



A BATTLEAXES & BEASTIES BORDERLANDS ADVENTURE SERIES

THE WITCHES OF HAGSWALLOW

by Anthony C. Hunter



For Adventurer Levels 2-4

SLEEPING GRIFFON
Productions

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A special thanks to Matthew Finch for Swords & Wizardry, and of course to Mr. Gygax and Mr. Arneson and all of the other pioneers of the hobby, without whom we would have to find other outlets for our imaginations. A very special thanks to James M. Spahn of Barrel Rider Games and Bill Logan of DwD Studios, for without their inspiration in the form of White Star and White Lies, respectively, I likely would not have pursued this project.

SLEEPING GRIFFON
Productions

Witches of Hagswallow is designed for a group of 3-6 Adventurers between 2nd and 4th levels of experience. Referees may adjust the difficulty easily by adjusting the number of creatures encountered at any one time. Also feel free to remind your players that running away to come back later IS a viable option if they are overwhelmed.

Referee Background

The Hagswallow Bog covers a large area between the Razzor River and the mountains that separate the Borderlands from Jotunland.

The entire area is constantly damp, the ground is spongy and filled with large puddles that may range from a few inches deep to sinkholes that are as much as twenty or thirty feet deep.

Due to the amount of moisture in the region, much of the Bog is covered by a knee high fog that only dissipates during the warmer portions of the day. When the weather is cool or there is precipitation coming, the fog can quickly spread to become denser and higher, obscuring vision and causing strange echoes that can easily lead the unwary astray.

There are isolated farms scattered throughout the Bog, their owners making a living gathering and selling peat, wild cranberries and raising the hardy Bog Goats that seem to thrive in the area. Some farms will be home to friendly, hospitable families who welcome strangers to their hearth and may be willing to hire one of their family members out as a guide, while others are home to irascible, xenophobic loners who want nothing to do with 'firmlanders' as they refer to those who live outside the Bog.

Every so often, people and livestock go missing from farms in the Bog, and from those settlements that lie near the edges of the Bog, particularly Headwaters and Iron Hold. The Boglanders simply take this as part of their hard life, and say that those missing were either taken by the Bog itself, or possibly by the Witches of Hagswallow.

If pressed about the Witches, most people will claim to know someone who knows someone who has seen the Witches, but few will admit to having ever seen the Witches themselves.

Descriptions of the Witches vary, but the most common descriptions say they cast spells using melodious, but insidious songs and that they are twice as tall as an average

man, all are female, and they wear magical cloaks made from feathers which allow them to pass safely through the bog. Most will say that the Witches live in or near an old, ruined tower found near the northwestern corner of the Bog. If asked, guides will be willing to take Adventurers to a spot within sight of the ruined tower, but not all the way to the tower itself.

Referee

What's Really Happening . . .

The Witches of Hagswallow are actually a flock of Harpies who have made their aviary in the ruins of a tower that sat near the ruins of an ancient temple, which sank into the bog ages ago. The Harpies will raid neighboring areas to acquire slave labor and food supplies (*often one and the same*), every so often.

They recently ran low on their larder after the Harpy Queen devoured most of their slaves while waiting for her eggs to hatch. This prompted a larger than usual need to raid neighboring areas, and slaves and livestock have been taken from almost every farm in the area, and from Headwaters and Iron Hold as well as from the Flaming Snout tribe of kobolds that live near Headwaters.

What the folk of Hagswallow and even the harpies don't know is that the harpy queen is under the influence of a greater evil that exists in the ruins of the sunken temple beneath their tower. Shortly before the latest clutch of eggs hatched, 'something' broke through into the cellar of the tower from the ruins of the temple, and the queen is now possessed by the spirit of an ancient, malevolent priestess faithful to an elder power with designs upon the Borderlands.



Getting the Adventurers Involved

Use any of the following ideas to get the Adventurers involved in the problems with the Witches, or, if none of these appeal to you, feel free to use a hook that fits into your ongoing campaign.

1 Stumble across the tower

For whatever reason, the Adventurers are taking a shortcut across the bog and they see a ruined tower in the distance. Any Adventurer worth their salt is likely going to say “Oooh, wonder what is in there?”.

2 Frantic Relatives

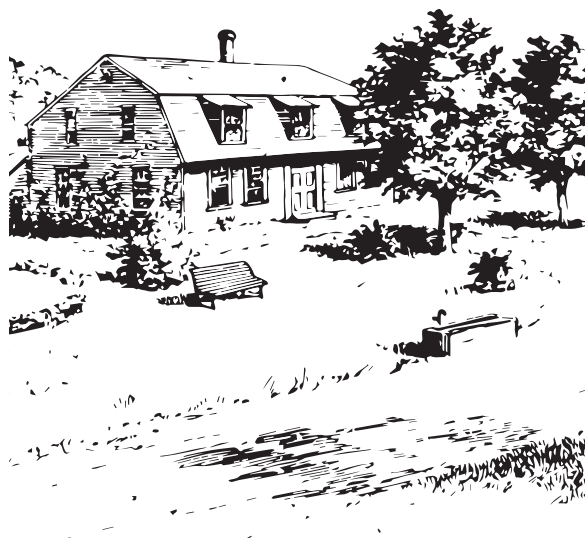
While visiting one of the area settlements, the Adventurers are approached by a group of people who want to speak with them. These are relatives of some of the adults and children that have been taken by the Harpies.

The anxious relatives have scraped together a reward of 100 gold coins worth of coins and goods that they will use to try and hire the Adventurers to rescue their loved ones, or at least bring their bodies home for a proper burial.

A kobold from the Flaming Snout tribe is with the relatives and tells them that she saw, or at least heard, the Witches leaving the area outside Headwaters and heading across the Bog towards the old tower.

3 Wrongly Accused

Your Adventurers are unknown in the area and suddenly people and livestock start turning up missing. Perhaps the heavily armed murder hobos are guilty? The only way to clear your Adventurer's good names is to find the guilty parties and bring them to justice.



Encounters in the Bog

If the Referee wants to spice up the trip to the tower, use the following ideas for things that the Adventurers may encounter as they make their way through the Bog.

Check for encounters for every five miles through the Bog they travel (*it is about 50 miles from Headwaters to the old tower as the crow (or harpy) flies*). Roll 1d6 for the encounter check, on a result of 3 or higher, choose or roll randomly for an encounter from the table below. The description of each encounter is found after the table.

Roll 1d6	Encounter
1	Bog Wraiths
2	Sinkhole
3-4	Is someone following us?
5	Oh My, those are big Mosquitoes
6	Lost Children

Bog Wraiths - The Adventurers encounter Bog Wraiths. Bog Wraiths resemble ghosts or other types of undead but are not undead. They are a type of hybrid water/air elemental that sometimes manifest in areas that are prone to near-constant fog conditions. They are vaguely humanoid in form, and manifest as a floating mist-like form that emits a low, bubbling moaning sound. Many people think the Bog Wraiths are the restless spirits of those drowned in the sinkholes of the bogs. 1d4 Bog Wraiths are typically encountered in an area. These elemental creatures will gravitate towards warm blooded creatures, attempting to draw warmth from them in an effort to return to their own plane of existence.

Bog Wraith

Armor Class: 3 [16]

Hit Dice: 2

Saving Throw: 15

Movement: 9

Attack Bonus: +1

Attacks: Envelope: 1d2 + Con Drain

Special:

- Immunity [cold]
- Resistance [physical damage]
(*normal attacks only do half damage*)
- Constitution Drain - A Bog Wraith attacks by enveloping it's target, attempting to drain their body heat. A successful attack roll will automatically do 1d2 points of hit point damage, and then the victim must make a Saving Throw every round that they are in contact with

the Bog Wraith. On a successful Save, the target is slowed (*half movement and -2 to attacks*) from the cold touch of the Bog Wraith, but otherwise unaffected. If they fail the saving throw, their Constitution score is lowered by 1d3+1 points. Once a Bog Wraith drains an amount of Con equal to their hit points (average 7), they will remain on this plane for one more round and then shimmer out of existence with an audible pop. Constitution Damage recovers at a rate of 1 point every 4 hours, unless the victim is near a heat source, which will restore 1 point every hour. Any victim whose Constitution is reduced to zero or lower is considered to be on Death's Door.

Level / XP: 4 / 120 XP

Sinkhole - On a roll of 4 or less, the Adventurer stumbles into a sinkhole hidden by the fog and the marshy ground. The depth of the water in the hole is 3d6 feet deep. This can be annoying or dangerous, depending upon the depth of the water

Is someone following us? - As the Adventurers walk through the Bog, they hear what sounds like occasional footsteps echoing theirs. A successful Action Check will indicate to an Adventurer that, indeed, there seems to be more footsteps than theirs and that the sounds are coming from their rear, off to both the left and right. A goblin hunting party is stalking the Adventurers through the Bog. There are half again as many goblins as Adventurers (*if there are four Adventurers, they are being stalked by six goblins*). The goblins are armed with slings, clubs and daggers.

Goblin

Armor Class: 7 [12]

Hit Dice: ½ [1d3]

Saving Throw: 19

Movement: 9

Attack Bonus: +0

Attacks: by weapon or Bite [1d6+1]

Special: Magic Resistance [1 in 6], Stealthy

Level / XP: ½ / 5

Oh my, those are big mosquitoes - The Adventurers hear a plaintive bleating sound, overlaid with a loud buzzing noise. If they check it out (*it's easy to follow the sound, no Action Check required*), they come across a scene of carnage; three dead goats, drained of blood and another down and being attacked by a bloated Bloodsucker. This three foot long flying creature has gone on a feeding spree after the lost goats stumbled across its nesting place. The

lower body of the bloodsucker is bloated and distended, filled with the blood of three goats as it tries to feed from the fourth. The Bloodsucker will move at one-half speed due to over-feeding.

Bloodsuckers

Armor Class: 6 [13]

Hit Dice: 1+1

Hit Points: 5 OOOOO

Saving Throw: 16

Movement: 3 [18 fly]

Attack Bonus: +1

Attacks: Sting [1d3 + blood drain]

Special: Blood Drain [1d3+1 / round]

Level / XP: 3 / 60

Flying, feathered creatures with a prominent, hollow sharpened proboscis, bloodsuckers latch onto their prey after the initial attack and drain blood until the prey is empty or they are full. The blood drain is an automatic hit after the initial attack and will continue until the Bloodsucker is either killed or forcibly removed (*Strength based Action Check to pull the bloodsucker out, causing an additional 1d3+1 damage to the victim*)

Lost children - The Adventurers hear the sound of snuffling and crying. If they follow the sound (*Action Check with a +1 bonus*), they will find a young boy and girl, both covered with mud.

They are about seven years old, the boy is crying uncontrollably, and the girl is trying to comfort him. They are Simon Dreyvn and Luci Franks. Their parents are goat farmers who live north of Headwaters near the bog.

Luci saw Simon walking away from his flock, with half a dozen of the goats going with him, following a strange woman with wings. Luci followed along behind them until she was able to tackle Simon and stop him from following the woman. Simon will eventually calm down, and will tell the Adventurers that he was following the 'pretty music.'

Luci has impaired hearing and is completely tone deaf, and is thus immune to the siren song of the harpies. Luci will tell the Adventurers that she and Simon are not completely sure which way leads back to home and will ask for their help.

[+50 XP for helping the children get home safely]

Finding the Tower

The tower will be visible from about a mile away unless the fog is particularly heavy when the Adventurers come across it. A thatched roofed addition sticks out from the western side of the tower and at what appears to be around the third floor, the walls of the tower are broken in several places, with a few fingers of wall sticking up past what was likely the fourth floor. What appear to be large birds can be seen resting on trees and upon the crumbling walls of the tower, as well as a few flying above the tower. The shapes of people working outside near the tower can be seen if it is daylight when the tower is approached.

There is not much cover available upon the bog, so if the fog is not thick upon the ground, there is a 3 in 6 chance that the harpies will see the Adventurers from as close as half a mile away and 2 will come to investigate.

If combat is engaged in and is going badly for the harpies, one or both of them will fly back towards the tower to get help. There are six adult harpies, eight young harpies and the Harpy Queen living in the tower. The prisoners will be instructed by the harpies to hide in the stables when someone approaches.

Adult Harpy [6]

Armor Class: 7 [12]

Hit Dice: 3

Hit Points:

15 OOOOO OOOOO OOOOO;

6 OOOOO O;

14 OOOOO OOOOO OOOO;

16 OOOOO OOOOO OOOOO O;

9 OOOOO OOOO;

12 OOOOO OOOOO OO

Saving Throw: 16

Movement: 6 [18 fly]

Attack Bonus: +1

Attacks: Talons (1d6)

Special: Siren Song

Level / XP: 4 / 120

Harpies possess voices that are surprisingly appealing, and touched with magical power. The song of the Harpy can be directed towards an individual, who, if a saving throw is failed are affected as by a Control Sentient spell.

Unfortunates who fall under the sway of a harpy are kept to act as slaves or breeding stock until their mistress grows weary of them, at which time they are usually killed and eaten.

Young Harpy [8]

Armor Class: 9 [10]

Hit Dice: 1-1

Hit Points:

4 OOOO; 3 OOO;

3 OOO; 5 OOOOO;

3 OOO; 4 OOOO;

2 OO, 1 O

Saving Throw: 18

Movement: 4 [9 fly]

Attack Bonus: +0

Attacks: Talons (1d3)

Special: none

Level: 1 / 15

The young harpies have yet to develop their siren song ability

Grizeldahl, the Harpy Queen [unique]

Armor Class: 5 [14]

Hit Dice: 5+2

Hit Points:

31 OOOOO OOOOO OOOOO OOOOO

OOOOO OOOOO O

Saving Throw: 13

Movement: 12 [36 fly]

Attack Bonus: +3

Attacks: Talons (1d6+1)

Special: Siren Song, Resistance [Fire], Immunity [Mind Control], Spells

Level: 9 / 1100 XP

Grizeldahl is a larger than average harpy and has been possessed by the spirit of the long dead Mahlanni the Flesh Render, former high priestess of the elder god Vyrkola, the devourer of life. She has only had control over Grizeldahl for a few days, and is still becoming accustomed to the new body and making plans for bringing back worship of Vyrkola. Since the harpies are accustomed to eating their captives, this will make the initial steps of her plan simpler. She has access to some spells as listed below.

Spells per day: Level 1 [4] | Level 2 [3] | Level 3 [2]

Spells Known:

Level One:

Armored in Hate [*as armored in faith, page 46 B&B Core*]

Putrefy Food and Drink [*as faithful spell of same name, page 46 B&B Core*]

Darkness of the Soul [*as faithful spell of the same name, page 46 B&B Core*]

Level Two:

Feel the Power of Hate [as *Blessings of Faith*, page 46 *B&B Core*]

Bonds of Hate [as *Bonds of Faith*, page 47 *B&B Core*]

Level Three:

Animate Dead [as *5th level wizard spell of the same name*, page 43 *B&B Core*]

Animated Dead have the following statistics:

Armor Class: 8 [11] Hit Dice: 1

Saving Throw: 17 Total Hit Bonus: +0

Attack: 1d6-1 Movement: 8

Special: half damage from piercing attacks.

Grizeldahl is wearing a holy symbol of Vyrkola around her neck, it is an amulet carved from obsidian and has bits of onyx and brass highlights in it. Wearing the necklace protects the wearer from Mind Control (*other than the possession by the spirit of Mahlanni that was already in place when she donned the necklace*). If the fight against the Adventurers begins to go badly, Mahlanni will direct Grizeldahl to fly off to the northeast, where she will either find a new lair, or will abandon Grizeldahl's body and seek a new vessel. If Grizeldahl is killed while Mahlanni possesses her body, the spirit will be dispersed, to reform in a random location

The Prisoners

Currently being held by the Harpies are:

- 2 kobolds of the Flaming Snout tribe, Snizzle and Flink
- Goodwife Griffald from a farm near Headwaters
- A teenage boy named Yal, who says his family lives in the bog and he can find his own way home, but thanks for the rescue
- A teenage girl named Penelope Hazzar, whose father is a traveling merchant who goes from Headwaters to Two Rivers to Iron Hold and who probably thinks that she ran away after an argument the two had
- A large, but mentally challenged fellow named Karl, who says he lives near the big mountain past the horse people (*he points in the direction of the mountains that lie past the Cheram Range to the south of the bog*) and that he had been taking shiny rocks to the short boss in Iron Hold when he heard the pretty music of the angels.

The prisoners will tell that there were several others being held with them, but that they have vanished over the past few days.

Goodwife Griffald will tell the Adventurers that if they could lead all of them to her farm, that she and her husband could make sure everyone got home safely from there. It is a three day trip from the Tower to the Griffald farm. On the trip back, Karl will talk about seeing 'rotten people' and 'big rats' coming and going from the cellar.

Key to the Maps

Harpy Tower - Ground Level

1 Frog Pond

This pond ranges from one foot deep at the edges to six feet deep in the central portions on each end. It is home to a family of five giant frogs that the harpies have fed and trained to attack intruders that come too near.

Giant Trained Attack Frog [5]

Armor Class: 7 [12]

Hit Dice: 2+1

Hit Points:

13 OOOOO OOOOO OOO;

9 OOOOO OOOO;

12 OOOOO OOOOO OO;

9 OOOOO OOOO;

3 OOO

Saving Throw: 16

Movement: 6 [18 leap]

Attack Bonus: +1

Attacks: Bite (1d4) or Slam (1d6)

Special: Leaping Attack [18, +1 to damage];

Takedown (*trip with tongue*)

Level / XP: 3 / 60

Each round these frogs may choose to leap to attack, landing on their opponent doing slam damage with an additional point of damage from the leap; bite nearby opponents; or flick out their long tongues (range 6) in an attempt to takedown their opponents (*saving throw to remain standing*).

If the frogs take more than half their hit points in damage, they will attempt to flee into the bog.

Investigating the edges of the pond will reveal the skeletons of long dead victims of the frogs. Searching around the skeletons will turn up 6d6 copper coins, 4d6 silver coins, and 1d6 gold coins in the muddy shallows.

2 Stable Entrance

This pair of surprisingly sturdy wooden doors set into the stone walls of what appears to be a stable are barred from the inside [-4 to strength roll or -2 to action check to force the doors open].

Once inside, a smell of mold, rotten wood and decay hangs in the air of this old stable, and fungi grows on many of the surfaces. There are a number of skeletal remains strewn about the floor of what was, in fact, originally a stable.

There are skeletal remains of four horses and at least two dozen sets of human and humanoid bones scattered around, most bearing evidence of having been chewed upon.

There is a set of stone stairs that lead into the first floor of the tower (*barred from the inside, same penalties to open as the stable doors*) and a ladder that leads up to a trap door in the ceiling. The floor of the stable is covered in mud and the remnants of rotten hay.

3 Tower Entrance

The main entrance to the tower is set twelve feet off the ground, with a set of damp, mold covered and cracked stone steps leading to a ten foot square platform, separated from the recessed doorway by a six foot space.

Some old timbers are lying on the ground behind the steps and are long enough to span the distance with ease, but if more than 1 person puts their weight upon the boards at one time, there is a 3 in 6 chance of the boards breaking and dropping them to the marshy ground below for 1d2 points of damage.

This chance of breakage increases by 1 for each additional person who adds their weight to the boards.

The double doors to the tower are barred from the inside [+4 to strength rolls or -2 to action checks to force the doors open].

4. Tower First Floor

An overwhelming stench greets those who enter this dark room. The only light comes from whatever light sources the Adventurers may carry and what comes through the opened door, leaving most of the room in a stygian gloom.

The once highly polished wooden floor is covered in piles of excrement and mold. Stray feathers float in the air here and there, stirred by stray breezes. Fungi grows over

many surfaces, and cobwebs abound. The ceiling in this room is fifteen feet high, the center of the room is filled with the stone central support of the tower.

A set of stone steps curve upwards on the northeastern side of the room. On the far side of the stairs is a closed and locked (*average quality lock*) wooden door that reveals more stone stairs leading down into the darkness if opened.

There are three crates and four barrels in the room, all of which are in surprisingly good condition considering the rest of the room. Two of the barrels contain reasonably fresh, if somewhat brackish tasting water. The other two barrels contain a thin, watery ale and are stamped with the logo of The Silver Shovel, a tavern located in Iron Hold. The three crates contain weevil-infested bread and meat.

If the Adventurers are investigating the crates and moving things around, a Rodent of Unusual Size which has gnawed a hole into the bottom of one of the crates leaps up and attacks (*Gains a surprise attack on a roll of 1-4 on a d6*).

Rodent of Unusual Size

Armor Class: 7 [12]

Hit Dice: ½ (1d3)

Hit Points: 2 OO

Saving Throw: 19

Movement: 12

Attack Bonus: +0

Attacks: Bite [1d4-1]

Special: Dark Vision, Stealth, Disease

Level / XP: 1 / 10

This rat is about the size of a small dog (*about 4 to 5 pounds*). Its bites do have a 1 in 6 chance of transmitting a disease to their victims (*reduce Strength, Dexterity and Constitution by 1d6 for 1d6+1 days. Onset in 1d6 hours*). A successful saving throw avoids the effects of the disease.



Harpy Tower - Second Level

The stairs from below lead up to the second level of the tower. Four of the adult harpies have their nests on this level, and the young harpies are nesting on this level as well.

Breaks in the walls allow the harpies to enter and leave the tower without having to waddle up or down the stone stairwells. The stench on this level is horrendous, but, due to the window openings and breaks in the walls, there is some circulation to carry the smell off.

There are gnawed bones, animal skins in varying states of decay, trash and harpy droppings all over this level. Small feathers float upon the breezes and add to the foul odor of the tower. The only light will be whatever is coming from outside the building through the openings in the walls, or that carried by the Adventurers. The ceiling on this level is fifteen feet high.

5 Primary Nest

Two of the adult harpies, Jakunda and Rizhella; make this area their nest. Straw, brambles and scraps of cloth are strewn about, forming their nesting areas.

The recent remains of two adult male humans are in amidst the nests, as the two have recently eaten new prisoners after forcing them to mate with them.

Shiny trinkets are placed about the room on ledges and the rotting remains of furnishings. Most of the trinkets are nothing but shiny junk, but if the room is searched carefully (*including digging through the odious nests*), the following items may be found:

- (5d6) x 100 copper coins, 6d6 silver coins, and 4d6 gold coins
- 3 banded agates worth (1d3) x 10 gold coins each
- 1 large bloodstone (8 carets) worth 400 gold coins
- 1 pair of blue Arachnae's Silk gloves, sized to fit an average sized humanoid. Wearing these gloves will allow the wearer to make Action Checks involving climbing with a +1 modifier.
- A True Silver (Mythreal) dagger of elvish craftsmanship. (+1 to attack rolls)
- Nestled in a pile of harpy droppings is an intact and sealed stone vial. If cleaned off and examined, the vial bears a symbol that resembles a shield carved into the side and on the seal. This is a potion of Toughness, which will grant the drinker a -2 [+2] bonus to Armor Class for 1d3+3 hours.

6 Central Hallway

This small, irregularly shaped hallway connects the other rooms of the level. The floor is slick with harpy droppings and feathers float in the air. The stench is worse in here due to the lack of circulation. A number of small humanoid and animal bones are scattered on the floor as well.

7 Nest Room

Two large breaches in the wall of this room, on the east and southern sides of the room allow the residents, two adult harpies named Ilays and Verys easy egress from the room.

Their nests are much like those of their sisters in the northern room, comprised of brambles, scraps of cloth, and straw.

Chained to the outer wall between the breaches is a human female, who is still alive, albeit barely. Her name is Rebecca Harreman and she was the squire of a knight named Sir Paulson, from Two Rivers. They came here because Sir Paulson had heard of the evil in the tower and sought to vanquish it.

They were captured and she was chained to the wall and forced to watch as the harpies used Sir Paulson and then devoured him. They have been torturing her and tearing small bits of flesh from her skin and eating it, telling her how they plan to eat her as well. She will gesture towards the tattered remains of a male human body lying in the nest and tell them that is all that remains of Sir Paulson.

She will request the Adventurers release her and give her Sir Paulson's remains and a weapon and that she will return his body to Two Rivers for a proper burial. Searching the room will reveal the following items:

- One set of Medium Armor (Chainmail that belonged to Sir Paulson)
- One set of Light Armor (Leathers that belonged to Rebecca)
- One large shield with the symbol of the Order of Aeriss, the Patron of Justice on it
- One regular shield, likewise adorned (the shields also belonged to Sir Paulson and Rebecca)
- Two well cared for, but well used swords and scabbards (Sir Paulson's & Rebecca's)
- (3d6) x 10 copper coins; 10d6 silver coins, 1d3 gold coins
- A discarded leather pouch that contains the following:
 - 10 gold coins; a journal (written by Sir Paulson); a pen and a bottle of ink; a penknife;
 - 2 sealed stone vials marked with the symbol

of Mysha, Lady of Peace and Health. These are both healing brews and will Regenerates 1d6+6 hit points at a rate of 1 per minute.

8 Younglings Nest

This room is used by the young harpies to nest in. It is possibly even more odorous and cluttered than the other nests on this level, most likely due to the reduced ventilation (*there are only two window slits in this room and no breaches in the walls.*)

The young harpies are not allowed to fly without the supervision of at least one adult harpy yet and are confined to this room, where they eat prisoners and small animals that are brought to them. The young harpies are being taught to hunt and how to develop their siren song ability by the adults.

There are remains of numerous small animals and a few small humanoid remains scattered around the room. Searching the room does not turn up anything of value (*the adults do not let the young keep any treasures yet*).

9 The Slave Crib -

The loft of the stables is used to house the slaves that the harpies have taken. The only access into the room is through the trapdoor leading to the lower stables or through the hole in the roof of the loft.

The ceiling of the loft is six feet along the eaves and rises to twelve feet in the center. There are no windows and the only light and ventilation comes through the hole in the roof.

There are eleven places set up for bedding, consisting of moldy old straw and flea-ridden blankets that are little but rags. The slaves are fed once in the morning and once before nightfall from the stores in the ground level of the tower.



Harpy Tower - Third Floor

Most of this level is open to the elements due to the breaches in the wall and the collapsed upper floors and roof. A portion of the fourth floor covers the eastern side of the tower on this level, providing a roof for the nest of the Harpy Queen.

10 Lyvyne's Nest Room

The harpy Lyvyne nests in this room. She is the second most senior harpy in the aviary and wants to be the Harpy Queen. Although she has the largest area of this level of the tower, most of it is open to the sky and elements. An especially vile specimen of her species, Lyvyne has decorated her nesting area with the remains of children, who she finds particularly tasty. In the straw on the western side of the room is Lyvyne's pet Bogsnake, Grilla.

Bogsnakes are constrictors which can reach a length of as much as twenty feet. Grilla is a large specimen, with a length of sixteen feet. Grilla has a gold torc that once belonged to a Gblym Chief as a collar [value of 50 gold].

Bogsnake [Grilla]

Armor Class: 7 [12]

Hit Dice: 3+2

Hit Points: 17 OOOOO OOOOO OOOOO OO

Saving Throw: 15

Movement: 12

Attack Bonus: +1

Attacks: Bite [1d4+1], Squeeze [2d4+1]

Special: Takedown (grapple), Stealthy,

Resistance [Poison]

Level / XP: 5/240

If the bogsnake makes a successful Takedown, it may make an immediate squeeze attack. A saving throw is required to get out of the coils of the bogsnake. Should the Bogsnake take more than 4 points of damage while squeezing its prey, it is likely (4 in 6 chance) to release the victim and turn their attention to attacking the new threat.

Searching through the detritus that comprises Lyvyne's nest will turn up the following items:

- 2000 copper coins inside a large skull
- 2d6 x 10 silver coins
- A dented silver baby rattle with the name 'Calvin de Torre'. Anyone from or familiar with Two Rivers may make an Action Check to recall that there is a Baroness Laesha de Torre in Two Rivers, who owns The Crimson Lantern. [*she would reward anyone who brought the rattle to her with 100 gold pieces, Calvin was her nephew and has been missing for almost a year.*]

11 Menerin's Nest

This room on the southeast corner of the tower is home to the Harpy Matron, Menerin. She attends to the Harpy Queen and insures that she has everything she wants.

Her nesting area is somewhat neater by comparison, as she performs her bodily functions on the ground outside the tower rather than in her nest, and prefers to eat while sitting in a tree behind the tower.

Menerin likes pretty things and has a collection of colorful pots and pieces of cloth arranged throughout her nest.

She has a kobold 'servant' named Zubex who she has kept for over three years and maintains his loyalty with a combination of her siren song and treating him with what passes for kindness to a harpy. Zubex sleeps in the southernmost corner of the room and helps arrange Menerin's 'pretties' and keep her nest reasonably clean. He also takes the other slaves in and out of the tower to work and gather food and locks them in when night falls or trouble arrives.

Zubex [Kobold Slave]

Armor Class: 6 [13]
Hit Dice: ½ [1d3]
Hit Points: 3 OOO
Saving Throw: 16
Movement: 9
Attack Bonus: +0
Attacks: Unarmed [1d3-1]
Special: Night Vision
Level / XP: ½ / 5

Searching this chamber will reveal the following valuables:

- 2d6 x 10 silver coins in a large, colorfully painted and only slightly cracked clay jar
- 6d6 gold coins in a large pewter tankard that is embellished with paste jewels
- A silver necklace shaped like a raven (24" chain) [value 15 gold], draped over a dented helmet
- A two handed sword with paste jewels mounted in the scabbard and hilt (*the sword is usable and of average quality, just incredibly tacky looking*)

12 Nest of the Harpy Queen

This chamber is the nest of Grizeldahl, the Harpy Queen. Grizeldahl is a larger than average specimen of harpydom. Most Harpies average 5 feet tall, with a wingspan of about 12 feet. Grizeldahl is 9 feet tall, with an impressive wingspan of 20 feet. She was vile and vicious prior to her possession by the spirit of Mahlanni, now, with the spirit

of the priestess in control, her flock has noticed that she has become a more 'claws on' leader, and has been talking about things that confuse most of them.

Mahlanni has brought two of the Rattoids from the temple level; Kithal and Tzarzel to act as her valets and personal guards. The two Rattoids sleep in the chamber and accompany the Harpy Queen when she moves around the tower. Their loyalty is to Mahlanni and their dark god, Vyrkola.

Rattoids (2)

Armor Class: 7 [12]
Hit Dice: 2
Hit Points:
Kithal 9 OOOOO OOOO
Tzarzel 7 OOOOO OO
Saving Throw: 14
Movement: 16
Attack Bonus: +1
Attacks: Bite [1d4] or by weapon
[Kithal Battle Axe (1d8) | Tzarzel Sword (1d8)]
Special: Immunity [disease], Alert, Keen Senses [Smell], Dark Vision, Evasive Moves [1]
Level / XP: 3 / 60

Both of the Rattoids wear a bronze key on a leather thong around their necks. If checked, these keys have a faint magical aura. These keys open the door from area 13 to area 14.

Mahlanni has moved all valuables that Grizeldahl had accumulated down to the treasure room in the lower level of the temple until she can decide how best to spread the influence of Vyrkola into the region.



Harpy Tower - The Cellar Level

The tower originally had a two room cellar used for storing gear, food stuffs, servants and other sundry items. Recently, creatures from the ancient temple that lies nearby and slightly below the tower have broken through one of the walls, which allowed the spirit of the priestess Mahlanni to enter the tower and take possession of the Harpy Queen.

The two rooms of the cellar both have rough stone floors, which are damp and moldy, and stone walls, likewise damp and moldy. Fungi grow on many surfaces and the rooms are pitch dark unless the Adventurers bring a light source with them.

The ceilings in both rooms are only seven feet high, giving the rooms a cramped feeling. There are also large support beams going across the ceiling to hold up the tower above, so anyone or anything over six feet in height runs the risk of banging their head against a support beam (1 in 6 each round moving through the space).

13 Old Barracks / Main Cellar Chamber

The damp, slick stone stairs from the ground level curve down into this large, dark room. Light sources reveal stone floors and walls glistening with moisture, with fungi of various types growing everywhere.

The air, while stale, is refreshingly free of the stench found in the upper levels. It appears that the harpies do not use this room. A strange, musty odor does permeate the still air of the cellar. The mist that clings to the ground in the bog seems to have managed to find its way into the cellar as well, as wisps of mist float through the air and the floor is obscured in spots.

There is a dark hole beneath the stone stairs. The ceiling is close above the head and large wooden beams cross the room at irregular intervals. If the Adventurers move through the cellar, they will find debris from long rotted bunks, shelving and chests and a large, round stone column; which is obviously the base of the central support column of the tower.

A heavy wooden door on the far side of the room seems to be of relatively new construction and has an average quality lock.

Closely examining the floor will reveal a variety of tracks. There are several that seem to be those of an oversized rat of some type, some shod and barefoot tracks of people

and what appears to be a slimy trail that leads under the stairwell. There is a dark hole under the stairwell. Searching near the hole will disturb the Giant Bogleeches that are nesting in an opening beneath the stairs. The Bogleeches will attack with their tentacles in an effort to paralyze them and then attempt to drain their victims after they are all paralyzed (*i.e., attack until target is paralyzed or dead and then move on to another target*).

There is nothing of any value to be found in this room.

Giant Bogleeches (3)

Armor Class: 8 [11]

Hit Dice: 4+1

Hit Points:

18 OOOOO OOOOO OOOOO OOO;

15 OOOOO OOOOO OOOOO;

20 OOOOO OOOOO OOOOO OOOOO

Saving Throw: 16

Movement: 8 (12 in water)

Attack Bonus: +1

Attacks: Tentacle (x2) [1d3]

Special: Resistance [Blunt Weapons], Vulnerability [Salt], Vulnerability [fire], Paralysis, CON Drain [1d3]

Level / XP: 7 / 600

Giant Bogleeches will typically attempt to paralyze their prey with a strike from their tentacles (*Saving Throw or be paralyzed for 2d6 minutes; -1 to all actions on successful save*); and then latch on to feed (*if prey is paralyzed, this is an automatic hit*), where they drain 1d3 CON from the target per round (*bloodloss*). If the prey is reduced to zero (0) CON, they are drained of all blood and die.

Bogleeches will typically not stop to feed if they are in danger, waiting until all potential victims are rendered helpless before feeding. If the victim does not die from the blood drain, they will recover 1 point of CON per day; or 2 points per day of complete rest. Eating a full meal that includes a good sized helping of meat will increase the recovery by 1.

14 Old Kitchen / Mess Hall

opening the door into this chamber reveals a 45 foot long room with rusted and broken stoves and broken tables, shelves and benches lying around the room.

On the far side of the room, rubble is piled up around a crude opening in the wall. This room is dark, with the same mist clinging to the floors and walls of the room. There is a 3 in 6 chance that a crew of six zombies are clearing debris in the room. The zombies will attack

- A tattered coat of a town guard from Two Rivers. There are tears down the back from either claws or blades. The entire back of the coat is discolored from mold and old, dried blood. In one pocket of the coat is a leather glove with the name “Smythers” embroidered inside the cuff.

- A moldy leather satchel containing a warped, cracked and moldy wooden box carved with woodland scenes. The box is obviously of elvish make and even in its current condition is worth 10 gold coins. Inside the box are two sealed silver vials. One of them is marked with the visage of an owl (*this is a potion of animal speech* • *Allows the drinker to communicate with normal animals for 1d6+6 hours*), and the other with a stylized bear (*this is a potion of toughness* • *-2 [+2] to Armor Class for 1d3+3 hours*)

It will take 1d6 rounds to search for each chance to find anything and for every item found, there is a 2 in 6 chance that either the Rattoid or the Ghoul from area 16 will come to investigate the noise. If a 1 is rolled, both come.

16 The Crossroads

This enlarged area has a higher ceiling than the upper tunnel and is about 40 feet farther down from the cellar. This area leads to the Rattoid lair to the east and to the temple itself to the south. Both factions are supposed to have placed guards here, but both have gotten lazy and often wander off their posts. The niche to the north (R) has an old wooden stool with a pile of wood shavings around it. There are a few branches and boards leaning against the back of the niche. The Rattoid that most often guards here whittles to pass the time. The niche to the southwest (G) often has a Ghoul from the temple posted here. The Ghoul is wearing a bloodstained red cotton dress that it took from one of its victims, with a floral bonnet tied to its hairless head.

There is a curtain of gray canvas blocking the passages to 17 and 18, which helps to keep any light from those areas from showing and also muffles the sounds a bit (*except for the chanting, which seems to come from everywhere*).

Rattoid [Vraxl]

Armor Class: 7 [12]

Hit Dice: 2

Hit Points: 8 OOOOO OOO

Saving Throw: 14

Movement: 16

Attack Bonus: +1

Attacks: Bite [1d4] or by Short Sword [1d6]

Special: Immunity [disease], Alert, Keen Senses [Smell]

Dark Vision, Evasive Moves [1]

Level / XP: 3 / 60

Ghoul [Melaia]

Armor Class: 6 [13]

Hit Dice: 2+1

Hit Points: 12 OOOOO OOOOO OO

Saving Throw: 16

Movement: 12

Attack Bonus: +1

Attacks: Claw [1d6-1] (x2) Bite [1d6+1]

Special: Paralyzing Touch, Magic Resistance [1 in 6]

Level / XP: 5 / 2450

These corpse eating humanoids are often mistaken for undead, but they are not, they exist firmly amongst the living.

They possess a slight resistance to magic (1 in 6). The claw like fingernails and sharpened teeth of the ghoul secretes a toxin that will render the victim paralyzed and unable to move or speak for 3d6 combat rounds. A successful saving throw negates the effects of the toxin.

The Ghoul has a key around its neck that opens the doors at area 24 and 26.

17 Rattoid Lair Coming through the canvas curtains and around the corner leads a short way down to the lair of the Rattoids that are aiding the followers of Vyrkolas.

There are six Rattoids living here (*the one listed in area 16 and five other*), plus their leader, Snarflan. If the Rattoids are outnumbered or think they are outmatched, they will attempt to bargain with the Adventurers, asking permission to leave the area and offering what meager treasures they possess in exchange for their lives.

If they are allowed to leave, they will leave the tower and set up nearby to ambush the Adventurers if they survive their venture into the temple.

If questioned about what lies below, the Rattoids will tell them that there are about a double pawful of flesh eaters, as well as many shamblers and bonewalkers (zombies and skeletons).

If asked about the chanting, the Rattoids will tell the Adventurers that it comes from the main temple where the idol is and it comes from the spirit talkers (bound semi-corporeal demons).

Rattoids [5]

Armor Class: 7 [12]

Hit Dice: 2

Hit Points:

[Rigna] 8 OOOOO OOO;

[Skurka] 6 OOOOO O;

Treval 9 OOOOO OOOO;

[Drazzik] 4 OOOO;

[Malksi] 7 OOOOO OO

Saving Throw: 14

Movement: 16

Attack Bonus: +1

Attacks: Bite [1d4] or Short Sword [1d6]

Special: Immunity [disease], Alert, Keen Senses [Smell]

Dark Vision, Evasive Moves [1]

Level / XP: 3 / 60

Rattoid Leader [Snarflan]

Armor Class: 5 [14] (Wears light armor)

Hit Dice: 3+1

Hit Points:

18 OOOOO OOOOO OOOOO OOO

Saving Throw: 12

Attack Bonus: +2

Attacks: Bite [1d4] or Sword [1d8]

Special: Immunity [disease], Alert, Keen Senses [Smell]

Dark Vision, Evasive Moves [1]

Level / XP: 5 / 240

Rattoid Treasures: The Rattoids have accumulated an assortment of items that they have kept hidden from the Priestess and the Ghouls. Hidden amongst the furs they sleep in are the following items (*all easily found if the Adventurers search the area*):

- A kobold skull with all of the openings covered with plaster and wax. The top of the skull has been cut to enable using it as a container. Inside the skull is 1475 copper coins, 300 silver coins and 12 gold coins.
- A 14 inch tall black enameled statuette of a rattoid warrior. The statue is very heavy for its size (4 enc). If the enamel is scratched off, it reveals a gold colored layer. If it is scratched more deeply, it will reveal a lead core that has been painted a metallic gold and then covered in black. [Value 10 gold]
- A small leather pouch, tied shut with braided blonde hair. Inside the pouch is a withered finger with a gold ring set with four small turquoise stones. [value 60 gold] Inside the band is engraved "To my darling niece Samantha. May your life be full of joy - Aunt Meridia"
- A carved wooden box; 4 inches deep by 6 inches square. Inside the box are spaces for three potion vials. There are two glass vials nestled within the velvet interior.

One vial contains a viscous green oil with what appears to be small scales floating in it. The wax on the seal is marked with the symbol of a fish. [*This is a potion of water breathing, it functions as the spell Amphibious Adaptation for the drinker only and lasts for 1d3+3 hours*]. The second vial contains a what appears to be a thick, almost pasty brown substance. The wax on the seal is marked with the symbol of a horse head. [*This is a potion of Animal Speech. It allows the drinker to communicate with normal animals for 1d6+6 hours*].

- A sealed scroll case carved from a piece of Black Yew. The outside is carved with depictions of demons tormenting innocents. The scroll case is a 'puzzle box' in that an Action Check is needed to figure out how to open the case to reveal the scroll inside. The case contains a scroll of Protection from Demons. It is written in Zartian and when read aloud and activated, will protect all within a fifteen foot radius from being damaged by Demons for one hour. The scroll will crumble into a sparkling dust when it is activated. Those protected do not have to remain together for the protection to work.

18 The Other End of the Tunnel

From the crossroads at area 16, the tunnel goes another 20 feet deeper, putting the end of the tunnel a full 50 feet below the cellar of the tower, and at least 70 feet south of the tower.

The hole on this end is 5 feet wide and 8 feet tall, and opens into the Temple of Vyrkolas. The chanting sound seems louder here and there is a strange purple light coming from the end of the tunnel.

The Atmosphere of the Temple

The entire temple complex on this level is bathed in a pulsing purple light.

This allows people to see, but the pulsing quality of the light causes confusing and shifting shadows, making all Action Checks for visual perception to be made with a -2 modifier, and any attack rolls will be made with a -1 penalty.

The chanting sounds are louder here, seeming to come from all around the Adventurers. This causes any Action Checks for hearing based perception to also be at a -2 penalty.



19 The Temple Barracks

This was the barracks for the Temple of Vyrkolas. The warrior priests of Vyrkolas slept in this chamber on what was the ground level of the temple. There are twisted and rusted iron bunks along the walls, and moldy footlockers arranged beneath them. Weapons racks are arranged along the walls between each set of bunks.

Inside the barracks are the skeletal remains of the warrior priests of Vyrkolas. They will ignore anyone coming from the tunnel unless they are attacked or ordered to attack by one of the Ghouls.

The Skeletal Warriors are in various places around the room, lying on rotted bunks; sitting around a table playing moldy, faded cards; dicing in the corner of the room; cleaning weapons that are rusted beyond repair. All are dressed in the remnants of ancient armor and have rusted old weapons. A set of double doors open out into a hallway

Skeletal Warriors [12]

Armor Class: 6 [13] or 4 [15] (with shield)

Hit Dice: 2+1

Hit Points:

11 OOOOO OOOOO O;

7 OOOOO OO;

6 OOOOO O;

4 OOOO;

7 OOOOO OO;

4 OOOO;

8 OOOOO OOO;

12 OOOOO OOOOO OO;

11 OOOOO OOOOO O;

6 OOOOO O;

9 OOOOO OOOO;

3 OOO

Saving Throw: 17

Attack Bonus: +2

Attacks: 1d6+1 [strike or rusty weapon]

Special: Resistance [piercing], Strong [+1 damage]

Level / XP: 3 / 60



Searching the room thoroughly will take 3d6+6 minutes and there is a 1 in 6 chance of a Ghoul coming into the room for each minute spent searching. The following items may be found in a thorough search:

- A red silk scarf, in surprisingly good shape. It is enchanted with a minor magic that keeps it stain and wear free. [value 120 gold]
- A heavily padded plain wooden box; 6 inches tall by 8 inches square. The box is open and the wood is rotted through. Sitting in moldy packing hay in the box are two thick glass bottles with glass stoppers. Each contains a dark greenish fluid that will slosh with movement. Attempting to pick up the box will cause it to fall apart, giving each bottle a 3 in 6 chance of hitting the stone floor and shattering. The bottles contain a strong acid, which if poured or splashed upon a target, will do 1d6 points of damage immediately and an additional 1d3+1 points of damage per round for 2d6 rounds or until washed off. These bottles of acid would be worth 15 gold each to an alchemist.
- Scattered throughout the room are a total of 350 copper and 50 silver coins
- A gold tooth in the skull of one of the skeletal warriors. It is worth 2 gold coins
- One of the Skeletal warriors has a small Ironwood shield that is in good shape (*it could use new arm straps, but otherwise is whole*).

20 Blocked Hallway

This door opens onto a short corridor that is filled from floor to ceiling with rubble and mud. This collapsed decades ago and blocked the hallway that led to the kitchen, mess and bathing facilities of the warrior priests.

It would take a great deal of effort to dig this hallway free, as it is filled for at least 20 feet past the turn. If Referees wish to expand upon this dungeon, feel free to make it easier to pass and add additional rooms as desired.

21 Entry Hallway

This long hallway bends back towards the north. Inside the hallway at the spots marked [t] on the map are the remains of traps triggered long ago; Rusty spears pierce down into a pair of skeletal forms in each location, where the traps were triggered long ago.

The mechanism to reset the traps is just inside the hallway on each end and is a simple push panel that is currently sticking out. The skeletal forms are wearing the tattered remains of leather armor and broken swords lie beneath them. Searching the remains will turn up an 12 gold coins and 25 silver coins.

22 Ground Floor Exit

This square room is decorated with bas relief carvings of Vyrkolas. There is a large, ornate door on the western side of the room, and close examination will reveal fresh mud around the edges of the door.

This was once the main entrance of the Temple, but is now 60 feet beneath the Bog. Anyone opening this door will trigger a flood of mud coming into the room, filling the room in 3d6 rounds.

Those nearest the door will take 2d6 damage as the door flies open (*saving throw for half damage*). It would take a combined Strength of 36 and a successful Brute Force Action Check to close the door once opened.

If the Adventurers dawdle, they run the risk of being trapped by the mud and drowning in the room. If they get into the hallway at 20 before the mud gets too high, they can close that door with a successful Action Check.

23 Stairs Down

This stone stairwell travels down another 30 feet to the lower, main level of the Temple.

Temple of Vyrkolas - 2nd Level

This is the home of the central ritual chamber of the Temple of Vyrkolas. The chanting heard above is very clearly heard on this level, and the purplish light is steady rather than pulsating (*eliminating the penalty for visual based perception checks and attacks*). The pervasive fog still clings to the floor on this level and causes strange shapes to appear.

24 Stairs Up

The stone stairwell from the level above ends here at a closed and locked door (*average quality lock, if any ghouls have been encountered prior to this point, the key they all carry fits this door and the door to area 26*)

25 Hallway

This hallway has six ghouls in it; three at the entrance to 26 and three in the alcove that leads to area 27. They will attack intruders as soon as they notice them (*the ones at the end of the hallway have a clear view of the corridor*)

Ghoul (6)

Armor Class: 6 [13]

Hit Dice: 2+1

Hit Points:

Melana 7 OOOOOO OO

Cyscal 3 OOO

Haryson 7 OOOOOO OO;

Weylls 3 OOO;

Bary 7 OOOOOO OO;

Wallyce 6 OOOOOO O

Saving Throw: 16

Movement: 12

Attack Bonus: +1

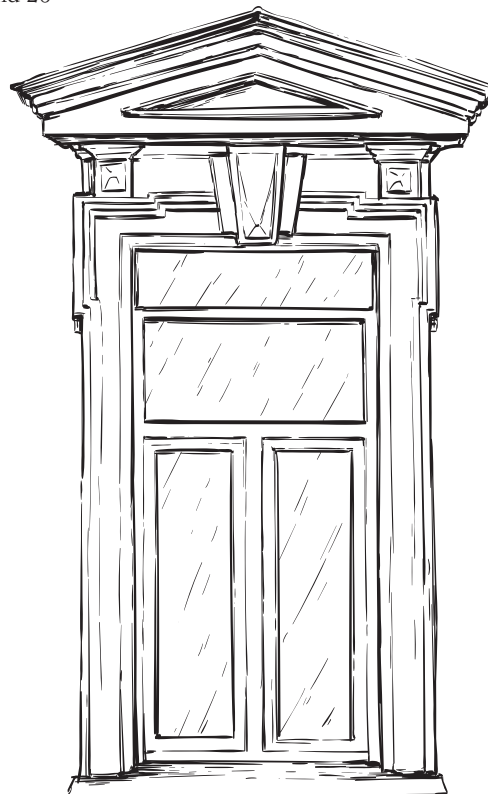
Attacks: Claw [1d6-1] (x2) Bite [1d6+1]

Special: Paralyzing Touch, Magic Resistance [1 in 6]

Level / XP: 5 / 2450

These corpse eating humanoids are often mistaken for undead, but they are not, they exist firmly amongst the living.

They possess a slight resistance to magic (1 in 6). The claw like fingernails and sharpened teeth of the ghouls secrete a toxin that will render the victim paralyzed and unable to move or speak for 3d6 combat rounds. A successful saving throw negates the effects of the toxin. Each of the Ghouls has a key that fits the doors at areas 24 and 26



26 Holding Room

This locked room is holding the sacrifices that the Priest of Vyrkolas needs for the ritual being performed in area 27.

When the Adventurers arrived in the cellar above, there were eight sacrificial victims in this room. The Priest is sacrificing one every eight to ten minutes. There is a chance the Adventurers hear the occasional scream of a victim over the chanting, if the referee wants to increase the tension.

The eight victims in here are members of an expedition sent by Boss Unger, leader of Iron Hold, to negotiate with the Jotun traders in Hurstwic for trade concessions. All of the guards that were with the group were killed by the Ghouls and Rattoids when they attacked. The eight survivors awaiting the sacrificial knife are:

- Rastor Unger (Dwarf), third cousin of Boss Cardin Unger and leader of the expedition
- Serena Blacktooth (human), cook
- Gareth Bergur (human), medic and assistant cook
- William, Freddie and Oscar Malloy (human) general help, animal tenders. Brothers
- Exym Fargo (halfling), guide
- Thlansom Elanni (elf), guide in training, Exym's apprentice

They have all been beaten and deprived of food and water to make them more easily handled by the guards and the priest.

27 The Chamber of Vyrkolas

This nine sided room is bare except for a raised dais in the center of the room and nine carved columns, each of which depicts Vyrkolas in one of his nine visages.

There are bas relief carvings on each wall as well. There are nine translucent figures around the dais, each of which is floating above an onyx bowl and bound in translucent chains. Each of these figures is hideous, albeit roughly man-shaped, with horns, wings, hooves, claws and tentacles mixed in amongst them.

These are nine demons that the High Priestess and the Priest have summoned and bound to the chamber to assist in the ritual that they are performing.

In addition to the chanting demons, there are four demons on the dais, holding a victim still for the Priest, Galkorn Varkola. If the Adventurers break into the room, Galkorn will quickly kill the current sacrificial victim and

command the four demons to destroy the intruders.

The nine bound demons are unable to do anything but continue their chant. If the onyx bowls beneath them are disturbed, they will be released and will immediately depart for their home plane. Varkola will attack using his spells and if the fight begins to go badly or he is injured, will try to get through the secret door in the back of the room and down to the treasure room to use the Abyssal Portal scroll that is stored there to escape.

Demon Servitors [4]

Armor Class: 5 [14]

Hit Dice: 4+1

Hit Points:

[X'ryxal]	22	OOOOOO	OOOOOO
		OOOOOO	OOOOOO OO
[K'la'xl]	20	OOOOOO	OOOOOO
		OOOOOO	OOOOOO
[Squarx'is]	16	OOOOOO	OOOOOO
		OOOOOO	O
[Vrax'nyl]	18	OOOOOO	OOOOOO
		OOOOOO	OOO

Saving Throw: 12

Movement: 18

Attack Bonus: +3

Attacks: Claw (x2) 1d6+1

Special: Fearless; Resistance [Worked Steel];

Vulnerability [Silver / Star Iron / Cold Iron]

Level / XP: 8 / 800



Galkorn Varkola - Priest of Vyrkolas

Armor Class: 7 [12] (Ring of Armor -1 [+1])

Hit Dice: 6+1

Hit Points:

27 OOOOOO OOOOOO OOOOOO OOOOOO
OOOOOO OO

Saving Throw: 11

Movement: 12

Attack Bonus: +2

Attacks: By Spell or Dagger 1d4+1

Special: Spellcaster (*see description*)

Level / XP: 9 / 1,100

Spellcasting: 1st Level: 4 | 2nd Level: 2

Spells Known [First Level]

Darkness of the Soul [B&B p46]

Putrefy Food & Drink [B&B p46]

Healing Touch [B&B p46]

Spells Known [Second Level]

Curse of the Faithless [B&B p47]

Bonds of Faith [B&B p47]

Galkorn is from Two Rivers, where he had been secretly building followers for Vyrkolas and making allegiances with the Rattoid population that lives in the ruins and sewers beneath the city. He received a vision from Vyrkolas, instructing him to seek out the spirit of the High Priestess Mahlanni, who was trapped in the ancient temple dedicated to his worship in what is now Hagswallow Bog.

Galkorn and some of his Rattoid followers managed to convince a sorcerer to help them access the Abyssal pathways and from there they managed to enter the temple, where they convinced the spirit of the High Priestess that the time had come to emerge into the upper world and spread the influence of Vyrkolas and to retrieve his lost Eye that would help Vyrkolas to physically manifest in the world. The ritual he is performing with the aid of the demons is designed to give him an idea of where to look for both the Eye of Vyrkolas and the Horn of Kuberlo.

All he has managed to determine so far is that the Eye is somewhere within the Heavenspear Wastes. If Galkorn manages to escape into the Abyss, he will return to Two Rivers to regroup and to plan revenge on the Adventurers who thwarted his plan and to come up with a new way to retrieve the Eye of Vyrkolas and the Horn of Kuberlo.

28 Secret Passage

The Bas Relief of Vyrkolas on this wall is armed with a spear (*all of the others are either unarmed or armed with a sword*). Twisting the shaft of the spear to the left will cause a section of the wall to open up, revealing a door to a twisting, downward sloping passageway.

The edges of the passage glow with a magical purple light similar to that in the rest of this level. If the Adventurers saw Galkorn use the secret door in his effort to escape, feel free to give them a +2 bonus to their Action Check to figure out how to open the door.

29 Guardian Room

This room houses the magical guardians that stand watch over the privacy of the Priest and High Priestess of Vyrkolas. There are four bone golems armed with great swords guarding this room. Their instructions are to prevent anyone who is not accompanied by a ghoul or priest from passing this room.

Golem, Bone [4]

Armor Class: 5 [14]

Hit Dice: 4+1

Hit Points:

14 OOOOOO OOOOOO OOOO;

16 OOOOOO OOOOOO OOOOO O;

17 OOOOOO OOOOOO OOOOOO OO;

20 OOOOOO OOOOOO OOOOOO OOOOOO

Saving Throw: 14

Movement: 10

Attack Bonus: +2

Attacks: Strike [1d6+1] or Greatsword [2d6+2]

Special: Resistance [Piercing], Strong [+1 damage]

Level / XP: 6 / 400

Although they appear to be undead, Bone Golems are actually magically animated constructs of bone and sinew, often reinforced with metal to make them tougher and remove the vulnerability to bashing weapons. They are capable of following simple instructions and are usually used as guardians for a treasure or specific area.

30 Dining Room

This room served as the dining room for the High Priestess and High Priest of the temple when it was active. A round table of black marble sits in the center of the room with two black marble chairs.

There is an ironwood buffet against the north wall. Inside of it are four finely made porcelain settings consisting of bowl, large plate, small plate, teacup.

These are decorated with a black and white lacquered pattern around the edges that resemble dancing crows. This dishware is very delicate and easily broken, but if transported intact to a settlement, it could bring 2d3 x 50 gold coins for the full set.

There are also four sets of intricately carved (*also a dancing crow pattern*) of ironwood forks, spoons and knives. These would bring 2d4 x 10 gold coins for the entire set if sold.

In the bottom of the buffet sits an empty, but still sealed bottle of wine from Adys, bottled over 600 years previously. Inspecting the bottle reveals a small crack along the base, which likely allowed the wine to leak out or evaporate over the years. The bottle could still bring 1d3 x 10 gold coins from a tavern keeper or connoisseur of fine wines.

There is a short hallway leading to the east with an easily opened door. The other exists are open to the hallways.

31 Kitchen of Evil

This was the kitchen used to prepare food for the High Priestess and Priest of the Temple. Galkorn has had it cleaned and is using it to prepare his meals. There is a working oven and a sink with a pump that draws water from an underground stream deep below the bog.

A set of cooking utensils commonly used by expeditions are sitting clean on the counter beside the sink. A set of plain, pewter utensils, a wooden mug and a pewter bowl are also on the counter. On the south wall of the room are two plain doors, one of wood and the other of stone.

The wooden door opens into a standard pantry. Inside the pantry are what supplied Galkorn currently has. It includes an unopened 10 pound bag of flour; an open, half empty 5 pound bag of salt; three loaves of reasonably fresh bread; a dozen apples and three quarters of a 20 pound wheel of East Lake cheese. In addition, there is a tapped, half empty keg of beer.

The stone door is cool to the touch. The room behind it is significantly cooler than the kitchen. This dark, stone lined room has hooks hanging from the ceiling and a few shelves around the edge. The only thing in it currently is the butchered corpse of an adult male elf.

32 Galkorn's Quarters

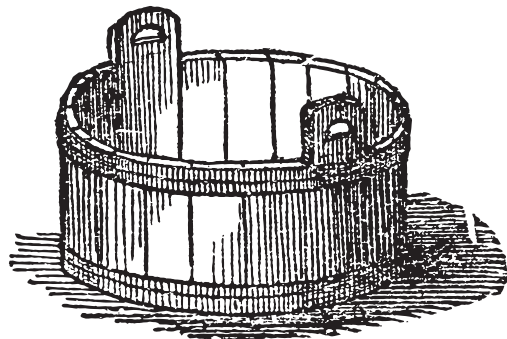
This is the private quarters for the priest of Vyrkolas. Galkorn claimed this room when he came to the temple and approached the spirit of the High Priestess Mahlanni. There is a slight odor of decay and mold to the room, overlaid by the smell of incense. A brazier to the left of the doorway provides a bit of additional light to the room and is the source of the scent of incense, from the censer that hangs above the brazier.

There is a wooden chair in the room that is in reasonably good shape, as well as a bed, wardrobe cabinet and nightstand. A book on the history of the elder gods sits on the nightstand, bookmarked with a piece of paper with the words "Heavenspear Wastes?" written upon it. The Bookmark is placed on the page that describes Vyrkolas and his Eye. The book is written in Auld Auran. There are many disturbing illustrations in the book, which are supposed to be depictions of the elder gods. Vyrkolas can be recognized as matching the various bas reliefs from the upper area. Kuberlo is depicted as a bloated, obese humanoid figure with a head resembling that of a squid. Other beings depicted within the book are Slarzatoth, a massive frog-like being with horns; Bastania, depicted as a seductively built female humanoid with the head of a lioness and sharp claws; Latonka the Lost, a slug-like creature with the head of a bull with six horns. Inside the wardrobe are several changes of clothing, mostly black, brown and red in color; and of common style for the Borderlands area. Hidden inside a pair of muddy black boots is a leather purse containing 250 gold coins; 65 silver coins and 36 copper coins.

There is a door on the eastern wall of the room. It does not have a lock on it.

33 Bathing Room

There is a large wooden bathing tub in this room; a pump in the corner and a raised stone firepit used to heat water. The opening on the south side of the room leads to the garderobe (toilet) area.



34 Quarters of the High Priestess

This was the private quarters of Mahlanni, the High Priestess of Vyrkolas. The contents of the room have are long decayed and rotted, but a touch of it's former dark splendor can still be determined.

The remains of a large, four poster canopy bed dominates the room, rusty shackles attached to all four posts. Sleeping in the remains of the mattress is a large scorpion, which will emerge and attack if disturbed by anyone searching the bed remains.

An Ironwood wardrobe stands against the east wall. The clothing inside the wardrobe are long rotted and decayed, only tatters hanging from the rusty hooks. The wardrobe also conceals a hidden door that leads to the temple treasure vault. Pulling the centermost hook down will cause the entire wardrobe to swing open into the room, revealing a passage behind. The remainder of the furnishings in the room are rotted and decayed, covered in mold and small insects. The only item of value still in the room is a magical staff beneath the remains of the bed (*and beneath the large scorpion nesting in the bed*). The information below is duplicated from the Battleaxes & Besties core book in regards to learning the properties of a magical staff:

++++
A Magical Staff has a finite number of uses per day. When the staff was created, it was created to replenish the expended magical energy at either sunrise or sunset. Staves may be used by any class, but must be attuned to by the wielder.

Before being used the first time, the wielder must spend 2d6 hours focusing on the wand and allowing the magic within it to flow into them (spellcasters attune in half the time). At the end of the attunement process, the wielder knows the properties of the staff and at what time they replenish.

If a staff is sacrificed in an All Shields Must Be Shattered move, whatever unused energy stored within the staff may be (2 in 6 chance) released at the same time, flowing outward from the broken staff with results determined by the referee (typically related to the purpose of the staff).

++++
The staff beneath the bed is a Staff of Disruption. It is a magically enhanced staff that does 2d6+2 damage on a successful melee attack. It has no charges.

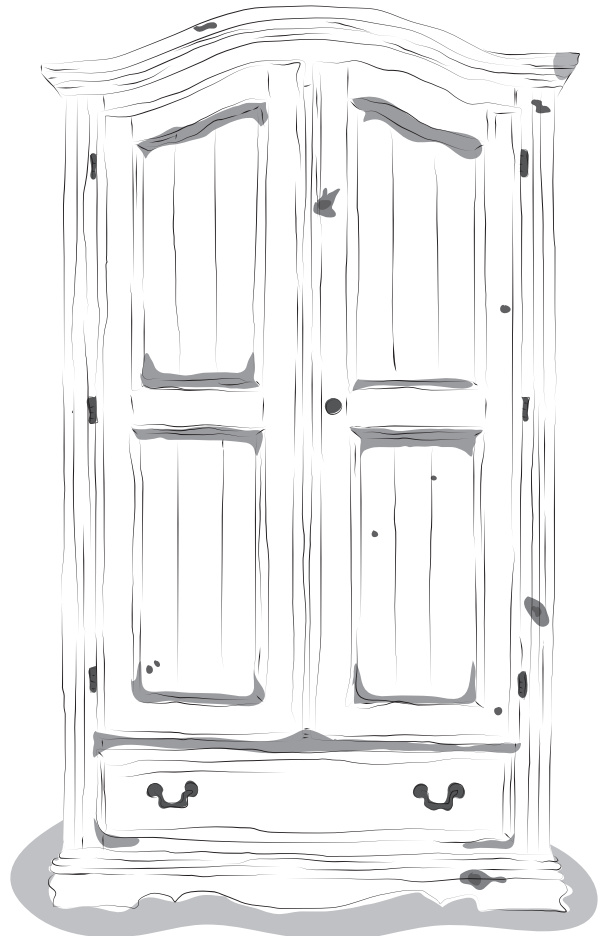
Scorpion, Large

Armor Class: 5 [14]
Hit Dice: 3+1
Hit Points:
17 OOOOO OOOOO OOOOO OO
Saving Throw: 17
Movement: 12
Attack Bonus: +1
Attacks: Pincers [1d3+1] (x2) Stinger [1d4]
Special: Poison

The large scorpion is the size of a large dog and will attempt to grasp its prey and poison them with its tail stinger. The poison from the tail stinger causes paralysis for 1d3 rounds unless a saving throw is made.
Level / XP: 5 / 240

35 High Priestess Bathing Room

There is a large wooden bathing tub in this room; a pump in the corner and a raised stone firepit used to heat water. The opening on the east side of the room leads to the garderobe (toilet) area.



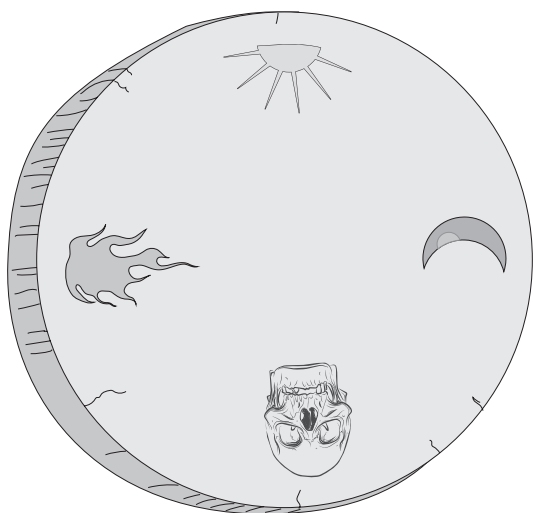
36 Hidden Treasure Passage Entrance to this passage can be made from either the quarters of the High Priestess via the wardrobe, or through the secret door just south of the dining room. There is a block at the base of the wall beside the door, that if pushed in, will cause the hidden door to swing open, which can then be closed again from the inside, resetting the block.

There is a trap in this hallway at the doorway which leads on in to the treasure room. The door to the treasure room is a thick door of stone, with a stone circle in the middle. The stone circle has four emblems on it: A Rising Sun, A Moon, A Fire, and a Skull. Carved into the top of the door is an inscription in Infernus. It reads *“I consume all that is, Always victorious am I”* The central circle can be turned to where any of the four emblems is in the topmost position. When an emblem lines up with the top of the doorway, a click is heard. The circle can then be pushed inward.

If the Skull (death) is placed at the topmost position and the circle pushed, the doorway will rumble and move off to the side, sliding into the wall. If any other emblem is placed at the top and the circle pushed, it will release the trap; a huge block of stone will fall from the ceiling above, doing 6d6 points of damage to anyone caught beneath it.

The block is as wide as the passageway and five feet thick, so be sure to note the positions of anyone watching as the door is opened. Those in the area of the trap may make a saving throw to avoid damage, managing to throw themselves out of the way before it falls.

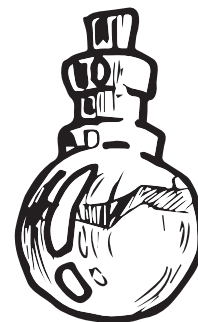
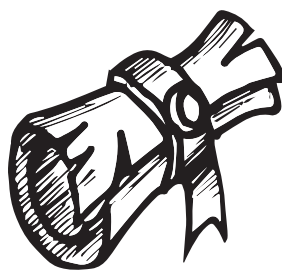
The trap will reset and be drawn back up into the ceiling after five minutes have passed.



37 The Treasure Room

This nine sided room is where the treasures of the temple are stored. As indicated above, if the combat goes badly, Galkorn will rush into this room and will grab the shoulder bag of coins and gems listed below and the scroll of Abyssal Portal and use it to escape. The rest of the items listed will still be in the room.

- Abyssal Portal Scroll - In a carved bone scroll case, reading this scroll opens up a Portal to the Abyssal Pathways, an extradimensional ‘roadway’ that leads through the Abyss and to other locations based upon the travelers desire and ability. Traveling the Abyssal Pathways is very dangerous as anyone moving along it is automatically noticed by the dwellers of the Abyss (demons and the like).
- Leather Shoulder Bag - This is Galkorn’s ‘get out of trouble’ bag that was prepared for the eventuality of having to make a quick retreat. It contains the following:
 - A small leather pouch containing 200 gold coins
 - A small leather pouch containing 300 silver coins
 - A small leather pouch containing 1500 coppers
 - A small leather pouch containing 10 one carat hematites (10 gp each); 2 one carat bloodstones (50 gold each); 3 three carat lapis lazuli (30 gold each).
 - A small, padded leather pouch containing four stone potion vials
 - 3 marked with a heart symbol [Healing Brew - Regenerate 1d6+6 HP at a rate of 1/minute]
 - 1 marked with a feather symbol [Levitation - as the wizard spell, lasts for 1 hour]



- Large Stone Chest [5’ x 3’ x 3’] Weighs 800 pounds empty. Contains the following
 - 300 gold coins;
 - 1000 silver coins;
 - 6000 copper coins
 - A Star Iron Sword in a plain leather scabbard [+1 non-magical to damage]

An Ironwood Mace
[+1 non-magical to damage]

- Nine Clay Pots [18" Tall x 10" in diameter] Sealed with wax, each weighs 60 pounds [ENC 4]. Each of these pots contains incense used in rituals for the priesthood of Vyrkolas. If any of the pots are opened, incense drifts out causing everyone within 10 feet to sneeze for 1d4 rounds (save to avoid). The pots of incense can be sold in a town the size of Two Rivers or larger for 20 gold each.
- A raised stone dais with the top carved in the figure of a man in stylized, ancient armor sits in the center of the room. There are depressions on the head, chest, abdomen and groin area of the carving. In each of these depressions sits a gilded box of black wood carved into the shape of a demonic figure. Each of these holds a bodily organ that appears to have been recently placed in the box. There is a brain, a heart, a stomach and a set of male genitalia in the boxes. The boxes are magical and will preserve anything placed within them. Anything taken out of the boxes will begin to 'age' naturally from that point.
- Four candlesticks, carved from black stone. The candlesticks are two feet tall and radiate a faint magic. Any candle placed upon them will burn for four times as long as usual.

Wrapping Up

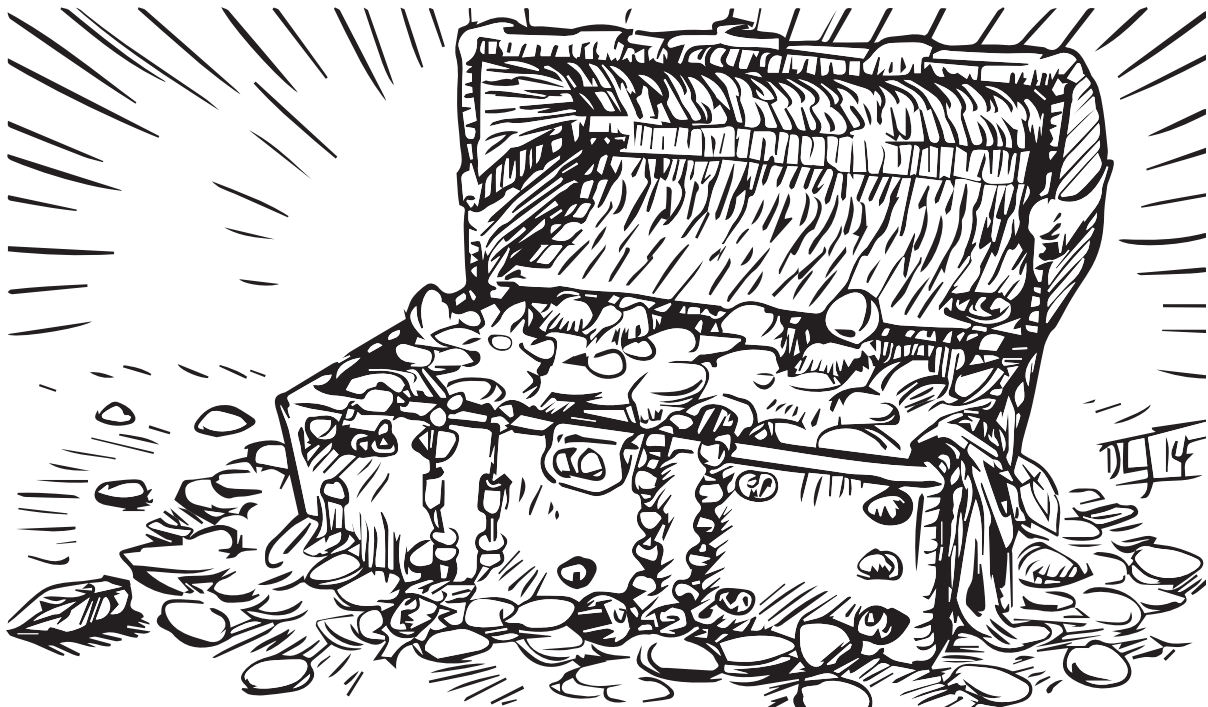
This adventure can stand alone or can lead into the rest of the Old Gods series of Battleaxes & Beasties Adventures (vague hints to the Eye of Vyrkolas and the Horn of Kuberlo are given here and can either be followed up on, or stumbled across later as the referee decides.)

If the Adventurers are successful in defeating the Harpies and returning at least most of the victims to Headwaters, where they can make their own ways home from there, they will be received as heroes by the folk of Headwaters and the surrounding farms and they can always find a spot to sleep, even if it is in someone's loft or barn. Merchants in Headwaters will give them a 10% discount and their first round of drinks will often be free.

If the Adventurers managed to get all of the prisoners listed in the adventure safely away from the tower to town, feel free to give them an XP bonus of 200 points.

Thank you for buying this Adventurer and I hope you've enjoyed it and will look at our other products.

Anthony C. Hunter
Sleeping Griffon Productions.



New Monsters (in order of appearance)

Bog Wraith

Bog Wraiths resemble ghosts or other types of undead but are not undead. They are a type of hybrid water/air elemental that sometimes manifest in areas that are prone to near-constant fog conditions. They are vaguely humanoid in form, and manifest as a floating mist-like form that emits a low, bubbling moaning sound. Many people think the Bog Wraiths are the restless spirits of those drowned in the sinkholes of the bogs.

1d4 Bog Wraiths are typically encountered in an area. These elemental creatures will gravitate towards warm blooded creatures, attempting to draw warmth from them in an effort to return to their own plane of existence.

Bog Wraith

Armor Class: 3 [16]

Hit Dice: 2

Saving Throw: 15

Movement: 9

Attack Bonus: +1

Attacks: Envelope: 1d2+Con Drain

Special:

- Immunity [cold]
- Resistance [physical damage]
(*normal attacks only do half damage*)
- Constitution Drain - A Bog Wraith attacks by enveloping it's target, attempting to drain their body heat. A successful attack roll will automatically do 1d2 points of hit point damage, and then the victim must make a Saving Throw every round that they are in contact with the Bog Wraith. On a successful Save, the target is slowed (*half movement and -2 to attacks*) from the cold touch of the Bog Wraith, but otherwise unaffected. If they fail the saving throw, their Constitution score is lowered by 1d3+1 points. Once a Bog Wraith drains an amount of Con equal to their hit points (average 7), they will remain on this plane for one more round and then shimmer out of existence with an audible pop. Constitution Damage recovers at a rate of 1 point every 4 hours, unless the victim is near a heat source, which will restore 1 point every hour. Any victim whose Constitution is reduced to zero or lower is considered to be on Death's Door.

Level / XP: 4 / 120 XP

Harpy, Young

Armor Class: 9 [10]

Hit Dice: 1-1

Saving Throw: 18

Movement: 4 [9 fly]

Attack Bonus: +0

Attacks: Talons (1d3)

Special: none

Level: 1 / 15

Young harpies have yet to develop their siren song ability

Harpy Matriarch

Armor Class: 5 [14]

Hit Dice: 5+2

Saving Throw: 13

Movement: 12 [36 fly]

Attack Bonus: +3

Attacks: Talons (1d6+1)

Special: Siren Song

Level: 6 / 400 XP

Matriarchs are often larger and more intelligent (or at least more viscous) than average specimens of harpykind. They possess the same siren song ability of regular harpies.

They possess voices that are surprisingly appealing, and touched with magical power. The song of the Harpy can be directed towards an individual, who, if a saving throw is failed are affected as by a Control Sentient spell.

Unfortunates who fall under the sway of a harpy matriarch are kept to act as slaves or breeding stock until their mistress grows weary of them, at which time they are usually killed and eaten.

Giant Frog

Armor Class: 7 [12]
Hit Dice: 2+1
Saving Throw: 16
Movement: 6 [18 leap]
Attack Bonus: +1
Attacks: Bite (1d4) or Slam (1d6)
Special: Leaping Attack [18, +1 to damage];
Takedown (*trip with tongue*)
Level / XP: 3 / 60

These aggressive and carnivorous frogs are the size of small ponies. Each round a giant frog may choose to leap to attack, landing on their opponent doing slam damage with an additional point of damage from the leap; bite nearby opponents; or flick out their long tongues (range 6) in an attempt to takedown their opponents (*saving throw to remain standing*). Treasure found around giant frogs usually consists of the undigested belongings of their previous victims.

Bogsnake

Armor Class: 7 [12]
Hit Dice: 3+2
Saving Throw: 15
Movement: 12
Attack Bonus: +1
Attacks: Bite [1d4+1], Squeeze [2d4+1]
Special: Takedown (grapple), Stealthy,
Resistance [Poison]
Level / XP: 5/240

Bogsnakes are constrictors which can reach a length of as much as twenty feet. If the bogsnake makes a successful Takedown, it may make an immediate squeeze attack.

A saving throw is required to get out of the coils of the bogsnake. Should the Bogsnake take more than 4 points of damage while squeezing its prey, it is likely (4 in 6 chance) to release the victim and turn their attention to attacking the new threat.

Giant Bogleech

Armor Class: 8 [11]
Hit Dice: 4+1
Saving Throw: 16
Movement: 8 (12 in water)
Attack Bonus: +1
Attacks: Tentacle (x2) [1d3]
Special: Resistance [Blunt Weapons],
Vulnerability [Salt], Vulnerability [fire], Paralysis,
CON Drain [1d3]
Level / XP: 7 / 600

Giant Bogleeches will typically attempt to paralyze their prey with a strike from their tentacles (*Saving Throw or be paralyzed for 2d6 minutes; -1 to all actions on successful save*); and then latch on to feed (*if prey is paralyzed, this is an automatic hit*), where they drain 1d3 CON from the target per round (*bloodloss*). If the prey is reduced to zero (0) CON, they are drained of all blood and die.

Bogleeches will typically not stop to feed if they are in danger, waiting until all potential victims are rendered helpless before feeding. If the victim does not die from the blood drain, they will recover 1 point of CON per day; or 2 points per day of complete rest. Eating a full meal that includes a good sized helping of meat will increase the recovery by 1.

Demon, Lesser

Armor Class: 5 [14]
Hit Dice: 4+1
Saving Throw: 12
Movement: 18
Attack Bonus: +3
Attacks: Claw (x2) 1d6+1
Special: Fearless; Resistance [Worked Steel];
Vulnerability [Silver / Star Iron / Cold Iron]
Level / XP: 8 / 800

Lesser demons take many forms, but all are easily dominated by their larger kin or by spellcasters who take the proper precautions. Vicious and spiteful creatures, lesser demons will follow instructions to the letter, using any opportunity to be contrary to those instructions without actually violating them. As with all demonkind; regular, worked steel only inflicts half damage on them, but cold iron, star iron and silver will do double damage.

Golem, Bone [4]

Armor Class: 5 [14]
Hit Dice: 4+1
Saving Throw: 14
Movement: 10
Attack Bonus: +2
Attacks: Strike [1d6+1] or by weapon
Special: Resistance [Piercing], Strong [+1 damage]
Level / XP: 6 / 400

Although they appear to be undead, Bone Golems are actually magically animated constructs of bone and sinew, often reinforced with metal to make them tougher and remove their natural vulnerability to bashing weapons. They are capable of following simple instructions and are often used as guardians for a treasure or a location. They will follow simple instructions given to them by their creator, even if that creator is long departed.

Scorpion, Large

Armor Class: 5 [14]
Hit Dice: 3+1
Saving Throw: 17
Movement: 12
Attack Bonus: +1
Attacks: Pincers [1d3+1] (x2) Stinger [1d4]
Special: Poison
Level / XP: 5 / 240

Found in underground lairs and desolate areas, the large scorpion is typically the size of a large dog and will attempt to grasp its prey with both pincers and poison them with its tail stinger.

The poison from the tail stinger causes paralysis for 1d3 rounds unless a saving throw is made.

Galkorn Varkola - Priest of Vyrkolas

Armor Class: 7 [12] (Ring of Armor -1 [+1])
Hit Dice: 6+1
Hit Points:
27 OOOOOO OOOOOO OOOOOO OOOOOO
OOOOOO OO
Saving Throw: 11
Movement: 12
Attack Bonus: +2
Attacks: By Spell or Dagger 1d4+1
Special: Spellcaster (*see description*)
Level / XP: 9 / 1,100

Spellcasting: 1st Level: 4 | 2nd Level: 2 Spells Known [First Level]

Darkness of the Soul [B&B p46]
Putrefy Food & Drink [B&B p46]
Healing Touch [B&B p46]

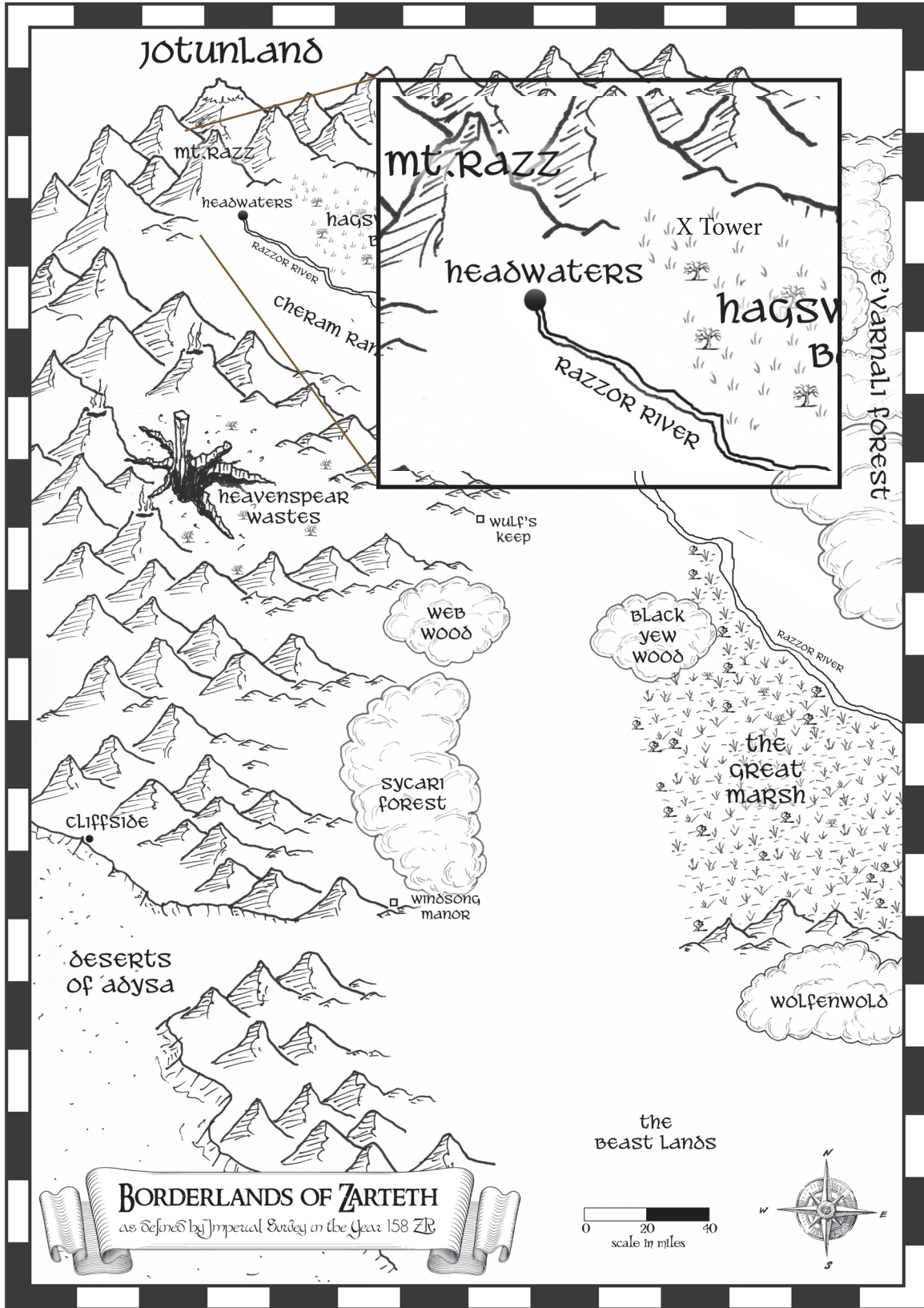
Spells Known [Second Level]

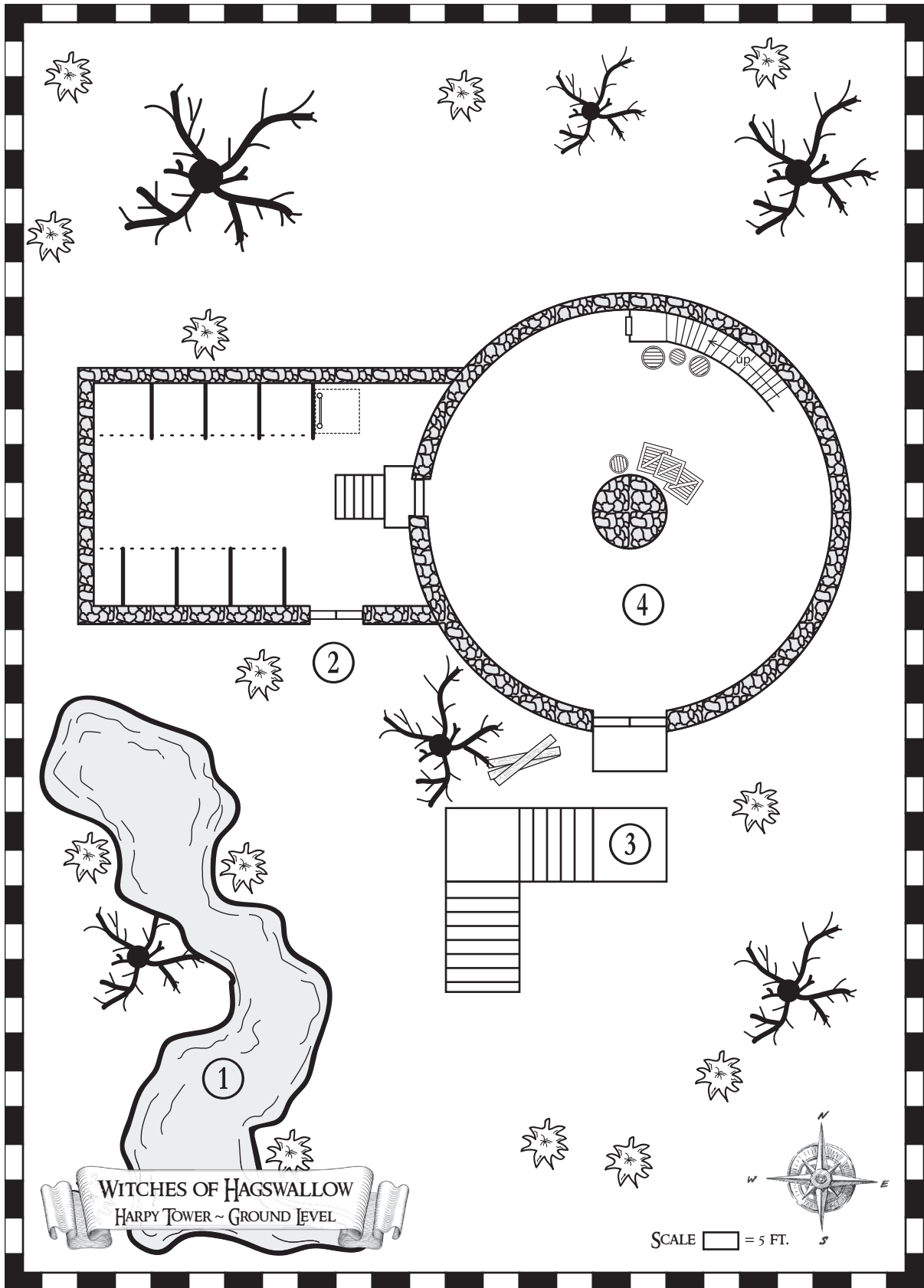
Curse of the Faithless [B&B p47]
Bonds of Faith [B&B p47]

Galkorn is from Two Rivers, where he had been secretly building followers for Vyrkolas and making allegiances with the Rattoid population that lives in the ruins and sewers beneath the city. He received a vision from Vyrkolas, instructing him to seek out the spirit of the High Priestess Mahlanni, who was trapped in the ancient temple dedicated to his worship in what is now Hagswallow Bog.

Galkorn and some of his Rattoid followers managed to convince a sorcerer to help them access the Abyssal pathways and from there they managed to enter the temple, where they convinced the spirit of the High Priestess that the time had come to emerge into the upper world and spread the influence of Vyrkolas and to retrieve his lost Eye that would help Vyrkolas to physically manifest in the world. The ritual he is performing with the aid of the demons is designed to give him an idea of where to look for both the Eye of Vyrkolas and the Horn of Kuberlo.

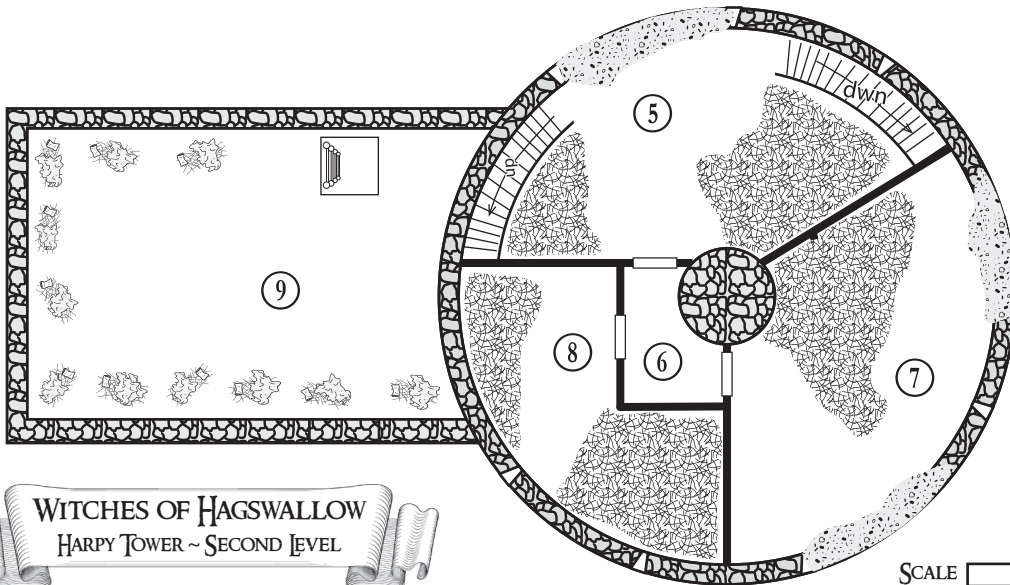
All he has managed to determine so far is that the Eye is somewhere within the Heavenspear Wastes. If Galkorn manages to escape into the Abyss, he will return to Two Rivers to regroup and to plan revenge on the Adventurers who thwarted his plan and to come up with a new way to retrieve the Eye of Vyrkolas and the Horn of Kuberlo.





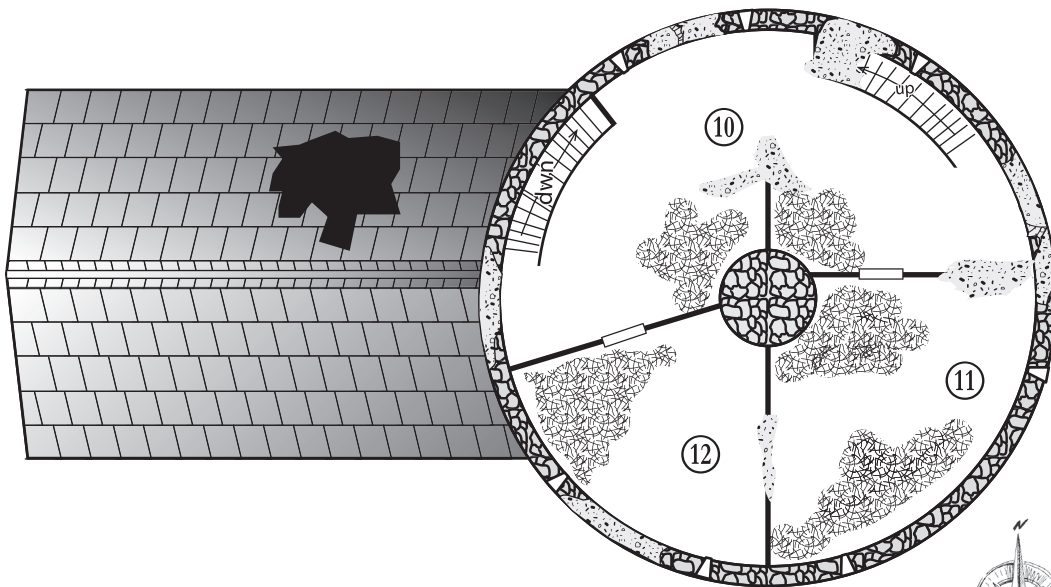
WITCHES OF HAGSWALLOW
 HARPY TOWER ~ GROUND LEVEL

SCALE  = 5 FT.



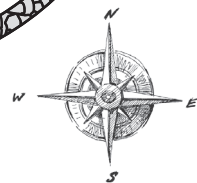
WITCHES OF HAGSWALLOW
HARPY TOWER ~ SECOND LEVEL

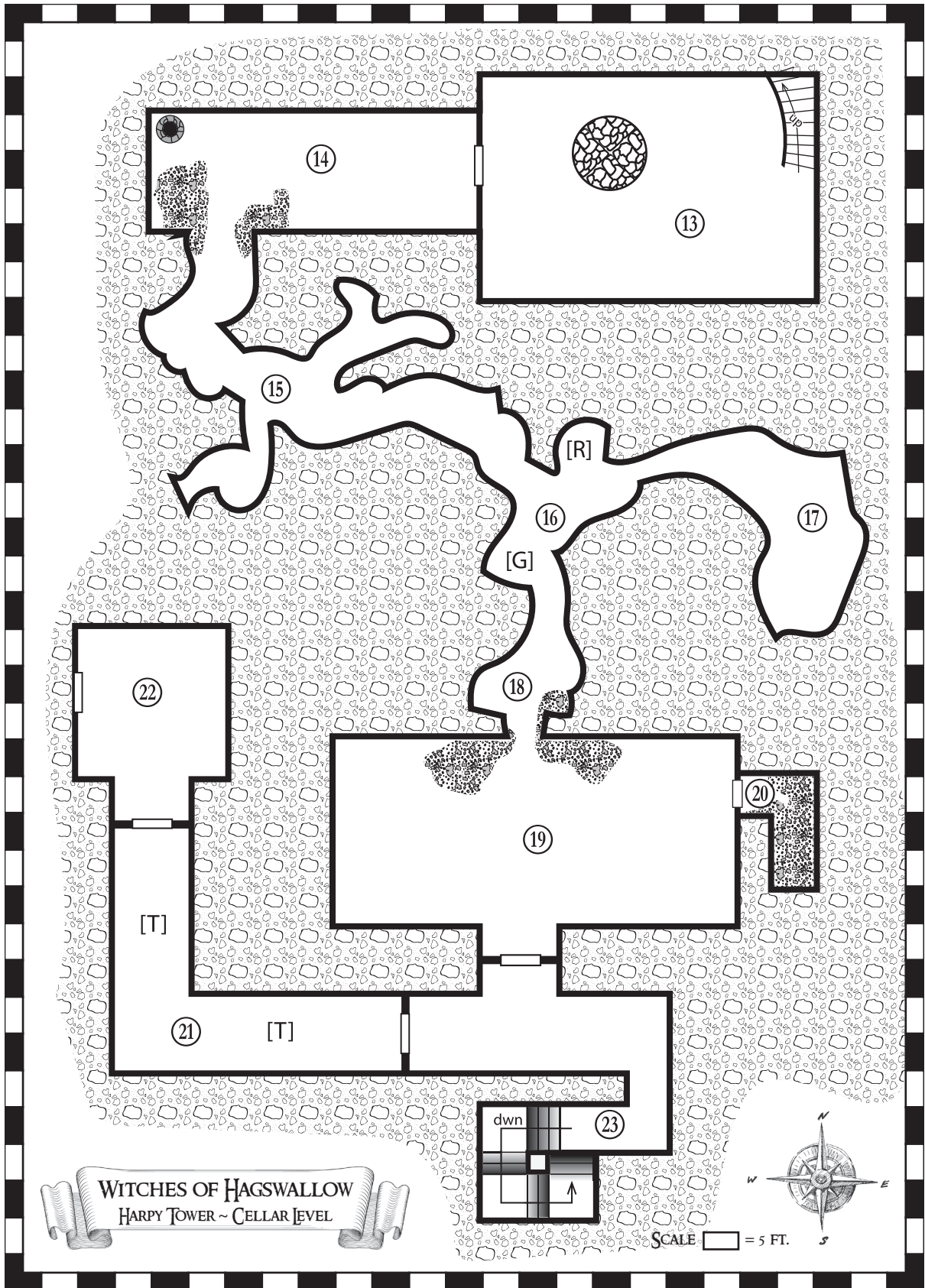
SCALE  = 5 FT.



WITCHES OF HAGSWALLOW
HARPY TOWER ~ THIRD LEVEL

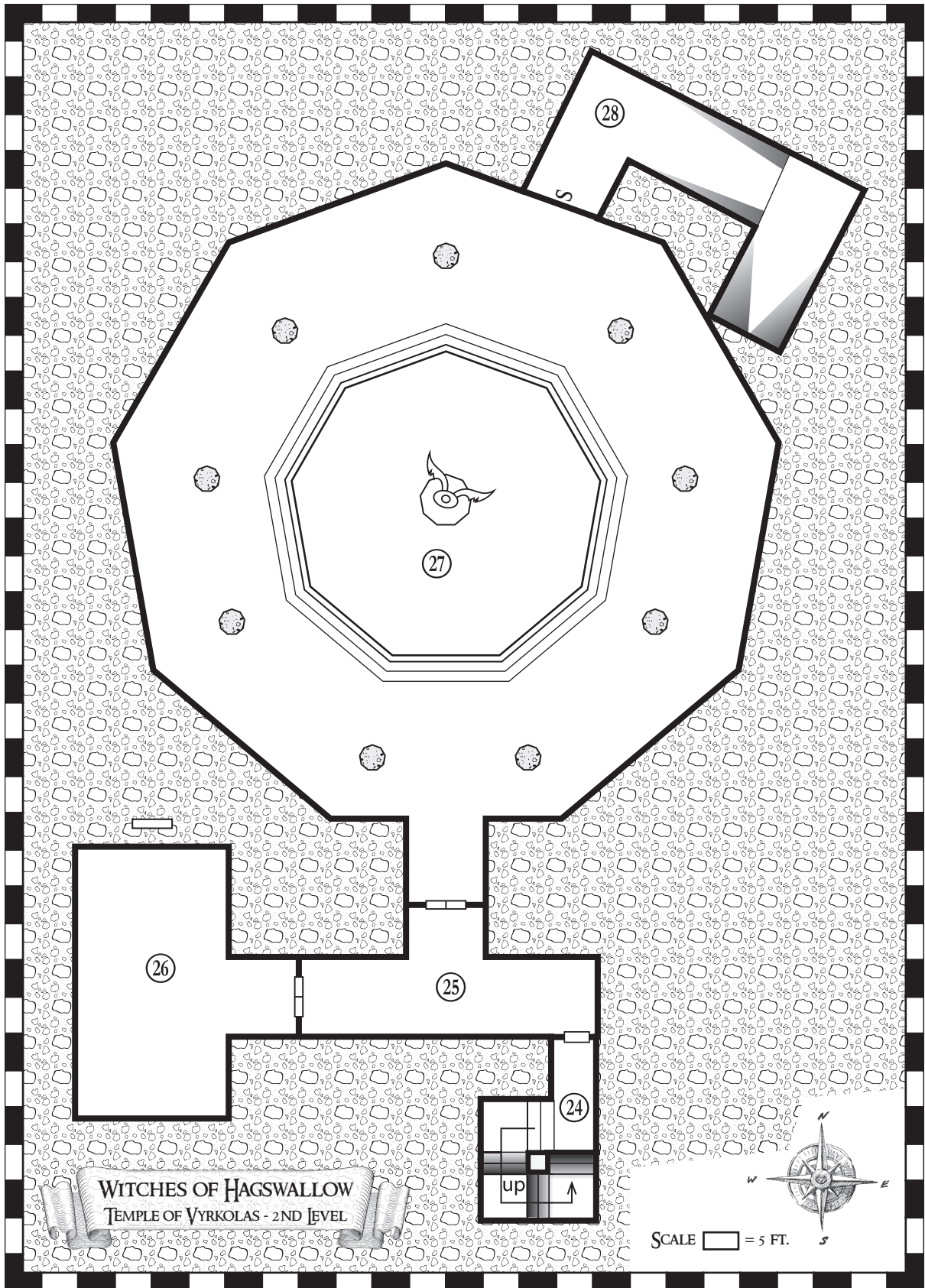
SCALE  = 5 FT.

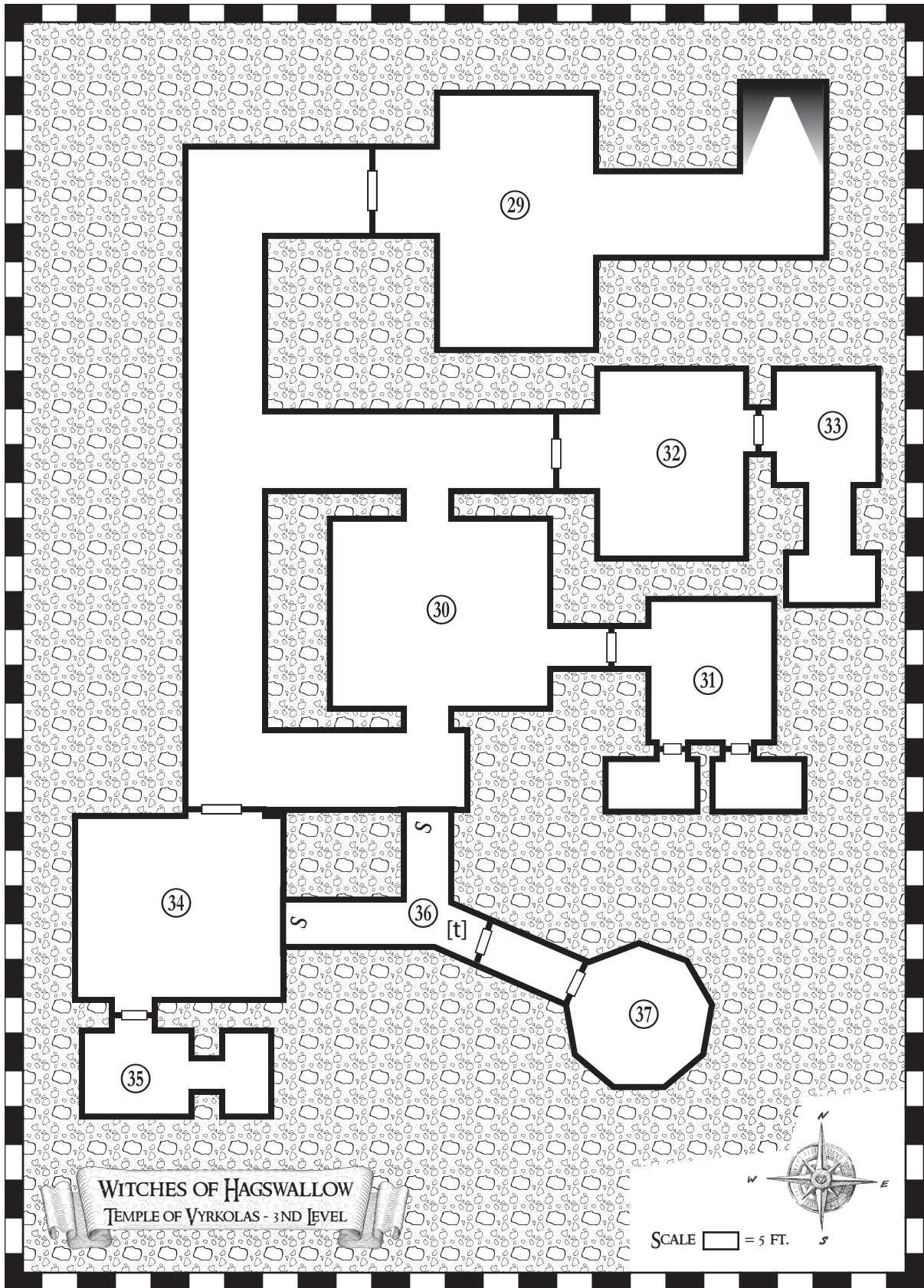




WITCHES OF HAGSWALLOW
 HARRY TOWER ~ CELLAR LEVEL

SCALE: 1 square = 5 FT.





Shalindra, Elf Ranger Level 3

XP: 6,000 Needed: 13,000



ATTRIBUTES

score	modifier	
11	0	STR <i>strength</i>
11	0	INT <i>intelligence</i>
8	0	WIS <i>wisdom</i>
14	+1	CON <i>constitution</i>
14	+1	DEX <i>dexterity</i>
13	0	CHA <i>charisma</i>

Bonus Spells	[0]
Bonus Languages	[+1]
Loyalty / Reaction	[+1]
Skilled Assistants	[4]
AC Adjustment	[-1]
Base Hit Bonus	[+1]

Careers

<i>Animal Trainer</i>	[2]
<i>Tracker</i>	[1]
	[]

Bonus XP: +5% WIS 13+
 +5% CHA 13+
 +10% +5% Prime 13+

ARMOR WORN AC **6** n/a
 Light WITH SHIELD

HIT POINTS DAMAGE TAKEN
 MAXIMUM 15

□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□

SAVING THROW
 11

Elf Rangers receive a +2 bonus to saves versus charm, magic, sleep, and natural toxins.

PROFICIENCIES

all bows, thrown weapons, 1 handed swords, daggers, spears and staves

WEAPONS

<input type="checkbox"/> NONE
<input checked="" type="checkbox"/> LIGHT
<input type="checkbox"/> MEDIUM
<input type="checkbox"/> HEAVY

DEATHS DOOR

unlocked 1-2 OR damage
 turned away 3+ OR treatment



WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES
ELVISH PATHFINDER BLADE	+1	1d6	
DAGGER	+1	1d4	

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
LONGBOW	+3	2d6 +2	2	300	24 arrows
DAGGER	+3	1d4+2	2	22	4 daggers

LANGUAGES ZARTIAN, ELVARI, MOREAN, CANINE

EQUIPMENT OF NOTE

Weapons and Armor listed above; backpack; fire starter; waterskin; bedroll; 50' spidersilk rope; extra bowstring (x2); sharpening stone; 2 pieces chalk; folding knife (1d3 dmg)

CLASS ABILITIES

Skill Training: Rangers receive a +1 bonus to any Action Check involving stealth, perception, and natural lore. This improves to +2 at 4th Level and +3 at 9th Level

Marksman: With their exceptional senses, Rangers are excellent shots. Any attacks with Bows or Thrown weapons gets a +1 to the BHB and damage. They also double the effective range of any ranged attack. [figured in above]

Animal Tongue: The affinity a Ranger has with nature allows them to speak the language of one particular type of animal [Canine]

One with Nature: The Ranger is able to move through natural environments at full speed without leaving a trace of their passage.

Live off the Land: Unless in an area where there is absolutely no nourishment or water of any type available, the Ranger can find enough food and water to sustain themselves and a number of people equal to their level plus two without suffering a movement penalty.

BIOGRAPHICAL NOTES

Shalindra was born and raised in Trádáil in the Red Oak Forest, where she worked as an animal trainer, specializing in canines. Once she left Red Oak to Range the Borderlands, she has supplemented her income by working as a tracker as well.

Shalindra is accompanied by a wild dog she found on her travels (named Buster) with whom she argues about various subjects.

Buster AC: 9 Hit Points: 4 OOOO Saving Throw 15 Move: 18 Attack: +0 Bite 1d4-1 SP: Keen Senses, Takedown [1]

RALOR REDSTONE GUARDIAN 3

ATTRIBUTES	score	modifier	Bonus Spells	[n/a]
	14 STR <i>strength</i>	+1	Bonus Languages	[+1]
	11 INT <i>intelligence</i>	0	Loyalty / Reaction	[+1]
	13 WIS <i>wisdom</i>	0	Skilled Assistants	[4]
	14 CON <i>constitution</i>	+1	AC Adjustment	[0]
	8 DEX <i>dexterity</i>	0	Base Hit Bonus	[+2]
11 CHA <i>charisma</i>	0	Careers		
		Teamster	[3]	

XP: 5000 Needed: 11000

Bonus XP: +5% WIS 13+
 +5% CHA 13+
 +10% +5% Prime 13+

ARMOR WORN	AC
Medium	4
	2

TWO HANDED SWORD N MELEE

HIT POINTS	DAMAGE TAKEN
21	
MAXIMUM	

BATTLEAXES & BEASTIES

fantasy roleplaying
adventurer record

SAVING
THROW

13

+2 bonus to saving throws to resist the effects of toxins, magic, fear and disease

PROFICIENCIES

WEAPONS	ARMOR
All Melee Weapons All Shields Crossbow, Sling, Thrown	<input type="checkbox"/> NONE <input checked="" type="checkbox"/> LIGHT <input checked="" type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> HEAVY

DEATHS DOOR

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
unlocked	turned away	
1-2 OR damage	3+ OR treatment	



WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES
Greatsword	+5	2d8+4	2handed -1[+1] ac melee
Dagger	+3	1d4+1	Throw 14 yds

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
Crossbow	+2	2d6+2	1 / 2	100	12 bolts

LANGUAGES ZARTIAN, DWARGAN, JOTUN

CLASS ABILITIES

Skill Training: +1 bonus to any Action Check involving religious lore, metal, stone or gems.
Low Light Vision: Can see up to 30 feet in complete darkness, although colors and intricate details are lacking. If there is even a candle's glow available to them, they regain the ability to see colors and details up to a distance of 60 feet. Brighter lights enable them to see in low light conditions as if it were a cloudy day on the surface.
Pathfinder: The Dwarves have a keen sense of direction when underground that allows the to always know approximately how far beneath the surface and which direction they are facing.
Weapon Mastery: [Greatsword] When using this weapon, the Guardian gets a +2 to their attack rolls and increases the damage by one die step.
Heavy Metal Mastery: A Dwarf Guardian gains a -1[+1] bonus to all armor and shield protection. [figured in above]

EQUIPMENT OF NOTE

Weapons & Armor listed above
 Backpack, fire starter, waterskin,
 bedroll, sharpening stone,
 5 days rations

BIOGRAPHICAL NOTES

Ralor was born in Iron Hold and spent most of his life working as a teamster, driving ram-pulled wagons from Iron Hold to Two Rivers or East Lake. Realizing that he was never going to get out of debt by working for Boss Cardin, Ralor got off in Two Rivers on one trip, handed the reins to his partner, Niles; and walked away to find a better life outside of driving wagons. He has been adventuring for a couple of years now, and sent half of everything he earned for the first six months back to Iron Hold to clear his debts.

Talia Sparrowhawk Totemist 3

ATTRIBUTES	score	14	STR	modifier	+1	Bonus Spells	n/a
		strength				Bonus Languages	+1
		11	INT	0	Loyalty / Reaction	0	
		intelligence			Skilled Assistants	3	
		11	WIS	0	AC Adjustment	0	
		wisdom			Base Hit Bonus	+1	
	14	CON	+1	Careers			
	constitution			Cartographer	2		
	13	DEX	0	Sailor	1		
	dexterity						
	8	CHA	0				
	charisma						

XP: 5200 Needed: 10400

Bonus XP: +5% WIS 13+
 +5% CHA 13+
 +5% Prime 13+

ARMOR WORN	AC
None	8
WITH SHIELD	n/a

HIT POINTS	DAMAGE TAKEN																				
18	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> <td style="border: 1px solid black; width: 25px; height: 10px;"></td> </tr> </table>																				
MAXIMUM																					

DEATHS DOOR

	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
unlocked	turned away		
1-2 OR damage	3+ OR treatment		



BATTLEAXES & BEASTIES

fantasy roleplaying
adventurer record

SAVING THROW

12

+2 bonus to saving throws to avoid the effects of extreme weather, elemental damage, natural toxins, and disease

PROFICIENCIES	WEAPONS	ARMOR
Staves, Clubs, Daggers, Slings Thrown Weapons		<input checked="" type="checkbox"/> NONE <input type="checkbox"/> LIGHT <input type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY

WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES		
Unarmed	+2	1d6+3			
Dagger	+2	1d4+1	Throw 14 yds		
RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
Sling	+1	1d6	1	42	20 bullets

LANGUAGES CHERAM, ZARTIAN, ADYSI, AVIAN

CLASS ABILITIES

Skill Training: +1 bonus on any Action Check involving tracking, survival, finding shelter, natural lore, identifying plants and animals

Favored Environ - [Plains] [Totem Animal: Hawk] Within their favored Environ, the Totemist moves at normal speed without leaving a trace if they so desire, and is unhindered by obstacles native to the Environ.

Animal Speech - Totemists may communicate basic ideas to any animal, and may converse with their Totem species. Although limited to the intellectual abilities of the animal, the bond the Totemist has with their totem animal allows them carry on a regular conversation.

Helpful Remedies: Make a poison remedy in 1d6 minutes using items gathered from the nearby area. Outside of their Favored Environ, it will take 3d6 minutes to assemble a remedy. This will allow those affected by the toxin to make an additional saving throw at a +6 bonus

Medicinal Herbs: Treat a patient and heal hit point damage. Any individual may only be treated once per day. Necessary items are gathered from whatever is close at hand. Hit points are recovered at a rate of 1 per minute, and both the Totemist and the patient must remain still during the process. The Totemist can heal 1d6+1 Hit Points of damage in this fashion per patient.

Totem Shape: The Totemist can take the shape of their Totem Animal at will up to one time a day per two levels of experience (2x). Any clothing or possessions on their body will change shape with them. While in totem form, they maintain their own physical and mental attributes and gain any special abilities of the animal (flight, water breathing, etc). The Totemist may shift at will. Both changes take 1d6 rounds to complete. Any attack bonuses they possesses in their natural form will remain unchanged while in totem form.

Natural Weapons: Due to their ability to take on the shape of natural animals and reliance upon natural weapons when they do so, Totemists develop a more efficient form of fighting without weaponry. A level 3 Totemist does 1d6+2 damage with unarmed attacks and attacks in their Totem form.

Defensive Fighting: While disdaining the wearing of Armor, Totemists are able to maximize their mobility and awareness of their surroundings and turn this into a bonus to their natural Armor Class. A level 1 Totemist gains a -1 [+1] bonus to armor class if unarmored.

BIOGRAPHICAL NOTES

Talia is the daughter of the Shaman of the Running Bear tribe of the Cheram. When her abilities manifested, her father told her to travel where the Hawk would guide her so she could learn of the wider world and return to take her place as Shaman later if that was her desire. She has worked as a sailor upon the Razzor River and has assisted Imperial Cartographers, finding her ability to shift and to talk to animals quite helpful in making maps. She travels with a Female Goshawk she calls Sweetpea.

Sweetpea (Hawk) AC: 7 [12] HP: 4 OOOO Save: 16 Move: 8 [24 fly] Attack: +0 Claws 1d4+1] SP: Keen Vision, Charge [dive]

CORLISS TREYLANI SCOUT 3

ATTRIBUTES	<i>score</i>	<i>modifier</i>	Bonus Spells	[n/a]
	11 STR <i>strength</i>	0	Bonus Languages	[+1]
	11 INT <i>intelligence</i>	0	Loyalty / Reaction	[0]
	13 WIS <i>wisdom</i>	0	Skilled Assistants	[3]
	14 CON <i>constitution</i>	+1	AC Adjustment	[-1]
	14 DEX <i>dexterity</i>	+1	Base Hit Bonus	[+1]
8 CHA <i>charisma</i>	0	Careers		
		Aristocrat	[3]	

XP: 2300 Needed: 4600

Bonus XP: +5% WIS 13+
 +5% CHA 13+
+10% +5% Prime 13+

BATTLEAXES & BEASTIES
 FANTASY ROLEPLAYING
 ADVENTURER RECORD

SAVING THROW

11

+2 bonus to avoid attempts at interrogation or influence (magical or mundane) directed at them and to avoiding the effects of traps.

ARMOR WORN AC **6** **5**

Light / Sm Shield WITH SHIELD

HIT POINTS DAMAGE TAKEN

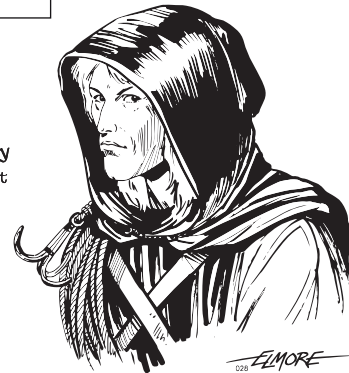
15 [|||||] [|||||]

MAXIMUM

DEATHS DOOR

NONE
 LIGHT
 MEDIUM
 HEAVY

unlocked turned away
 1-2 OR damage 3+ OR treatment



PROFICIENCIES

WEAPONS ARMOR
 all 1 handed weapons, small shields, short bows, light crossbows, thrown weapons and slings

WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES
Dagger	+1	1d4	throw 11 yds
Shortsword	+1	1d6	

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
Short Bow	+2	1d6+1	2	80	20 arrows

LANGUAGES ZARTIAN, ADYSI, KOBOLI

Horse, Riding Armor Class: 8 [11]
 Hit Dice: 2+1 Hit Points: 10
 Saving Throw: 15 Movement: 24
 Attack Bonus: +0
 Attacks: Bite [1d4+1] or Kick [2d4+2]
 Special: Trample [3d6]

EQUIPMENT OF NOTE

Weapons & Armor listed above; Backpack, fire starter, waterskin, bedroll, 50' silk rope and grappling hook, lockpicks, four stone vials of oil small hammer and chisel, empty sack. Riding Horse w/tack and harness

CLASS ABILITIES

Skill Training: A Scout receives a +1 bonus to any Action Check involving Perception, Interrogation, Stealth, Finding, Setting or Removing Traps, or Opening Locks.

Sneak Attack: A Scout normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A Scout able to attack an opponent from the rear and who is unaware of the Scout's presence, or otherwise engaged with one of the Scout's allies, gains a bonus to attacks and to damage. If the Scout is able to do so, he gains +2 to his attack and does an additional die of damage for one attack.

Scale Sheer Surface: The scout is able to climb up, down or across a slope, wall or steep incline, even across a ceiling, if any type of handhold or protrusions are available and do so at their normal movement rate.

At the Referee's discretion, this ability may also allows a Scout to make an Action Check to attempt to climb a surface that would normally be nigh impossible for others to climb.

Decipher Script: This ability allows a Scout to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. This does not require a roll, but takes 2d6+2 minutes per page of information to decode. The time required is reduced by 1 for every three levels.

BIOGRAPHICAL NOTES

Youngest son of Lord Reginald TreyLANI of Two Rivers, Corliss was raised to a life of privilege and leisure. Wanting something more exciting in his life, Corliss joined the Black Lanterns, a loosely organized group of burglars and pickpockets that operate in Two Rivers. Using his position to get information on what valuables people had in their houses, Corliss and his new-found friends would sneak in, liberate a few items and disappear back into the streets to fence their ill-gotten gains. After one of his cousins was seriously injured during a heist, Corliss realized that his past-time was potentially harmful to those he knew and decided to use his skills to gain entry into ruins and other abandoned places and to move past the crimes that were becoming less and less appealing. He told his parents that he wanted to find a way to earn his own fame and fortune. His mother, a former Adventurer, approved and convinced his father that it was a good idea.

Ian macdonough WARRIOR 3

XP: 4400 Needed: 8800

ATTRIBUTES

score	modifier	
14 STR <i>strength</i>	+1	
11 INT <i>intelligence</i>	0	
8 WIS <i>wisdom</i>	0	
14 CON <i>constitution</i>	+1	
11 DEX <i>dexterity</i>	0	
13 CHA <i>charisma</i>	0	

Bonus Spells	[n/a]
Bonus Languages	[1]
Loyalty / Reaction	[+1]
Skilled Assistants	[4]
AC Adjustment	[0]
Base Hit Bonus	[+2]

Careers

Farrier	[2]
Tinker	[1]
	[]

Bonus XP: +5% WIS 13+
 +5% CHA 13+
 +5% Prime 13+
+10%

ARMOR WORN AC **4** **2**

Medium

US NG GREATSWORD N COMBAT

HIT POINTS DAMAGE TAKEN

28

MAXIMUM

SAVING THROW

11

+2 bonus to all Saving Throws versus Stun effects and to avoid the effects of area effect attacks.

PROFICIENCIES

WEAPONS

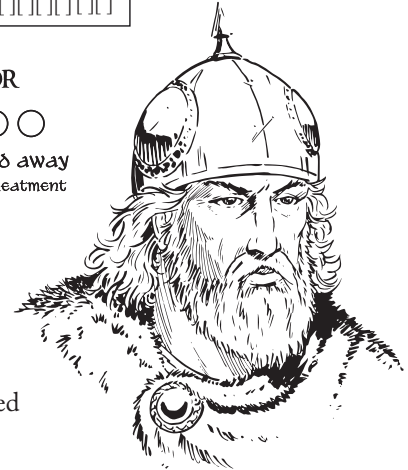
ARMOR

All Weapons & Shields

- NONE
- LIGHT
- MEDIUM
- HEAVY

DEATHS DOOR

unlocked turned away
1-2 OR damage 3+ OR treatment



ELMORE
016

WEAPONS

WEAPON	ATTACK	DAMAGE	NOTES
Dagger	+3	1d6+1	throw 14 yds
Greatsword	+3	2d8+2	-2 AC in melee
Warhammer	+3	1d10+1	+1 dmg if 2 handed

RANGED WEAPON	ATTACK	DAMAGE	RoF	RANGE	NOTES
Bow	+2	1d8	2	100	20 arrows

LANGUAGES ZARTIAN, GOBBISH, JOTUN

EQUIPMENT OF NOTE

Weapons & Armor listed above; Backpack, fire starter, waterskin, bedroll, sharpening stone, stone vial of oil, set of small hammers, files and miscellaneous tools.

CLASS ABILITIES

- Skill Training:** +1 action check bonus when evaluating and repairing weapons and armor, and strategy and tactics.
- Armor Mastery:** Receive a -1[+1] bonus to all armors and shield benefits. [figured in] They also do not suffer movement or action check penalties when wearing armor.
- Damage Dealer [Close Combat]:** Damage dealt from that class of attack increases by one die step (d3 becomes a d4, d4 becomes a d6, d6 becomes a d8, 2d6 becomes 2d8, etc.)
- Combat Machine:** When facing foes of 1HD or less, a number of extra attacks may be made equal to the Warrior level plus1 [4]. These attacks may be made with any type of armed or unarmed attack, but the foes must be within reach of the Warrior's attack.

BIOGRAPHICAL NOTES

Ian is from Windsong Manor, where he worked as a farrier [shoeing horses] and as a tinker [general repairs to tools and items]. During an attack by bandits on the Manor, Ian picked up a greatsword that had been dropped by a wounded guard and began beating back the bandits with a fury. He has spent some time with the guards at the Manor and has been traveling the Borderlands as an Adventurer for the past year or so.

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