

DRAGON WARRIORS

The
Reeve's
TALE



By Kieran Turley

DRAGON WARRIORS

The Reeve's Tale

The castle of Brochleah Bluff stands warden over the Coronach Marsh, but its crumbling battlements can do nothing against the curse that has plagued the lords of Broachleah for centuries. Chaos haunts the marshlands, while in the darkness, something evil and alien stirs in its sleep for the first time in a thousand years. Can the heroes prevail where even the fell might of Balor himself failed?

A scenario for a group of 5th-6th Rank adventurers



FOR THE LATEST NEWS ON *DRAGON WARRIORS* AND OUR OTHER RPGS VISIT WWW.SERPENTKING.COM

DRAGON WARRIORS

The

Reeve's Tale

A scenario for a group of 5th-6th Rank adventurers

By Kieran Turley



Credits

Author

Kieran Turley

Editor

Ian Sturrock

Layout

Chris Robins Kennish

Maps

Gavin Waller

Cover

Frank Victoria



DRAGON WARRIORS: THE REEVE'S TALE

Stock code SKG 012

All art and text is copyright (c) 2016 Serpent King Games and the individual creators. All other elements of design are copyright (c) 2011 Serpent King Games. All rights reserved. The authors have asserted their moral rights to be identified as the creators of this work.

Published by Serpent King Games 2016

Serpent King Games Ltd.

2 Cherry Tree Cottages,
Westminster Rd. Brynteg
Wrexham, Wales. LL11 6DL

info@serpentking.com

For more information on the *Dragon Warriors* game and game-world, its creators, forthcoming products for it, and other exciting games and game-related books, visit the Serpent King website at <http://www.serpentking.com>

CONTENTS

Credits.....	4	2. Faithless Corridor.....	24
Introduction	6	3. Supplicant Chamber.....	25
Brochleah	8	4. Enlightenment Chamber.....	25
Meeting the Reeve	8	5. Storage.....	26
Aftermath of the Battle.....	9	6. Temple of Merging.....	26
The Strange Malady of Sir Ursion.....	9	7. Public Burials.....	27
The King's Well.....	9	8. The Inner Sanctum	28
Coronach Marsh	11	9. Throne Room	29
The Crannog	11	Aftermath.....	31
The Lake.....	11	Brochleah Tower House	32
Coracle	11	1. Cellar	32
Palisade Wall.....	12	2. Ground Floor	32
Partially Collapsed Hut.....	13	3. First Floor	34
Filthy Hut	13	4. Second Floor	34
The Diggings	14	5. Third Floor	34
1. The Viper's Tongue.....	14	6. Garret	34
2. The Well of Fury.....	14	7. Roof.....	34
3. The Loop	15	8. Stables and Outbuildings	34
4. The King Below	15	9. Gatehouse.....	34
5. Mad Tunnels.....	15	Cast of Characters	35
Cobbie Hole.....	16	Gevain, Reeve of Brochleah	35
1. The Entrance	18	Peter and Daffid, Assistant Reeves	35
2. The Lower Mine.....	18	Sir Ursion Devarus, Lord of Brochleah.....	35
3. Grandmother Cob's Lair	18	Lady Etaine, Lady of Brochleah.....	36
4. The Upper Mine	19	Yve, lady in waiting to Lady Etaine.....	36
5. Sleeping Chambers.....	20	Ember Peg, cook and keeper of stores	36
6. Privy Pit.....	20	Missel and Marianne, house servants	36
7. The Watch Post.....	20	Fars and Michael, outdoor servants.....	36
8. Upper Mine Entrance.....	20	Yvault, wandering minstrel	36
9. Ceolwen's Chambers.....	21	New Magic Items and Spells.....	37
The Fortress-Prison	22	Amulet-Keys of the King in Glass	37
1. Antechamber	22	Glass Head.....	38
		Glass Memory Stones	38

INTRODUCTION

BROCHLEAH BLUFF is a large manor on the southeastern edge of Coronach Marsh just south of Scardic on the eastern back of the White River. The house is Cornumbrian in style, a tower-house of stone which is half-castle, half-manor. The building's defining feature is the glassy stone blocks that make up its lower floors; the blocks are the last remnants of a city that fell in the misty depths of time. The tower house sits on a bluff overlooking the marsh on one side and the extensive lands of Brochleah on the other. The lands controlled by the lord of Brochleah are rich, though people tend to avoid the land surrounding the bluff because the remains of countless flint mines have left the landscape pocked with dangerous hidden pits, known locally as crowlls.

This small castle stands as one of many defensive fortifications built to keep Cornumbrian forces from crossing into Albion proper. Many of these buildings have fallen into disrepair under King Hadric's rule, and Cornumbrian lords turn greedy eyes to the heartlands of Albion. Countless bandit gangs roam this land and rumour has it that the Cornumbrian king supplies weapons to the dark marsh folk to aid them in their enterprise. Note that the marsh folk mentioned in this adventure are the human inhabitants of Coronach Marsh, ancient descendants of the King in Glass's slaves.

Brochleah Bluff suffers under a terrible curse: for generations the lords of Brochleah manor have died of terrible sicknesses soon after the birth of their

first male heir. The origin of this curse is unknown, but for three generations now the tower house has passed through a series of single owners. The Brochleah curse has passed into legend, becoming an unpleasant tale that no sensible person believes. Sir Ursion Devarus is the castle's latest custodian, granted the place by royal decree just over two years ago as a wedding present from King Hadric, a distant cousin. Ursion was delighted with his luck and took his young wife, Etaine, to his new holding. Everything went well at first with the land unexpectedly fruitful, and the reeve Devarus hired proving himself able, as well as popular with serfs and freeholders alike.

All was rosy until Etaine gave birth to twin boys a few months ago. Weeks later Sir Ursion fell ill with a brain sickness, tossing fretfully in his sleep and screaming of hellish visions. Unknown to anyone, Sir Ursion has fallen victim to the "The King in Glass", a dark being from prehistoric ages worshipped as a god back in the mists of time. This spirit feeds on the thoughts and life force of mortal men. The reeve of Brochleah, Gevain, is a sensitive man and feels that the curse of Brochleah comes from the ground beneath the tower. He has no idea how to deal with the curse but the PCs' arrival gives him an idea; perhaps such experienced wanderers might look on things with fresh eyes.

The Brochleah tower house is built over the entrance to the prison-citadel of an ancient being called The King in Glass. The King in Glass and his people, the Yigjai, came to Legend from some distant place beyond the edge of the spirit plane. They travelled across space and time using their vast mental powers, possessing the bodies of mortals and transforming them into forms more pleasing to their alien minds.

The Yigjai became gods to the primitive humans living in the region; gods who demanded sacrifices and dark rites. The melding of mortal mind and spirit form didn't sit well over time; human thought diluted and polluted the minds of alien spirits. The visitors degenerated over the course of countless years, turning inward and becoming semi-feral monsters filled only with spite and malice. Only the King in Glass remained untainted, protected in his original physical body, something the other Yigjai lacked.

The King in Glass was cast down during Balor's rise to power; unable to penetrate the alien king's citadel the dark god inundated the land, drowning the degenerate Yigjai with salt water, the touch of which being anathema to them. The land where the King in Glass ruled became the Coronach Marsh and his city was lost to legend. Without the amulet-keys to his citadel, both lost in the inundation as his followers fled, The King in Glass was sealed away for all time.

The King in Glass slumbers deep beneath his murky prison most of the time, awakened occasionally by a birth in Brochleah tower. In these brief periods of lucidity the King in Glass feeds upon the mental energies of those he sees as influential; draining their life slowly to feed his immortal form.

Today The King in Glass and the Yigjai are only remembered in a ballad from Glissom called "The Salt King" which tells the tale of an ancient chieftain

whose children became cannibals, and his ultimate downfall, betrayed by his children while battling the forces of darkness. The bards of Glissom believe the "salt king" was punished for not believing in the mother goddess, for obvious reasons this ballad isn't common outside of Glissom. Yvault performs the ballad on the night the PCs arrive because he can't think of a new song in time – the presence of The King in Glass is also influencing his mind somewhat.

Things are changing for the King in Glass. For the first time in countless centuries he has awoken to find that he has agents of a sort in the outside world. Rigewarg, a marsh folk mystic, and the swamp witch Ceolwen, have uncovered the lost amulet-keys to the King in Glass's prison. The amulets link them with The King in Glass, allowing him to influence them subtly. This influence has driven both of them hopelessly insane, an issue for the King in Glass since their madness prevents him from directing them effectively.

The King in Glass had hoped to bring his two agents together, and indeed Ceolwen had made attempts to contact Rigewarg, but the mystic had already descended too far into madness. In the remaining weeks Ceolwen lost her mind too, leaving the King in Glass frustrated and casting about for new amulet-wielders. The King in Glass takes notice of the PCs when they approach Brochleah, and drives Rigewarg to attack the local reeve, Gevain, to draw them into his plans. The King in Glass hopes the PCs will recover his amulets and free him.

CHAPTER I

BROCHLEAH

Meeting the Reeve

This encounter can happen as the PCs return from some mission or other; perhaps delivering a message for their lord, or attending a family event such as a wedding or funeral. Their trail takes them close to Brochleah where they encounter Reeve Gevain in dire straits.

You crest a small ridge to see an alarming sight. Below you a mob of marsh folk raiders surround a lone man who stands with his back to a sturdy oak tree. High in the branches above, a gnarled old woman throws twigs and whatever she can get her hands on at the bandits. The lone defender wears the livery of a lord, torn and blood-stained from multiple injuries. As you watch, the marsh folk close in for the kill.

The bandits are allies of the dark magician Rigewarg, sent to kill Gevain in exchange for mystic symbols of protection. Rigewarg can't even remember why he wants Gevain dead but orders the attack anyway. If the PCs attack, the marsh folk turn en masse and charge them. If the PCs attempt diplomacy the marsh folk play along for a few minutes, all the while moving to surround the PCs. When the PCs are flanked, the marsh folk attack.

There are twelve raiders; they make full use of their superior numbers, with 3-4 attacking each PC to reduce their defence. If your group would be badly outmatched by this group you can reduce their numbers or decide that some raiders stay behind to prevent Gevain escaping. Each of the marsh folk has been anointed with "magic sigils" by Rigewarg. These sigils should help the PCs link the mad magician with the portal under the tower, since they are of the same design as the portal symbols. The sigils have no game effect: they just give the raiders a false sense of bravery.

MARSH FOLK RAIDER

Attack	12, Spear (2d4, 4)
Defence	5
Armour Factor	1
Movement	10m
Magical Defence	3
Evasion	3
Health Points	8
Stealth	12
Perception	4
Reflexes	10
Rank-Equivalent	1

EQUIPMENT: Spear, Hide and Furs (AF1)

Aftermath of the Battle

Gevain is enormously grateful to the PCs for their aid. He introduces himself and offers to bring them to his lord's tower for a proper reward, a hot meal, and a warm bed. Presumably the PCs are good folk, and in the market for food, shelter, and a little reward.

Captured marsh folk admit that Rigewarg is behind the raid but refuse to say more, terrified of the madman's power. Gevain is aware of Rigewarg but thought him nothing more than a harmless madman; this attack was a complete surprise. If no raiders survive, Gevain can recognise the sigils as Rigewarg's from a former encounter with the crazed man. Gevain knows that Rigewarg lives with his family in a crannog deep in the marsh.

The Strange Malady of Sir Ursion

The lands around Brochleah are bountiful and the reeve seems popular with the locals who greet him warmly as you pass. Brochleah tower, the local lord's seat, stands atop a high bluff, and makes an impressive sight outlined by the setting sun. A sandy-haired guard waves you through a small gate, allowing you access to a well-tended courtyard. The tower itself is typical of its kind, only differentiated by the unusually well-cut and polished stones that make up its foundation and lower floors.

The PCs receive a warm welcome from Lady Etaine, once Gevain has had a chance to explain their actions and have a quiet word about his plans for them. The lady orders a feast prepared and commands Yvault to sing his cheeriest songs. After a few hours of somewhat forced merriment, Gevain and Lady Etaine take the PCs up to Sir Ursion's chamber where they explain the situation and ask if the PCs would be willing to assist them in finding the source of the malady.

The Lady offers a fine silver and ruby necklace worth 500 florins to the PCs in exchange for their assistance. She can also offer a yearly stipend from the lands of Brochleah, to the tune of 100 florins a year, if the PCs are still reluctant to help.

Assuming the PCs accept, Lady Etaine grants them full access to the castle and its folk. Some of the servants may be reluctant to speak to the PCs but a word from Etaine changes that. The well hidden in the cellar hides the source of Sir Ursion's woes and you should use the NPCs, or perhaps the memory fragments in the walls, to point the PCs in that direction. Mystics in the party can divine the dark power in the cellar, and both Ember Peg and Misset have an idea of the darkness that lurks below the tower.

Use the information found in Appendix 1 and Appendix 2 to bring Brochleah to life. Let the PCs have fun interacting with the people and locations as they try to uncover the truth. Eventually, the PCs should be drawn down to the King's Well; the door-step to the King in Glass's fortress-prison.

The King's Well

The well is a tight fit and you are barely able to squeeze yourselves down the narrow shaft. On reaching the bottom your lights gutter and almost die; the cold down here is punishing, leeching the warmth from your bodies. The well itself seems to have dried up some years ago leaving only exposed crumbling stonework.

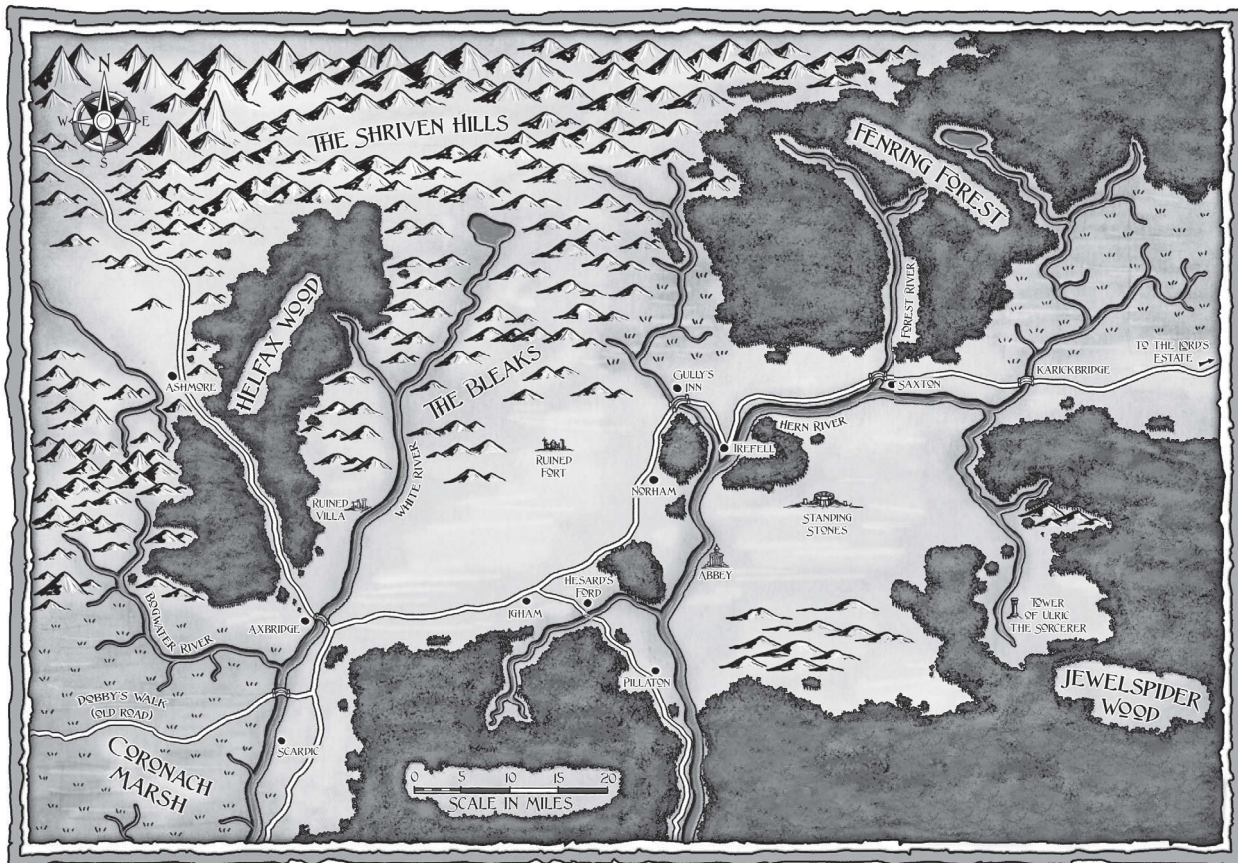
The bottom of the well is wider than the top, giving it a conical shape overall. This allows four or five people to stand with ease but making getting out very difficult without a rope. A ghost lurks in the well, the spirit of a boy who drowned in the well over a century ago. The ghost is the key to opening the glass door into the King in Glass' refuge.

The ghost cannot remember his own name, but if spoken to kindly he tells the PCs that the "King in Glass" took his memories and that the king waits behind the glass wall for the keys of his refuge to be found once again. The ghost knows that he cannot rest until the King in Glass is destroyed and begs the PCs to help him. His piteous plea and wretched sobbing should be enough to soften the hardest heart.

DRAGON WARRIORS

Anyone examining the crumbling stonework indicated by the ghost can pull down a few stones to find a strange black glass wall behind it. The wall is all but invulnerable to harm, with even the most powerful spells and weapons bouncing off it without leaving a mark. Two small indents, about thrice the size and thickness of a coin, can be seen in the wall. Careful examination of the indents shows that they are elaborately carved with strange patterns that make the viewer slightly nauseous to look at. A mystic using his sensory powers on the wall gets a painful vision of a crannog in the centre of a bog lake being slowly enveloped by a mass of writhing tentacles while the bloody figure of a flayed man attempt to suckle the tentacles like a new-born babe. This vision comes courtesy of The King in Glass, and the PC should roll under his Psychic Talent or gain a random insanity for 1d6 months. Gevain or one of the guards can identify this as Rigewarg's home if it is described to them.

The designs on the indents are identical to the sigils Rigewarg painted on the raiders from the opening scene. If the PCs don't make the connection, Gevain could point it out to them. If the PCs place the two amulet-keys in the indents, anyone in the well is instantly transported to the King in Glass' prison-citadel (see Chapter 5, p. 23). Those in the well feel like they are being engulfed in curtains made of ice, wave upon wave of them both smothering and blinding. After what seems like an interminable length of time the sensation lifts and they find themselves in area 1 of the prison.



CHAPTER 2

CORONACH
MARSH

Rigewarg dwells deep in the Coronach Marsh, in a crannog about 10 miles from Brochleah bluff. The madman dwells alone except for the company of monsters, having killed his family in the throes of madness. About three years ago Rigewarg and his extended family built a crannog in the centre of a small boggy lake. While digging a foundation in the muck, Rigewarg discovered a strange amulet around the neck of a well-preserved corpse. Recognising this object as something of value Rigewarg took the amulet.

Soon after donning the amulet, the dreams started and Rigewarg went slowly mad. Digging under the crannog Rigewarg discovered an ancient ruin filled with mud and grime – part of the lost city. Now Rigewarg spends most of his time clearing muck from the ruin while his mind slowly slips further into madness. The inhabitants of Coronach Marsh know that Rigewarg is some kind of malevolent magician and occasionally bring him gifts in exchange for “blessings”. Rigewarg’s visions caused him to order the attack on Gevain, the amulet around his neck combined with his high psychic talent allowing the King in Glass to communicate with him to a degree. The attack on Gevain was intended to draw the PCs’ attention towards the mad mystic so that they could recover the first amulet key.

Travel to the crannog is relatively uneventful; you can throw in encounters with marsh folk (not all of whom are bad people) or creatures, but most of this region is free of threatening beasts due to the presence of the castle and Rigewarg’s power.

The Crannog

The crannog is a small man-made island held together by a palisade of sharpened logs. The logs are placed side-by-side and form a rough circle. The interior of the island consists of stones and reeds covered by a layer of dirt.

The Lake

The lake is small, only a couple of hundred meters across, but the waters are black as ink and icy cold. The water around the crannog is muddy and foul, a quicksand-like mire. A slow-moving river feeds the lake and a number of small streams drain it westward. The waters are home to a Mere-Gaunt attracted to the power of the amulet-key worn by Rigewarg. The creature sleeps during the day but if the PCs disturb the waters at twilight or night time the beast rises up to attack. The creature’s splashing and roars are likely to draw the attention of those dwelling in the crannog.

Coracle

A single coracle, big enough for two people, lies beached at the edge of the lake. Someone with Track can spot a lot of barefoot human footprints leading to and from the lake and the marks left

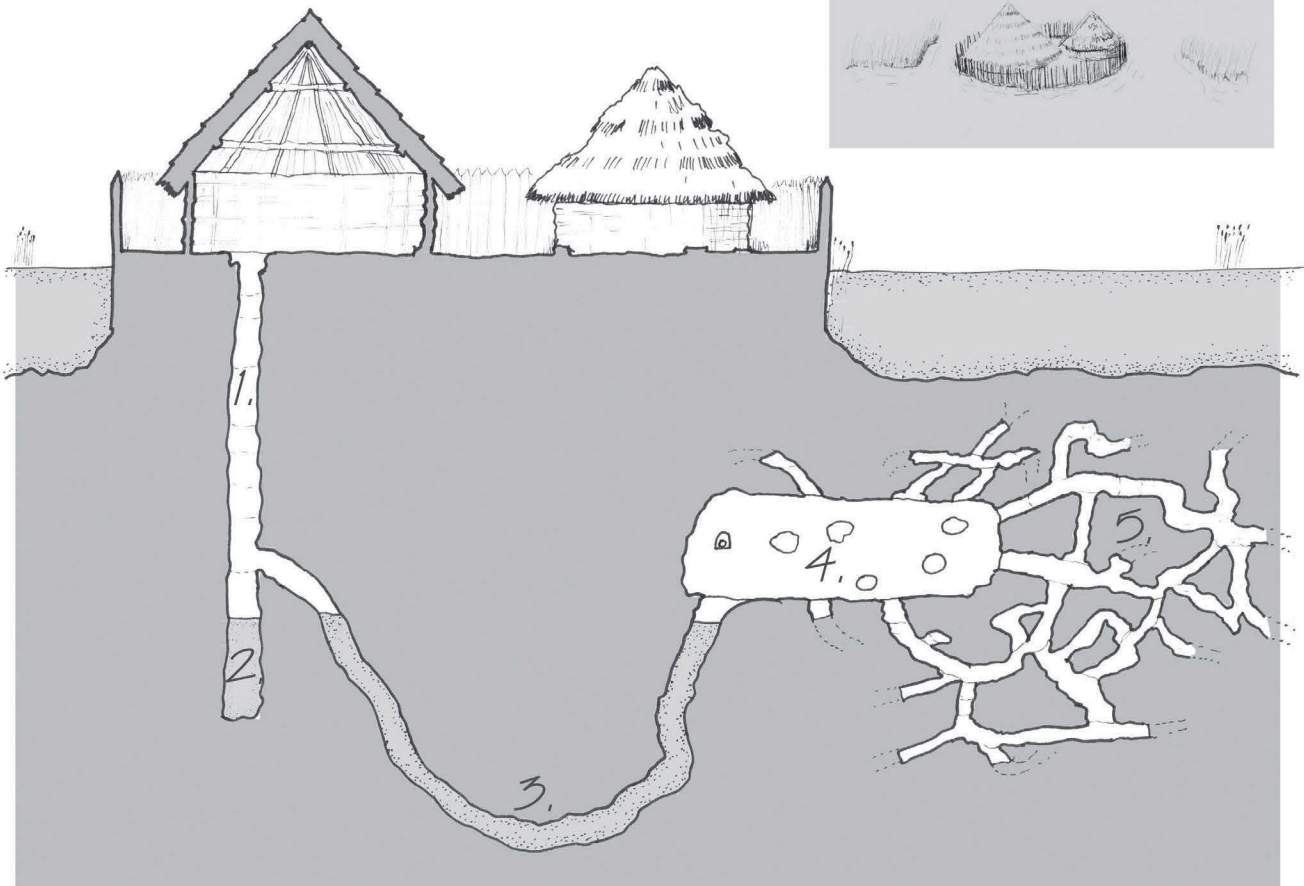
by the launch of a second coracle (Rigewarg uses a single-person craft to travel back and forward). The two-person coracle is not safe and sinks shortly after launch. This area shows signs of being well-trafficked, and marsh folk often come to Rigewarg, trading his “magic lore” for goods or services.

Palisade Wall

This tightly knit enclosure of sharpened logs serves to keep enemies out and to keep the island material from floating away. There is no visible access point, since Rigewarg uses a rope ladder to gain access and it is currently pulled up. The difficulty for climbing the wall is 13. Falling inflicts no damage but the splashing alerts the crannog’s guardians, if they aren’t already aware of the PCs. Small piles of large rocks lie every 10 feet or so just inside the wall, to be thrown at attackers. The heavy rocks inflict massive crushing damage (1d6+1, 4).

The power of the Amulet-key reanimated Rigewarg’s family and now these special zombies, called reanimates, serve as guardians for the crannog. Rigewarg’s insanity prevents him from realising the enormity of his actions and he sometimes believes his family are still alive. The madman sometimes orders his family to maintain the crannog’s structure so it hasn’t fallen completely into disrepair. One of the reanimates has been disguised as a leper (rotting bandages and a small bell) and walks the perimeter of the crannog, keeping watch. Rigewarg ordered the reanimate to ring its bell wildly when attackers approach.

Crannog & The Diggings



Partially Collapsed hut

This hut is home to the remainder of Rigewarg's family, ten Reanimat'mes in total. The undead are still dressed in their original clothing and many bear the marks of savage deaths: one had his throat cut so violently that his head lolls on his shoulder, another was disembowelled with a blunt object leaving a ragged hole where their belly should be, and a third appears perfectly preserved from the front but has the entire back of their skull caved in. They lie in wait in a pool of bog water which has preserved their decayed forms somewhat, making them all the more horrific; their skin is tinged green and brown in places while a couple are bloated beyond recognition. Some of the bodies show signs of gnawing by human teeth, and more than a few are missing the fleshy parts of limbs; the results of Rigewarg's cannibalistic tendencies combined with his growing dementia.

REANIMAT'MES

Attack	10, Staff (1d6+1,4)
Defence	4
Armour Factor	0
Movement	6m
Magical Defence	1
Evasion	1
Health Points	16
Stealth	5
Perception	4
Rank-Equivalent	2

SPECIAL: The method used to create these Reanimat'mes is no mere sorcery but some kind of horrible mental power bestowed on Rigewarg by The King in Glass. The reanimates retain fragments of memories and occasionally mewl in pain or try to talk as they attack. Treat this as a 1d6 Fright Attack.

Rigewarg has ordered the reanimates to attack intruders but not to pursue them beyond the confines of the crannog. The reanimates hurl rocks at attackers in the lake but won't leave the crannog. If peppered with arrows and spells from a distance the reanimates duck behind the palisade walls. It takes their slow minds three rounds to figure this out.

Filthy hut

This hut was once the heart of family life but now is a filthy mess. Partially eaten rats and frogs litter the earthen floor and someone has been using one wall as a privy. The firepit in the centre of the room is dark, and gnawed human bones lie scattered around; the remains of Rigewarg's cannibalistic meals. Mouldering reeds and animal hides cover most of the floor and hide a small tunnel down into the diggings below (see Chapter 3, p. 14).

CHAPTER 3

THE DIGGINGS

The diggings consist of narrow tunnels lined with wattle and daub weave, supported by flexible wooden props. This structure means that PCs can climb down even vertical shafts with relative ease. The caves are lightless, and stink of decay and rot. Spending a night in the caves has a 15% chance of exposing sleepers to Swamp Fever. Rigewarg dug these tunnels himself with occasional aid from the reanimates. The quicksand around the crannog is a result of the madman dumping material from the caves over the walls. Water leaks slowly into the tunnels enabling Rigewarg's minions to use buckets to drain the area. Large weapons such as two-handed swords, axes, and pole arms cannot be wielded in the narrow confines of this area.

1. The Viper's Tongue

The walls of this pitch-black, vertical shift become wet clay after 3m. The passage is barely wide enough for a single PC to slither through. After 6m the tunnel splits in two. The path to the left is slightly wider and ends in area 2. The path to the right proceeds to area 3. The passage walls are slick here and anyone with a Reflexes score of less than 11 must make a check or plummet down into area 2.

2. The Well of Fury

Rigewarg has been feasting on humans for three years now; initially feeding on his family members and later on hapless travellers. The insane mystic doesn't care for eating hands however and has been dumping these body parts into this flooded

side passage for quite a while. The water here is 2m deep and home to a dozen or so pairs of vengeful spirits. Disconnected from their minds these rotting hands know only rage. The hands swarm over anyone dropping in the well, tearing at their flesh and armour. The hands fight as a single creature.

ROTTING HANDS

Attack	19, Claws (d4,2)
Defence	5
Armour Factor	0
Movement	10m
Magical Defence	8
Evasion	5
Health Points	20
Stealth	14
Perception	6
Rank-Equivalent	5

SPECIAL: The first person viewing these abominations is subjected to a 1d8 Fright Attack. The hands tear at a single victim until they are ripped apart and then moving to the next. The hands rip open cloth and burrow under armour to seek out soft flesh. Reduce the victim's AF against the swarm by one each round until they are defeated or driven off.

TREASURE: One of the hands is shrouded in leper's rags. A Ring of Red Ruin (5 Charges) is hidden beneath the rags.

3. The Loop

This u-shaped tunnel is completely flooded and quite narrow. Traversing this underwater passage takes 8 rounds. A PC can hold her breath for a number of rounds equal to her Strength score, after which time she takes 1HP of damage each round until dead. Anyone wearing full plate armour or with a Strength score of 16 or higher must make a Reflexes roll or become trapped at the bend. Those trapped in the bend can make a Reflexes roll each round to try to escape. At the other end of the loop, just as they emerge from the water the PCs find a strange, head-sized ovoid of blue-green glass embedded in the wall. The object is a mystic item that repels water (see Glass Head in Appendix 3 for details, p. 38). This object prevents the tunnels below from being inundated, and removing it allows the water to slowly flood the chambers beyond over the course of hours.

4. The King Below

The floor here is slick with mud while the walls are studded with small holes, barely wide enough for a man to wriggle through. Metal glints from a pair of leather bags near one wall while a crudely made throne of broken glass and sticks sits in the centre of the room. The back of the throne has an oddly distended skull of ancient pedigree; this is the skull of one of the King in Glass's last sane attendants, slain by water as he fled the citadel. The chamber wall is studded with large blocks of glass, similar to those that make up Brochleah tower. The throne is heavily blood-stained (Rigewarg sleeps on it, using Invigorate to heal himself afterwards), and sitting on it causes 3HP damage, or 1HP for those wearing chainmail or plate. This is where Rigewarg spends most of his time. The mad mystic has entombed four reanimates into the walls here, with orders to burst out and attack intruders.

When the PCs enter this chamber they might just have time to spot Rigewarg's feet vanishing into one of the holes leading to the mad tunnels (Area 5).

Treasure: the leather bags contain 500F and a note. The note states that this money is a ransom, intended for Baron Grisaille to be given in exchange for the horse, weapons, and armour of a Cornum-

brian knight who lost against the baron at the last Axebridge tourney. Returning the coin or making the exchange for the knight gains the PCs a valuable ally.

5. Mad Tunnels

Rigewarg had a purpose for digging these tunnels until his mind became so unhinged that he couldn't focus anymore and started digging in circles. The Mystic uses the tunnels to escape the PCs, crawling around, collapsing tunnels on them with Telekinesis, creating Mirages of dead ends, facing PCs one-on-one using Steel Claw and Might, and combining Force Field and Mystic Blast to terrible effect. The King in Glass has had enough of the madman; if Rigewarg looks like he's going to win, or if he is captured, the King uses the connection to the amulet-key to slay him instantly. A Mystic using his ESP ability connects to the King in Glass' mind for a moment, gaining a random insanity but also learning where to find the other amulet-key and the doorway under Brochleah.

RIGEWARG, MAD MYSTIC

Attack	15, Shortsword (d8+1, 5)
Defence	9
Armour Factor	1
Movement	10m
Magical Attack	19
Evasion	4
Magical Defence	9
Stealth	15
Health Points	12
Perception	11
Rank-Equivalent	6

NOTES: Rigewarg has Darksight as his Mastery spell.

EQUIPMENT: Gambeson, shortsword +1 (forged from a shard of glassy-stone and made for "not quite human" hands), Amulet-Key of the King in Glass (see Appendix 3, p. 37), bloodstained note from Ceolwen at Cobbie Hole asking Rigewarg to meet her to discuss the "amulet-keys".

CHAPTER 4

COBBIE hOLE

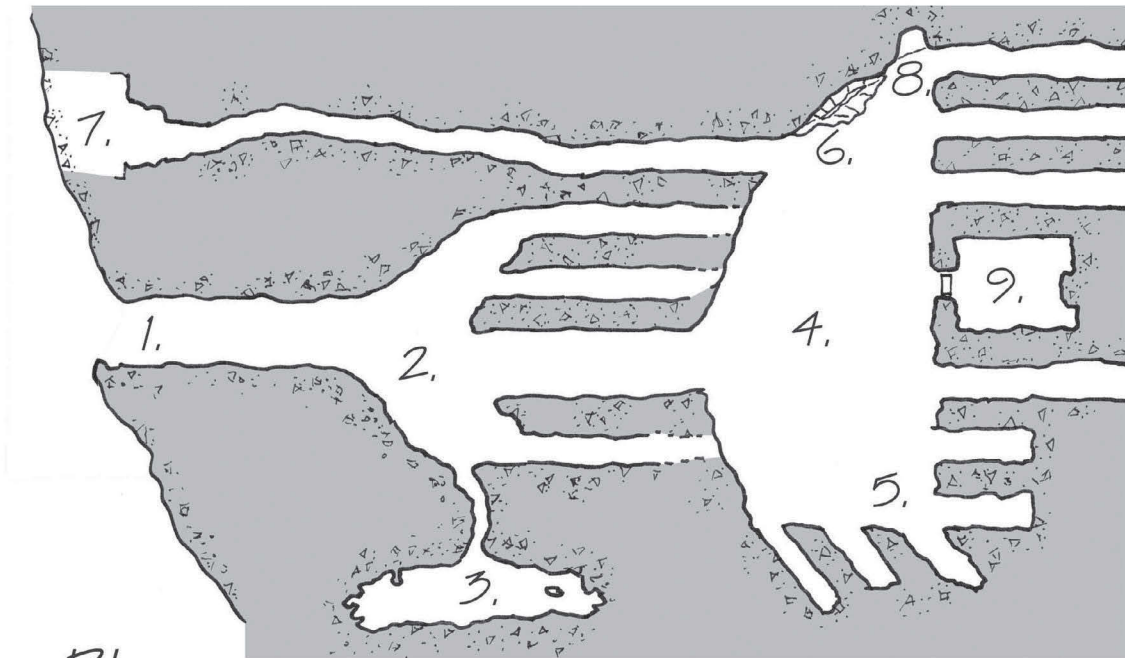
Cobbie Hole is an ancient flint mine built into the cliff face of the bluff, about 7 kilometres from Brochleah tower. The mines were active up until a thousand or more years ago, when metal overtook flint as the material of choice for tools. The marsh folk still use flint tools, and mines like Cobbie Hole still produce a modest amount of stone. Cobbie Hole was abandoned two decades ago when miners breached a natural cavern containing a nest of giant spiders. The creatures swarmed up, devouring the hapless miners, and have terrorised the surrounding area ever since. The thickets surrounding Cobbie Hole are hung with thick spider web, and few dare approach.

Ceolwen the witch came to Cobbie Hole a few months back, following an inscription she'd found on a crumbling vellum scroll hidden in a cave in the Pagan Mountains. The text spoke of a creature of terrible power, an enemy of Balor, slain by the Fomorians as he fled his master's side. The text stated that the Fomorians had used earth magic to entomb the creature for all time. A powerful shaper of stone, Ceolwen was undeterred, and followed the directions to Cobbie Hole where she was pleasantly surprised to find the place mostly excavated, with only a few spiders between her and the "potent magic" she hoped might be found and turned against Balor's minions. The well-meaning witch uncovered the amulet-key and studied its power, while all the time the amulet-key whispered thoughts of greed and madness in her ear.

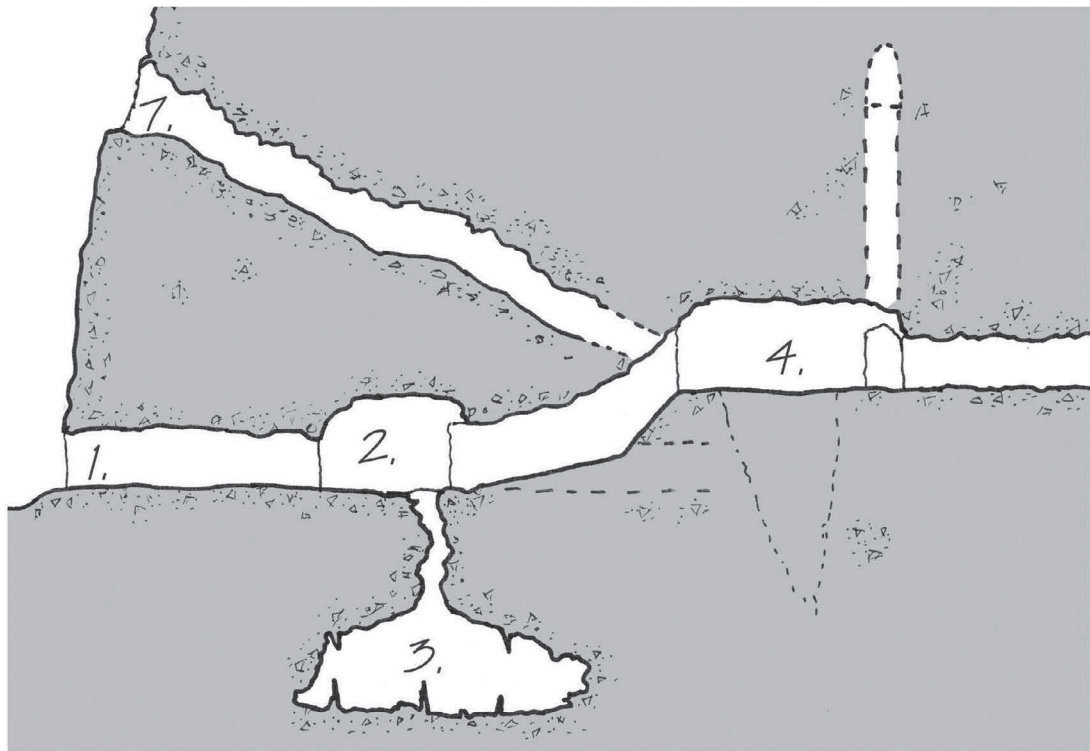
Ceolwen used the amulet-key's power to surround herself with a cadre of marsh folk raiders and prepared to launch a strike against Brochleah Tower. Ceolwen ordered her men to act as bandits, gaining valuable combat experience while lining her coffers. The bandits grew rich, and both feared and respected Ceolwen's power. At the King in Glass's silent urging Ceolwen tried to contact Rigewarg, but he was too far gone to reply. Shortly thereafter, the witch herself succumbed to gibbering madness.

Like Rigewarg, Ceolwen didn't start out as an evil person, and if her madness could be cured and the Amulet-key removed from her person, she would be a valuable ally. Ceolwen currently suffers from obsessive greed and terrible paranoia. She has barricaded herself into her chamber and not come out for over a week. The bandits are torn between fleeing with their wealth or kicking down the chamber door, slaying Ceolwen and stealing the gold they know she has stashed there.

Cobbie Hole



Plan



Section

1. The Entrance

Thick webbing blankets every tree and bush within a hundred meters of the mine entrance, forming a thick canopy. Tiny spiders swarm over the forest floor, while four of their monstrous counterparts hide in the treetops to ambush the unwary. The giant spiders wait patiently for the PCs to reach the mine entrance before attacking. Moving through the webs is a claustrophobic experience, but not difficult since the giant spiders don't use them for trapping human-sized opponents, but instead for moving above them and hiding. The giant spiders have a +5 bonus to Stealth due to the concealment granted by the webs; they use this to ambush the PCs.

At the mine entrance the PCs find mounds of waste chalk rock and the ruins of a stone shack that served as a flint knapping workshop. Any searching at all reveals a stack of blood-stained and shredded clothing; the remnants of the bandits' work which they couldn't sell or use.

TREASURE: An exquisite red garnet was stitched into the hem of a dress by a now deceased owner. The gem is worth 200F.

GIANT SPIDER

Attack	15, Bite (d6, 3)
Defence	2
Armour Factor	1
Movement	15m (20m)
Magical Attack	0
Magical Defence	4
Evasion	4
Stealth	19
Perception	11
Reflexes	11
Health Points	6, 7, 7, 10
Rank-Equivalent	2

NOTES: The spiders' bite acts as a weak paralyzing poison.

2. The Lower Mine

The lower mine consists of a series of wide shafts and has two exits; a ramp leading up to the Upper Mine, and a jagged pit that leads to Grandmother Cob's lair. Ancient antler mining picks and chalk fragments lie scattered about the floor, while cobwebs cover every surface. A strong scent of burning rosemary leaves can be detected anywhere in the mine. The rosemary keeps the giant spiders at bay, in combination with Ceolwen's deal with Grandmother Cob. The lower mine shows no signs of habitation; the raiders and Ceolwen avoid the lower mine due to the occasional hungry giant spider. The walls here show signs of recent magical manipulation, as if someone were expanding the tunnels for some reason.

3. Grandmother Cob's Lair

A giant intelligent spider called Grandmother Cob lies trapped here. The ancient spider was one of the first to invade the mine, feasted a little too well, and became trapped in the lower chambers. Trapped and desperate she found and devoured the half-mummified remains of the King in Glass's lieutenant that lay beneath the mine. This somehow granted her a measure of intelligence and her unusual abilities. Grandmother Cob's children bring her regular meals, and she can control them to a degree. The ancient creature has fragmented memories of the King in Glass, which you can use to share some backstory information with the PCs if you wish.

When Ceolwen first encountered the mine she made a deal with Grandmother Cob; in exchange for the amulet that the giant spider wore around her head as a crown, the Elementalist would use her powers to free the ancient arachnid. Ceolwen has spent months stringing Grandmother Cob along, and the spider has finally had enough; she plans to send her remaining children upwards into the mine to murder everyone inside in a fit of pique. She's intelligent for a spider, not so much for a human.

When the PCs appear in the mine, Grandmother Cob is confused. She hides in here and avoids attacking them unless they assault her first. The creature calls for parlay and only attacks if there is no other recourse. She's willing to trade information for her life, or ideally her freedom. Grandmother Cob knows a little about Ceolwen and has a rough idea of the raiders' numbers.

TREASURE: A green glass shield edged with brass lies hidden in a corner under some fallen rock. This is a +1 Shield.

GRANDMOTHER COB

Attack	20, Bite (d8, 4)
Defence	9
AF	3
Movement	10m
Magical Defence	9
Evasion	3
Health Points	20
Stealth	19
Perception	11
Reflexes	11
Rank-Equivalent	6

NOTES: Grandmother Cob's bite acts as a strong poison.

4. The Upper Mine

The ramp to this part of the mine has braziers filled with smouldering rosemary leaves. A large sack of dried rosemary lies against the wall. The upper mine serves as home to Ceolwen's raiders. It is here that they cook, play, and divvy up the spoils of their dark deeds. Racks for weapons, two workbenches for repairing broken gear, a large firepit, a few chairs, and mounds of comfortable furs make this place very homey for a bandit camp. A fistful of dice, some much-loved cards, and a barrel of ale complete the look. A small stream cuts through one side of the cave, providing clean water. Three narrow air shafts bring a dim light into the room. If the PCs approach stealthily, they hear sounds of arguing from the cavern.

The bandits have decided that their leader has lost her mind, and intend to break down the door to her chamber and slay her. The argument centres on when to do this; most of the bandits would prefer to wait a few more days until they are sure she's lost her mind completely, or until she's weaker and easier to take down. A vocal minority want to take her out now before she can "work her dark magic". If the PCs do nothing the minority are shouted down, for at least a few hours, and the bandits go back to gambling, drinking, and sleeping.

There are ten bandits in the room, each a black-hearted scoundrel who would happily cut the throat of their best friend for a pouch of copper pennies. They mostly use staves in combat, but three carry poleaxes for use against heavily armoured targets.

BANDIT

Attack	12, Staff (d6, 3) or Poleaxe (d12, 4)
Defence	5
AF	1
Movement	10m
Magical Defence	3
Evasion	4
Stealth	14
Perception	4
Reflexes 13	
Health Points	7
Rank-Equivalent	1

EQUIPMENT: Staff or Poleaxe, Gambeson (AF1)

5. Sleeping Chambers

These small galleries serve as sleeping chambers for the raiders who don't want to sleep in the upper mine. Each one contains the raiders' gear and any booty they've received as part of Ceolwen's illicit activity. The chambers originally served as sub-sections of the mine, and are roughly worked. Chunks of broken flint poke from the walls, and so sleeping mats are piled in the middle of each chamber. The bandits keep small fires lit against the walls, close to the small ceiling vents. Each chamber contains a few personal treasures, hidden to various degrees, some in small locked chests, some under the bedding, and others under loose rocks.

Treasure: Each chamber contains roughly 100F in assorted coins, jewellery, trade goods, and rich clothing.

6. Privy Pit

This pit is a natural break in the rock which the bandits use to relieve themselves. The stench is terrible, and Ceolwen has hung herbs from the roof in an attempt to keep it out of the living area. The pit has strange markings cut all around it, and a learned man might guess that it once served as a shrine to some minor god. Mining is dangerous work and such shrines are common; this one is thoroughly defiled, however.

7. The Watch Post

The tunnel leads out to a small ledge where the bandits usually station a lookout. Since Ceolwen's retreat into madness the bandits have stopped bothering to sit out on this cold ledge. A stool, a heavy fur cloak, and an empty wine bottle sit here. The ledge commands a fine view of the marsh, allowing the bandits to easily spot anyone approaching.

8. Upper Mine Entrance

This smoothly worked vertical tunnel leads to the surface and a well-concealed entrance. A rickety ladder provides egress for the bandits, who dare not enter though the lower mine for fear of the spiders. A minor fay spirit once kept this mine safe, appeased by offerings thrown into what is now the privy pit. The bandits' misuse of his shrine has angered the spirit greatly, and now that Ceolwen is not around (the fay was afraid of her power) he has begun arranging minor accidents for the bandits. The fay has loosened the fastenings that keep the ladder attached to the shaft wall. Climbing the ladder causes it to fall away and the climber to fall 1d6+4m, taking damage accordingly.

9. Ceolwen's Chambers

This chamber is the only one with a door. The door is well-fitted and exceedingly sturdy (Strength 18 required to batter down, see page 62 of the Dragon Warriors rulebook). Ceolwen lies in the chamber beyond. She has spent the last few hours listening to the bandits' debate, and is both furious and terrified. The Elementalist attacks anyone passing through the door, first casting Sheet of Flame before attacking with her bow or raw power ability.

Ceolwen's chamber is spartan but comfortable; she has used her raw power ability to shape the stone here so that it is glass-smooth. A bed of furs and a sturdy backpack are the only notable features. The walls are carved with strange glyphs that cannot be deciphered but that make the reader vaguely nauseous. Ceolwen carved these glyphs in an attempt to get the images in her head out of her mind. Interrogating the Elementalist without curing her madness results in nothing but gibberish.

The backpack contains Ceolwen's journal (written in Visic, using the Nikkar runic script) which explains much of her backstory. Both Yvault and Ember Peg can read a little Nikkar and between them can puzzle out the journal if the PCs care to ask. The journal becomes increasingly disjointed as time passes, until the final entries are unintelligible.

CEOLWEN, EARTH ELEMENTALIST

Attack	12, Bow (d6, 4)
Defence	6
AF	2
Magic Points	18 Earth/6 Air/6 Fire
Magical Attack	20
Magical Defence	10
Movement	10m
Evasion	4
Stealth	14
Perception	6
Reflexes	12
Health Points	11
Rank-Equivalent	6

EQUIPMENT: Bow, 12 arrows, quiver, Dagger, Padded armour (AF2), Amulet-Key of the King in Glass (4 extra MP), Healing Potion, ancient scroll telling of Balor's victory over the King in Glass.

CHAPTER 5

THE FORTRESS- PRISON

At one time this underground fortress served as the seat of power for the King in Glass. Now the formerly mighty citadel is little more than a collection of crumbling chambers which once served as ritual chambers for the King's cultists. The entire place smells strongly of ammonia and an eerie yellowish mist drifts through the air.

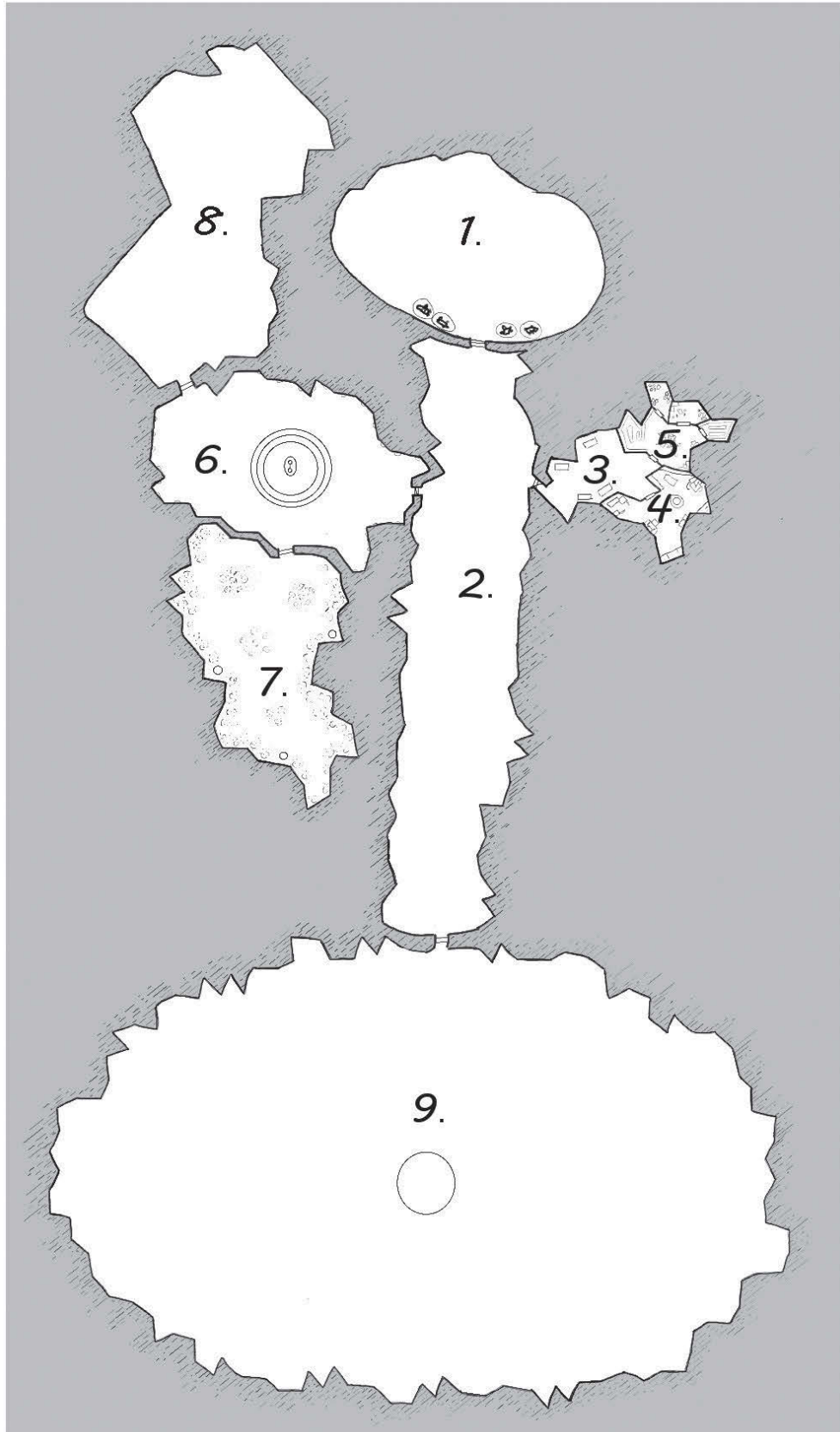
Most of the original building was destroyed by Balor and only a handful of chambers survive. The citadel is constructed of the same glassy stone as the base of Brochleah tower and gives off an otherworldly vibe. Reflections in the stone tend to warp and twist unexpectedly, making faces behind the characters' backs and not moving when they should. The glass that infuses the citadel is not of Legend, and staring too long can entrap the soul. As GM you should decide how long and how intently the PCs have to stare for this effect to activate. Treat this as an attack by a Key of the Dark Labyrinth; the only difference is that the trapped soul suffers a 1d8 fright attack when leaving the other dimension due to the evil alien presence he feels there.

1. Antechamber

This room is freezing cold and the walls are burning cold to the touch. The chamber is oval in shape and 40m across at its widest point. The ceiling rises up 100m and is decorated with strange shapes that might be alien constellations. Anyone touching the walls with bare flesh feels their life force being drained away (1hp damage per round). The PCs arrive in the chamber's heart, in a ring of sickening, too-white light. The walls and ceiling seem to be slightly warped, as if some giant hand unsuccessfully tried to crush the building.

Four strange statues stand before the room's only exit. Closer examination reveals that the statues are near-human monstrosities with twisted features who seem to be encased in ice. Touching or attacking the creatures frees them instantly from their stasis. The creatures were once human but their minds and bodies were warped by the King in Glass to serve as guardians. Each creature looks vastly different with all manner of disfigurements and additions made to please an alien aesthetic. The poor creatures were placed here as guardians but Balor's power put them into stasis.

Balor intended this place as a prison for the King in Glass and so there is no easy way out once the PCs enter. The heroes will have to slay the King in Glass if they want to find their way home again.



The Fortress Prison

FROZEN SERVITORS

Attack	17, Claws & teeth (d8, 5)
Defence	10
Armour Factor	4 (scales, bone protrusions, or thick hide)
Movement	10m
Magical Attack	18
Magical Defence	7
Magic Points	16
Evasion	3
Stealth	13
Perception	6
Reflexes	13
Health Points	16, 15, 13, 12
Rank-Equivalent	4

NOTES: One of the servitors (the one with 11 HP) has the powers of a 4th rank sorcerer.

2. Faithless Corridor

This corridor is 100m long and 15m wide. Like the Antechamber its roof vanishes up to impossible heights. The floor of the corridor is sculpted with sharp glassy spirals. Anyone not wearing footwear here takes 1d4 damage from the razor-sharp edges for every 10m they walk. Groves channel blood from these injuries down deep under the complex.

Tiny ghostly motes of light that flit back and forward seemingly at random. These are the last disembodied remnants of the Yigjai. The motes are harmless unless someone is foolish enough to agitate them by interacting with them mentally or magically. In that case, the motes swarm around and through the character like hornets, their touch inflicting 1hp of damage per round until the character dies. If the character dies from this damage the motes animate his body as a zombie but don't really know what to do with it.

Their time as disembodied sparks has stripped the last of their intelligence from them, and the alien spirits act solely on an instinctual level, attacking

threats, fleeing great power and so on. They cannot communicate in any way. Treat the motes as a single ghost without the fright attack; they can be affected by anything that a normal ghost would be effected by. A character taking damage from the motes may, at the GM's option, gain insights into the nature of the motes and their activities that went on in the surrounding chambers. Visions of ritual lobotomies and countless hours of self-inflicted torture fill the character's mind and shake him to the core.

There are three exits from this corridor. Each one is blocked by a dark glass door that is almost impossible to break. A Fissure spell can open the doors to the temple or the supplicant chambers. Likewise, an Intangibility spell (Mystic or Elementalist) allows the caster to pass through those doors. The final door is controlled by the King in Glass, and he only opens it when he feels he has a measure of the PCs' skills and that they are sufficiently weakened that he can persuade them to serve him. The King in Glass becomes increasingly active and aware as the PCs intrude on his domain; now that they have breached his citadel the King needs them as his agents in the outside world. The King in Glass intends to either convince them to serve willingly or trick them into his service.

The PCs can open the doors to the supplicant chambers and temple by answering a riddle transmitted telepathically to anyone touching the doors.

The door to the Supplicant Chamber opens when the PCs answer the following riddle:

*Once lost is rarely found;
Scream within it without sound.
It can wander and yet stay still;
You cannot leave it in your will.*

ANSWER: Mind

The door to the Temple-Gate opens when the PCs answer the following riddle:

*The spectre at the darkened door;
The puddle on the tavern floor.
Break it in the neighing beast;
See it at the victor's feast.*

ANSWER: Spirit

3. Suppliant Chamber

This chamber was used by cultists intent on merging with one of the Yigjai. The cultists used the room to recover between sessions in the Enlightenment Chamber and to expand their minds to deal with the alien minds they were to merge with.

Four raised platforms - 1 meter tall, 2 meters long, and 1 meter wide - lie on each side of this room (8 in all). Lying on the platforms (which served as beds) are five skeletons, each one warped in some unpleasant and unnatural manner. The skeleton's distended skulls are held inside iron cages; the cages have screws and moving parts that allowed them to warp the cultist's heads slowly over time. Most of the skeletons show signs of horrific abuse including bound feet, strange bone spurs that would have pierced their flesh, or fused joints.

Each platform casts *Invigorate* on the first person to lie on it. Destroying or abusing the skeletons summons forth their vengeful spirits from the nether. The already demented and warped cultists form a single Spectre which swirls up from the dust with a heart-stopping howl. The spectre appears as a four-armed, robed figure with two heads which are merged together into a single horrible mass.

WARPED SPECTRE

Attack	19, Touch (d12, 5)
Defence	12
Armour Factor	0 (immune to non-magical weapons)
Movement	12m
Magical Defence	11
Evasion	4
Stealth	18
Perception	13
Reflexes	11
Health Points	21
Rank-Equivalent	8

NOTES: Fight Attack (1d6), immune to physical spells, 4 in 6 chance of surprise.

TREASURE: One of the bodies has a Blue Scarab (see *Dragon Warriors*, p. 142) on a golden thread around its neck.

4. Enlightenment Chamber

This chamber looks like a combination of torture chamber and butcher shop. Evil-looking devices clearly intended to mangle the human form dot the room while glassy shelves hold tools and metal implements that only the most twisted mind could fathom a use for. This chamber is where the cultists mangled their own bodies to prepare themselves for possession by the Yigjai. Careful examination of the implements and devices here shows that they were meant to be operated by the person receiving the torture. A shelf holds six ceramic bottles while a small shrine holds a rune-carved earthenware jar.

TRAP: The earthenware jar contains the ashes of cultists who died while failing to achieve "enlightenment". The runes on the jar are Kell script, used for the Ludhwyd, the prehistoric language of ancient Cornumbria. The text states "We remember those that fell for the quest". The first person opening the earthenware jar is subjected to a Magical Attack of 20. If the attack succeeds unseen hands hoist the PC into the air and clamp him into one of the torture

devices. Flensing knives then animate and start cutting the skin from the PCs body. The PC suffers 4 damage a round until dead. Heavy armour reduces the damage taken as follows: AF of 3 takes 3 damage a round, AF of 4 takes 2 damage a round, AF of 5+ takes 1 damage a round. A dispel magic of 4 points destroys the effect, as does dragging the PC from the room, though the rescuers suffer 2 damage each as they are attacked by the knives.

TREASURE: The six ceramic bottles containing a strange elixir that softens the bones of those that drink it. The drinker's bones remain soft and malleable (like clay). A spell expiry roll determines when the effect ends. When the effect expires the drinker's bones stay in their new shape. The elixir could be used by a healer to fix curved spines and lamed legs.

5. Storage

The cultists used these rooms for storing spare materials, clothing, and food. Ancient glass and pottery vases and amphorae dot the chamber while the rotting remains of unidentifiable materials create an inch-thick layer of sludge on the floor. The room is lit by a dull reddish glow that emanates from a pile of demolished crates on the floor. The light comes from a crimson crystal vial.

TREASURE: The crimson vial contains a single dose of Amianthus Dust. The real treasure is the vial itself, which glows with the light equivalent of a torch as long as it contains a magical mixture.

TRAP: One of the large sealed pottery amphorae contains a mixture that was once some kind of foodstuff. The food spoiled over time and formed a poison gas. The gas is under pressure in the pottery jar and breaking the seal causes it to burst forth in a cloud. The gas acts as a weak poison to everyone in the room. If the PCs are careful when breaking the seal they can release the gas slowly and avoid the poison.

6. Temple of Merging

A circular altar dominates the centre of this vast chamber. Glass faces smile malevolently from the walls. Beneath each face is a small hole rimmed with gold. The holes are 2cm wide, spaced every 3m along the wall about 1m up from the floor. A man-sized brass framework hangs from the ceiling above the altar, shaped to resemble a complex arcane symbol. Two open archways lead to the south and northwest.

This is where the cultists deemed worthy "became one" with a Yigjai. This involved the cultists submitting to ritual lobotomy which removed enough of their personalities to allow dark alien forces to invade their minds. The ritual involved the cultists kneeling before a glass face, pressing their foreheads against the small holes below the mocking faces. A 20cm spike would shoot from the hole, spearing the cultist's brain and making them "ready" for possession by the alien minds. The device also inserted a small golden plug into the victim's forehead.

TRAP: The ritual lobotomizer still functions, even though the Yigjai can no-longer possess those affected. Anyone examining the hole that has a Psychic Talent of 12 or higher feels a minor compulsion (no game effect) to place their foreheads against it. Touching the hole with exposed flesh causes a razor-sharp spike to shoot out. The spike has a Speed of 18 and inflicts 4 damage on a hit. If someone was foolish enough to place their foreheads to the hole a hit also reduces their Intelligence, Psychic Talent, and Dexterity to 6. The spike also delivers an inch-wide golden plug into the hole, sealing it neatly. A Miracle Cure spell can undo the attribute damage done to the character.

7. Public Burials

Those non-cultists lucky enough to please their dark lord were given burial here, where they were supposed to slowly transform into beings like him. The King in Glass cared little for this idea but it gave those subjugated under his rule another reason to behave and so he animated the corpses through a special liquid preparation. There are three bodies here, each one floating inside a liquid-filled murky glass sphere. Dust, bones, and shattered glass litter the floor. Clearly there were many glass spheres but the others perished over time.

If the PCs examine the three surviving spheres they can make out the following individuals:

- ♣ A tall man of noble bearing with a thick golden torc around his neck which does nothing to hide the gaping wound across his throat.
- ♣ A shaven-headed obese man wearing loose robes and with a left hand made of glass. The man's blackened tongue lolls out of this mouth. He was clearly the victim of poisoning.
- ♣ A hawk-nosed woman covered in tattoos and wearing glittering slivery armour. The woman's skin bears blackened sores, as if she died of some terrible disease.

The bodies are perfectly preserved though they bear evidence of their deaths as outlined above. Bodies react to anyone entering the room or touching the spheres but the responses seem muted, like those of someone in a stupor. The spheres can be broken open with little effort; doing so releases the alchemically preserved undead inside.

ALCHEMICAL MUMMIES

Attack	16, Ritual Sword (d8+1, 5)
Defence	10
AF	0 (Woman has AF 4, see Treasure below)
Movement	10m
Magical Defence	8
Evasion	3
Stealth	13
Perception	6
Reflexes	15
Health Points	15, 14, 13
Rank-Equivalent	5

NOTE: The alchemical mixture that preserved these wretched souls is highly flammable. Flame applied to the creatures sets them on fire, causing 1-4HP of damage each round until extinguished. Note that breaking the glass jars the alchemical mummies were preserved in likely douses the entire room in flammable material so applying fire in this instance will affect everyone in the chamber. The best option for the PCs would be to kite the creatures from the room and the set them alight.

TREASURE: Searching the debris on the floor reveals two golden rings, each set with an emerald worth 100F each, three Glass Memory Stones, and a highly decorated gold and copper plectrum inlaid with enamel worth 400F. The golden torc worn by the obese man is worth 500F. The hawkish woman wears a Plate Cuirass +1 (see *Players Guide*, p. 114). The Glass Memory Stones contain a mixture of memories, none of which is particularly pleasant. The GM should feel free to include whatever information he would like the PCs to have here, from the original purpose of certain chambers, to insights into the nature of the Yigjai.

8. The Inner Sanctum

This oddly shaped chamber is sealed behind a hulking door of blackened metal. A single lever operates the locking mechanism allowing easy access from the outside. As the Yigjai degenerated their mental functions deteriorated until a sizable number of them were little more than animals. Countless possessions slowly diluted their essence until they were too deranged to be allowed to wander freely. The worst of these degenerates were sealed up in this chamber and left to die. Only the most trusted cultists were allowed anywhere near this chamber (once hidden behind a long-vanished illusion). The skeleton of a cultist lies just outside the door, in his hands a knife which he used to carve a message into the door's metal surface. The message (in Ludhwyd and written in Kell script) reads: "Open not this portal for beyond lies nothing but the fallen".

Opening the door releases a blast of foetid air, thick with the stench of ancient decay. The air causes coughing but if the PCs wait a moment it is not immediately dangerous. Anyone entering the Inner Sanctum without covering their mouth has a 5% chance of contracting The Wasting Disease (see *Dragon Warriors*, p. 126). The chamber is completely impenetrable from the inside and holds a dark power that the PCs would do well to leave.

The scene inside the room is a charnel house with dozens of corpses arrayed around the room in various states of decay. The chamber's nature has preserved the bodies and ichor drips from every limb and face. Anyone examining the corpses can spot the gold plugs in their foreheads, indicating that they were once possessed by alien spirits. Most of the corpses show signs of mutilation before death while nearly all show signs of a gruesome death.

Hiding in this room is Az'Naz, a deranged revenant that is the last surviving Yigjai. Az'Naz is totally immoral and woefully insane. The body he inhabits should be long dead but his Mystic powers and the strange mist that suffuses the fortress have kept it alive. Az'Naz appears as a woman in her twenties, her once-fine features marred by a missing nose and

a mass of scars. Az'Naz spends most of his time in Suspended Animation and it takes him a few rounds to process the PCs intrusion.

By opening the vault door the PCs free Az'Naz from a centuries-long imprisonment. With that in mind the ancient spirit feels magnanimous and won't attack them right away. Az'Naz uses Telepathy (his mastered spell) to speak to the PCs, pretending to be a wretched prisoner of the King in Glass (strictly speaking this is true) and a willing ally. The ancient spirit's telepathic touch is alien but he is adept at dealing with humans and adapts his communication so he can be understood.

Az'Naz considers the PCs allies until he can escape; he has no desire to free his king, and violently attacks anyone who tries. The ancient spirit happily agrees to an exchange of information between himself and the PCs; sharing what he knows of the King in Glass in exchange for knowledge of the outside world. If any of the PCs happen to have an Amulet of Soul Storing Az'Naz offers them everything he has in exchange for it. Such an amulet would allow the spirit to continue possessing new hosts for centuries to come. If turned down, Az'Naz tries to steal the amulet.

Az'Naz can tell the PCs the history of the King in Glass and his people, though the ancient spirit's state means that he's not the most coherent storyteller and telepathy doesn't help with clarity. He knows of the King's ability to drain the life from humans and is happy to divulge this to the PCs, though Az'Naz tries to make it seem like they'll perish from standing in the King's presence so as to scare them off. He plays down the degeneration of the Yigjai and maintains that he and the others were placed in the vault because they disagreed with the King's policy on human slaves.

Az'Naz,
6TH RANK MYSTIC

Attack	16, Dagger (d4, 3)
Defence	10
Armour Factor	0
Movement	15m
Magical Attack	20
Magical Defence	10
Magic Points	0
Evasion	4
Stealth	15
Perception	11
Reflexes	13
Health Points	19
Rank-Equivalent	6

EQUIPMENT: Dagger, Shielding Charm, Replenishment Potion, gold and silver wrist-guards worth 200F, amber necklace worth 300F, and silver crown worth 200F.

SPELL MASTERY: Telepathy

NOTES: Az'Naz starts any combat by casting Force Field. He follows up by attacking magicians with Steel Claw and Mystic Blast while recasting Force Field as needed. Az'Naz, like all the Yigjai, suffers terrible injury at the touch of salt water. A cup of salt water causes 3HP damage, buckets of salt water cause 5HP damage, and even salty tears cause 1HP damage

TREASURE: The bodies in the room each have a gold plug in their foreheads that can be levered out with a sharp object. The plugs are worth 10F each but the work is grisly to say the least.

9. Throne Room

The door to this chamber is sealed by the power of the King in Glass. He will only open it when he feels he has a measure of the PCs's skills and preferably when they are slightly weakened. If Az'Naz is with the PCs the King also happily opens the door to his chamber; he would dearly love to converse with his wayward subject. Az'Naz, if he is with the PCs, does everything in his power to ensure the

PCs don't enter the throne room. If the PCs force Az'Naz to enter the King in Glass's presence he falls completely under the King's sway.

The throne room is vast, over 120m wide, and almost completely empty. The only feature in the room is a giant frosted glass sphere over 5m across which protects the King in Glass's body from the outside world. PCs looking into the sphere can only make out a vague outline of the King's hulking form.

The King in Glass appears as a giant (3m tall) with five handless arms spaced equally around its barrel-like torso. The King's lower body resembles a slug with bubbling skin like melted wax. A strange nub sits on its shoulders, covered with foot-long vertical slits and serves as a sensory hub but for what senses nobody could possibly guess.

In ages past the King's closest servants were all Yigjai; without his people the king cannot function properly since his otherworldly communication drives mortals insane. The King's telepathic contact shreds the minds of non-Yigjai and speaking mentally with him automatically inflicts a random insanity on the listener (Mystics who have achieved adeptness are immune to this effect as are those with Psychic Talents of 6 or lower). This effect happens only once for each listener.

The King in Glass has one priority at this point, to get the PCs to remove his sphere from the prison. Once freed, even if he is only brought to the cellar of Brochleah, the King can begin to rebuild his empire. The King offers riches from his hidden vault (stored under his glass sphere) in exchange for his freedom and goes as far as to offer the PCs places of honour in his new regime. The King has been mentally observing the PCs since they started this quest and promises each PC what he sees as their heart's desire in exchange for their service.

If combat breaks out the King attempts to control the PCs first before resorting to destroying them. The King begins combat by casting Force Field (which appears around his sphere). The King follows up by casting Enthral on each of the PCs in turn. If Az'Naz is with the party the King in Glass targets him first (the King's Enthral has a duration of 1 day on his own people). If hard-pressed in melee the King casts Duel and follows it up with a barrage of Mystic Blasts. The King tries not to cast spells above rank 6 to keep the chance of Psychic Fatigue to a minimum.

DRAGON WARRIORS

If he becomes psychically fatigued, the King stops fighting (he has no means of attack inside his globe) and attempts something incredibly dangerous: a special power of his sphere enables him to return home across the endless void of the spirit plane. The trip is almost certain death for a single wayward entity but the PCs have left the King with no choice. If not interrupted, three rounds after the King suffers fatigue, the sphere implodes on itself, vanishing from existence. Will the King survive the trip home? Maybe someday a character might find out, in his darkest nightmares where dreams touch the edge of the spirit plane.

THE KING IN GLASS, 12TH RANK MYSTIC AND ALIEN GOD

Attack	0 (See below)
Defence	0 (See below)
AF	6 (See below)
Movement	0m (See below)
Magical Attack	27
Magical Defence	19
Magic Points	0
Evasion	0 (See below)
Stealth	0 (See below)
Perception	18
Reflexes	18
Health Points	40 (See below)
Rank-Equivalent	12

SPELL MASTERY: Telepathy

NOTES: The King has achieved adeptness and has access to the Mystic spells outlined in the *Players Guide*. The King is immune to the effects of salt water while in his glass sphere.

The attributes above are for the King in his sphere, which is hard to damage but totally immobile. Outside of the sphere the King dies instantly, slain by exposure to a plane his people were never meant to touch. Anyone within 10m of the King when he dies is subjected to a Magical Attack of 20 as his last psychic scream tears through their minds, those affected by the attack gain a random insanity.

The scream causes the walls of the prison-citadel to crack and break as Balor's seals and the King in Glass's magic both see their purpose finally com-

pleted. A massive chunk of masonry blocks the exit to the Throne Room while smaller blocks rain on the floor below. Diving into the treasure vault offers a temporary reprieve until the entire building takes on an otherworldly aspect. A Mystic or Sorcerer can tell that the entire complex is slowly shifting into the spirit plane; not somewhere the characters want to go!

TREASURE: A stairway beneath the shattered remnants of the King in Glass' sphere leads to a hidden treasure vault. Carefully stored in the narrow vault are the following items:

- ♣ A +2 Sword, the metal bears a strange purple sheen and whenever drawn, it whispers a sentence in some unknown language to its wielder. The sentence is different each time and may at the GM's option lead to further adventures.
- ♣ An early version of a Sceptre of the North, this device is only usable once every 48 hours and is very possibly the original that the priests of Angaril based their later work on.
- ♣ A +2 Boiled Leather Cuirass (see *Players Guide*, p. 114). The wearer of this crimson and gold armour never gets wet, even when submerged in water; he can still drown though.
- ♣ Six +2 arrows in a robust glass quiver
- ♣ A strange sphere made of brass with a single glass stud. The device was used by agents of the King in Glass in ages past to transport back to the city after carrying out the will of the king in distant places. Pressing the stud teleports anyone within 30ft of the sphere to a location deep within the Coronach Marsh corresponding to a former city gate. The location is within a few hours damp march of Brochleah. The device has three charges and could be used again.
- ♣ Four Glass Memory Stones, each stone contains a memory deemed important by the King in Glass; these memories are left for the GM to design and could be used as a springboard to further adventures.

CHAPTER 6

AFTERMATH

The gateway beneath Brochleah tower ceases to function after the death of the King in Glass, and the two Amulet Keys dissolve into dust almost immediately.

With the death of the King in Glass the curse affecting lord Ursion vanishes instantly. While it takes a week or two for the knight to recover fully, it is immediately clear that his underlying malady has been cured. An overjoyed Lady Etaine gladly gives the PCs whatever reward they were promised. As far as Lady Etaine and Ursion are concerned the PCs have earned themselves a place in their extended family. The nobles lend their support to any of the PCs future endeavours and they might even find themselves the subject of a ballad penned by Yvault.

The GM might wish to create further adventures based on lost Yigjai outposts or follow up on the border conflicts between the marsh folk and the barons of Albion. What is the sword the PCs found in the King in Glass' treasure vault actually saying to them and who might be able to translate such an unearthly language? Is the King in Glass really dead or did his psychic form manage to hide itself in the back of one of the PCs minds? The King in Glass could use the reeve as a means of escape; grafting a psychic echo of his mind into the unwitting Gevain. This could lead to all manner of follow-on adventures as the King in Glass pushes the reeve into expanding Ursion's domain into the neighbouring baronies.

APPENDIX I

BROCHLEAH TOWER HOUSE

Brochleah tower house is a fortified building something between a watchtower and a castle. The tower has four stories, a cellar, and a garret. The tower is surrounded by a bawn wall complete with small gatehouse. The tower's stonework is unusual, most of it salvaged from The King in Glass' nameless city countless years ago. The stonework shows no sign of having been worked by hammer or chisel yet forms perfectly aligned joints and angles. Some of the stones are polished to a mirror shine with sensitive characters (Psychic Talent 14 or higher) sometimes spotting shapes moving along the stones; indistinct memories of the Yigjai. Some locals claim that the tower is haunted but most of those who live and work for Sir Ursion lack the sensitivity to detect the shadowy images.

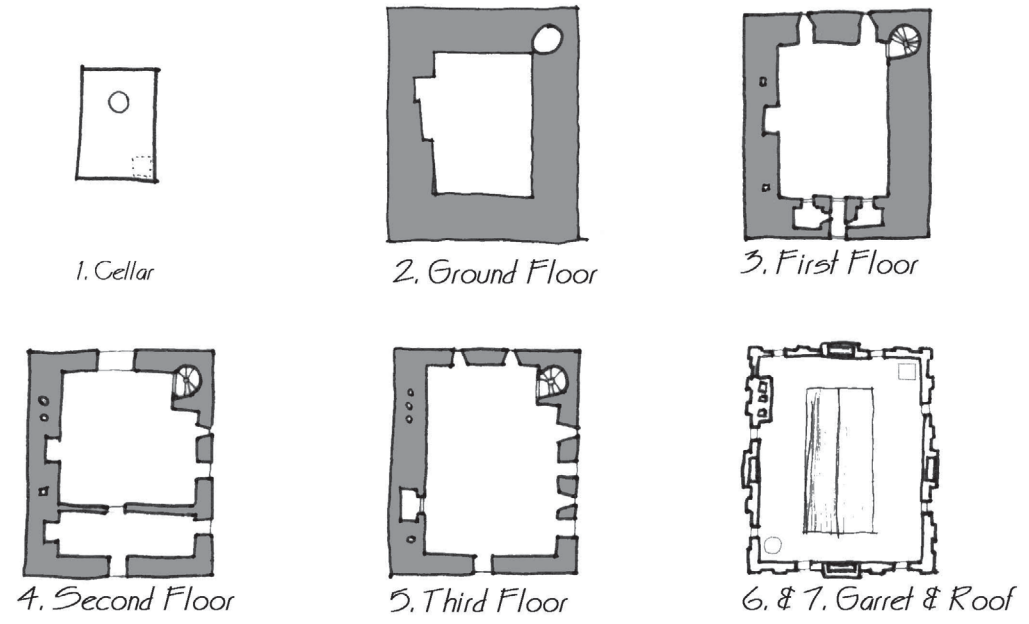
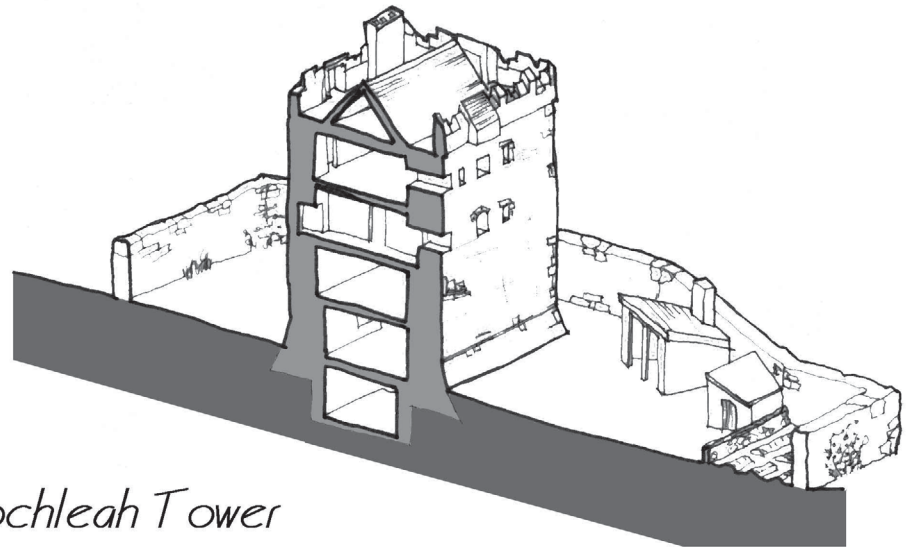
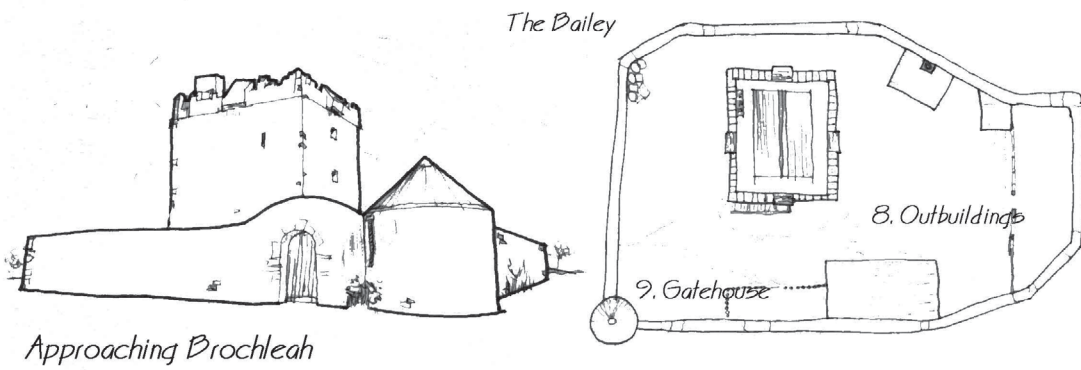
Brochleah tower house stands within an hour's walk of three village; Ableham, Singam, and Aleford. The villagers are on good terms with their new lord and regard him as a fair man. The appointment of Gevain as reeve as made the villagers especially happy; he has a way with people and has risked his own life more than once to help out the locals.

1. Cellar

This cool and dark chamber hosts the tower's food stores. The chamber is surprisingly dry considering the nearby marsh. Grain, salted meat, and preserves, make up the bulk of the food stored here. A few tools gather dust in a corner while barrels of ale, wine, and cider take up one wall. A capstone covers an old well, sealed 30 years ago after a child drowned. The rumour that the well is poisoned by salt from the marsh has kept anyone from opening the capstone in decades and it is largely forgotten. Ember Peg keeps the key to the cellar around her neck at all times and is aware of the well and its history. A Mystic in the cellar automatically senses danger from old well.

2. Ground Floor

The ground floor contains a small entrance chamber and a large kitchen area which also serves as a sleeping area for the servants. Steps lead up to the lord's hall and a ladder leads down to the cellars. A large hearth here contains wide stone shelves on each side, allowing food to be kept warm or servants to sleep to gain the benefit of the embers at night. Ember Peg gets her name from her habit of sleeping here while "watching the pot".



3. First Floor

This floor is dominated by the Lord's Hall, where Sir Ursion and his men feast each night and enjoy the few entertainments available in this distant corner of Albion. Minstrels and storytellers are prized guests while bards are a rarity and can expect a very warm welcome. Since Sir Ursion's illness, evenings here are a muted affair even though Lady Etaine and Gevaine try to keep everyone's spirits up. Yvault, a wandering minstrel, has spent the last three weeks here, paid well by lady Etaine to entertain everyone and keep their minds off Sir Ursion. Lady Etaine offers the PCs pallets by the fire for sleeping.

4. Second Floor

The second floor consists of the Lord's Bedroom where Sir Ursion lies on his deathbed. A small chamber to the side, curtained off, serves as Lady Etaine's dressing room and the bedchamber for her lady in waiting. The twins (Ulrich and Nevin) also sleep in this chamber. A fire blazes in the hearth here at all times.

5. Third Floor

This floor contains the reeve's bedchamber and a large garderobe. The room lacks the unusual stonework common to the lower floors since the blocks were too large to heft up this high.

6. Garret

The attic is used as storage space, but Fars and Michael occasionally sleep here when they are lucky enough to have tempted a local girl back to the tower. Fars hides a small stash of 50 Florins and some parchment and ink here for sending messages to his master, Baron Grisaille. A trapdoor leads to the roof.

7. Roof

The battlements here are in good repair and the height affords a stunning view of the local countryside and Coronach Marsh. A small fire pit, complete with covered cauldron, sits in one corner of the roof. The cauldron is filled with oil, which is heated and hurled from the battlements should the tower come under attack. A local child is usually stationed on the roof during the day, playing lookout in exchange for a warm meal.

8. Stables and Outbuildings

A basic stable houses three horses while the outbuildings contain feed, building materials, and tools. A surprisingly good herb garden tended by Fars (he used to work for a monastery in Cornumbria) allows Ember Peg to provide a startling range of tastes in her food preparation. A new well provides water; before Ursion ordered this well dug, water for the tower came from a spring 200m outside the wall.

9. Gatehouse

The gate here remains open during the day and is only closed at dusk. Peter and Daffid share night duty here, sleeping beside a small iron brazier to keep warm. A crossbow with 20 bolts is a permanent fixture here, in case of attack by raiders.

APPENDIX 2

CAST OF CHARACTERS

Gevain, Reeve of Brochleah

3RD RANK KNIGHT

Gevain is a strong-willed individual and former assistant to one of Baron Aldred's reeves. Gevain is half Cornumbrian but lacks a strong accent. Gevain has a genuine affection for his lord and lady and it pains him to see them suffering. Gevain is tall and broad-shouldered, with a sure-footedness that earned him the affectionate nickname "Gevain the Goat". Gevain has a sense that his lord's malady is connected to the tower but can't figure out what could be wrong. He suspects the Marsh Folk madman Rigewarg may have something to do with the malady but can't be sure.

Peter and Daffid, Assistant Reeves

1ST RANK BARBARIANS

Peter is from southern Albion while Daffid is Cornumbrian born and bred. Both spend a lot of time on the road and are experienced warriors. Daffid has a cousin amongst the Cornumbrian raiders whom he is deeply ashamed of.

Sir Ursion Devarus, Lord of Brochleah

2ND RANK KNIGHT

Sir Ursion is a young knight from the depths of southern Albion. A distant cousin of King Hadric, he was sent to the north in the hope that he might serve as an extra set of ears on the border. Sir Ursion is a very competent man with glossy black hair and aquiline features. If he lives, his influence is likely to expand far beyond his modest lands. Sir Ursion spends the adventure stricken with fever and unable to speak in any coherent fashion. You can use his ranting to point out the entrance to the King in Glass' prison in the cellar.

Lady Etaine, Lady of Brochleah

Lady Etaine is an excellent judge of character and, if so inclined, could have risen high within the church, as her father wished. Etaine choose another path, marrying Sir Ursion, “the only good man in Ongus”, and becoming a wife and mother. Etaine is wise beyond her years but totally at sea when it comes to magic and the supernatural. Her husband’s inexplicable illness has left her more than a little shaken.

Yve, lady in waiting to Lady Etaine

Yve is a city girl born and bred; she hates it here in the wilds of the north and would do anything to get back to Ongus. She’s pretty and not above using her looks to get her way. Yve had planned to poison Etaine enough to make her sick, and in so doing perhaps get her to return south “for her health”. The poison remains unused, hidden in her pillow. She wonders if the master’s sickness is a punishment from the Pancreator for her evil thoughts.

Ember Peg, cook and keeper of stores

Ember Peg is a canny old woman who might be part witch. She knows much folk medicine and her skill at as midwife is unparalleled. Sir Ursion’s illness has left her deeply worried, she knows it is unnatural and feels that Etaine blames her for not curing it (untrue but it would take some skilled rhetoric to convince her of this). Ember Peg can see the spirits trapped within the tower’s glassy walls but has trained herself to ignore them. The old woman senses that something dark dwells in the cellar but tries not to think too much about it.

Missel and Marianne, house servants

Missel and Marianne are sisters and do most of the housework and cooking in the tower. Missel is a year older than Marianne and tends to lord it over her younger sister. Missel is also devoutly religious; she blames “the dark one” for causing the lord’s sickness and can regularly be found praying for his health. Ember Peg has given Missel more than one scolding due to her shirking duties to pray. If you wish, Missel may have “visions” granted to her by the King in Glass, pointing out the way to the portal in the cellar.

Fars and Michael, outdoor servants

Fars and Michael do all the heavy work around the tower. They repair stonework, muck out stables, and tend to the bees and orchards that the tower keeps. Both are fairly handy with a bow and quarterstaff, and count as hotbloods. Fars is a spy for Baron Grisaille, who likes to keep an eye on potential threats.

Yvault, wandering minstrel

Yvault is a minstrel who makes his living wandering northern Albion playing his lute, singing, tumbling, and telling the occasional story. The last two weeks in Brochleah have drained his entire repertoire and he’s wracking his brains to come up with new stories and songs. Lady Etaine pays well but Yvault is worried he’ll catch whatever Sir Ursion has. On most days he can be found on the roof vainly seeking inspiration.

APPENDIX 3

NEW MAGIC ITEMS AND SPELLS

Amulet-Keys of the King in Glass

These potent artefacts are made from the same glass-stone that the King in Glass' people favoured as a building material. The amulets are functionally identical and allow the wielder access to a fraction of the King in Glass' power at the King's discretion. The amulet also allows the King in Glass to subtly communicate with and influence the wielder but it was never meant for human minds and slowly drives the wielder insane until he becomes utterly useless to the King.

The Amulet-Key's power depends on the wielder:

Characters without professions instantly become 1st rank Mystics and can progress in that profession. The ranks gained in this manner are lost if the amulet is removed, however, since they comes directly from the King in Glass.

Mystics using the amulet count their rank as 2 higher for the purposes of psychic fatigue rolls as they draw on the power of the King in Glass.

Sorcerers, Elementalists, Warlocks, and Demonologists gain a pool of 4 additional magic points that they can spend on spells as normal. These points refresh as normal for the profession. In the case of Elementalists these points refresh with the Elementalist's primary pool.

Darkness Elementalists must survive a Magical Attack of 27 each round they hold the amulet-key, or be dealt 3d6 damage as their life-force is drained away. The King in Glass does not care for the servants of Balor.

Other professions gain no benefit from wearing the amulet but suffer the insanity as outlined below. Priests are immune to this effect but they find wearing the amulet exhausting.

When first donning the amulet a character of a suitable profession is subject to a Magical Attack of 27; if the PC succumbs, they will not remove the amulet voluntarily. Anyone wearing an amulet-key for more than a week gains a random insanity which increases and multiplies into a host of madness's until the wielder is little more than a gibbering heap. After the first week of wearing the amulet the King in Glass can influence the wearer, giving them mental suggestions which the wearer interprets as their own will. Over time the wielder falls more and more

under the influence of the King in Glass, but as his mind fails the King too loses his grasp on the character's mind. This is what happened to Rigewarg and Ceolwen; the King was barely able to influence them because they were too far gone by the time he woke up enough to use his connection. The amulet-keys were wielded by the King in Glass's most trusted lieutenants, both of whom were slain during Balor's inundation of the Coronach Marsh. Balor's forces had no idea that the keys were outside the fortress or they would surely have hunted them down.

Glass head

This head-sized, green-blue glass ovoid was one of many crafted by the King in Glass to protect his home and people from salt water, a weakness they suffered from even when they inhabited the bodies of humans. The polished stone resembles a human head only vaguely and lacks any features; it is reminiscent of a rough cut of a statue's head before the fine work is done. The Ovoid repels salt water and even allows the bearer to walk on the bottom of the ocean. Note that the Ovoid does not provide a fresh air supply so walking on the bottom of the ocean will result in suffocation within a few minutes. The Ovoid repels salt water back to 1m when carried, but when placed in a location it slowly pushes salt water back an extra meter each week to a maximum of 20m. The effect dissipates if the ovoid is moved. This item has no effect on normal water. Most of these stones were destroyed during Balor's attack on the King in Glass and only a few remain, scattered through the north of Ellesland.

Glass Memory Stones

These small pieces of twisted glass could easily be mistaken for waste material if not for their eerily beautiful shapes. When held by a Mystic or someone with a psychic talent of 13 or better and concentrated upon, a Glass Memory Stone enables the holder to store a copy of a memory inside it. The same process as above recalls recorded memories, enabling the user to view the memory. Once a memory imprints on a stone, it cannot be changed, and the stone cannot be recorded over. Blank memory stones appear as small glass sphere but few, if any, exist anymore. The memories can be highly subjective and the inner workings of non-human minds make for chilling viewing. At the GMs option, certain memories might induce madness.