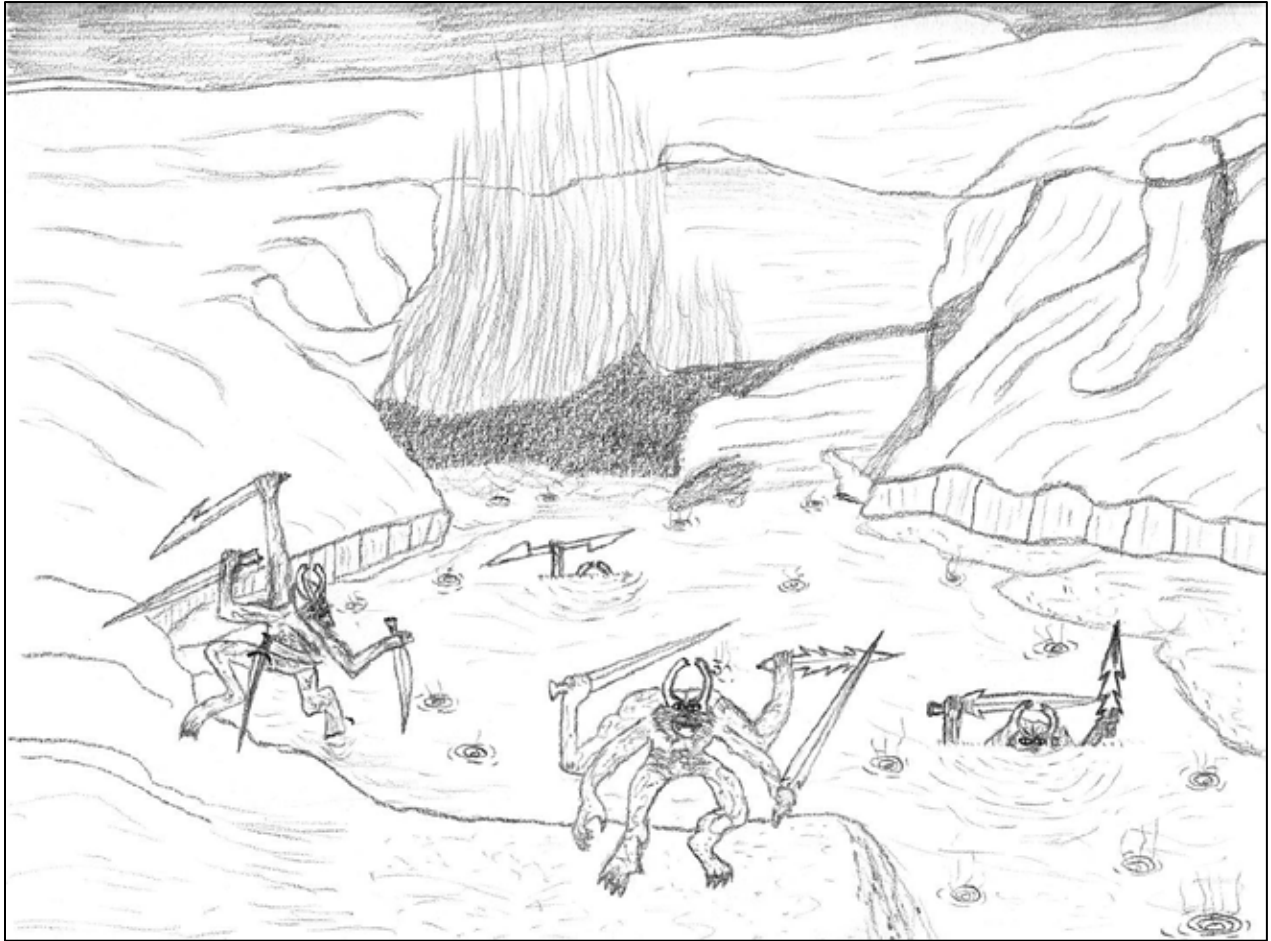
The familiar mists well up around you. When they settle, you are suddenly attacked by a wave of dizziness and nausea as you look down and realize that the only thing supporting you over an empty void is a large cloud. When you finally assure yourself that you are not going to fall through the surprisingly solid cloud, you look up and take in your surroundings. The cloud is one of many clouds floating through what appears to be open sky in all directions. A strong wind ruffles and plays with your hair and your cloak. After a few moments, you notice the wind is picking up before the gust of wind starts to form into a cyclone, composed of dust and dirt, as it rapidly flies toward you as if to attack.

The cloud that the player characters are standing on is magically solid. However, all other clouds are normal clouds and if a character is foolish enough to attempt to jump onto one, he will fall through and continue to fall for the rest of time. The creature attacking them is an air elemental. It fights

until it is destroyed, and only then will the party be returned to their point of origination.

Air elemental: AC 2; MV 36"; HD 8; hp 32; #AT 1; Dmg 2-20; SA: +1 on to hit probability due to flight and a +4 to damage; can create a whirlwind that lasts one round killing any creature under three hit dice and causing 2-16 points of damage to all others; SD: +2 or better weapons to hit.

Barrow of the Moon Druid



THE RED MOON

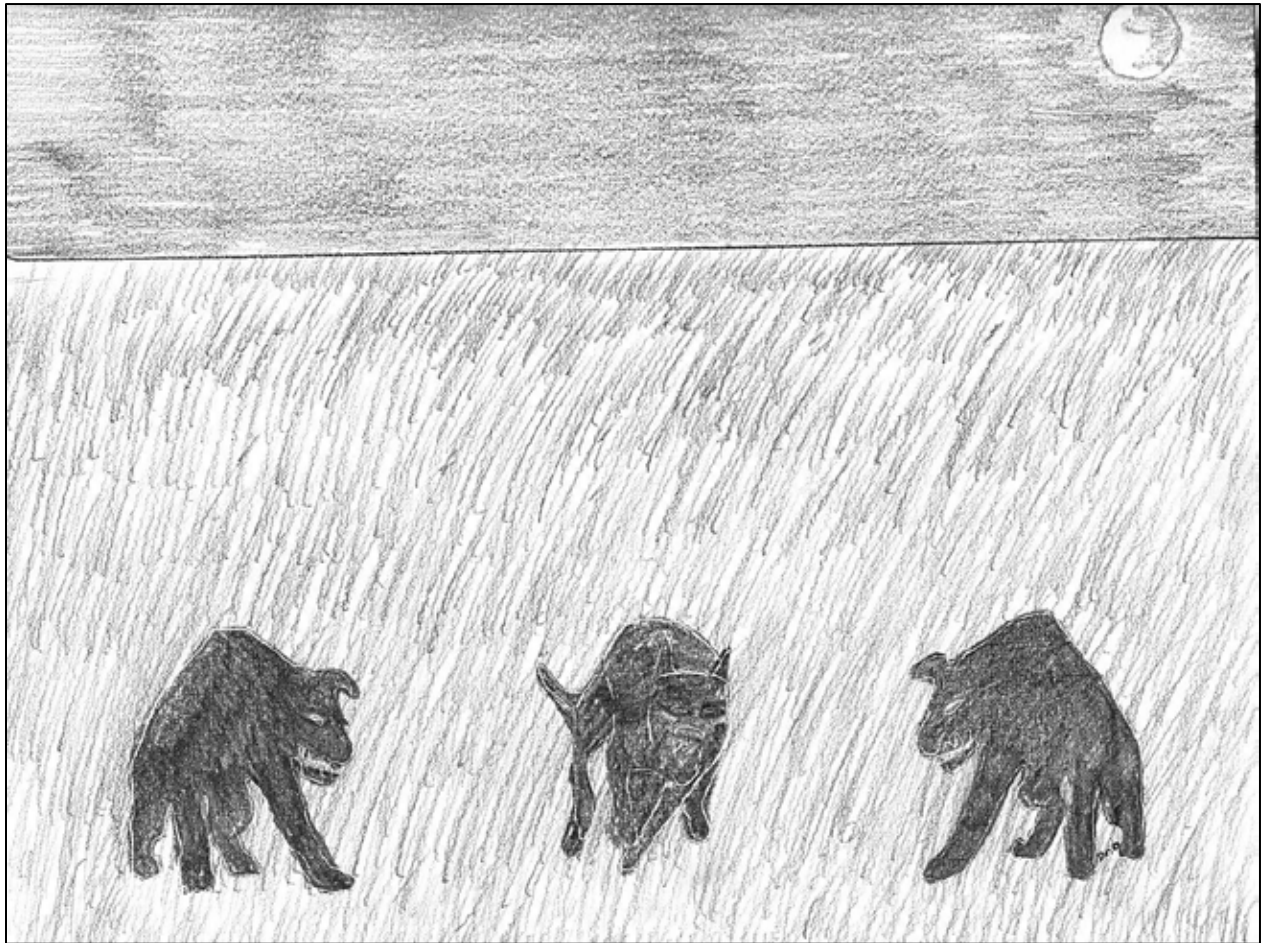
Once again, the silver mists appear and spin around and take you. This time you land on hard rocky ground. The smell is the first thing that you notice, for it smells like rotting eggs. Looking around you see a rocky, almost hellish looking scene. Everywhere, as far as you can see, is rocky ground with many large holes filled with steaming water. The horrendous smell is coming from the bubbling sulfur in the pools. It is disgustingly hot and the sun beats down on you from behind a reddish haze. You can also see the moon in the red sky. Scuttling out of the pools in front of you are four flame-red humanoids each with four arms. They have bug-like heads with large mandibles. Each of their hands wields a sword. They rush forward to attack!

The bug-creatures are xills. Unlike all other xills these ones will not use their impregnation ability. They will attack a player character in pairs in an attempt to take him down quickly. If a player character enters or falls into a sulfur pool he will take 1-6 hit points of damage each round. The xills fight until dead.

Once defeated, the silver mists will return to transport the party back to where they came from.

Xill (4): AC 0; MV 15"; HD 5; hp 28, 20, 17, 16; #AT 4; Dmg 1-4/1-4/1-4/1-4 or by weapon type; SA: +3 to hit probability; strike to subdue; SD: 70% magic resistance. As these xill are on the ethereal plane, they will not attempt an ethereal shift, but will try to drag their victims into their lair. These xill wield short swords.

Barrow of the Moon Druid



THE DOG MOON

Once again the silver mists appear and surround you. When they dissipate you realize that you are standing on a huge plain covered in knee to waist high grass. The darkness is illuminated by the round full moon. You can hear the sounds of crickets, and flying lazily through the air around you are fire flies. Off in the distance, you can just make out the howl of dogs. Disconcertingly, they sound as if they are approaching your position very quickly. Within seconds you can see dark shapes moving swiftly through the tall grass. There are six objects moving through the grass, coming towards you. As they near, you observe they are almost perfectly black shadows of six large vicious dogs, but there are no real dogs in sight. The huge shadows leap out of the grass and attack!

These dogs are shadow mastiffs who are normally residents of the plane of shadow. There are six of these creatures. The mastiffs attack in pairs attempting to take down the character before moving on to the next. If any bright light is created (torches will not work) the mastiffs will retreat to the

edge of the light and circle. If archers shoot at them while they are circling, the dogs will move farther away and hide in the shadows. The dogs fight until dead and only then will the party be returned.

Shadow mastiff (6): AC 6; MV 18"; HD 4; hp 29, 24 (x2), 22, 17, 15; #AT 1; Dmg 2-8; SA: initial baying causes panic (save vs. spells); SD: hide in shadows, 40% unlikely to be seen each round.

Barrow of the Moon Druid



THE HARVEST MOON

The whirling mist appears around you again as the clock strikes midnight. When it dissipates, you find yourself standing in a large pumpkin patch surrounded by a low bramble covered stone wall. The walls are about one-hundred feet from your position. A warm breeze blows about you and the entire scene is lit by the glow of an abnormally large glowing orange moon. Suddenly, in front of you, rising from amongst the pumpkins is a large man-like creature clothed in dirty black clothes with a torn black cloak. Where his head should be is a large jack-o-lantern that appears to be lit by a candle by the flicker of the light inside. He raises one of his hands composed of straw and vines, in which is a large piece of burning coal that he is preparing to toss at you. Suddenly, you realize that you have fought this creature before, at the ancient druid's burial mound!

Indeed the players have fought these creatures' lesser off-spring. The creature that faces them is the

original stingy jack, the original creature from the region's folklore. The stingy jack will fight by tossing coal and slamming them with his fists. He also will use his control plants ability to make the vines at the character's feet move and wrap around them. The stingy jack fights until destroyed. Once destroyed, the player characters will be returned to their plane.

Stingy jack, greater: AC 0; MV 9"; HD 9; hp 37; #AT 2; Dmg 2-8; SA: can throw hot burning coals at a ranged distance causing 1-6 coals to strike, each dealing 1-6 hit points of damage, in close combat, the stingy jack can touch with a burning hand causing 2-8 points of damage; can cast *entangle* at will; SD: immune to fire and *sleep*, *charm*, and *hold* spells.

Barrow of the Moon Druid



THE HUNTER'S MOON

The silver mist deposits you this time in a small clearing in a forest. The full moon is high in the sky and the smell of rain is strong in the air. The peaceful quiet is suddenly shattered by the loud blast of a horn. Instantly you hear the baying of hunting dogs and the sounds of heavy movement through the trees. Bursting forth from the tree line are two huge dogs with flaming red eyes and fire burning in their mouths. Their shaggy coats of fur are ash grey with patches of coal black, and they smell of sulfur. Stepping out of the woods behind the hounds is a strange humanoid creature. It has human skin, leather armor, and its head is the skull and antlers of a large deer or elk. Across his back is a large wooden shield. Beneath the shield is a huge yew bow and a quiver of arrows. In his hands is a long spear. He points the spear at you and the hounds lunge forward to attack!

This strange creature is a master of the hunt and the hunting dogs are hell hounds. The hell hounds will close for melee combat while the master will hunt with ranged weapons.

Master of the hunt: AC 0; MV 15"; HD 9; hp 43; #AT 2; Dmg 1-6/1-6 or by weapon type; SA: in melee combat, if both claw strikes succeed, the master of the hunt may strike with his antlers for an additional 2-16 points of damage; the master of the hunt also has the following spell like abilities as if a 6th level druid once per melee round: *detect magic*, *detect snares & pits*, *locate animals*, *pass without trace*, *predict weather*, *barkskin*, *feign death*, *locate plants*, *water breathing*, *commune with nature*, and *moonbeam*; SD: can move silently (surprise on a 1-4), blend into vegetation so as to be invisible as long as they are not moving, and are 75% immune to charm and sleep spells. The master of the hunt carries a **+1 spear**, **+1 longbow**, **+1 arrows (24)**, **+1 shield**, and a **+1 breastplate**.

Hell hound (2): AC 4; MV 12"; HD 7; hp 25, 24; #AT 1; Dmg 1-10; SA: breathe fire for 7 points of damage (save vs. dragon breath for half damage); SD: surprise on a 1-4 out of 6, and they can located *hidden* or *invisible* creatures 50% of the time.

Barrow of the Moon Druid



THE DARK MOON

The silver mists swirl around you as the air grows unnaturally cold and you find it difficult to breath. The mists soon dissipate, as does the feeling of a lack of air, yet the icy chill remains. The hairs on the back of your neck rise and an unknown fear enters your mind. All around you is a huge graveyard. Headstones and mausoleums riddle the landscape. A silvery grey mist floats thick in the air. The full moon lights the scene, reflecting dully off of the gravestones. As the mists begin to part, something in black robes walking, perhaps floating, around the gravestones quickly nears your positon. Coming into full view, you see that the ghastly looking creature is wearing a hideously black robe, but you cannot see its face, only two red glowing eyes peer from the hood of the robe. It stretches out a robed arm and points a finger made of pure darkness at you. You can feel the life force draining from all around you.

This shadowy creature is one of the most feared undead in the world, the dread wraith. Its touch

drains the life force out of a creature exactly like a normal wraith, only twice as powerful. In order for a cleric to turn the dread wraith, they must turn it as if it were a ghost. However, if the creature is turned, the party is not returned to the material plane for it must actually be destroyed. This will, however, allow the party a reprieve. Once the turned dread wraith is attacked, the effects of the turning will no longer apply and the creature cannot be turned again by the same cleric. If any player character dies from the life draining touch, that character will rise in 1-4 rounds as a normal wraith with the dread wraith as its master. The dread wraith fights until destroyed at which point the survivors, minus any wriaths, will be returned to their own world.

Dread wraith: AC 2; MV 12"/24"; HD 9+7; hp 43; #AT 1; Dmg 2-12; SA: energy drain at the rate of 2 levels per hit; SD: may only be struck by silver weapons (for half damage) or magic weapons (which score full damage), on the turn undead table treat turning the dread wraith as if it were a ghost.

Barrow of the Moon Druid



THE COLD MOON

The mists twist, coil, and disorient you, before they slowly begin to recede. You find yourself standing within a huge, roughly circular cavern about four hundred feet across. The walls, ceiling and floor are made entirely of dark blue ice. Directly over your head is a 50' wide shaft leading straight up. You see the full moon as it casts its pale light down, illuminating the cavern. Suddenly, you hear a low rumbling growl, moving out of the deep shadows on the far side of the cave opposite of you, is a colossal reptilian creature with wings easily spanning 80', wing tip to wing tip. Its scales are a mixture of blue and white much like ice. Its head has a feral look to it and its mouth is filled with jagged white teeth the size of swords. Its eyes are huge, hypnotic and black like a void. Its growl turns into a roar of rage "You shall pay for your intrusion into my lair!"

This winged beast is an extremely ancient white dragon that can speak and cast spells, it has lived on this plane of existence for thousands of years as

the final beast in the moon curse and it is not happy to see the player characters.

The dragon begins combat with its devastating breath weapon. If there are any survivors he will launch himself into the air, and fly a tight circle around the cavern. If he has the chance to, he will knock down one of the many icicles in the ceiling onto the characters. The characters must make a save verses paralyzation or take 8-32 damage. Once he believes that the characters are weakened enough, he will land and tear them to pieces with his claws and deadly bite attack. The dragon only uses its spells when it feels that it can use them to the best affect. When the dragon dies, the characters will unfortunately not have time to take the gigantic horde that the dragon has accumulated.

Dragon, white: AC 3; MV 12"/30"; HD 7; hp 56; #AT 3; Dmg 1-4/1-4/2-16; SA: breath weapon, cone of cold; Spells: *read magic*, *sleep*, *erase*, and *push*.

Barrow of the Moon Druid

CONCLUSION

Upon defeat of the white dragon, the player characters and any deceased companions will be returned to the material plane. Before fully materializing back on their own soil, they will note it is dark, with a full moon, and an apparition will appear in front of the moon. It will raise a skeletal hand and point its finger in the player characters' direction. Although it does not appear to speak, they will hear the following words echoing ominously in their mind, "Never defile my barrow again!" And with that, it will fade away as the player characters solidify on the material plane. They have successfully broken the Moon Curse, a feat that no one has ever achieved!

NEW MONSTERS



BABBLING SPIRIT

FREQUENCY: Rare

NO. APPEARING: 1

ARMOUR CLASS: 5

MOVE: 12"

HIT DICE: 6

% IN LAIR: 100%

TREASURE TYPE: F

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6 cold damage

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

INTELLIGENCE: High

ALIGNMENT: LE

SIZE: M

PISONIC ABILITY: Nil

LEVEL/X.P. VALUE: VI/1,275 +10 per hit point

A babbling spirit looks like a dark shadowy human wrapped in tattered clothes. A babbling spirit is a creature much like a shadow or a ghost; however, it is formed or created from the tortured soul of an insane creature. Babbling spirits can be found within abandoned asylums that had particularly cruel head doctors, or ancient and mad wizard's tombs. Wherever these creatures might have come from, they can always be identified quickly by two distinguishing features. The first is the location or room that the babbling spirit resides in, it will always seem unnaturally quiet save for the second feature, which is the very low, quite mutterings and whispers of the babbling spirit. The whispers cannot be understood, for it sounds like gibberish or disjointed sentences. When approached, a babbling spirit will quickly and violently attack the closest creature. During combat the spirit's babbling will raise in volume and power, creating a state of confusion in its victims for 1-4 rounds unless saved versus spells.

The babbling spirit strikes for 1-6 hit points of cold damage by its touch. The babbling spirit can only be struck by silver weapons for half-damage or magic weapons for full damage.

Once destroyed, the babbling spirit will return to an ethereal state and reform in 2 to 4 weeks in the lair it haunts (tomb, asylum, etc.). Babbling Spirits have only the treasure they had in life.

Barrow of the Moon Druid



DREAD WRAITH

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOUR CLASS: 2

MOVE: 12"/24"

HIT DICE: 9+7

% IN LAIR: 25%

TREASURE TYPE: E, G

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: Energy drain

SPECIAL DEFENSES: Silver or magic weapons to hit

MAGIC RESISTANCE: See below

INTELLIGENCE: Exceptional

ALIGNMENT: Lawful evil

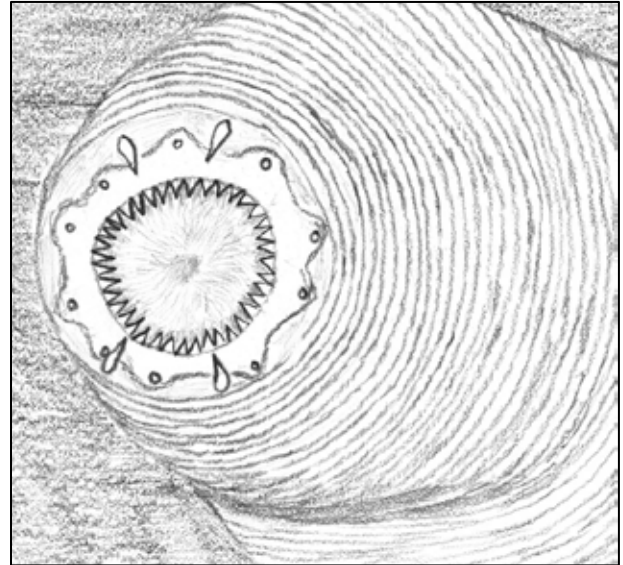
SIZE: M

PISONIC ABILITY: Nil

LEVEL/X.P. VALUE: VI/1,825+10 per hit point

The dread wraith is similar to a wraith, but a far more powerful and deadly opponent. The dread wraith rarely, if ever, inhabits the material plane, instead residing primarily in the negative material plane. If it is on the material plane it typically lairs in ancient graveyards or abandoned temples to strange gods. How many dread wraiths exist is unknown, but legends say that only the cruelest and heartless of humans, if they can be called human, become them.

The dread wraith, like the normal wraith, is powerless in sunlight and can only be affected with silver weapons for half damage or magical weapons for full damage. The touch of a dread wraith is particularly deadly as in it drains two energy levels per hit, along with its already dangerous chilling touch which deals twice the damage of a normal wraith's touch.



EARTHWORM, COLOSSAL

FREQUENCY: Uncommon

NO. APPEARING: 1-4

ARMOUR CLASS: 4

MOVE: 6"

HIT DICE: 9+3

% IN LAIR: 75%

TREASURE TYPE: M. N. Q

NO. OF ATTACKS: 1 bite

DAMAGE/ATTACK: 2-16 (See below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: None

ALIGNMENT: Neutral

SIZE: L (30-50' long)

PISONIC ABILITY: Nil

Barrow of the Moon Druid

LEVEL/X.P. VALUE: VII/1,400 +12/hp

The colossal earthworm is a normal earthworm that has grown to colossal size. It attacks with a lunge attack at a +2 to hit. If a player character is hit, there is initially no damage, as the worm must chew through armor (leather in 1 round, chain mail in 2 rounds, and plate armor in 3 rounds) before dealing the 2-16 hit points of damage. During melee, when the colossal earthworm is reduced to half its hit points, it will dive into the mud worming its way under a random character, before popping out again and biting that character. It will repeat this tactic if reduced to 1/4 of its hit points. Once reduced to 10 or less, the colossal earthworm will retreat. If a player character rolls a natural 20, that means the colossal earthworm has been cut in half, thus creating two colossal earthworms, each with half of the hit points of the former whole, but both will have the same striking capabilities.



FROST WIGHT

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOUR CLASS: 4

MOVE: 12"

HIT DICE: 5+3

% IN LAIR: 75%

TREASURE TYPE: B, R

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 plus 1-6 hit points of Cold damage

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Silver or magic weapons to hit

MAGIC RESISTANCE: See below

INTELLIGENCE: High

ALIGNMENT: Lawful evil

SIZE: M

PISONIC ABILITY: Nil

LEVEL/X.P. VALUE: V/1,250+10 per hit point

Inhabiting cold tundra and the ancient burial mounds of the men of the north, frost wights are similar to, but stronger than, their cousins from more temperate environments. Unlike the normal wight, frost wights are partially covered in a thin lair of ice over its pale bluish skin. Frequently, frost wights can be found wearing a suit of armor. Typically this armor is in the style of a tribe or ancient kingdom that has long passed into history.

During combat, a frost wight normally starts with its powerful breath of cold before moving in to kill its remaining foes with its claw. The frost breath attack causes 3-18 hit points of damage and can only be used once per day. The Frost Wight's claw deals 1-4 hit points of damage, plus 1-6 hit points of Cold damage. In addition, the wight also has the life-draining touch. If a creature is killed by the life-draining touch, he will become a normal wight under the control of the frost wight.

As with all other wights, the frost wight can only be affected by silver weapons for half damage or magical weapons for full damage, and they are immune to *sleep*, *charm*, and *cold*-based spells, as well as poison and paralyzation.

Barrow of the Moon Druid



THE MASTER OF THE HUNT

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOUR CLASS: 0

MOVE: 15"

HIT DICE: 9

% IN LAIR: 90%

TREASURE TYPE: A

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6 or by weapon type

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50%

INTELLIGENCE: Very high to genius

ALIGNMENT: Neutral

SIZE: M

PISONIC ABILITY: Nil

LEVEL/X.P. VALUE: VIII/2,500+12 per hit point

The master of the hunt, according to ancient folklore, is the embodiment of the hunt. Hunting was integral to the ancient tribes, not just for food, but clothing and shelter as well. In modern times, the decedent's of the ancient tribes still hunt with the same ferocity, though now only for meat and furs.

The master of the hunt, in the true tales of old, was originally a hunter that was so tenacious that he would track his prey for a great distance, even if the animal was fleet of foot. One day, while he was

farther from his villager then he had ever been, he became the hunted when he was attacked by a huge brown bear (some say that the bear was in fact a nature god bent on killing the hunter) and killed. However, some of the wild fey creatures of the forest took pity of him, for they were great hunters themselves, and they were amazed by this human's courage and skill. So, they raised him from the dead as a fey creature like themselves. Unfortunately he became weak and near death only a month after being brought back from the dead. To prevent the hunter's death, the fey creatures cast a spell upon him that enabled him to feed upon the life force of animals that he had slain. Because of this, the hunter became immortal and has continued to hunt to this day, only living because of the life energy that he steals from the creatures he has killed in the hunt.

The master of the hunt moves silently and surprises on a 1-4. It can blend into its surroundings, if not moving, becoming invisible. The master of the hunt is versed with many weapons, but favors a bow and arrows for long range fighting, a spear for medium range, and either a dagger or short sword for close range. As a result, the master of the hunt always has a +3 probability to hit with any weapon. If the master of the hunt closes for close combat using its claws, if both are successful in striking an opponent, it may also strike with its antlers, causing an additional 2-16 hit points of damage.

The master of the hunt has the following spell like abilities as if a 6th level druid once per combat round: *detect magic*, *detect snares & pits*, *locate animals*, *pass without trace*, *predict weather*, *barkskin*, *feign death*, *locate plants*, *water breathing*, *commune with nature*, and *moonbeam*.

The master of the hunt has a 75% immunity to *fear* and *charm* spells.



STINGY JACK

	<u>Lesser</u>	<u>Greater</u>
FREQUENCY:	Rare	Very rare

Barrow of the Moon Druid

NO. APPEARING:	1-6	1
ARMOUR CLASS:	6	0
MOVE:	6"	9"
HIT DICE:	3	9
% IN LAIR:	<i>Nil</i>	<i>Nil</i>
TREASURE TYPE:	<i>Nil</i>	<i>Nil</i>
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1-4	2-8/2-8
SPECIAL ATTACKS:	<i>See below</i>	<i>See below</i>
SPECIAL DEFENSES:	<i>See below</i>	<i>See below</i>
MAGIC RESISTANCE:	<i>See below</i>	<i>See below</i>
INTELLIGENCE:	<i>None</i>	<i>Low</i>
ALIGNMENT:	<i>Evil, neutral</i>	<i>Evil, chaotic</i>
SIZE:	<i>M</i>	<i>M</i>
PISONIC ABILITY:	<i>Nil</i>	<i>Nil</i>
LEVEL/X.P. VALUE:	IV/165+5/hp VII/1,200+10/hp	

Stingy jacks are short, gaunt creatures made of vines. Its head is its most prominent feature, a large jack-o-lantern, which is lit by some sort of flame inside its head. A stingy jack is normally clothed as a pauper, thin, ragged, and patched shirt and pants, and an equally patched cloak. It can magically produce chunks of flaming hot coals in each of its hands. It uses the coals as its primary attack. If it cannot toss its coal, it will punch its target with its fists.

The thrown coal of a lesser sting jack has the possibility of 1-4 burning coals thrown with each attack and if they strike, they will each cause 1-4 hit points of damage each. A greater stingy jack has the possibility of 1-6 burning coals being thrown with each attack and if they strike, they will cause 1-6 hit points of damage each. In close combat, they will use their burning hands causing 1-4 hit points of damage for lesser and 2-8/2-8 for greater. Stingy jacks are immune to fire, as well as *sleep*, *charm*, and *hold* spells. Greater stingy jacks can cast *entangle*.

The legend of the stingy jack starts with a drunk named Jack, who lived in the area that is now known as the moors. Once, while Jack was in a besotted state, he decided to take a walk along

the moors. While he was walking, he came across a man lying on the ground. Unfortunately for Jack it turned out to be some sort of devil. Jack realizing that this might be his end asked the devil if before he took him if he could have one last drink. The devil agreed and took Jack to a pub that was at the edge of the moor. There, Jack drank many cups of ale and incurred a large tab. Jack tricked the devil into turning into a silver coin to pay the tab. When the devil turned himself into a coin, Jack quickly placed the coin in his pocket where he kept a holy symbol. The devil was enraged and asked Jack to release him. Jack agreed on one condition, that the devil would not take him down into the underworld for ten years. The devil agreed to this and left the mortal world until ten years had passed. Returning to the mortal world to claim the soul that was rightfully his, he grabbed Jack by the scruff of his neck and prepared to return to the underworld, however Jack was not going to go to his eternal torment so easily. Jack tricked the devil into climbing an apple tree to get an apple because Jack claimed that he wanted to go in the underworld with a full stomach. When the devil was high in the trees, Jack quickly took out a dozen holy symbols and surrounded the base of the tree with them. Again he bargained with the devil, this time agreeing to release the devil only if he never took Jack's soul to the underworld. The devil agreed, and left in shame. However, Jack would not enjoy the drunkard's life for much longer after that. While he was in a fearsome bar fight, he was stabbed with a knife in the heart. When his soul went up to the heavens, he was stopped by a blessed spirit that said that he was not allowed to enter into the heavens because he had led a life of drinking and stealing, he would not be allowed to enter. So, Jack went to the underworld it hopes that he would be taken in by the devils there, however they would not let him in because of his deal with the devil. Instead they gave him a coal to mark him as a creature of the underworld. For the rest of eternity Jack will wander the plane between the heavens and the underworld with only an ember inside of a pumpkin to light his way.

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■ = 10'