

R2

FOURTH EDITION



ROBINLOFT 2: TAHD'S LEGACY



AN ADVENTURE FOR PLAYER CHARACTERS LEVEL 8-10



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ROBINLOFT 2: TAH'D'S LEGACY

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 8-10

* GAMEMASTER'S EYES ONLY *

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Introduction

Robinloft II: Tahd's Legacy is an adventure of romance and dark mystery for the HackMaster® role-playing game, the single greatest game ever invented. This is not an adventure for the meek spirited or the wuss of heart. It is recommended for characters of 8-10th level in parties of 4 or more player characters. It is HIGHLY recommended that at least one of these be a cleric. The events take place in the village of Wygen in the Shadlurian Kingdom (Garweeze Wurld coordinates D7.04.I4)

Robinloft 2 is the sequel to a previous adventure, "Robinloft." This adventure can be run independently from that previous work. However, due to the nature of the Vampire Tahd, the original adventure "Robinloft" can be run either before or after this adventure. It is not necessary, but it would be useful to read and understand both adventures before running them in the reverse order though. The adventure is divided into Chapters and an Epilogue. The adventure is further divided into Events and Encounters. Events are occurrences that are dictated primarily by time and may occur anywhere. These provide the general flow of the adventure and a sense of the story unfolding. Encounters are occurrences that are dictated primarily by location. These describe and give occurrences triggered when the PCs enter a specific location. The objective of the adventure is to find the "Apparatus" and the Vampire Tahd. Whenever, if ever, the PCs locate the Apparatus, go immediately to the Epilogue. Ensure that this does not happen early in the adventure. It is your responsibility as the GameMaster to use every power available to Tahd to stop the player characters before this happens.

A WARNING TO PLAYERS

What the hell do you think you are doing? If you plan on playing in this adventure and participating in the gore and carnage that it offers you, then you should damn well STOP reading now! What are you thinking? The information in ALL HackMaster adventures is strictly for GameMaster's (GM) eyes only! Attempting to glean clues from this adventure will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HackMaster Association (HMA). Be a man (or a woman as the case may be) of honor and put this book down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel - A GM's curse on your dice! May they fail you and consign you to an endless cycle of untimely player character deaths! May misfortune hound your every step in the game until the end of time. What are you even doing still reading this? We told you to stop five sentences ago!

Note: in the event you later receive your GM credentials and thereby qualify to possess the knowledge contained herein, this curse can be removed by sending a sincere 1,000 word apology along with a photocopy of your HMGMA membership card and a check for \$25.00 processing and handling to the HMA offices. Should the HMA, after reviewing the matter decide to reject your apology, no refund shall be given and the curse will remain in effect.

A WARNING TO GAMEMASTERS

Fellow GameMasters, despite the above stern admonishment to players, you know as well as I that player-types love to flock together between gaming sessions and share secrets and information. If many copies of this adventure are available to the players in your local gaming circle you can bet your lucky twenty-sider that some of the secrets in this adventure have already been leaked. Not to worry, as GM you shall have the last laugh yet. If you suspect that your players are bellying up to the table with information they shouldn't have, you are strongly encouraged to alter the sections of these adventures with an eye toward regaining your advantage. Then you can sit back with a smug grin on your face as it slowly dawns on them that you are wise to the intelligence leak.

ABBREVIATIONS USED IN STATISTICS

#AT = Number of Attacks per round	Ability Scores.
AC = Armor Class	HD = Hit Dice
AL = Alignment	HF = HackFactor
C = Cleric	HOB = Hacklopedia of Beasts.
CE = Chaotic Evil	Hon = Honor value (can be a specific number or a general term such as average, dishonorable, great Honor, or too much Honor.)
CG = Chaotic Good	HP = Hit Points
Ch = Charisma	I = Intelligence
CN = Chaotic Neutral	Int = Intelligence
Com = Comeliness	Lang. = Languages known
Con = Constitution	LE = Lawful Evil
Crit BSL = Critical hit Base Severity Level (see GMG p 110). This is defined in terms of the defender's AC plus or minus an integer.	LG = Lawful Good
D = Damage	LN = Lawful Neutral
D = Dexterity	ML = Morale value of creature
EP = Experience Points	MU = Magic-user
F = Fighter	MV = Movement Rate
FF = Fatigue Factor. See page 107 of the GMG. The Fatigue Factor represents how many rounds of exertion it takes before a creature must save versus fatigue. The fatigue save is an ability check against a creature's combined average Constitution and Wisdom scores (for characters with those scores) or against a creature's morale rating for monsters without defined	N = True Neutral
	NE = Neutral Evil
	NG = Neutral Good
	S = Strength
	SA = Special Attacks
	SD = Special Defenses
	SZ = Size
	T = Thief
	TOP = Threshold of Pain (See GMG p 105). Usually this is half of a creature's full hit points. N/A indicates that the creature has an infinite TOP.
	W = Wisdom

GM PREPARATION

This game requires some preparation before you can play it. First, you should read and become as familiar as possible with not only the rules of this adventure but its feeling and texture as well. Skim through the adventure once to gain a sense of its pace and structure, then read through it thoroughly, paying special attention to the boxed descriptions. Then commit it to memory. This should not only give you an understanding of how the adventure is to be run in detail, but also some sense of how to turn this into a classic Gothic horror adventure.

Before you actually begin running the adventure, you will need to work through THE MESMERIST'S PENDULUM section on your own or use the pregenerated results to determine the end of the game. If the PCs do not make use of the Mesmerist during the course of the adventure, then it is important that you have already determined the end of the game. If the player characters do use the Mesmerist to unlock the Alchemist Tahd's memory, use the new reading to replace the previous results.

Additionally, you will need to obtain a standard deck of playing cards and prepare them as directed in Event 5, The Conversion. These cards are used to randomly determine the "transpossession" or forced exchange of souls/spirits between two creatures during the game. Since all "real" gamers should have a deck of cards, this should not be a problem. However, if you do not have any playing cards available, you can purchase an inexpensive set or make one of your own out of ordinary paper. But come on. Paper cards? You call yourself a gamer?

You will also need to decide when the parts of Event #10 will take place and record them on the Event Chart at the back of the adventure. Lastly, you will need to obtain, in advance from your players, a listing of the equipment their characters have with them at the beginning of this adventure. This is important for as the PCs awaken in Event #1, most of their equipment is

missing and scattered about the town. You will need to place this equipment in advance. The first part of the adventure involves the PCs moving about the town and retrieving their equipment. This permits them to talk and interact with the various NPCs in the town. It is during this time that the PCs should begin to feel that something here is dreadfully wrong. To make this happen, you will need to place the PCs' equipment in various places and have them look for it. The locations of various items of gear are detailed in the Event section under Exploring Wygen-on-the-Sea. Once these preparations have been completed, you may gather your group together and set a course for adventure. Begin play with event E1, following the directions found there to continue the adventure.

PLAYING THE MONSTERS

All of the statistics for the monsters that can be encountered in this adventure are printed in the back of the adventure or in the body of the text near the room in which the monster appears. Statistics and descriptions of any new monsters are included in an Appendix at the end of this adventure.

Whenever NPCs or monsters appear in the text, their statistics can be found in the text or in the appendices of this adventure given as in the following example. It is assumed that spell casters have the necessary components to cast each of their spells at least twice.

0-level Farmer (Fighter)(HF 0, EP 15, AL NG, AC 8, MV 12", HD 1, HP 28, SZ M, #AT 1, D 1d6-2 knife, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 14, Crit BSL: Def AC-4, FF 6, Str 11/12, Dex 13/79, Con 13/51, Int 10/25, Wis 14/43, Cha 9/86, Com 14/75)

The most important parts that you as the GM will play in this adventure are those of the grey elf Alchemist Tahd and the Ancient Regal Vampire Count Tahd Vlad'Neer (also called the Creature Tahd). Like in its predecessor adventure, the Vampire Tahd is up to cunning and dark plots intending to use the heroes for his own purpose. Tahd is of genius intelligence...you must play him that way to the best of your ability. If you are not up to the task, maybe it is best that you put the screen down and let the more capable and sadistic GMs take your place on this one. Tahd is not likely to be fooled by the little tricks that players so often like to pull on common monsters.

Some areas described in this adventure are duplicates of other areas. Areas that are exactly alike have the same number on the maps. There is only one

text description to use for each of these areas. All indoor and nighttime outdoor descriptions are written with the assumption that the PCs are using a hooded lantern. A hooded lantern normally lights a thirty-foot radius area. If another light source is used or the PCs do not have a light source, then alter the descriptions appropriately.

Story Synopsis

Our story begins in Castle Robinloft years ago. After finally finding the Black Diamond he sought for so long (see Robinloft p 7 and other black diamond entries in this adventure), the real Tahd Vlad'Neer returned to his home to dispatch the imposter Tahd he had placed there in the interim. A battle ensued, and although Tahd's Dispel Magic on the imposter Tahd was successful, the imposter managed to escape. What's worse, he managed to escape with Tahd's Black Diamond. The real Tahd could not set off in pursuit immediately however as he had to plant another imposter first.

The imposter, whose mind was still that of Tahd, of course thought he had been transpossessed and now had some lowly grey elf body. In possession of "his" Black Diamond, the imposter fled far from Castle Robinloft to formulate his plan. He posed as an Alchemist and conceived of an Apparatus that would summon "his" body to him and switch souls/spirits with this grey elf who obviously stole his body. Through powerful arcane magic and the will of the gawds he was able to construct such a device.

Unfortunately for the Alchemist, he didn't realize that he was already in possession of his own body, just not his own soul. And so, when he activated the Apparatus something unexpected happened, the real Tahd Vlad'Neer was summoned to Griffon Hill and the Alchemist's mind was restored - albeit with a nasty case of short-term amnesia.

The real Tahd Vlad'Neer rejoiced that his search was over and as he demanded the Black Diamond from the Alchemist before he killed him, Tahd realized that the Alchemist had lost his memory. Being so close to having his diamond again, Tahd let the Alchemist go in hopes that when the Alchemist did regain his memory Tahd would be there to extract the information he needed to find the gem and finish the job.

Is that convoluted enough for you? I thought so. But you are among the elite. You are a HackMaster GM and you can handle it! And so with that, and what the adventurers think is a bad case of swamp gas fever, our adventure begins.

THE TRUE TAHD VLAD'NEER

Tahd has a nasty habit of casting Polymorph Other on worthwhile victims so that they become him (while they only look like him at first, they will eventually fail their Intelligence check and assume the personality and powers of the true Tahd as described in the Polymorph Other spell in the PHB - see also Robinloft p 5). The original Tahd had many reasons for doing this, but regardless of what they were, Tahd was able to do this and leave Castle Robinloft many, many years ago. The original Tahd Vlad'Neer has assumed a new identity and has walked among the mortals of Garweeze Wurld for centuries, if not for thousands of years. Consider also that his replacement, once his mind made the transformation to that of the original Tahd, would have the same motivations as his predecessor. Thus, it is possible that the replacement Tahd would pull the same trick as the original and find an unwitting victim with which to replace himself. In this manner he could steal himself a new identity with which to explore the wurld he once knew. Conceivably this process could have happened hundreds of times. One of these "fake" Tahds is in fact what the Alchemist Tahd was at one time. Fortunately, or unfortunately for the PCs, due to the nature of the Apparatus, the real Tahd Vlad'Neer has been summoned to Griffon Hill. If the PCs get lucky and happen to kill the real Tahd Vlad'Neer in this adventure, that does not mean that the wurld has seen the last of the wicked old Count. His duplicates could continue to be a thorn in his side for years to come. This is also the reason why the Robinloft adventure can be run after this adventure.

SWAMP GAS FEVER AND MOROSEVIAN FOG

Tahd has brought with him to Wygen his unique Morosevian Fog. While at Robinloft, this fog allowed Tahd to reach across Garweeze Wurld to bring almost anyone to Morosevia and kill those who tried to leave (See Robinloft p. 8 & 9). However, since he left Castle Robinloft, the fog's power has decreased along with Tahd's power to control it.

All Tahd has basically been able to do is to control a circle of fog around the lands of Wygen. Because of the season, most people simply think it is a particularly foggy autumn. They do not suspect the fog's true nature yet. The fog is always there, even on sunny days it clings low to the ground and surrounds anyone trying to enter or leave the area. The fog's deadly power has diminished though and now only causes those passing through and breathing it in to become feverishly ill (no save) and suffer from delirium. The fever and nightmares last about three days and then pass until the person tries to pass through the fog again.

As far as the adventurers are concerned, once they get over their illness, they will be fine unless they try to leave. Having the illness and delirium pass under the watchful eye of the residents of Wygen is one thing, doing so while wandering around the wilderness without their full faculties is quite another.

PLAYER'S GOALS

The objective of the adventure is basically to destroy the Vampire Tahd. If the PCs do not accomplish this, they will undoubtedly die, or maybe even become undead minions. In order to succeed, the following subplot goals should be completed. These lesser goals are provided to help the GM guide the story as the heroes explore their environment.

1. The heroes should explore town to recover their gear. In the process, they will become familiar with the townspeople and gain some inkling that something is wrong. They should encounter Doctor Germain DuHonor from the sanitarium and learn of his interest in mesmerism and its power to draw out lost memories.

2. The heroes should visit Heather House to meet the key players in this drama-Lord Weathermay, his daughter Lady Virginia Weathermay, her attendant Mistress Ardent, the Alchemist Count Tahd Vlad'Neer, and the Fielders, guests of the Weathermays. Here they should be set on the trail of the mystery of the missing memories of the Alchemist. Eventually, the PCs should consider bringing Doctor DuHonor and the Alchemist together.

3. From here, the trail leads to the exploration of the house on Griffon Hill, and hopefully the discovery of the Alchemist's Pre-Amnesia Diary. The PCs also may find some of the items of importance to this adventure-the Black Diamond, the Soul Searcher Medallion, and the Ring of Reversion. Here too, they should eventually find the trail of the missing Apparatus, the mighty mystical machine that engineered this horror.

4. The winding trail of mystery will inevitably return to Heather House where the Creature Tahd and his minions have prepared a little welcome. The PCs may discover the Alchemist's Post-Amnesia Diary and become aware of the Creature's true goal. Finally, the PCs must discover the location of the Apparatus, and stop the Creature Tahd's evil plot. Of course, an army of darkness guards the way.

WOODEN STAKE COMBAT

If a character attempts to drive a wooden stake into Tahd's heart, here are some things to keep in mind. First, be sure to check whether or not the character is proficient with wooden stake as a weapon. Unless he designed his character as a Vampire hunter from day one, chances are he is not, so be sure to apply the appropriate non-proficiency penalty (see p 101 of the PHB). Halve this penalty if the character is proficient with a related puncturing weapon, such as the dart. There are three ways to hit an opponent in the heart: 1) Make a called shot to the heart, incurring a -10 penalty to hit, 2) Inflict a critical hit and score vital organ damage to the heart (not very common), and 3) Use an Honor purge to guarantee a successful action (see PHB page 86). Note that one needs to have Great Honor (be in the "optimal Honor window") to use this technique. However, clever players will likely try this, so if someone with Great Honor pulls out a wooden stake while in combat with Tahd, or even anywhere near him, be sure to get him the hell out of Dodge until you can come up with another indirect plan of attack for him (have him go gaseous if you need to). The maximum range for a hurled wooden stake is 30 yards (30 feet indoors). I also here remind you that your friendly game designers have given you one last out. Note that Tahd has Great Honor himself. And with Great Honor, he can similarly use an Honor purge to prevent any one action that would have caused his death. So if an uppity PC uses an Honor purge and manages to kill Tahd as soon as he sees him, thus ruining the fun of the adventure, be sure to protect him with an Honor purge of his own. After that, you are on your own.

TURNING UNDEAD IN WYGEN AND SURROUNDINGS

The evil creatures that haunt the moors and wilds of Wygen were drawn there by the Creature Tahd. The Creature's evil will commands and controls them. They are his loyal and fanatical troops. Thus, undead creatures in this area are more difficult to turn than common undead. The closer the undead is to the Creature the greater the penalty to the Clerical Turn Undead die roll. These effects are defined by locale and weather conditions, and may be increased to maximum effect if the Creature is present.

If an undead can normally be turned by a cleric of the character's level, a roll of 20 will always turn that creature despite modifiers. If the turn result would normally be a T, the creature now turns on a 3, and modifiers apply to the roll. If the result is normally a D, treat this as a T result.

Clerical Turn Undead Modifiers

Die Modifier	Location/Situation
0	North of Town or Sunny Day
-1	Within Wygen or Cloudy Day
-2	Within the Bog, At Griffon Hill or Night
-3	Weathermay Estate or The Creature is Present

THE ANCIENT AND REBORN

HEAR NOW! Turn not from the dark tale and wonder at the facets of evil! For the principals of our little drama each have their own sight and their own secrets. Each has their tale to tell in the face of each other's lies.

KNOW THIS! There are two in this play that call themselves good and the other evil. Each answers to one another's name for both are called Count Tahd Vlad'Neer. Be not deceived! We here shall call them not by that name which they hold in common, but one shall be THE CREATURE and the other shall be THE ALCHEMIST. See Player's Aids #1 and #2 for a story synopsis from the perspective of each character.

THE MESMERIST'S PENDULUM

Within the village of Wygen in the Shadlurian Kingdom (Garweeze World coordinates D7.04.I4) dwells one Germain DuHonor, resident Doctor for the Saulbridge Sanitarium. Doctor DuHonor, besides being a general practitioner and fair surgeon, also experiments in the field of mental disorders. He is a capable mesmerist and may hypnotize willing subjects in order to examine deeply rooted fears, neuroses, and to bring forth forgotten memories.

Doctor DuHonor is a scholarly fellow and possesses a passing interest in folk tales of ghosts, spirits, and the supernatural. However, he treats these tales as mostly childish nonsense in this civilized age. The doctor is not a brave fellow, and tries to avoid involvement with any real adventuring. He is content to perform his duty of dealing with the mad, whom he calls "his children". Indeed, he may come to view the PCs as borderline madmen with a touch of multiple personality disorder and may encourage them to commit themselves for a few weeks of "rest". This man holds the key to unlocking the mysteries of Wygen. He has the power to search the dark recesses of the Alchemist's mind. Indeed, if sought out for that very purpose DuHonor will be intrigued by his condition and readily agree to hypnotize him. The answers which may be gained as a result of his examination will not only shed light on the events in Wygen...but will also set the course of this adventure.

The Mesmerist's Pendulum simulates a session with a hypnotist as is often portrayed in horror films. This section is provided strictly for dramatic portrayal and in no way portrays actual hypnosis techniques. This Mesmerist's session adds atmosphere to the adventure, and serves a greater purpose of locating key features and determining motivations for the adventure. Since it is possible that the player characters will not think to make use of the good doctor's services, the GM should prepare a random reading ahead of time to set the locations of the various important items and details of the plot before

beginning play or use the pregenerated results listed under Method A - Initial Setup. If, during the course of the adventure, the PCs do utilize the Mesmerist's services, replace the original readings with these new results.

Swinging the Pendulum: There are two methods that may be used to determine the goals and their locations for this game (methods A and B described below). The first is through random die rolls and the second is through the answers of your players to certain questions.

Method A - Initial Setup: To prepare for the beginning of the adventure, you may use random die rolls and the following charts to make the necessary determinations. The letters listed on these charts correspond with the letter of the choices on the Mesmerist's Pendulum Cards. If you would rather not go through the Mesmerist's Pendulum process you may use the pregenerated results described in the sidebar.

PREGENERATED RESULTS FOR THE MESMERIST'S PENDULUM

- Part 1 - The Creature's Goal is to find the Black Diamond and slay the Alchemist (A)
 Part 2 - The Count Possesses Mistress Ardent (D)
 Part 3 - The Black Diamond is in the Lady's Chamber (F)
 The Soul Searcher Orb is in the Chapel (E)
 The Ring of Reversion is in the Fireplace (A)
 The Alchemist's Pre-Amnesia Diary is in the Private Study (B)
 Part 4 - The Apparatus is in the Mausoleum East (C)
 Part 5 - The Alchemist's Post Amnesia Diary is in the Library (B)

PART 1: The Creature's Goal

Id4	Goal	Modifier
1A	To Find the Black Diamond and Slay the Alchemist	0
2B	To Torment the Alchemist's fiancée	2
3C	To Feast on New Lands	3
4D	To Unlock the Secrets of the Apparatus	4

PART 2: The Count Possesses... (The Creature's Guise)

Id4+Modifier from Part 1 The Creature is...

1A	The Creature
2B	The Lady Weathermay
3C	The Alchemist
4D	Mistress Ardent
5E	Lord Weathermay
6F	The Creature
7G	The Lady Weathermay
8H	The Alchemist

PART 3: Random Location of Items*

Id6	Location
1A	Fireplace (ENC. #42F)
2B	Private Study (ENC. #46F)
3C	Abandoned Lab (ENC. #46G)
4D	Burned Church (I2)
5E	Chapel (ENC. #45)
6F	Lady's Chamber (ENC. #M24)

*The Black Diamond, the Soul Searcher Orb, the Ring of Reversion, and the Alchemist's Pre-Amnesia Diary. Determine separately for each item.

PART 4: Random Location of the Apparatus

Id6	Location
1A	Heather House East Wing (ENC. #M27)
2B	Mausoleum North (ENC. #T5)
3C	Mausoleum East (ENC. #T7)
4D	Mausoleum West (ENC. #T6)
5E	Heather House Ballroom (ENC. #M19)
6F	Crypts (ENC. #M40)

PART 5: Random Location of Alchemist's Post-Amnesia Diary

Id6	Location
1A	Anteroom (ENC. #M3)
2B	Library (ENC. #M7)
3C	Kitchen (ENC. #M15)
4D	Fifth Guest Room (#M26)
5E	Trophy Room (ENC. #M30)
6F	Wine Cellar (ENC. #M38)

Method B - The Mesmerist Encounter: If and/or when the PCs encounter the Mesmerist and discuss their dilemma with him, he will suggest a hypnosis session to try to determine from the Alchemist, the truth of what happened on Griffon Hill. If the PCs are willing to attempt this, use this method to determine the results. Once the subject is brought before the good doctor, and convinced to participate in the experiment, start by reading the following boxed text.

This method makes use of the cards found as a handout in this adventure.

Cut them apart in preparation for this session. The Mesmerist's Pendulum is used like a script to a play, and is divided into two parts. The GM plays the part of Doctor DuHonor, while a player takes the part of the mesmerized subject by reading the cards at the appropriate times, and making choices when asked to do so.

The cards should be read dramatically to add to the atmosphere of the adventure. The GM will call out the number of a card, and the player holding that card reads first the information found on the front side

Then, in response to a question from the Mesmerist, the player turns the card over and selects one of the responses on the back. There are four different #4 cards, and only one will be used during the reading.

The mesmerist glances about with his penetrating eyes until he finds a comfortable place for the subject to sit. When all is arranged, he stands staring at the subject, as though he would burn a hole to the very heart of the person before him. Then, without moving his fixed stare, he reaches into a pocket and pulls forth a crystal fixed to the end of a chain. The crystal swings on the polished chain spinning gently. The light through the crystal plays across the eyes of the subject; the deep murmur of the Mesmerist's voice washes like warm waves over all who hear it.

Each of the PCs must make a saving throw vs. Spells at this point. All PCs who fail will fall into a deep, hypnotic sleep. If all the PCs fall asleep they hear the subject's responses and in their minds, they experience the tale being told as if it was a real adventure. This experience can be run similarly to a **Programmed Illusion** or as the swamp fever nightmares as described in Event #1. If any characters remain awake, proceed with the following, explaining to the other players that their characters are reliving these events in their own minds.

The subject's eyelids close and he lapses into a deep sleep through he stills holds his head upright. The mesmerist straightens and begins to speak
I wish you to relax...relax...ah, yes. Now you are perfectly rested and asleep. You hear my voice and you will respond to it. I will count backwards from eight and when I reach zero and snap my fingers, you will awaken and remeber nothing of what you have said. Do you understand me? I will ask you some questions in the meanwhile and you will answer them truthfully. Are you ready? We will begin.

Eight where are you?

If you have not already handed out the eighth Meserist's Pendulum Card, do so now. Have one player play the part of the Alchemist and read the cards. The player holding card #8, should now read the front of the card. When he has finished, ask the following question:

What do you see?

This player should turn card #8 over and select any one of the responses listed on the back of the card. You should note the letter of his choice on the Adventure Plot GM Aid provided in this booklet.

This choice determines the Location of the Apparatus.

Seven! Please describe this place.

Now you may proceed with card #7 and so on.

The player reads the colored front of card #7. When he finishes, ask the following question:

Where is it? Where is the circlet?

Note the letter of this response. This choice sets the Location of the Soul Searcher medallion.

Six! What is happening about you now?

After the front of card #6 is read, ask this question:

What does he say?

Note the response letter. This choice determines the Goal of the Creature Tahd.

Five! What do you do?

After the front of the card is read, ask this question:

Where do you find this book?

Note the letter of the response. This choice identifies the Location of the Alchemist's Pre-Amnesia Diary.

There are four different #4 cards, labeled 4A, 4B, 4C, and 4D. The next card to be read is determined by the letter of the response to card #6, the Creature's Goal. For example, if that response was "A" then the card to be read is "4A." The other #4 cards are not used.

Four! What does the book say?

After the card is read, make the following statement:

Can you describe it? Describe the figure.

Note the response letter. This selection determines whom the Creature Tahd possesses. This is explained further later on.

By all that is great! Three! What do you do?!

After the front of card #3 is read, ask this question:

Read it! What does the inscription say?

Note the letter of the response. This choice places the Location of the Ring of Reversion.

Two! What do you do with the ring?

When the front of the card is read, ask:

Where is this Truth?

Record the response letter. This choice establishes the Location of the Alchemist's Post-Amnesia Diary.

One! What do you do with the Truth?

When this last card is read, ask this question:

Where is this key, this missing piece?

Note the letter of this final response. This indicates the Location of the Black Diamond, the thing that started this whole mess in the first place.

When you have finished collect the cards and read the following text.

With a cry of anguish, the subject collapses. The mesmerist looks at you with drawn, pale features, worry etched across his brow. "I am sorry, there is nothing more I can do," he says. Then turning to the subject, he speaks, "Zero! You may awaken, and remember nothing of what you have said. You will feel relaxed and at peace." And with a snap of his fingers, the subject awakes!

The good doctor will find the session most bewildering. He will not speak of it before the subject and will caution the heroes against this. He equates the images conjured up as symbols of some inner torment and paranoia. He is skeptical about any theories regarding real nefarious plots and undead creatures.

WHAT THE READINGS MEAN

This adventure may take on many different forms. By using this section, the GM and the players determine the actual adventure that they are to play by determining the Vampire creature Tahd's goal, whom he may possess and disguise himself as, and the location of items important to resolving this adventure. This section briefly describes these elements. See the Appendices for more details on the items.

The Goal of the Creature: The Creature may possess one of four different ultimate goals. While they are all his goals, he tends to concentrate on one of them primarily for the adventure. The four goals are detailed here. Depending on whom the Creature Possesses, he may use different techniques to attempt to reach each goal.

A. To find the Black Diamond and Kill the Alchemist: The Creature desires that which was stolen from him; his key to power, the Black Diamond. Killing the being that took it from him is a secondary bonus to this task. Unfortunately the Creature Tahd does not know where the

Alchemist stashed the Black Diamond and the Alchemist can not remember because of his amnesia. Thus, the Creature Tahd must employ his time to "help" the Alchemist regain his memory. All the while he spends his spare time searching for the Black Diamond himself. Once he finds it, he does not need the meddlesome Alchemist anymore.

B. To Torment the Alchemist's Fiancée: The Creature Tahd cannot tolerate seeing his former lackey find the happiness that has been denied him, a mate. So the Creature has sworn to cause the ultimate despair of the Alchemist by stealing his bride from him. The Creature has begun this task through acts of terror, taunts and torment. He will attempt to woo away the Lady Weathermay, through midnight visits; failing that he will seek to drive her mad through acts of terror. If this too fails, he will attempt to kidnap her on the eve of her wedding and carry her off to make her his companion for eternity.

However, he fears to confront his counterpart himself, because locked in the Alchemist's mind is the location of the Black Diamond as well as the inner workings of the Apparatus.

C. To Feast on New Lands: The Creature is maddened by the presence of all the fresh blood available in this new land. He sees the opportunity to sate his gnawing thirst and to build new legions of the night to serve him. However, the Creature dares not confront the Alchemist himself or permit his minions to slay him until he is sure where the Black Diamond is and what the inner workings of the Apparatus are. Thus he bides his time, tormenting his counterpart with the burden of each new victim. All the while, the Vampire lord seeks to use the transposed townsfolk to help the Alchemist regain his memory. He has his minions pose as familiar friends of the Alchemist in order to prompt him to remember. Once the Alchemist regains his memory he will unleash his armies on the countryside, killing everyone and taking everything in the name of Count Tahd Vlad'Neer. Then these and the plump, blood rich lands beyond will be his.

D. To Unlock the Secrets of the Apparatus: The Apparatus is truly a device granted by the gawds! The Creature has control over it and can use it to slowly to convert the township to his evil army. But what are the true powers of the Apparatus? It brought the Creature to the Alchemist! How? The secrets must be locked in the Alchemist's brain somewhere. Or better yet, they could be in the Alchemist's Pre-Amnesia Diary. The Creature searches for these two things before all others. If the Apparatus truly has this much power, he thinks, the Black Diamond could be secondary to an evil legion of transposed undead.

Whom the Creature Possesses: Tahd cannot just sit idle all day, and thus may use his ability to Magic Jar in the Heather House. The Creature Tahd may possess the body of some unfortunate member of that house to further his goal. The focus of his Magic Jar is the large center crystal in one of the crystal chandeliers in the dining room (M17). The Creature Tahd has used Magic Jar to posses one of the following household persons, and by virtue of being in that body for a while, has become somewhat familiar with its body signature. The Creature can now distinguish to whom that body belongs when using Magic Jar, so that the same person is possessed every time. It would not suit the Creature's needs per se to possess different people. He will possess the same person and try to twist the environment however he can to accomplish his goals.

Obviously whenever the rightful owner of the possessed body regains control (i.e. when Tahd wants to be himself again), he will have a lapse in memory. The victim will remember nothing save a trapped feeling. The Creature may possess the body while the victim is asleep and then release the body after he lays the body back in bed. To the possessed, it seems like no time has passed at all.

A. The Creature Alone: The Creature Tahd is himself, Count Tahd Vlad'Neer. Why possess someone else. Bah! It is a waste of time and power. The Creature Tahd need not fear these mortals around him, as he can bend their actions with his minions and does not need to take a firsthand approach. The Creature hides

by day within the confines of one of his many coffins hidden by his minions. There is one coffin for every household in which he has planted a minion.

These coffins may be hidden in caves in the bluffs, beneath the wharfs, in the belly of the hulled ships, in the village crypts or in the cellars of his minions, and are always guarded by some creatures loyal to him. Roll 1d6 and consult the following table to determine his coffin guardians at any given location.

1d6 Guardians	Statistics Location
1 Phantom Fog (1)	HJ
2 Drelb (1d4+1)	S7
3 Invisible Stalker (1)	Heather House
	Random Encounters
4 Lurker Above (1)	46F
5 Shadow Mastiffs (2d4)	M39
6 Standard (2d4)	DK

In this form, the Creature prowls the wilds, and stalks the shadows of the streets at night, seeking first to sate his thirst for the night, and second to forward his plans to achieve the goal he desires.

B. The Creature as Lady Weathermay: The Creature has decided to inhabit Lady Virginia Weathermay. The Creature feels that holding sway over the Alchemist's fiancée will allow him to steer the Alchemist in the right direction for remembering things; especially where the Black Diamond and the missing Diary are.

C. The Alchemist: What better way to find things about the Apparatus than as the Alchemist himself. This makes the perfect guise for traveling back



to Griffon Hill as well as the fact that nobody will question any odd behavior since the Alchemist is a known amnesiac.

D. The Creature as Mistress Ardent: Desiring an easy way to plant whispers in many household ears as well as almost limitless access to the house, the Creature has decided to inhabit Mistress Ardent, personal attendant to the Lady Weathermay. In Mistress Ardent's body, it is easy for the Creature to come and go from the house and contact his minions.

E. The Creature as Lord Weathermay: In order to better see and control the goings on of Wygen, the Creature has found refuge in the tired shell of the crippled Lord Byron Weathermay. The Creature feels that with this guise he can better control the PCs and order them into traps, or ask them to do things he feels will help the Alchemist regain his memory.

Location of the Items: In this adventure there are six items that play an important role. Each either is crucial to the ultimate defeat of the Creature Tahd, or provides insight into the mystery and an advantage against the minions of evil. These items are described here briefly. One can find more detail in the Appendices and Handouts.

The Apparatus: This mammoth mystical machine is the creation of the Alchemist Tahd in his failed attempt to restore what he thought was his soul to its rightful body, the Vampire Count Tahd Vlad'Neer. However, it was this device that caused the restoration of the Alchemist's real mind and the resultant memory loss. The Apparatus holds the key to the evil creeping across the countryside, and the ultimate defeat of the Creature. But now, the Apparatus has fallen into the hands of the Creature and is hidden away somewhere.

The Black Diamond: This huge Black Diamond is the key to the Vampire Tahd's plans for world domination. This diamond is the last component Tahd needs to complete his magic item to cast a continuous Sphere of Darkness (see the Shadow Creep spell in the Spellslinger's Guide to World Domination p 119, and also see Robinloft p 7)).

The Soul Searcher Orb: This medallion appears to be a small crystal orb attached to a silver chain. The Orb enables the bearer to examine the soul/spirit of a creature to discover its true nature.

The Ring of Reversion: This magic item appears to be a simple iron ring bearing a single garnet and inscribed with ancient runes. This ring enables the wearer to restore the rightful soul/spirit to its original body if the body still exists. It can also cause any shape-changer to revert to its original form if the creature can be struck with the ring.

The Alchemist's Pre-Amnesia Diary: This holds the private notes of the Alchemist Tahd Vlad'Neer, how he came from Robinloft to Wygen, and also details those dread experiments that lead to the current situation. Of course it was written while he thought himself to be the Vampire Tahd trapped in a grey elf body. The text clearly reflects this as well as reveals his deception of posing as a good alchemist.

The Alchemist's Post-Amnesia Diary: Based on the results of the Mesmerist's Pendulum the Diary contents will vary. This book reveals the goal and motivation of the Creature, as revealed to the Alchemist in what he thinks are dreams.

EVENTS

This section details all of the events that will take place at specific times during the adventure, in most cases regardless of the location of the PCs. These events paint the background against which the adventure is played, detailing the mystery of the land as well as several occurrences that will happen many times during the adventure.

Many events are not dependent on the presence of the player characters and most events occur regardless of player character activities. However, the player characters may be able to alter or disrupt the flow of an event if they are around at the right time. It is important that you follow the plots of Tahd and his actions during the adventure and keep careful track of game time.

An Event Chart, breaking days down into a number of hours is provided in this booklet. The time that specific events occur is noted on this record, and thus all the GM needs to do is to keep track of how much time has passed in the adventure to know when to play a specific event. There is a section at

the top of this record to also note the results of the Mesmerist's Pendulum detailing the Adventure Plot, including: the goal of the Creature, whom he is possessing (his guise), and the location of the important items.

Start your game with Event #1 below and then Event #2.

EVENT 1. NIGHTSLEEP (MORNING/DAY 1/8:00 AM)

If you have played Robinloft, begin by recounting the last few moments of that game. Make this as terrifying and exciting as possible. If all the PCs died or were unconscious at the end of the game, so much the better. If not, then rearrange the circumstances so that all fell unconscious or died at the end of the final encounter. For example, perhaps the Holy Bopper did not work at all or the Icon was of no real use. Once you have finished recounting this tale, then go to the second boxed description below.

If you have not played Robinloft, allow the PCs to find a strange forgotten stairway in whatever building they happen to be in at the time. When they descend the stairs, read the following boxed description and run this encounter as explained. There is no map for this room. Its dimensions are left vague in the boxed text since we assume the PCs start with no light source. If they have means to see in darkness you may tell them the room dimensions. Your PCs might be a little jarred by beginning an adventure in such a nonstandard way with no background information to clue them into what is happening but assure them that you know what you are doing. You are the GM after all.

At the bottom of the stairs you find yourselves in a shadowy room. A tangible darkness clouds this room and the essence of evil permeates the very air. The smell of freshly turned earth is here. There are three empty alcoves along a wall. Settled into the dirt on the floor, lies a shining black coffin of finely waxed wood. The coffin's fittings are of polished brass. The lid is closed.

There is a strange feeling to the room as though you are looking through a fog.

Suddenly, a resounding shriek of sliding metal fills the tomb! A heavy steel portcullis crashes down, blocking the stairs to the north by which you entered this room. The lid to the coffin is flung open and a black figure flies high into the air, hovering near the darkened ceiling!

The room is 50 feet long from east to west and 30 feet across. The figure is that of the Vampire Creature Tahd. See the Masters of Wygen section for details on how the Creature will attack. For this event only, the Creature is also given the ability to call 2 Banshees (C9) when his hit points have been reduced to less than half of his original total. He simply needs to cry out, "Maidens! Come!" and they appear the next round.

It is important that you pull no punches at this time and do everything you can to destroy the party in this encounter. No need to worry. Damage taken during this event is not permanent although for purposes of the encounter, treat it as though it were. This should give the PCs a healthy respect for the Creature. Do all you can to make this event fast, frightening and deadly. The PCs should not win this encounter under any circumstances and it is your job as GM to ensure that they do not.

The portcullis cannot be opened by any means, magical or otherwise.

Once all the PCs have been incapacitated in one way or another, read the following:

You have been defeated! You see the dark, twisted visage of the Vampire moving toward you, his hand outstretched. You cannot move! You cannot even scream! He smiles at the ter-



ror in your eyes... his hand reaching out toward your throat as he seeks to steal the last of your life from you... as you... suddenly awoken, sitting bolt upright in your bed. The dying echo of your screams resounds around you. Cold sweat soaks the bed sheets and trickles down your back.

It seemed so real! The great towers of some place called Robinloft... the misty vales and the terrible tragedy of a man who had sold his soul to unlfe. Too much to drink? Ouch, last night! Perhaps the mutton was not quite done.

The cold sunlight of a dying fall streams into your window. The inn room comes slowly into focus around you. The room feels chilly and vaguely menacing. Hovering over you are people you have never seen before. They look concerned, yet pleased that you are awake. Weakly looking about the room, you see your companions, sprawled in cots lined against the wall of the room. None of them look as if they had much better sleep than you. Each lies weakly in bed, occasionally moaning or breaking into feverish starts.

The player characters were struck down by a mysterious fever shortly after arriving in the town of Wygen. Discovered in their rooms, the heroes have passed through sweats and chills for three days. Their fever has been punctuated by babbling screams and cries of horror. During this time, the innkeeper assigned a maid to tend to the characters. The local cleric was summoned, but even his spells could not cure them. Lord Weathermay himself, the master of these lands, called during the illness!

Now, finally, the fever seems to have broken. The characters feel weak and exhausted now but will recover to a shaky strength if they rest another six hours and eat a full meal. If the PCs try to engage in strenuous activity or leave the inn before that, they suffer bouts of dizziness and weakness in the knees, and suffer a penalty of -4 against all actions undertaken during this time, until they rest for a consecutive eight hours more.

If the player characters check they may discover that their gear is missing from their room. They can learn from Marion Atwater, the servant girl attending them, Dominic the Innkeeper or Doctor DuHonor, that when the fever overtook them they were first overcome with delirium and threw their gear about and attacked phantoms, damaging their weapons and equipment. All their gear was thus removed for safekeeping elsewhere. Lord Weathermay has already paid for damages, and he instructed that the heroes' equipment was to be repaired and cleaned at the various businesses around town.

Give the players a few moments to take care of any restoring of spell lists and the like before proceeding the next encounter. See Encounter 2B with the Innkeeper if the PCs go downstairs in the inn.

EVENT 2. THE GOOD DOCTOR (MORNING/DAY 1/9:00 AM)

This event will occur when the player characters descend from their rooms to the Greatroom of the inn but after they have met the innkeeper.

"Welcome, my friends," calls a reedy voice from the recesses of the Greatroom. The inn is not as empty as it first seemed, for you sight a gentleman seated at a table beside the front window, hidden by the glare of sunlight. "So you are up and about at last? Come, sit with me. Let me buy you your first meal in three days!"

The fellow seems pleasant enough. He is dressed in a grey coat and thinning white hair frames his angular face. On the table before him is a square, brimmed hat, and a black leather bag rests on the floor beside his chair.

This is Doctor Germain DuHonor, the resident physician of Saulbridge Sanitarium. He knows all the PCs by name, as he has been attending them ever since the onset of the malady. He seems familiar to the PCs, but they are unsure of where they met him. He assumes they know him, and just banters away about the day, the weather and the approaching winter, unless the PCs question him on other topics.

If the PCs appear to be going out, he cautions them that they should not set out exploring before having a decent meal after their bout with the fever.

Should the PCs begin a discussion with Dr. DuHonor, who prefers to be called "Germain," you may reveal the following pieces of information.

1. Details of the PC's recent illness and delirium.
2. Who Doctor DuHonor is as detailed at the start of the Mesmerist's Pendulum section, and his personality.
3. Information from the Player Character's Background (See sidebar), especially a complete list of where they can recover their missing gear (See Event 4).

In addition to this information, two specific items should be mentioned at the least provocation, to provide the characters with information valuable to putting the heroes on the track of the adventure.

Mesmerism: Be sure to bring up the point that the doctor cares for inmates of the Saulbridge Sanitarium, where he experiments with mesmerism to help them confront their neuroses and to discover forgotten factors that created their mental disorder. He finds the work fascinating.

Lord Weathermay: As noted in the Player Character Background, Lord Byron Weathermay brought them to the quiet village of Wygen-on-the-Sea, to perform a small task of some import to him. Before they could keep their appointment, it seems they were overcome by their malady. His concern for their welfare and his own pressing needs brought him to look in on the PCs during their delirium. He left a note, that at their earliest convenience they should attend him at Heather House south of town, as he is ill disposed to

PLAYER CHARACTER BACKGROUND

At the start of the adventure, the player characters are recovering from a raging fever and may not remember all the circumstances of their recent mission. You may share the following information with them in several forms. First, they may slowly remember bits and pieces as time proceeds. Secondly, Doctor DuHonor, who has been filled in by Lord Weathermay, may share this information with the player characters. No one really remembers what caused his fever, though some have a memory of a black creature, and others of an icy wind. Their last memory was sighting a light in the fog. When you are ready to begin revealing the details, read the following boxed text.

You and your party had been requested by the Church of Benyar (GMs should feel free to change the church so as to hook the party) in Fallen Oaks, a town three days travel to the north, to investigate a small matter for Lord Weathermay.

If the PCs ask for details on the terms of the job they accepted you may tell them that the church offered the player characters up to 500 gp in credit for any cleric spells they might need cast in the future. If the PCs protest at being railroaded into accepting a job you should threaten a roll on the Smartass Smackdown Table in the GMG to resolve the matter.

much travel. He counsels them to prepare themselves for a small expedition of a day or so before they visit.

Once this information has been imparted, Germain will excuse himself, saying he must be about his rounds at the sanitarium, but inviting the PCs to stop by for a chat sometime or if they are in further need of his services.

The church received a letter a short while ago from Lord Byron Weathermay of Wygen, a small seacoast village. Lord Byron's daughter, Lady Virginia Weathermay, is set to marry a newcomer to the region, named Count Tahd Vlad'Neer. While

this Tahd fellow seems to be an appealing chap, Lord Byron feels there is something unnatural about him, and before giving up his only daughter he has asked the church if they would dispatch some investigators for some discreet checking. The church has, in the past, received large building donations from the Weathermay's, and so dispatched your party to deal with the matter. This much is known from the letter, still in your possession. Tahd arrived in Wygen about a year ago from parts unknown. He seems a pleasant fellow, and takes dinner regularly at the Weathermay Estate, Heather House. Tahd says he is a researcher, an alchemist, and a sage, though he seems quite young for one obviously as knowledgeable as he seems to be, even for an elf. The nature of his research has also remained a mystery, save that it deals with transmutation of some type or another. Lord Weathermay ends his letter with an admission that his suspicions may only be the concern of an old man about to lose his only daughter, but it is better to be safe than sorry.

The trip south was uneventful, traveling along a well-mapped road through lands filled with the rich bounty of the autumn fields of golden-colored grain, brown fields of harvested corn, and gardens ripe with gourds, tomatoes, and pumpkins. The weather was cool and a little windy, and as you

moved south clouds gathered, the first harbingers of stormy weather. That night the rain brought with it a thick fog that obscured your vision and chilled your soul. Those who remained awake on guard duty began to feel uneasy and more than a little ill. It soon became too much of a strain to remain awake and they slipped into fitful sleep.

The fog affected the PCs at this point and unbeknownst to their conscious minds they managed to arrive in town the next morning and secure a room at the Blackard Inn. Since it was obvious that they were very ill and delirious the innkeeper summoned Doctor DuHonor to examine and care for them.

EVENT 3. MADMAN (AFTERNOON/DAY 1/NOON)

Whether the PCs have left their rooms by this time, are still enjoying a late breakfast with Doctor DuHonor in the Greatroom, or are exploring the village they hear a commotion coming down the street in the distance.

The still morning peace is shattered by an almost animal scream. A villager, eyes wide and wild, careens down the street, drool dripping from the corners of his gaping mouth. Several townspeople chase him through the quiet streets, stopping him before he reaches you.

Again he screams, his back arching as you hear every vertebra in his back pop as the four men try desperately to hold him. "Thieves! Murderers! You've taken them... You've taken them all! The village is empty... desolation! Despair! Where are the people? Where are the childrennnnnnnn!!"

The men struggle against the madman's near superhuman strength. He claws at the ground but they somehow manage to restrain him and finally pull him away. It is clear he will have to be confined in the sanitarium.

If Doctor DuHonor is present, he shakes his head sadly. "Poor Luker, he was always high-strung. And since his wife killed herself, he's been walking a

fine line. It was bound to happen sooner or later. Excuse me, gentlemen, duty calls."

Keep in mind that if the PCs try to intervene, their illness continues to burden them with a -4 penalty on all actions. Furthermore, such strenuous activity ruins the rest they have had up until now and requires another eight hours of full rest before they recover.

EVENT 4. EXPLORING THE VILLAGE (TIME MAY VARY)

This section details where the heroes may locate their missing equipment and any obstacles that they may encounter when they at last set out to explore the village in search of their missing gear. Use the encounter descriptions in Chapter 1, to provide details of each locale.

The character's gear is located in a variety of locations. The heroes might also want to consider outfitting themselves with rations and other supplies for the little expedition Lord Weathermay's note mentions. This part of the adventure gives the player characters a chance to become familiar with the key personalities of the town and allows them to begin to discover that things are not quite right. Later, when the PCs encounter someone they have met before who has now been converted by the forces of evil, they will be able to discern a difference.

Most of the characters' gear may be recovered with little trouble, though the PCs might have to put up with a little jawing, or the inconvenience of waiting while a misplaced item is located. If the NPC possessing an item is converted at the start of the adventure, he will either feign ignorance or stall the PCs telling them it will be several days before the item is ready. Converted NPCs charge an additional fee for their services ranging from 1 to 20 gold pieces.

If an NPC begins the adventure already converted, the PCs may discover something about the change in that character's personality through conversations with other NPCs who make a passing reference to the character's original nature.

The locations of various items of the player characters' gear is indicated in the following table.

Other businesses that the PCs might want to visit include the Marketplace (#18) and Kervil's General Store (#23) to outfit their expedition, and the Sanitarium (#26) to check in on poor Luker.

Location	Items
#2 Blackard	Miscellaneous Gear
#4 Livery	Horses, saddles and harnesses
#5 Garrison	Non-magical weaponry and shields
#12 Burned Church	Scrolls, books and potions (Saved from fire in a buried iron box.)
#16 Smithy	Armor of all types
#19 Mayor's House	Magic weapons and devices
#23 Kervil's Shop	Some general gear

EVENT 5. THE CONVERSION (MORNING/DAY 1/MIDNIGHT+)

During the course of the game, the souls/spirits of evil monsters and key townspeople will be paired and exchanged through a transpossession process caused by the Alchemist's Apparatus. These townspeople are lured out to its location, or captured by others already converted by evil and carried to its locale or to a cell in area 46J to be held captive prior to transpossession.

This happens at the specified times on the Event Chart at the location of the Apparatus. When this event takes place, use the following procedure to determine which of the townspeople and how many of them undergo Conversion. You will need a standard deck of playing cards. This adventure contains lists of 52 key townspeople and 52 creatures of darkness.

This game mechanic pairs one monster with an individual townspeople, and their souls/spirits are exchanged so that the monster now possesses the townspeople's form, and the confused townspeople is now trapped in the form of a monster.

Use the following procedure to determine which character is paired with which monster.

A. Prepare the card deck:

Remove the jokers and shuffle the deck. Count out 26 cards (dividing the deck exactly in half) and place the two piles separated in front of you. You only need to do this at the beginning of the game. These two piles of cards serve as the Conversion deck for the remainder of the game. You may wish to purchase an inexpensive set of cards that you can keep with the game until the completion of the adventure. (If you desire, you can use two separate decks instead of this method.)

The left-hand pile is the Townsperson deck and the right-hand deck is the Monster deck.

B. Determine the Number Converted:

Whenever this encounter takes place as indicated on the Event Chart, roll 1d4 to determine the number converted. The adventure begins with four townspeople already converted. This cannot include Dominic the Innkeeper.

C. Draw cards to determine which townspeople:

For each townspeople converted, draw one card from the Townsperson Deck (left-hand deck) to determine which of the townspeople have been converted. Reshuffle any results that indicate people who are present with the PCs at the time of the event.

D. Draw cards to determine the possessing monster:

When the townspeople is found on the roster, then draw a card from the Monster Deck (the right-hand deck) to determine by which monster they are transposessed. Write down the townspeople's number next to the monster and the monster's number next to the townspeople.

E. If there is more than one transpossession:

Repeat steps C and D for each additional townspeople/monster transpossession.

F. If the two decks are exhausted:

When the 26 cards of both decks are exhausted, then exchange the places of the decks, putting the Monster Deck where the Townsperson Deck was and vice versa. Now what was the Monster Deck will be the Townsperson Deck. In this way, all 52 townspeople and monsters can be paired.

Effects of Transpossession: From this event until the end of the game (barring any corrective actions by the players) the characteristics normal to the monster will be found evident in the townspeople, but the characteristics of the townspeople will not be evident in the monster when encountered. Note that such transposessed monsters are specific monsters and people and, thus, unique. When a transposessed monster is encountered randomly (on the encounter tables) and that particular monster is dispatched, then it will not be encountered again. Please note the other conditions of this transpossession as noted in the Apparatus section under the Apparatus, Soul Searcher and Ring of Reversion.

Monsters in townspeople bodies will retain any spell casting and mental abilities as well as immunities that they had in their original form but none of their natural physical abilities. For example, a transposessed Wraith would not be able to drain levels any longer but a transposessed Lich could still cast spells and cause fear while in a human body. The possessor inherits any natural physical abilities of the inhabited body (HP, AC, etc.).

In addition to retaining spell casting, and mental abilities, the transposessed monsters also retain their instincts... even if they no longer serve them well. For example, if a Wraith is instinctively afraid of the light, then he remains fearful of the light even while inhabiting the townspeople's body.

Likewise, a Banshee might try to defend herself by screaming hysterically even though this would do no good.

The transpossessed villagers, on the other hand, inherit all abilities of the monster body they possess. If it is a true undead body, they are quickly corrupted by exposure to the Negative Material Plane energies and become wholly evil. They are then indistinguishable from the actual undead itself and become suicidal if rescued, unless they were evil to begin with. If the monster is not a true undead, then the townspeople retains his alignment and will likely be quite confused by the body in which he finds himself. They inherit only the monster's physical abilities if it is not an undead.

Note that if a converted being is reverted to his original form, the returned soul/spirit still suffers from any damage or excesses experienced by his body. If a transpossessed monster is reverted to its original body, the monster's soul/spirit returns to its body and the creature is prone to attack any PCs present.

EVENT 6. SHIPPING (MORNING/DAY 1/10:00 AM+)

At certain times during the course of the adventure, a large wagon arrives at the Warehouse (Encounter #9) to pick up some crates marked for delivery to various locations around town. How many crates are picked up and what their contents are can be determined by referring to the Cargo Roster included herein as a player aid. With some careful searching (looting: advanced or looting: basic skills) the PCs may be able to find the roster.

Any four of the converted townspeople do the job of picking up this cargo, usually males of the highest level available whom the Creature feels capable of the job. They have previously gained permission to transport the materials from Cavel Warden (D3) the proprietor of the shipping house on the pretense that they needed a few extra gold pieces. The group bears papers signed by Cavel to that effect.

The wagon proceeds out of town down the west road and delivers the materials behind Heather House in the garden.

The drivers of the wagon are most careful and on a constant lookout for anyone following them. If they suspect someone is following them, they fake an accident with their wagon (a loose wheel or the like) and if they feel their numbers sufficient to handle the people following them, they engage them in combat. If, however, they feel overpowered, they send one of their number back to town to get help "with the wagon" and await reinforcements. Additional help in the form of 1d4+4 of the highest level of converted townsfolk arrive within 1d10+10 rounds after that.

EVENT 7. THE WEATHER OF WYGEN (CONTINUOUS)

The weather of the countryside reflects the growing concern that the characters should feel during the course of the adventure. In general, the weather starts with a bright, although somewhat bitter cold autumn day and deteriorates gradually into a terrible storm at the climax of the adventure.

The PC's entrance into certain locations occasionally triggers changes in the weather. Though not a true event by definition, they are referred to here so that you might more easily keep track of the overall weather picture during the game.

A letter follows each notation on the event chart for weather. This indicates just which change in the weather is taking place. Refer to the following entries for details.

A. Stillness: The day is cold and still. The crash of rolling waves has quieted and vapors rise from the glassy waters. The land seems to echo the quiet, with nothing daring to stir and shatter the silvery silence.

This seems very eerie as well as cold. Characters not warmly dressed suffer a penalty of -1 to all actions.

B. Overcast: Leaden grey clouds muffle the sky, sliding lazily across the heavens. Only fitfully the sun or moon manages to pierce the cover with golden rays that race across the ground.

Everyone feels depressed, and all reaction rolls suffer a 10% penalty.

C. Fog: A bank of dense fog rolls in from off the sea blanketing the land in cool, wet grey. Sounds seem muffled and distant and there is no wind to rustle the leaves.

Vision is reduced as per the Wall of Fog spell on page 186 of the PHB. The GM should keep in mind that this may make it more difficult for the PCs to detect any terrain hazards they may encounter.

D. Zephyr: A fitful warm breeze blows from out of the southwest. The cloud cover breaks up somewhat, and cotton white puffs dance across the sky. But there is the taste of threatening bad weather in the air.

No special effect.

E. Chill Breeze: A crisp autumn breeze, rich with the tang of salt, blows from the sea. Amber and crimson leaves rustle at its passing. The bright sky however, holds no warmth, but its rich azure hue seems to carry the promise of a distant spring.

No special effect.

F. Gusting Wind: A cold wind whips off the seaboard and across the land, a herald to the coming winter. Trees bend and branches crack before its strong gusts. Water is whipped into white-capped crashing waves, whose roar rivals the moan of the wind.

This wind slows travel to half speed and characters not warmly dressed suffer a penalty of -2 to all actions while out in the wind.

G. Drizzle: Dark clouds hide the sun and drape the land with twilight. A haze obscures the distance and a fine drizzle of icy rain makes all damp and uncomfortable.

The lighting level should be treated as twilight if the rain occurs during the day or as normal darkness if the rain occurs at night. (Reference Table 6A: Weather Modifiers on page 70 of the GMG and also Vision and Light on page 125 of the GMG.) Furthermore, paper items must be protected or make a saving throw of 6 or better to avoid being ruined. (See Making Spell Books beginning on page 85 of the SSG for more information on protecting paper items.)

H. Muddy Lands: The rains have turned the roads into a sticky, sucking muddy morass. The streams and rivers are swollen and the gullies beside the road are flooded. Here and there, depressions in the land have become miniature lakes.

After one hour of rain or three of drizzle, and for 2d6 turns after these storms cease, this condition prevails. Mud will slow travel to half speed and cause a -2 penalty to all combat when fighting in mud. Flooded areas must either be waded through at one-quarter normal speed or walked around.

I. Distant Thunder: A swirling, writhing bank of blue fog obscures the land. There is the distant rumble of thunder and flash of lightning that gets closer by the minute.

This event reduces vision to half normal. The rumble of thunder and crash of lightning should increase in frequency and draw nearer as the grand finale approaches in Chapter 3.

J. Storm: Without preamble, the storm breaks from the black clouds. The drizzle is suddenly replaced by torrents of chill rain, melting the fog away. The boom of thunder and coruscating crackle of lightning stuns the PCs with its shocking nearness. The torrents cascade down upon the PCs, buffeting them without mercy.

This storm increases in its fury. For every turn that the PCs remain out in this storm, there is a 5% cumulative chance per minute that lightning strikes near enough to damage one of the PCs. Randomly determine which PC may be hit with those wearing metal armor twice as likely to be hit as those not dressed in such a fashion. It causes 8d6 damage and has the same effects as a Lightning Bolt spell. The percentage chance of lightning striking and hitting a PC increases to a maximum of 15% and remains there until the end of the storm.

After the lightning has reached its peak a massive bolt arcs through the clouds overhead, leaping from one dark bank to another. The air suddenly crackles with energy and faint static charges pop from the fingertips of everyone about. Then, with a final electric shriek, the bolt lunges earthward a



mere 30 feet from the characters. There it seems to hang, crackling and hissing with unnatural energies. Trees trapped in its arc sparkle with the coruscating energies' blue webs spun through their branches. Squirrels, frozen in agony, squeal forth arcing bolts. Birds wear plumage of silver flame. All heaven pauses at the spectacle of nature's might.

And then the ground explodes as earth and trees chum and rip free and are flung across the yards towards the group. Arc lightning leaps and spins across the earth as the massive bolt collapses, hurling forth balls of lightning as 4 Quasi-Elemental Lightning Balls are freed upon the land!

Quasi-Elemental Lightning Balls (4) (HF 28, EP 2,000, Int 7, AL N (chaotic), AC 2, MV 18" Fly (A), HD 12, HP 80 (x4), SZ S, #AT 1, D 1d6+12, SA: leap, shoot lightning, SD: +1 or better weapon to hit, 1/2 damage from fire and acid, regenerate from lightning, Lang: Nil, Hon: Ave, ML 19, TOP N/A, Crit BSL: Def AC+10, FF N/A, Reference HoB 6 p 103)

The purpose of this rain is to help motivate a PC to take cover and remain there until the storm has stopped. In most instances, the storm will leave little doubt as to where to go. This happens in almost every horror story... the wayward traveler caught in a sudden storm is forced to seek refuge in a place or building he normally wouldn't be caught dead in and ends up getting "caught dead" there anyway. The terrible effects of this storm are intended to provide incentive for the PCs to do likewise. PCs who take cover in a building will no longer feel the storm's effects (i.e. lightning will not strike them nor will the Quasi-Elemental Lightning Balls pursue).

Once the effects of the storm are in full swing (i.e. the rates have reached their maximum limit) the storm continues at that level until the PCs have obtained the goal of that section of the adventure.

EVENT 8. THE SEARCHING MOB (EVENING/DAY 5/6:00 PM)

The flicker of guttering torches can be seen in the distance.
Cries of anger and fury cut across the wind.

This is a delegation from the town. Made up of good folk who were once numbered among the Fearfully Silent and the Unknowing (groups that are defined later), they have decided to take their fate into their own hands and destroy the monster that has stolen their friends' and neighbors' souls/spirits.

Unfortunately, it is their friends' and neighbors' bodies that they must oppose. The Creature has summoned his own forces and they have infiltrated the crowd. These infiltrators have made the crowd believe that it was the PCs who are responsible for the strange possession of their fellow men and that it is they who must be eliminated.

This mob consists of 15 of the highest-level fighters remaining among the unpossessed and 5 of the highest-level fighters among the Converted. If there are insufficient numbers of unpossessed, then for each of the unpossessed not available, there will be another of the Converted.

The mob musters in town, hunting the player characters in the streets from 6 to 9 in the evening. Then they move out onto the moors, approaching the House on Griffon Hill at about 10 in the evening, and finally setting it afire. Then they go to Heather House at 12:00 midnight and search it for the PCs.

This mob is not interested in justice and pleas along those lines are of no use. Escape or spells of mass destruction are the PC's only hope. Use your own judgment to determine the effectiveness of the PC's actions in attempting to escape. If the angry mob catches the player characters, there is likely to be a rather bad end to the adventure on the spot. Refer to the overbearing rules in the GMG.

EVENT 9. THE MURDER TRIAL

This event is not found on the Event Listing. It should only be used if all the following conditions are met:

1. A player character (or group of characters) has slain a townspeople (converted or not).
2. There is a witness to the deed or reasonable circumstantial evidence to suspect the player characters.

If the mob has already appeared in the course of the adventure, this incident is sufficient to cause the townspeople to repeat the performance. Use the information under Event 8. If the townspeople know where to find the player characters they go directly there.

The first stage of the trial is the arrest of the suspected character or characters. An official party led by Kedar Klienen (D10) and his fellow guardsmen Justinian (D9), Honorius (H8), and Carlisle (H4) tries to detain the suspects. They firmly attempt to arrest the suspect(s) without any trouble. If the player characters resist and it is clear the guards are outnumbered, they retreat and gather the aid of Brenna Raven (C8), Tabb Finhallen (D8), Kirk Terrinton (DJ), and Malvin Heatherby (HQ). Some, none, or all of these NPCs may be converted at the time. Converted characters tend to act with greater vigor, as their almost certainly evil and violent natures are unloosed.

Once the suspects are apprehended, they are taken to the cellar of the garison. Tyler Smythy (D4) comes with heavy chains, shackles, and manacles and binds the characters. Their bonds are riveted, not locked shut. The player characters might find it hard to stand under the weight of all the iron. Spell casters are gagged and bound as needed. The guardsmen explain that the characters will receive a trial and resistance and attempts to escape will only prejudice their case.

That afternoon or the next morning, the court will be convened at one of the inns in town. The Mayor, Malvin Heatherby (HQ), is the magistrate. He questions all witnesses, decides the truth of all statements, determines innocence or guilt, and pronounces sentence. Kedar Klienen (D10) acts as bailiff, assembling witnesses, gathering evidence (for both sides), and maintaining order in the court. Player characters are allowed to call witnesses in their defense and direct questions, but the Mayor has final say in all proceedings. The trial will only take a short period of time, unless the cast is convoluted or murky. In this case, it takes as long as necessary.

There are several possible outcomes to the trial, depending on the nature of the participants.

If there is absolute evidence of the character's innocence: The player character(s) are released. If the Mayor or Lord Weathermay is possessed, they put conditions on this freedom such as leave town immediately, loss of spell books, or loss of weapons.

If Malvin Heatherby and Lord Weathermay are unpossessed they favor leniency. If the evidence is not strong, the character will be released. If the evidence is against the player character, imprisonment will only be recommended for 1-6 years.

If Malvin Heatherby is unpossessed but Lord Weathermay is actually Tahd the judgment will be severe. Given circumstantial evidence, the character is sold into slavery. With strong evidence, the character is sentenced to death by hanging.

If Malvin Heatherby is converted, given any circumstantial evidence, the judgment is death by hanging.

If the character is imprisoned, he gets to remain in the cellar of the garrison for the term of his sentence, loaded down with all his chains... provided something does not get to him first!

If the character is sentenced to slavery, he remains in the cellar of the garrison for one week after which he is transported to a distant slave market. Of course, Lord Weathermay/Tahd sees to it that the character does not have to suffer through an unpleasant journey... ever!

If the character is sentenced to death, the hanging will occur in 1-3 hours. During the interval, the character is returned to the garrison cellar and allowed a visit from the town cleric. Anyone seeking to rescue him must act quickly! During this time, the converted townsfolk are vigilant against any rescue attempts.

EVENT 10. HUNTING THE CREATURE

When the PCs begin to hunt for the Creature they may have several different encounters. Since the Creature's guise may vary, you may want to create some unique events. Choose if and when each event will occur and note it on the Event Chart.

A. First Meeting: Once the heroes have interfered with the Creature's plans, he will pay them a little night visit. He will appear in a dream Sending (see spell in PHB) as a dark, shadowy silhouette. You may decide what he looks like. The PCs will be powerless to harm him, and any attacks pass through him. He warns the heroes to leave well enough alone, or to join his forces, threatening dire consequences if thwarted. He converses with the characters in the dream, but only to mock them. The PCs awake in a cold sweat.

B. Stalking: The PCs will probably be curious of the Alchemist's link with the Creature. He seems sincere, but even though he has amnesia he seems to be hiding something. He knows of the Vampire and feels that only he can truly understand what the Creature wants and destroy this beast. At the first chance, he will sneak away to follow a townsman he suspects is in league with evil. The heroes may follow surreptitiously or intervene. The townsman should be an innocent who is being lured by evil. Eventually, the trail leads into the wilds north of town where the townsman is ambushed by six Displacer Beasts lead by a Doppelganger in the guise of a tentacle armed, antlered man-beast.

Doppelganger (HF 5, EP 270, Int 12, AL N, AC 5, MV 9", HD 4, HP 44, SZ M, #AT 1, D 1d12, SA: surprise 7 in 10, SD: see HoB, Lang: Common, Hon: Ave, ML 9, TOP 22, Crit BSL: Def AC+2, FF 6, Reference HoB 2 p 64)

Displacer Beasts (6) (HF 6, EP 650, Int 3, AL N, AC 4, MV 15", HD 6, HP 50 (x6), SZ L, #AT 2, D 2-8/2-8, SA: displacement, SD: +2 to all saves, opponents take -2 to hit them, Lang: Nil, Hon: Ave, ML 12, TOP 25 (x6), Crit BSL: Def AC+4, FF 6, Reference HoB 2 p 59)

C. Red Herring: The heroes' investigations may turn up stories of missing livestock, animals drained of blood and the butcher shop broken into and fresh meat and blood puddings stolen. This is the work of a madman, Gregor Boyd, who believes himself to be a Vampire. He is somewhat confused as to a Vampire's weaknesses. He has two hiding places. One is a newly dug grave,

hidden by bushes, in the town graveyard (area 12). The second is a shallow grave in a blind cave behind a small waterfall east of the mill pond, with a simple pine box lined with soil. His coffins are lined with earth and belladonna. Stored in the coffins are a razor and mirror, teeth of victims, a full wineskin, and a bag of herbs including garlic buds.

D. The Meeting: The Alchemist slips away again. This time the heroes find a short note. "Let us end our quarrel. Meet me at Keeldevil Point." This is the east arm of the bay cliff.

A fog rises as the PCs approach the point, obscuring vision. There are shouts ahead in the fog and then a snarled, "It will end here!" followed by a cry. If the Creature has another guise, he flees in mist form. The Alchemist is hanging from a slowly uprooting tree, 20 feet down the cliff face. The PCs have five rounds to rescue him, or he will plummet to an apparent doom. If the Alchemist falls he will escape the waves intact and go into hiding, tailing the heroes, until he gets a chance to destroy the Apparatus. He will have a plausible story of his escape.

E. Double Blind: The PC's investigations may lead them to an abandoned house on Fisherman Alley, where a supposed creature of evil lairs. This is really a Doppelganger, who assumes the form of a Vampire. It is her desire to convince the heroes that she is an enchanted good soul, and that she can be saved by use of a Remove Curse or Dispel Magic. If "saved," the Doppelganger changes into a less menacing form and declares herself cured. She then tries to join the party and attempt to gain their confidence, until she can begin to whittle the party down. If the PCs do not believe her, she changes form into a large bird and flees.

F. The Hunters are Hunted: Things are getting out of hand and the Creature has decided to eliminate the PCs. The PCs should receive messages of dread from townspeople, that a tall, dark stranger with compelling eyes has been asking after them and their habits. They should find their rooms ransacked and at some rendezvous, a friend who has been viciously murdered. Then they should have a close encounter with Azalin and a squad of 28 Ghasts, who are better to avoid than confront. They should be harried out of town, until they can loose their pursuers in the wilds. The PCs should be terrorized by this encounter.

Ghasts (28) (HF 8, EP 650, AL CE, AC 4, MV 15", HD 4, HP 40 (x28), SZ M, #AT 3, D 1-4/1-4/1-8, SA: touch paralyzes for 5-10 rounds, stench 10' radius must save vs. poison or are nauseated and attack at -2, SD: protection from evil does not keep them at bay unless used in conjunction with cold iron, takes double damage from cold iron, Lang: common, Hon: Ave, ML 20, TOP N/A, Crit BSL: Def AC+2, FF N/A, Reference HoB 3 p 49)

CHAPTER I: THE DREAMS OF WYGEN

THE VILLAGE OF WYGEN

The people of this village can be grouped into three different factions. For purposes of this adventure, key town personalities are presented. This in no way is meant to detail all the inhabitants of this area.

1. The Unknowing: These include those good citizens who are unaware that something sinister is happening. They believe that life is proceeding normally, save for occasional isolated cases of fever and delirium that affect some of the citizens. They do not believe PC reports of dread deeds, unless presented with concrete proof, something the minions of the Creature attempt to conceal at all costs. These folk attribute much of the PCs' rantings to their recent bout with the fever. If the PCs become too demonstrative, these folk help restrain them and commit them to the sanitarium.

2. The Fearfully Silent: These residents know something of what is happening . . . some more than others . . . but fear the same fate so greatly that they keep their silence. These people react with fear and distrust of all who are strangers, and hide behind a mask of rudeness, apathy, and anger.

3. The Converted: These residents are no longer truly themselves, for a foreign soul/spirit now occupies their bodies, their soul/spirit trapped elsewhere in monster form. These people all act quite differently from the original townspeople. They appear as normal people, but often seem distracted.

They will answer questions but then find some excuse to leave. Their manner may easily be mistaken for stubbornness or a distrust of strangers. Any work that one secretly observes them performing may well be without enthusiasm or even progress. After all, they now have different motivations and goals. For example, an innkeeper might clean the same glass repeatedly simply to appear busy while being observed. However, these same people, on the command of their master, become a fierce and terrible force for evil.

RANDOM ENCOUNTERS IN WYGEN

While wandering about the village of Wygen, the player characters may meet a few of the villagers willing to talk to them. When the characters are on the streets, check for encounters once every two turns. These encounters only occur during the daytime.

ENCOUNTERS

Encounters are primarily governed by location. Occurrences that happen in encounters generally take place there regardless of the time of day or night.

1. COLD ROOMS

These are the rooms of the player characters, located on the second floor of the Blackard Inn. Throughout the entire adventure, the rooms of the player characters feel chilly and vaguely menacing. This applies even if the player characters change inns.

2. THE BLACKARD INN

Read the first boxed description if Dominic the Innkeeper is his normal self and the second if he is converted.

The inn's high-peaked roof rises above the surrounding buildings, the shutters flung open from the windows to catch the sea air. In the window boxes, flowers nod gently in the breeze. The daily linens hang from the window sashes of the second floor. Inside, well-worn tables and chairs crowd the tiny common room and patrons duck their heads under the smoky-grey low beams. The sharp tang of ales, mustards, and meats fill the air. Beyond it you can see the Greatroom.

The inn's high-peaked roof rises above the surrounding buildings, the shutters closed and fastened tightly. In the window boxes the flowers droop, their blossoms tightly closed. Inside, the tiny common room is stark and silent. The sharp tang of sour ale and old meat fills the air. Beyond it you can see the Greatroom.

Die Roll (1d20)	Encounter
1-10	No encounter
11	Justinian (D9)
12	Glenna Warden (S5)
13	Malvin Heatherby (HQ)
14	Gwydion (H7)
15	Gaston Hedgewick (D2)
16	Ariana Bartel (SA)
17	Corina Loch (CJ)
18	Darcy Pease (S3)
19	Bathilda Sud (C2)
20	Ida Hobson (S6)

The Inn consists of the Upper Guest Rooms (2A), the Cold Rooms (1), the Innkeeper description and the main floor Greatroom.

2A. UPPER GUEST ROOMS

Each character has a private room here (the Cold Rooms detailed as area 1), though there are other rooms as well. The rooms are furnished with a small washstand, chest, chairs, and a large four-poster bed covered with linen sheets and thick comforters. There is a fireplace in each chill room.

There is always one unoccupied room. The first time characters enter this room, they experience a **Programmed Illusion**. Thousands of evil-looking spiders spew from the pillows and bedding if they are disturbed. Thousands more crawl down the walls. Stomping and crushing them will not lessen their numbers appreciably. When the characters return to the room, there are no spiders, only the bedding the heroes may have strewn about.

2B. INNKEEPER

If the players are entering this place for the first time, read the first boxed description, thereafter, read the second.

At the base of the stairs, the Innkeeper wrings his hands. He starts noticeably when he sees you coming, changing his expression from worried consternation into one of overwhelming relief. He pulls an old rag from his britches and wipes the beads of sweat from his forehead.

When first encountered, the Innkeeper Dominic is one of the Fearfully Silent. Dominic believes that the PCs could be trouble for him and his inn and hopes that they will leave quickly. Indeed, while he is not outright rude to the PCs (always greeting them with a smile), he will constantly be asking if the PCs would mind "settling their bill" and wondering aloud when they will be "moving on." This changes to sly curiosity and feigned sympathy if he is converted.

Dominic holds the heroes' packs and miscellaneous gear not sent out for repair in his backroom. If the PCs request their gear, he will excuse himself to fetch it. During his absence, Event 2 will take place.

The front desk of the Inn stands in the small common room. From one side, the dark confines of the great room beckon you while on the other side the stairs climb to the second story.

2C. THE GREATROOM

The heavy beams of the ceiling sag. A blazing fire in the hearth tries with little success to stave off the late autumn chill that permeates the large hall. Next to the fire sits a lone figure.

This figure is the town balladeer, known to all as Gwydion (H7). He is a romantic, skeptical of machines and so called "sciences." One can often find him arguing about science with Doctor DuHonor.

3. WYGEN STREETS

Use the following description when the characters are out during the daytime.

The streets are open and fairly quiet. From one house hangs laundry while at another a meal cools on the windowsill.

At the wind's rising, shutters are fastened tight and mothers gather their children indoors. The streets are deserted during a storm.

After dark, use the following description.

Thin beams of light shine through the cracks of heavily shuttered windows. In the darker corners, things scurry past unseen. The wind carries the sounds of evil whispers borne from afar.

4. LIVERY

Here are found Tyler Smythy (D4) and his wife, Kyna (C3). Normally, Tyler is a husky and good-natured man who, though short of words, is always willing to help. His wife often sits in the corner of the livery working on her needlepoint and prattling a never-ending string of tales and gossip.

5. GARRISON

The garrison is a large stone hall near the center of town. Built in much older times, its wet grey walls seem to brood over the children who dare play near it.

The inside floors are musty and dark, with only feeble beams of sunlight slipping through the narrow arrow slits. Oaken-beamed walls separate several rooms of the garrison - the armory, the barracks, and the storerooms. A flight of stone steps descends to the moldy earth cellar and town jail.

Unless they are all slain or occupied elsewhere, 1d4 of the town guards are typically found here. They are always found in this order:

Justinian (D9), Carlisle (H4)

Kedar Kleinen (D10), Honorius (H8)

The cellar of the garrison is divided into three large cells and an adjoining hall, a guardroom, an earth cellar with a sewage pit and two locked storerooms. There is a heavy, barred and locked door at the top of the stairs to the cellar. Only narrow, barred, recessed windows let the dim light of day filter in.

If anyone is confined here, these are the opportunities for escape that are present. The bars of the first cell's window are rusty and loose and may either be broken with a successful Bend Bars roll at double normal chance, or dug free in 2d6 turns. However, the window casement is very narrow, and only a halfling, gnome, or one of smaller size can easily squeeze out. Beneath the loose flagstones of the second cell is a hollow space that runs beneath all three cells, but goes nowhere. The keys to the cell hang from a latched chain on the far wall, ten feet opposite this cell. The storeroom holds some fine incense oil, which may be used to cause a diversion. The sewage pit leads into the sewers, a tight and filthy squeeze to freedom beneath the wharf. Many giant rats inhabit this underground warren, though the PCs will likely encounter no more than 20 during their bid for freedom. Remember to check for disease or parasitic infection as detailed starting on page 22 of the GMG.

Tahd converts may be sent to visit those confined here, or one of Tahd's four Vampire minions may attend inmates.

6. SHIPPING HOUSE

Here, during the daylight hours only, Cavel Warden (H3), the proprietor of the shipping house, can be found. A high-strung man, he will be in his usual state of agitation over a hundred little problems. Under normal circumstances he is never found here at night, but will be at his home (See 21) with his family. If Cavel becomes one of the Converted, his schedule is reversed - staying home during the day and working at night.

7. THE SEVENTH SEA

This tavern is managed by Kirk Terrinton (DJ) who keeps it open from 10 in the morning until 2 each night. Kirk is normally a most outgoing fellow with a quick smile and plenty of advice. He loves to listen as much as talk and pays close attention to most everything that is said. Kirk knows more rumors than most of the fellows in town.

8. TRAVELER'S INN

This inn is run by Solita Maravan (C9), widow of seaman Ustis Maravan who was lost in the big storm a few days ago. She still wears the black clothes of mourning and has rather puffy eyes from her lonely crying. She remains, however, a most capable woman and continues to run the Inn most admirably.

Staying here at the Inn is Sir Tabb Finhallen (D8), an adventurer passing through town. Tabb is a boisterous and loud fellow with a twinkle in his eye. He loves to joke and kid others, even to the point of annoyance. He is, however, recuperating from a rather exhaustive (and damaging) adventure and prefers to spend most of his time relaxing here at the Inn. He seems totally insensitive to the sinister foreshadowing events noticed by the PCs.

9. WAREHOUSE

A large, barn-like building runs almost the entire length of Anchor Street between Shore Lane and Mill Road. The old timbers creak in the cold ocean breeze.

The doors to the warehouse are locked. If someone gains entry to the warehouse, read the following:

Cold drafts howl through the cracks in the old planks. Thin slivers of light slip into the room giving sharp contrast to the chamber.

Just how much cargo is left in the warehouse depends upon how much has been carted away prior to the PCs entering this place. Use the Cargo Roster provided with this booklet in conjunction with Event E6 to determine what objects are still here. All is crated or similarly packed for transport.

10. MILL BRIDGE

Mill Road takes a turn through the skeletal barren trees. There the Mill Bridge crosses the cold, brown waters of the Arden River. To the east, the mill pond is covered with the rotting leaves of autumn. West of the bridge a rock flume channels the waters onto the great water wheel of the mill house.

If the miller, Sterling Toddburly (D7) and his son Ethan (D6) have been converted, then the mill wheel will not be moving and the water from the flume will be diverted past the wheel. In the early afternoon, Christina Bartel (S2) and her daughter, Ariana (SA), the town washwomen, come down to the mill pond to wash clothes. They chat between themselves, with mother dominating the conversation. They are wary of strangers. Neither can swim, and a possible encounter may be rescuing one who has fallen into the icy waters. If either is converted, they wash clothes at dusk or early dawn instead.

11. OLD MILL

The elder widower Sterling Toddburly (D7) and his son Ethan (D6) run this mill. Both are quiet, shy people but quick to smile and very warm and open once the ice is broken. They can be found here in the mill most any time but never later than 10:00 at night nor earlier than 5:00 in the morning under normal circumstances. When normal, Ethan's wife, Erica Toddburly (C10) can be found at the market (#18C) during the morning and in the mill home here during the rest of the day. She is a sweet and charitable woman who is inclined to give things away.

12. BURNED CHURCH OF BENYAR AND TOWN GRAVEYARD

During the terrible storm some nights ago, the great Church at Wygen was burned to the ground. Here lives Father Joshua Talbot (HK) in a gardener's shack. He is one of the Fearfully Silent. He seems nervous and haunted when the PCs first approach him. If any of the PCs asks him about the people in town and he has not yet been converted, he wrings his hands and mutters:

"Tis the devil! The devil hisself! Oh, why did I let this happen! Why couldn't I stop it? That awful house on Griffon Hill ... cursed be it! When the Count moved in, bless his soul, we thought that the evil stories of old would be proven wrong once and for all. But it were not a short while and he himself ran in terror from the place! Since that time we have sent people to destroy the horror there ... and didn't they all come back saying nothing was wrong at all! But none who went came back the same, don't you know? Men like strangers to their own kin ... children whose laughter had left their eyes ... and the curse is spreading."

The cleric at this point reaches for one of the PCs and begs them all to rid the land of this terrible evil. Of course, Father Talbot only reacts this way if he is not one of the Converted. If converted, he quietly denies there is anything wrong in Wygen - none are acting any more strangely than normal. Perhaps the chill sea air has awakened the recovery of the heroes.

If any of the important items are located here, Father Talbot only agrees to relinquish them if requested by the Alchemist Tahd. Tahd has forgotten where he left the items. If Father Talbot is converted, he knows nothing of the items' location, and if questioned about them, becomes excited and agitated. He will try to send the heroes away and then search for the items himself. He acts very suspiciously.

The items are hidden in the single stone mausoleum in the town cemetery. The cemetery as a whole has fallen into disrepair, but the grey stone structure with a winged lion carving is in good repair though overgrown. The stone sarcophagus has an intricate locking system and bears the remains of Normal Kervil. The stone box is trapped with Glyphs of Warding of Cause Blindness, electricity (D 6d4) and poison gas (treat as type S, save at +4). The items are hidden behind the bronze name plaque on the wall.

Lingering in the woods and bluffs to the north are four Wights (C5, D5, H5 & S5). If the characters visit the ruins after dark, they will trigger the following **Programmed Illusion**, once. If you want to add to the tension, have the player characters roll for initiative as this scene plays out and the beast attacks.

The headstones of the churchyard, ancient with decay, lean and tilt in all directions. Red gold eyes watch from the shadows underneath them. Suddenly, a dry, hollow chuckle floats teasingly through the air, playfully lingering in the skeletal branches of the trees. Then, with a rabid snarl, a furred beast springs from the darkness! Tumbling you to the ground, you struggle with a wolfen form. Its canine fangs snap at you. Foam flecks its matted jowls. In a snarling hissing voice the beast speaks. "Mere mortal! You cannot stop me...I serve a greater power than you shall ever know!"

If the PCs search some of the bushes in the graveyard, they may find a recently dug open grave that contains a simple pine coffin. See Event 10C for more information and the contents of the coffin.

13. OLD SALT HOUSE

Neola Caraway (CK) runs this boarding house. She has never married, finding the business of running this house more profitable to her both in money and spirit than marriage. She is crusty and sassy but never unpleasant.

14. SALTY DOG TAVERN

This tavern is run by a female adventurer named Brenna Raven (C8) who won this dump in a dice game. She still wonders whether she won that toss or lost it when she got the place. Brenna is easygoing and very sarcastic in a sleepy sort of way. Brenna is not very honest, and late in the evening she dilutes her drinks with wood alcohol. Any character drinking here into the evening will have to make a Constitution check at the end of the evening or

suffer from temporary blindness and weakness (-4 to all rolls) for 2d6 hours beginning within 1d8 hours after leaving.

15. BUTCHER

Silas Archer (H10) is the butcher. He and his wife Violet (S9) run the shop with constant bickering. They couldn't agree on the color of the sky on a clear day. One gets the feeling, however, that the bickering is as much a part of their love for each other as anything else. It all seems good-natured despite the occasional thrown object.

Helping about the shop to clean up is Penelope Archer (S8), a beautiful, shy girl with large doe-like eyes and a charming smile.

16. SMITHY

This metalsmith is Elwin Hobson (H6). He speaks rather slowly and has a tendency to mumble from time to time except when the subject of metal-smithing comes up. Then his voice becomes rather confident and his speech clears.

Elwin's wife is Ida Hobson (S6). Ida is a sweet, caring woman who is totally devoted to her husband. Ida wouldn't hurt a fly. Though she is absolutely round and has difficulty getting through most doors, she is as cheerful as she is overweight.

17. BAKERY

The bakery is run by Tilda (C6) and Freeda (C7) Maybery, two elderly spinster sisters who have always enjoyed each other's company.

18. MARKET

The open-air market is one of the central features of Wygen - in the summer. Now it is autumn and the cold winds have driven most of the farmers away. The grassy lawn is dry and withered. Leaves blow and swirl across it, clattering among the empty stalls. The faded awnings of the few remaining stands snap and creak in the wind.

18A. FRUITSTAND

Normally, Berwin Hedgewick (DA) and his mother Lenor Hedgewick (CA) are here during the morning and afternoon selling the fruits from their farm - now reduced to a meager assortment of sulfured apples and dried berries. If they are converted, they no longer appear here in the daytime.

Lobelia Turner (C4) is always found here with her own fruit stand. Lobelia sells dried wild fruits and looks a little wild herself. Her toothy grin beams out from her rather sooty face normally and though her language is quite rough there is a sense of caring about her.

18B. VEGETABLES

Normally, Bathilda Sud (C2) is here during the mornings and afternoons selling vegetables from her husband's farm. Parsnips, rutabagas, turnips, dried corn and squash are all that remain of the crop. If they have become converted, however, she no longer appears here in the daytime.

18C. GRAIN

Rae Soddenter (C5), wife of Parvis Soddenter (D5) is normally found here selling grain during the morning and afternoon. If she has become converted, however, she no longer appears here in the daytime.

Next to this stall is that of Erica Toddburly (C10). Normally, she is selling flour from the mill during the afternoon. If she is converted, she no longer appears here during the daytime.

19. MAYOR'S HOME

Malvin Heatherby (HQ) is the mayor of Wygen. Son of the groundskeepers of Heather House, he was appointed to this post by Lord Weathermay himself. He does his best to put on an upper crust air about himself which usually results in his looking rather pompous, a true stuffed shirt. Occasionally, however, he lets out his boyish grin and amazement at things magical.

20. GROUNDSKEEPER

During the day, no one can be found at home normally. Only during the evening hours and at night are Lee Heatherby (H9) and his wife Margaret (S7) at home. They are two simple gardeners with country ways. Their greatest pride and joy is their son, Malvin, whom Lord Weathermay appointed as mayor. They work for Lord Weathermay during the day.

21. PRIVATE HOMES

These buildings are the homes of the villagers of Wygen that are not otherwise located on the map. These homes are simple and plain. If a villager is converted, his house is shuttered tightly during the daytime, with no signs of activity.

22. OLD BOOKS

This is the bookshop of Tobais Kenkiny (DQ) and Desma Kenkiny (CQ). If both are normal, read the following.

The shop is a single, small room, neatly kept. Arranged on two shelves are a small number of books. Stacked below these are several bundles of scrolls.

If either is converted, the shop is closed up tight. Peering through the windows, the books and scrolls are in a chaotic disarray throughout the small room. Tobais Kenkiny is a retired adventurer, one who lost his nerve for violence and bloodshed. The shop was Desma's dowry. Since he can barely read, she handles the business end, letting him deal with the few customers who visit.

At the bookshop, the player characters can attempt to research the background of Griffon Hill and other bits of local history. Information is readily found if characters are specific in their requests. Otherwise, it takes several false starts to learn anything.

From the records of the local magistrate, 400 years prior: "To what end Godefroy has raised this structure, I can only speculate. Surely he has come under some heathen curse whilst fighting in the distant lands. Since its raising, the farmer-folk have sworn of bad crops and evil visitations. Even I have noted the unusual play of heavenly energies that hover and cling round the blasted moor...

...Tragedy has struck! This morn, Goodman Morris came winded from the Godefroy house. He says Lady Godefroy and her child are brutally slain and the blood clings to Lord Godefroy's hands...

...Lord Renier and his young wife have fled the House of the Griffon, swearing furiously never to return. Again the terrors of that place have struck. He has called for its destruction, but no man will venture near it. I fear the cursed thing shall be with us always."

23. KERVIL SHOP

This is the general store of Vogler Kervil (DK). An ancient man, he lives alone on the second floor. Normally, he is irascible and gouging, charging whatever he can manage. Indeed it may be difficult to tell when he is converted as the new occupant of his body may act in much the same manner.

24. WHARF

The cold late autumn wind sweeps the ocean spray across the moldering planks of the old wharf. With their backs to the sea, several fishermen weave the damp threads of their nets, their singsong chants punctuated by the thumps of the boats against the pilings.

As more and more of the townspeople are converted, the wharf becomes increasingly deserted. At night, there is no activity here, only the gathering of 1-4 Banshees (see creature C9 for statistics), both normal and those possessed by townsfolk.

25. FISHERMAN'S ALLEY

This dank street hosts the homes of the fishermen of Wygen. The alley is deep with mud and reeks with the stench of rotting fish. During the early morning, any unconverted fishermen will be selling their catch from the night before - small fish in baskets and large ones hung by hooks through their gills. At night the streets are deserted except for the constant scurry of rats and mangy cats.

26. SANITARIUM

When the characters enter the grounds the first time, they trigger a **Programmed Illusion**. Suddenly sprinting across the grounds they see a man approach them, obviously a patient. He is Cyrus Belview (the Count's mad servant from Robinloft). Giggling he says, "The master is so happy, so happy you have returned. He has wanted to meet you again. I will go tell him you are coming." If the player characters encountered him in Robinloft, they can certainly recognize him here. Before the characters can do anything, he vanishes before their eyes, as if he had never been there at all. There is only the moaning of the bitter wind.

A high brick wall topped by rusting iron spikes surrounds the grounds. The road leads to the heavy wrought iron gate - the only entrance. Through the bars you can see the grounds - a sparse and bleak garden, grey in the late autumn mist. The trees have only a few brown leaves clinging to their bony branches. The weedy flowerbeds have long since withered and died. At the center is a single building - a rambling, three-story wooden structure. The roof is gabled and a large round turret juts from one corner. The walls are pierced with many windows, but each is heavily barred and curtained. Dim light shines through the windows on the lower floor. Occasionally, there is the furtive flash of movement from the windows on the upper floors.

The sanitarium rests at the base of the cliffs separating the Weathermay Estate from Wygen. Doctor Germain DuHonor owns it. The ground floor of the house is devoted to his offices and rooms. There is a reception room and private study, where he conducts most of his consultations. These are well appointed with comfortable furniture, paintings, odd-looking devices, and framed degrees. Beyond these rooms are DuHonor's personal rooms and his "surgery" room. The surgery room is filled with phials, chemicals, crucibles, knives, scalpels, and bizarre machinery. A large table fixed with heavy leather straps dominates this room. Most of the other equipment is shelved in glass-fronted cabinets lining the walls.

The second and third floors are the rooms of the patients. Each has a heavy, barred door and simple furnishings (if allowed) inside. Currently there are 2 or 3 patients of note present. The others are either imbeciles, catatonics, manic-depressives, or just violent brutes.

Patient #1: This fellow, Marston, is a harmless lunatic, found wandering on the moors several months ago. He babbles occasionally about "the horrors of the world" and implies that he knows great secrets. However, he knows nothing of value.

Patient #2: This is a wild-haired woman, Ellie, with large staring eyes. She furtively watches out her window at all that transpires in the outer world, making up fanciful gossip to explain what she sees. She has seen the wagon hauling crates during the night and explains this as "new people moving in with full wagons." She punctuates her talk with sudden screams about "the dead lions!"



Patient #3: This patient is Luker. He will scream and rant about "the children." Little new information can be learned from him; only that the evil haunts the shadows . . . all the people have gone . . . and the dark one himself has arisen from the grave!

A day after his committal, Luker will begin to rant that they are coming to get him, to take him away with the children. He becomes increasingly agitated as midnight approaches. The Creature may choose to do one of two things with Luker, first to break him out so that he may be converted or to have him killed to prevent others from listening to his babble. Note that Luker does not appear on the transpossession roster since his conversion will not be random like the others. To avoid throwing off the roster, the GM is encouraged to select a creature, not on the roster, with which to transpossess Luker, but only if the GM decides that the Creature wishes to convert him.

In addition to Doctor DuHonor and the patients, one can also find the following people here during the daytime: Axtel Bartel (HA) and Barth Kleinen (H2) are hired as attendants. There may be other nurses and servants who prepare food, do laundry and tend the grounds.

27. FARMS

These are the homes of the farmers of Wygen. Each consists of a house and several outbuildings - barns, sheds, and granaries. The livestock is loose and untended if the farmer is converted.

The families living on each of the farms are noted below. In addition there may be hired hands or distant cousins who live in the barns or sheds.

27A. Lobelia Tarner (C4) and 5 vagabonds.

27B. Percival (D3) and Bathilda Sud (C2).

27C. Gaston (D2), Lenor (CA) and Berwin Hedgewick (DA).

27D. Parvis (D5) and Rae Soddenter (C5).

28. SARMAL BAY

All of the ships in this harbor are unserviceable and irreparable. The Creature has seen to it that none of the ships in this harbor are tended by any but those who are under his control. Each ship is manned by five sailors that have been charmed by Tahd himself (assume three weeks between saving throws, but the adventure should not last that long). If the PCs should examine the interior of the ships, they may find that the hulls are all breached in several places and are poorly patched, rendering the ships totally unseaworthy. If questioned, those attending the ships dully explain that the storm rushed their ship against the rocks and that they were most fortunate to have escaped a watery grave.

Two rocky promontories rising 100 feet above the crashing surf flank the bay. Jagged rocks and sunken wreckage gather at their feet like snarling teeth.

29. ROADS OUT OF TOWN

The roads are bleak and rutted and the signs for Wygen are old, the paint flaking off. By the time the players reach the sign on either road out of town, they will be close to Tahd's circle of fog. As the players pass the sign, a Dire Robin alights on the sign and utters a portentous chirp. Moving beyond this boundary takes the characters away from the adventure and they should be gently nudged back to the town. If they continue, 50 Dire Robins swarm out of the trees and attack them. If this gentle hint does not work, a violent storm or some of Tahd's minions might. Failing that, the fog's fever and delirium effect will set in when the adventurers are almost through. Nasty things can happen in the wilderness when you wander aimlessly babbling to yourself or just fall unconscious in the mud...

Dire Robins (50) (HF 0, EP 8, Int 1, AL NE, AC 3, MV 4"/14" Fly (A), HD <1, HP 4, SZ T, #AT 1, D 1d4-2, SA: Nil, SD: flurry, Lang: Nil, Hon: N/A, ML 13, TOP 2, Crit BSL: Def AC-4, FF 10, Reference Robinloft, Robinloft 2)

CHAPTER 2:THE MOORS

The land surrounding Wygen is a grey and bleak wasteland covered with hills of rolling heather, jagged cliffs, dark woods, and foggy dank moors. During spring and summer, the countryside can be pleasant and relaxing, full of color and life. But now, in late autumn, it is the treacherous blackness of the moors that predominate. A land shunned by the wise traveler, filled with hidden bogs, secret pathways, and fell creatures. Even the rolling heather is not completely safe: the cover hiding small patches of bog or an assailant. Of course, if anyone wanders too far, they pass into Tahd's wall of fog and delirium is not far off.

RANDOM ENCOUNTERS ON THE MOORS

When the PCs travel outside of Wygen and the Weathermay Estate, check for a random encounter once every hour, using 1d6. An encounter occurs on a roll of 1-3. Roll a 1d12 and consult the following table. Note that although this section refers to locations in this adventure where one can find the monster's statistics (in parentheses), except in the case of those marked with an asterisk, these are not necessarily the same creature.

Random Encounters on the Moors Creature Statistics

Griffon (HF 5, EP 650, Int 2, AL N, AC 3, MV 12"/30" Fly (C), HD 7, HP 55, SZ L, #AT 3, D 1d4/1d4/2-16, SA: Nil, SD: Nil, Lang: Nil, Hon: N/A, ML 12, TOP 28, Crit BSL: Def AC+5, FF 6, Reference HOB 3 p 106)

Nightmare (HF 32, EP 2,000, Int 11, AL NE, AC -4, MV 15"/36" Fly (C), HD 6+6, HP 56, SZ L, #AT 3, D 2d4+2/2d4+2/1d6+2, SA: Burning hooves, breath weapon, SD: become astral or ethereal at will, Lang: Nil, Hon: ave, ML 14, TOP 28, Crit BSL: Def AC+5, FF 11, Reference HOB 6 p 12)

Die Roll	Day	Night
1	Griffon	Undead Treant* (SJ)
2	Harpy (31)	Ghasts* (C3, D3, H3)
3	Hellhound (Epilogue)	Banshees* (C9, D9, H9, S9)
4	Orc, common (32)	Hellhound (Epilogue)
5	Ogre, Low Common (32)	Shadow Mastiff (M39)
6	Quasi-Elemental	
	Lightning Ball (Event 7)	Nightmare
7	Dire Robin (29)	Quasi-Elemental
		Lightning Ball (Event 7)
8	Giant Spider, Giant (34)	Skeleton, Screaming (41)
9	Stirge, Common (M37)	Horse Skeleton (M10)
10	Vulture, Common (34)	Wolf, Dire (Epilogue)
11	Wolf, Dire (Epilogue)	Wraith* (C6)
12	No Encounter	Will-o-Wisp* (DQ)

* These may be possessed townspeople.

ENCOUNTERS

30. SOUTH ROAD

The southern road goes through forested land about 50 miles to the next settlement of Baynet. Discourage players from attempting this journey (since this takes them out of the area of the adventure). If the PCs arrived in Wygen via this road, use the standard encounter rate for adventuring. However, after their arrival, the land has become more dangerous due to the Creature's rise in power. These lands are quite wild and the chance of an encounter increases to 1-5 on a 1d6 every 3 turns once the characters leave the map. Further, the road quickly winds into a dense fog, limiting all visibility to 10 feet. PC movement is slowed to one-half movement. 10 miles from Wygen, the PCs will encounter Tahd's wall of fog, the sign, and the Dire Robins described in encounter #29.

31. THE EAST MOORS

This area is a treacherous bog, seldom crossed by the locals. For every turn spent moving through the moors, secretly make a Wisdom check for the lead character. If the check succeeds, he has found a safe path that turn. If the check fails, the character has blundered into treacherous ground. The PC will begin to sink into the bog at the rate of 1 foot per round. Pulling a PC free requires a Strength check with a +1 penalty for every foot sunk.

On a hillock crested by a tangle of knotted trees is a Harpy lair. PCs hear a haunting melody within 300 yards of the lair. At 100 yards, the characters notice a gentle maiden leaning across a log. This Harpy is lying so that the lower portion of her body and her wings are not visible. Within 50 yards, PCs must make a save vs. Spells or be charmed. The Harpy will lure prey to her, past patches of Strangle Plant Vines to trap his friends. Any charmed PCs may be startled by her three sisters in the process of devouring two hapless Orcs (save again to escape charm). The sisters rush to attack.

On the fifth round, three more Harpies fly from the swamp, each one carrying two stinkweeds. Any PC hit by a stinkweed must save vs. poison or suffer from a Stinking Cloud for three rounds.

Their treasures are 12 pieces of jewelry, (500 gp each), 7 black onyx (300 gp each), human-sized silver plate mail, a clerical scroll with Negative Plane Protection (x2, caster level 7), and a brass Locket of Sealing (casts Wizard Lock once per week, caster level 16, EPV = 1,000, GPV= 10,000, MU only).

Harpies (4) (HF 9, EP 975, Int 6, AL CE, AC 7, MV 6", 15" Fly (C), HD 7, HP 60, 55, 53, 50, SZ M, #AT 3, D 1-3/1-3/1-6 or 1-3/1-3/by weapon, SA: singing and charm, SD: nil, Lang: Common, Hon: Ave, ML 14, TOP 30, 28, 27, 25, Crit BSL: Def AC+5, FF 5, Reference HoB 3 p 121)

Strangle Plant Vine (HF 60, EP 8,000, Int 0, AL N, AC 6/5, MV nil, HD 25, HP 120, SZ L, #AT 8 or more, D 1d4, SA: strangulation, SD: immune to small flames and torches, electricity does no damage but doubles movement and attacks for 2-5 rounds, cold causes 1 point of damage per die and immobilizes sections of the plant for 2-5 rounds, Lang: None, Hon: Ave, ML 19, TOP N/A, Crit BSL: Def AC+18, FF N/A, Reference HoB 7 p 116)

Orcs, common (2) (HF 0, EP 15, Int 8, AL LE, AC 10, MV 12", HD 1, HP 26 (x2), SZ M, #AT 1, D by weapon, SA: nil, SD: nil, Lang: Orc, Hon: Ave, ML 11, TOP 13 (x2), Crit BSL: Def AC-2, FF 4, Reference HoB 6 p 32)

32. CLIFFS

The cliffs surrounding the town range in height from 51-150 feet. At the bottom is either hard ground or jagged rocks. If a PC falls from the cliff, the GM should determine the exact height of the fall and the type of surface that he falls on. There may be dens of creatures hidden in faults, small caves or on broad ledges. Along the seashore there are several small marine caves that are flooded each high tide.

The lair of a band of 83 orcs is hidden in the eastern sea cliffs. The orcs are led by the one-eyed Hargel. One can reach their caves and crevices by a spiral stair and a flooded sea cave. They are linked by rope bridges and ledges. It is protected from undead by running streams and falls, a stand of wild garlic, and their 5th level Shaman Eisman Khargug, a whiny fellow with a nasal laugh.

Hargel has three Orc guardsmen and an Ogre (Common Low) brute to help him enforce his leadership. Sections of the cliff have been weakened to drop trespassers 70 feet into the sea. There are several dead ends with rock fall traps (D 2d8). There are also three net snares. If invaded, the Orcs attack from as many sides as they can. If the attackers prove too strong, the Orcs retreat to the sea.

Their treasures are - 5,000 sp, 2,530 ep, 20 chrysoberyls (200 gp each), a coral necklace (1,800 gp), four potions: Climbing, Extra Healing, Speed, and Super-Heroism, and a clerical scroll (caster level 14): Create Holy Symbol, Invisibility to Undead, Protection from Evil, and Restoration. There are also two dinghies.

Orc, One-Eyed Hargel (HF 0, EP 15, Int 8, AL LE, AC 4, MV 9", HD 2, HP 31, SZ M, #AT 1, D by weapon + 1, SA: nil, SD: nil, Lang: Orc, Hon: Ave, ML 11, TOP 16, Crit BSL: Def AC+0, FF 4, Reference HoB 6 p 32)

Orc, Shaman Eisman Khargug (HF 4, EP 563, C5, AL LE, AC 6 (brigandine), MV 9", HD 5, HP 48, SZ M, #AT 1, D 2d4 morning star, SA: spells, SD: nil, Lang: Common, Orc, Ogre, Hon: Great (+1 to all rolls), ML 11, TOP 24, Crit BSL: Def AC+0, FF 6, Str 11/59, Dex 10/30, Con 12/02, Int 13/89, Wis 14/27, Cha 9/99, Com 6/43) (Reference HoB 6, p 32) His spells are as follows:

Level 1: Cause Fear, Command, Cure Light Wounds (x3), Detect Magic, Protection from Good

Level 2: Cure Moderate Wounds (x2), Silence 15' Radius

Level 3: Cause Disease

Orcs, common, guards (3) (HF 0, EP 15, Int 8, AL LE, AC 4, MV 9", HD 2, HP 31 (x3), SZ M, #AT 1, D by weapon +1, SA: nil, SD: nil, Lang: Orc, Hon: Ave, ML 11, TOP 16 (x3), Crit BSL: Def AC+0, FF 4, Reference HoB 6 p 32)

Orcs, common (83) (HF 0, EP 15, Int 8, AL LE, AC 6, MV 9", HD 1, HP 28 (x10), 27 (x10), 26 (x10), 25 (x13), 24 (x10), 23 (x10), 22 (x10), 21 (x10), SZ M, #AT 1, D by weapon, SA: nil, SD: nil, Lang: Orc, Hon: Ave, ML 11, TOP 14 (x20), 13 (x23), 12 (x20), 11 (x20), Crit BSL: Def AC-2, FF 4, Reference HoB 6 p 32)

Ogre, common low (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 49, SZ L, #AT 1, D 1-10 or by weapon +3/+7, SA: nil, SD: nil, Lang: Ogre, Hon: Ave, ML 11, TOP 25, Crit BSL: Def AC+5, FF 4, Reference HoB 6 p 23)

33. NORTH ROAD

The north road winds its way along the coast of Sarmal Bay. The nearest human settlement down this road is Fallen Oaks approximately 75 miles away. As with the south road, characters should be discouraged from taking this route. 10 miles from Wygen, the PCs will encounter Tahd's wall of fog, the sign and Dire Robins described in encounter #29. If the PCs have already tried to leave by the south road, increase the number of Dire Robins to 100.

34. DARK WOODS

Only a small tongue of the dark woods reaches down from the north separating Griffon Hill from the rest of the community. In general, this suits the townspeople just fine, as they do not wish to be reminded of the evil place. The woods have a foul reputation as well. There is a 60% chance per hour spent in the woods that the PCs encounter a Giant Spider (Giant variety) or 2-5 Ogres (Common Low).

There is an Ogres' camp hidden in a wooded ravine. The camp is a collection of camouflaged rawhide huts. They eat whatever they catch, holding prisoners in a 20-foot deep pit with two posted guards.

The camp is protected by two lookouts and soaring Vultures (Common), whose keen eyes spot movement in the underbrush. There are a series of swinging spiked stick traps (strike as a fighter level 9, D 1d6 and save vs. Petrification or suffer half movement penalties and no Dex bonus applied to AC until healed) and rope snares (save vs. Petrification). Two trees may be toppled on invaders (D 3d8). There are 15 Ogres (see area 32 for statistics) and three Vultures lead by Gorbagh Snarltooth. He is bitter, bloodthirsty and cruel. Gorbagh's mission is to prevent locals from leaving and he has been paid by Tahd to do so. The Ogres are loyal to him out of fear, fleeing if he is defeated. Patrols warn the camp of intruders. When attacked, Gorbagh holds back, while the other Ogres fling spears. The Vultures drop a 10-foot net to assist, and if things are looking good, the Ogres engage in a melee. If things go badly, the Ogres withdraw and try to encircle the party.

The treasure of these Ogres includes - 7,200 cp, 2,320 gp, 4 spinels (350 gp each), a diamond and topaz ring (3,500 gp) and a silver and gold chain (700 gp), three potions: Clairaudience, Diminution and Elixir of Madness, and a magic mirror that reflects only creatures of lawful alignment (Mirror of Lawful Reflection, EPV = 500, GPV = 3,750).

Spiders (giant) (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3"/12" Web, HD 3+3, HP 38, SZ L, #AT 1, D 1-8, SA: poison (type F), SD: nil, Lang: none,

Hon: Ave, ML 14, TOP 19, Crit BSL: Def AC+2, FF n/a, Reference HoB 7 p 97)

Vultures (common) (HF 0, EP 65, Int 1, AL N, AC 6, MV 3"/27" fly (E), HD 1+1, HP 26, SZ S, #AT 1, D 1d4-2, SA: nil, SD: nil, Lang: none, Hon: n/a, ML 6, TOP 13, Crit BSL: Def AC-1, FF 6, Reference HoB 8 p 69)

35-38. HEATHER HOUSE ESTATE

The Heather Mansion, mausoleum and surrounding grounds are detailed in Chapter 3.

39. GRIFFON ROAD

Before it was abandoned, this was the main road leading to Griffon Hill. The track is now vague and hard to follow. Only the peasants know of this track. The Alchemist Tahd and the converted peasants know of the secret eastern route through the woods (#47 & #48). Even though the Alchemist has amnesia, one of the few things he remembers is this path, and he fled Griffon Hill using it on the night he summoned the Creature.

The muddy track winds up the slopes of the barren hill. In the distance is the gloomy goal - the House on Griffon Hill! Even from this distance it appears noticeably decayed. Around it stand blighted and twisted trees. A lone flash of lightning illumines the scene, dancing in steely radiance across the roof. Foul foggy mists rise and curl above the grey ground. Then, over the peal of thunder comes, softly and mockingly: a deep chuckle of gloating victory.

40. THE BOG

The road winds into the heart of a bog, reeking with decay. Thick mists swirl across the roadway, momentarily shrouding it. Gnarled roots twist and reach toward it. To your left you hear a slow slogging, perhaps a heavy body dragging through the muck. To the right sounds a muffled cry or moan or perhaps only the wind.

The road into the bog gradually tapers away to nothingness, well in the heart of the swamp. When the PCs turn about, they find themselves unable to retrace their route. Every effort not magically aided takes them deeper and deeper into the bog. Each round they spend in the bog, they must make a Wisdom Check to remain on safe ground. If they fail the check, they become stuck and begin sinking at the rate of 1 foot per round. Pulling a PC free requires a Strength check with a +1 penalty for every foot sunk. Ten rounds after the PCs enter the bog, a Phantom Fog (HJ) coalesces from the fog and attacks.

41. CEMETERY

This dread plot of land echoes with the tragic memories of the departed. Any who dare venture here trigger a **Programmed Illusion**. They hear the grass seem to writhe and whisper and must make a save vs. Spells. If the PC fails the save, the PC is overcome by a vision of the tragic life of one of the residents of this graveyard. The GM should create his own vision for the characters. Further, the PC is overcome with one strong emotion such as remorse, morbidity, anger, hysteria or resignation for 2d10 rounds.

At the edge of the bog sits an ancient graveyard, its headstones pitted and worn smooth. Once an imposing sight, now only the crumbling forms of the statues remain.

If the PCs enter the cemetery at night, they are attacked by 5 Screaming Skeletons and 3 Monster Zombies (C2), clawing up out of the earth (C2, D2 & H2).



Screaming Skeletons (HF 2, EP 175, Int 0, AL N, AC 7, MV 12", HD 1+2, HP 27, SZ M, #AT 1, D 1d6, SA: fear scream (40' radius), SD: undead immunities, hacking and puncturing weapons do half damage, never check morale, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: Def AC-1, FF n/a, Reference HoB 7 p 65)

42. GRIFFON HILL

If the aging manor on Griffon Hill was ever not haunted that certainly cannot be said of it now. All manner of evil lurks in its confines. Yet more is the tragedy of this place that not all of those found herein are evil. Many are the transpossessed souls/spirits of the good people of Wygen... trapped in a horrible existence with powers beyond their understanding. They now live a tormented and nightmare existence with which they cannot cope. The great challenge to the adventurers is to discover these good souls/spirits before leaping to the attack lest they destroy forever any hope of saving these innocents.

The purpose of the PCs is to explore this house in search of clues regarding what drove the Alchemist away. If they have used the Mesmerist to uncover clues, they should also be searching for the items mentioned during that session. The Creature has long since moved the Apparatus that has created all this trouble, and has left the house as a warren for his minions, and as an obstacle to anyone who might stumble upon the mystery. However his presence has also stirred up the old haunts and spirits of this place as well.

The Creature's minions are clever in their attacks, attempting to divide and conquer. They use their charm ability to gain subtle control of another PC or to insinuate themselves as trapped innocents. If it proves impossible to stop the PCs, one of the minions will be sure to flee to warn the Creature. See The Townspeople & Transpossessed Section in the appendices for guidance on how to play the transpossessed.

This old place reeks with evil, and any efforts to Detect Evil find evil everywhere, masking the evil of the creatures. If not destroyed before the PCs leave, four Gargoyles from the top of tower #44D swoop down as they leave.

42A. FRONT DOOR

When the characters arrive at the main door, they trigger a **Programmed Illusion**. Suddenly, the statues of the Griffons turn their heads towards the characters. The eyes of the beasts blaze with fire. With a snapping crack of stone, their jaws open and they give a reptilian hiss. In an instant the illusion is gone. Once again everything is normal.

The massive structure of Griffon Hill looms overhead as you stand at the foot of the steps leading to the front door. The cold stone mask of a great Griffon leers over the archway. Flanking the entrance are more cold granite carvings of the beasts. A heavy skull-shaped knocker hangs on the ironbound door. Faintly from within you can hear sounds of wind blowing

The statues are actually **Stone Golems**, set to guard Griffon Hill, but they only animate if someone tries to leave through the front door with purloined property.

2 Stone Golems (HF 27, EP 8,000, Int 0, AL N, AC 5, MV 6", HD 14, HP 80, SZ L, #AT 1, D 3d8, SA: slow spell within 10' every other round, SD: +2 or better to hit, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: Def AC+12, FF n/a, Reference HoB 3 p 91)

42B. FOYER

The small entrance hall has been long unused. Thick dust carpets the floor. To either side of the doorway stand antique suits of armor. Their great age renders them only good for display.

42C. GRAND STAIR

The steps of the grand stair are made of white marble, showing through even the thick cover of dust. The grand stair sweeps upwards, a relic of the once proud masters of Griffon Hill.

42D. LONG HALL

This hallway is lined with cracked and dusty paintings. Spaced between each is an elaborate wrought iron candle sconce.

42E. RECEPTION

his room is elegantly outfitted with overstuffed furniture,

The room shows signs of the Alchemist Tahd's occupation within the last year. There is a 30% chance that the Ghost of Lady Godefrey (HK), slain by her husband, haunts this room. If the Ghost is present, it may be a transpossessed villager.

42F. DINING HALL

A long oaken table, set with two large candelabras dominates this room. At each end are heavy wooden chairs, carved with the features of a flying Griffon. Eight smaller dining chairs line the sides of the table. The table has been very recently set for dinner. Along one wall is a massive fireplace, over which hangs a portrait of one of the previous masters of Griffon Hill. A

The seating is equal to the number of PCs plus one extra person. One or more of the items the PCs seek may be hidden beneath the hearthstone under the cold ashes of the fireplace or in the secret passage behind the chimney. In the flue of the chimney is a hidden catch that opens the secret door of the fireplace. When activated, the back of the fireplace opens and the log rack sinks below the level of the floor, allowing a person to step over it. Small holes have been cut in the eyes of the painting, allowing the Vampire in 42L to see into this room.

42G. KITCHEN

This room shows signs of recent use. Only the shell of a loaf of bread remains, forming a nest for 36 tiny mice.

42H. STUDY

It is clear that this room has been used in the past year, although there is evidence of a hurried departure. Several large chairs have been overturned. A small cabinet of curios has been ransacked and there are several broken pieces of

PCs examining the carpeting closely will find traces of dried blood from the night the Creature Tahd arrived in Wygen. Here in a corner is a note scribbled by the Alchemist Tahd.

"Father Joshua has said that if I ever need a sanctuary, he will gladly offer aid. That may be a perfectly unsuspecting place to store my private notes."

42J. LIBRARY

The library itself is bare. All the shelves have been stripped of their books. There is very little dust on these shelves.

There is a 20% chance that the Ghost of Lady Godefrey (HK) will be in this room unless dispatched already. The books have only recently been taken. Moving a piece of trim opens the bookcase to reveal 42K.

42K. HIDDEN PASSAGE

Halfway down this passage is a narrow crack in the wall, too small to slip through. At the east end of the passage is a ladder.

The crack looks into the darkened laboratory of 46G. The ladder goes down 30 feet into the darkness and up 20 feet to the trapdoor of 43F.

42L. FIREPLACE PASSAGE

This narrow secret passage runs the length of this wall of the house. A short ladder is fastened to the wall near the secret entrance, allowing a person to see through the eyes of the painting in the Dining Room.

Watching here is a **Common Vampire**, a young woman (C10) who disappeared from town some weeks ago. Her parents presumed she had run off with a sailor, not realizing she had fallen victim to the Creature Tahd. If she is not discovered before the player characters leave 42F, she will slip out of the secret passage and follow them, stalking them silently. If not transpossessed, she will attempt to ambush the party (or a single member) at best odds. If transpossessed, she seeks to communicate with them, not realizing the effect of her Vampire form and charm.

42M. SERVANT'S ENTRANCE

This small door is locked and barred from the inside. There is a 1 in 6 chance that the raised portcullis will crash down (D 2d10) when someone walks past, the chain having rusted through.

42N. IRON DOORS

These heavy iron doors are two stories tall. A massive portcullis has been lowered behind them.

They are locked and barred from the inside. A massive portcullis has been lowered behind them. The portcullis bears an exploding Glyph of Warding (D 10d4).

43A. TOP OF THE STAIRS

Thick cobwebs shroud several large paintings at the top of the stairs. Across from the paintings is a dust-covered bookshelf.

Lurking high in a dark corner is a **Giant Spider** (Giant) (see area 34 for statistics). It attacks only if the cobwebs are disturbed. One book is not dusty, and is titled "Polymorphing - Myth or Magic." The other books are undisturbed and if the PCs choose to examine them they find that the books mostly deal with history and poetry.

43B. GUEST QUARTERS

This room contains a four-poster bed with thick curtains concealing the sleeping area. A dresser sets opposite the bed.

Hidden behind the curtains of the four-poster bed are two **Shades**: Gaston Imrad (CJ), a thief, and Sheckle Duskman (CQ), a fighter. During the day heavy curtains keep the room in shadowy light. If not transpossessed, the fighter will lure the PCs into the room, while the thief moves to lock the door. They then generate 3-7 Mirror Images each and all move to attack, darting in and out of the shadows. They attempt to drape any major light source with the bedclothes or the heavy curtains to reduce them to shadowy light.

43C. SERVANT'S QUARTERS

The room has Spartan furnishing including a bed, a fireplace and dresser and appears unoccupied.

By tugging on the flue chain, a secret door in the fireplace opens to reveal a concealed walk.

43D. CLOSET

The closet is empty, but characters who open the door and look in see a **Programmed Illusion** of writhing worms littering the floor.

43E. MASTER'S QUARTERS

This room holds a fine bed, wardrobe, table, washstand and a locked strongbox. There is the faint odor of decay. The strongbox requires three keys to open, it seems.

The front is actually a facade and a secret stud beneath swings it open.

1st Lock: Acid (D 2d4) and renders a random hand useless until the damage done by the trap is completely healed.

2nd Lock: Electrified (D 3d6) and System Shock check.

3rd Lock: Invisible poison gas; all save or lose 1 HP each round until cured.

If not encountered elsewhere, the **Ghost of Lady Godefroy** (HK) is encountered here. The arrival of the Creature Tahd has overcome her otherwise sad soul and she is now filled with even more extreme hatred of all life and wishes to extract revenge.

The strong box holds a portfolio of private notes and memories detailing the Alchemist's frustration and failures during his construction of the Apparatus. There is also a ledger of supplies ordered and an appointment ledger showing when these supplies were to arrive and his weekly dinner assignments at Heather House. On the back of the last page is written a note regarding the locations he uses to hide important items. This is only a list and its purpose is not defined. There is also a bag of 20 topazes (100 gp each).

Beneath Third Hearth	Stone Lab Notes File
Bottom Desk Drawer	Chapel Font

Hanging in the wardrobe of this room, during the daytime only, are some of evil Tahd's clothes. Although of fine make, they are not extraordinarily valuable. However, there is a large ruby brooch worth 3,000 gp. Anyone touching it will have the feeling that something evil has suddenly gained knowledge of his presence and whereabouts. If the item is stolen, the Creature will be sure to visit the PC who stole it. The two concealed doors are disguised, one as a full-length mirror and the other as part of the wall paneling.

43F. MASTER'S WALK

This secret passage leads to the tower stair. Just before the stair is a concealed trapdoor, which is opened by pressing a brick in the wall. If it is not opened, the first man-sized person stepping on it will snap the catch, dropping the character into the ladder shaft, a 50-foot drop. Once the trap door is open, characters may easily step over it.

43G. WEST TOWER STAIR

This stair is damp and slippery with runnels of rainwater.

43H. NORTH TOWER STAIR

Here can be found the **Haunt of Lord Godefroy's child**, Penelope (S3). If not transpossessed, it tries to possess one of the characters and then complete its flight from its father. The possessed character will try to flee Griffon Hill any way possible to complete the Haunt's quest. If Penelope has been transpossessed, the haunt isn't here anymore as he will have fled Griffon Hill and been freed at long last.

43J. UPPER STUDY

This room contains a desk and a chair facing a pair of windows that look out over the front of the house. There are two

doors in the rear. A map of the Eder Soult region of Aldrazar is mounted on one wall.

In this room is a handsome young seaman, Arlie Esterbridge (H10). He is soaking wet though trying to hide under the desk (slip away into shadows 20%). If the PCs find him, he acts belligerently, but overjoyed at being found. He presents himself as a homeless wanderer who has broken into this deserted manse to escape the storm. Arlie is actually a **Common Vampire**. He will only attack if it is necessary to defend himself, preferring to stalk the characters and strike at his own time.

44. ROOFTOP

The rooftop is made of wooden planking covered in lead and slate shingles. The lead is heavily weathered and the shingles are splintering.

There is a 5% chance per round of the roof collapsing under a PC, dropping him to the floor 15 feet below.

44A. SLICK SLATE

Here the rain, combined with a thick layer of moss, has made the steeply pitched roof very slippery. PCs crossing this section must make a Dexterity check to avoid slipping. If they slip on the dome side, they will suffer 1d6 points of damage by colliding with the dome. If slipping on the other side they must make a second Dexterity check (or Tumbling or similar skill check at the GM's discretion) to catch the edge of the roof. If they fail this check they have a 50% chance of landing on a battlement, or else plummet 50 feet to the ground below.

44B. MAIN TOWER STAIRS

These wooden stairs are rickety and creak ominously with each step. The sound of moaning and chains rattling grows louder as you climb.

Two Drelb (S7, H7) lurk in the corners of the ceiling.

44C. FISSURED DOME

A huge metal dome rises 20 feet above the surrounding roofline. Along one side is a huge crack, the edges of which are melted as if by intense heat. The crack extends below the line of the roof.

Study shows the dome to be made of layers of copper and steel. Furthermore, near the top, the crack is wide enough for any medium sized or smaller PC to slip through. Rope is needed to reach the bottom of the lab (46G). Rainwater cascades through the hole, making the rope difficult to hold (requiring a Dexterity or similar skill check to avoid falling).

44D. WEST STAIR

This stair climbs 20 feet to a small minaret. A bolt of lightning has blasted a hole in the roof, allowing the rain to pour into the tower.

Lurking in this tower, either in it or on its roof, are four Gargoyles (CA, DA, SA, HA).

44E. NORTH TOWER

A footlocker lies open here and papers are strewn about as if someone packed in a hurry or was looking for something. The pages are illegible sketches and diagrams of a mighty machine.

If the PCs look underneath the footlocker they may find a piece of paper upon which is written the following message.

I feel myself slipping. The horror that is reality darkens my mind and hides memories. I fear the fever of confusion that rages in me will steal this discovery, so I make this brief note, in the one place I will surely remember to look. I believe I have discovered where this evil Creature has secreted this machine I am told I created. What exactly it is used for I do not know, but I know he has it as he has told me in my dreams. And so, I will write this phrase down that came to me in hopes that later on, someone will know what it means.

Provide the PCs with the phrase from the following list that corresponds to the location of the Apparatus.

- A. The manor holds the key. It is sealed away.
- B. He uses the respectable dead to hide corruption.
- C. He mocks me, placing it in the hall of my grave.
- D. He has dragged it off to the lime pit.
- E. Can it be that he uses my only friends against me?
- F. He has buried the thing in a hidden grave.

44F. SMOKESTACK

The smokestack shows no sign of recent use. It is wide enough that a creature of halfling size or smaller could fit.

44G. EAST TOWER

There is a window shutter here that bangs against the wall in the wind. The floor is littered with bird droppings and pin feathers.

A nest of 15 Dire Robins (see area 29 for statistics) is in the rafters of the tower room.

44H. SOUTH TOWER

Shuttered windows hold back the wind and rain, causing a weird moaning to fill the tower. One can reach the rooftop through the tower door here.

45. THE TOWER CHAPEL

This room radiates a strong feeling of good. Nothing will attack PCs while they are here, including the Vampires.

The floor of the room is exceptionally weak. Any PC stepping onto it must make a Dexterity check or fall 45 feet down the stairwell. If the check is passed, the character leaps away. Note that only the staircase and the space with the chest underneath the altar are sound and leaping to any other space requires a second Dexterity check. Only the beams remain strong enough to support weight, as well as a narrow ledge to one side.

This room is unoccupied. Each wall has an elaborate stained glass window, still undamaged after all these years. In the far corner of the room is a draped altar above which hangs a large silver sculpture of a cresting wave. Religious paraphernalia are laid on the cloth. The holy book is opened and a passage is marked with a red ribbon. There is a chandelier hanging from

The altar is dedicated to Markovia (easy religion: general skill check). The holy symbol is worth 250 gp. The passage in the book reads the following in the Common tongue, "Any who would open the door to me, must first know my inner peace. . . ." The altar is actually a metal chest with the door to the rear. If any of the items important to this adventure are in this room, they will be in the chest. The chest is protected with a **Wizard Lock** (caster level 16) and bears a special **Symbol of Expulsion** on it. Any touching the symbol must save vs. Spells or be teleported either into the graveyard or into one

of the cells (46J). If the word "PEACE" is spoken aloud while touching the symbol, no save need be made. In addition, the chest also contains a bejeweled chalice (worth 5,000 gp) suitable for religious ceremony and two blocks of Incense of Meditation.

If all the spaces around the chest collapse, the chest will teeter and then fall, smashing at the bottom of the stairwell. All necessary items will be intact, but the chalice will be crushed (1,000 gp value) and the incense powdered.

46. BASEMENT

The basement has damp, bare earthen floors and thick stone walls, supporting the rest of the house. The stone is covered with a layer of mold.

This room is the pantry and root cellar for the kitchen. What little food remains is rotten and foul. There are bins of spoiled turnips, potatoes and the like.

Growing underneath the top layer of these bins is a large Green Slime.

Green Slime (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 30, SZ S, #AT 1, D n/a, SA: transformation, SD: immune to most spells, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB 7 p 78)

46B. WINE CELLAR

This hallway contains a wine cellar with five tuns of wine.

The first tun (large barrel) is actually a secret entrance. To operate it, the spigot must be opened and a pitcher of wine drawn off. When this is done, the front of the tun opens, revealing a man-sized compartment inside with a small ledge two thirds of the way up the side. One person can use the entrance at a time. When the door is closed, the partition dividing the barrel opens, releasing a flood of wine which half fills the tun. Thus, any person sitting on the ledge remains dry. At the back of the tun is a door in the top half of the tun, which opens onto area 46C. PCs who drink the pitcher of wine or get caught in the flood may become intoxicated according to the rules for intoxication in the GMG.

46C. SECRET ENTRY

The shriveled corpse of a man lays on the floor here, its body a dried husk. He seems to have been dead a long time.

This is Carl Ramm, *Mummy Follower* (C8). He trips the last person leaving the corridor and slams and locks the door behind the rest of the PCs. He allows the Vampires stalking the PCs from upstairs in if possible.

46D. PRIVATE ROOM

This room is simply furnished with a table, chair, and cot. Also piled in this room are two open coffins filled with dirt.

These are the coffins of the Common Vampires found upstairs. If the Vampires are stalking the PCs, they definitely attack now to prevent the desecration of their beds.

46E. SECURE DOORS

Both doors are locked with complex locks causing a -20% to pick lock attempts. Only one door may be unlocked at a time. The second door will not unlock until the first is closed. The second door is **trapped**, releasing a shower of acid (D 3d8) on those caught by it.

46F. PRIVATE STUDY

This room holds a series of bookshelves, a desk and chair, cabinets and stacks of crates and barrels. The walls are covered with diagrams and sketches.

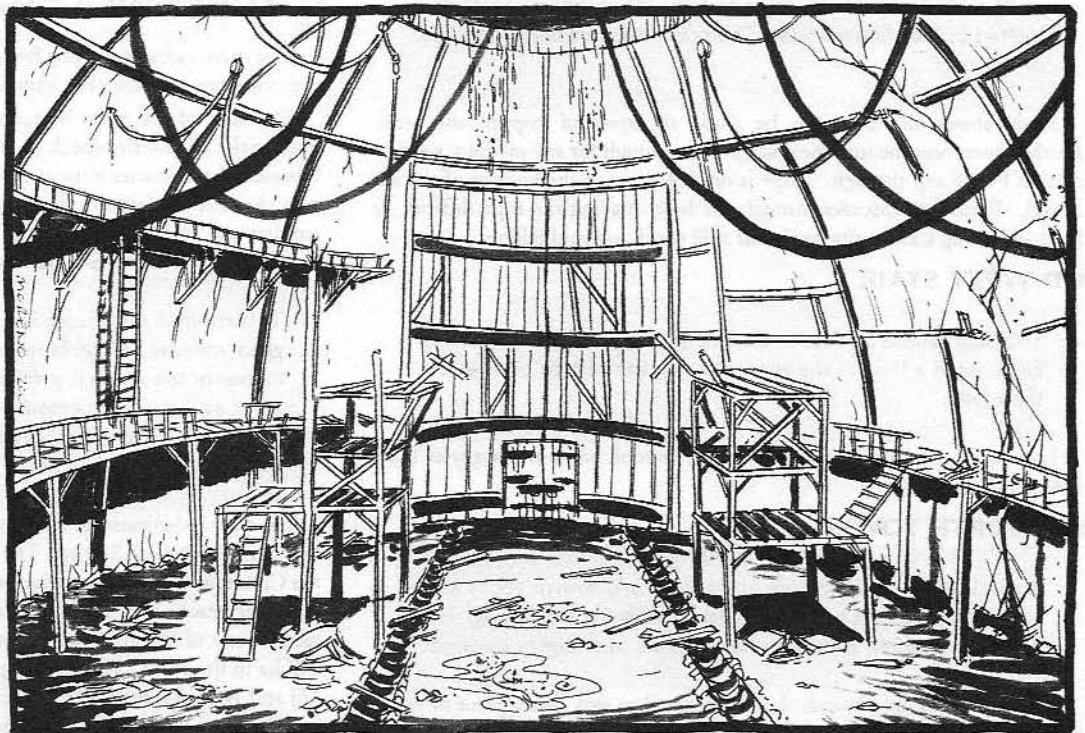
The desk holds odds and ends, though the bottom desk drawer holds only a piece of moldy cheese and a nest of six mice. Inside at the top is a stud, that when pressed causes a concealed drawer to slide out from the side of the desk. Items of import to the adventure will be located here if you determine they are in this room.

The crates and barrels hold only miscellaneous glassware. This room is now the abode of a Lurker Above. It attacks when the PCs are well into the room. Otherwise, the room is filled with the personal items of Tahd the Alchemist, as relates to his work.

Lurker Above (HF 12, EP 2,000, Int 0, AL N, AC 6, MV 1"/9" fly (B), HD 10, HP 70, SZ H, #AT 1, D 1d6, SA: -4 to surprise, smother, SD: 90% hide, Lang: none, Hon: n/a, ML 11, TOP 35, Crit BSL: Def AC+8, FF 4, Reference HoB 4 p 100)

46G. ABANDONED LAB

This chamber is a huge metal-walled dome reaching all the way from the basement to the roof. A great jagged crack runs from the apex of the dome to the ground. Water rains down in an icy shower. Most of the chamber is empty, but dangling from the walls and ceiling are wires, ropes, pulleys, beams and scaffolding. They all seem to converge on a large central area, as if something massive had been there but is now gone. The earthen floor shows great gouged tracks leading to the two-story iron doors in the back of the chamber. In the corners are strewn bits of broken junk and trash.



If the PCs remain here for more than one turn searching there is a lightning strike on the dome and electricity sparks in blue flame across the loose wires and metal fittings of the room (D 2d8). This power arcs from one surface to another for three rounds, charging the room with static electricity. Then a **Quasi-Elemental Lightning Ball** (Event 7J) will phase into existence here.

This was the laboratory where Tahd the Alchemist built and perfected the Apparatus. The Creature and his minions have since removed it. If the items the PCs need are here, they are cast aside in the bits of junk and trash, overlooked by Tahd's mindless servants.

46H. SHAFT

This shaft bears a metal ladder. Every round there is a 1 in 6 chance that a lightning strike on the dome electrifies the ladder (D 2d8, plus Strength check or fall).

46J. LOST CELLS

Lord Godefrey built these cells. They are long forgotten. Recently discovered by the Creature, he uses this area to hold captives before they are transpossessed. Currently, lurking in the shadows among the bones of ancient prisoners is the clerical **Shade of Tandle Coreystal** (CK), the **Follower Mummy** of Ellen Stinworthy (D8) and the **Wight** of Karen Edgerton (D5). The latter two play dead until Tandle attacks from the far end. Tandle is a 9th level cleric and his spells can be found in his entry in the transpossession roster.

46K. LONG PASSAGE

This passage is bleak and damp. A **Green Slime** (46A) now fills the central section of the passage ceiling. It drops on anyone passing underneath it.

46L. TRUE WAY

Just outside the laboratory doors are deeply rutted wagon tracks. Player characters have little difficulty following these in the direction of Wygen by way of the Hidden Track. However, before actually reaching the town, the rain has washed them away.

47. HIDDEN TRACK

Bouncing down the rough slope of the hill, this barely rutted track skirts by the edge of the bog and plunges through the closely packed trees of the Dark Wood. All along the route there is an ominous silence of something waiting to happen.

This secret path was built by the Alchemist to hide his work from prying eyes. About halfway between the wood and the house, **Roger the Spirit Troll** (HQ) will rise up to challenge all that use this road.

48. THE GUARDIANS

Stationed by the evil Tahd at this end of the Hidden Track are the **three Werewolves** (C4, D4 & H4). At night, even if transpossessed they are driven by hunger. They have instructions to prevent anyone but the Creature's converts from using this road. In addition, he has promised them a portion of the unconverted villagers when all is done. They do not directly attack a strong group, but stalk them through the woods waiting for the chance to strike from behind and with surprise.

49. THE HEATH

If the PCs attempt to leave Wygen by striking out cross-country, a thick fog quickly envelops them, slowing PCs to half movement. 10 miles out they will encounter Tahd's wall of fog with its illness and delirium effect. Also, the PCs have encounters at the same frequency and type as in the Moors for the first day of travel. The PCs can leave the area of Wygen in this direction, but the events of Robinloft II will continue to transpire in their absence.

CHAPTER 3: HEATHER HOUSE

Heather House Point is a high promontory jutting into the sea. Upon the promontory is the manor of Heather House, the dwelling of Lord and Lady Weathermay, as well as the Weathermay estate and the family mausoleum. The estate includes a high ridge of rolling heath and the thick crescent of the Heatherwood, which surrounds the land approaches to the house and marks the boundaries of the Weathermay holdings.

THE MOOD OF HEATHER HOUSE

Heather House, and the surrounding estate, can be seen in several different views during the adventure. You should portray these dramatically different moods for the players through your descriptions of the house and grounds.

THE FIRST VISIT

This will likely occur as the PCs visit Lord Weathermay to gain information about the task he wants them to perform. During this visit, the mood should be pleasant and relaxed. The weather is calm and peaceful. If it is daytime, the sun shines, even if clouds fill much of the rest of the sky. The air will be nearly still. Birds should chirp from the oak trees of Heatherwood, and alert PCs can see the woodland creatures scampering about, unmindful of danger or intrusion.

The same mood should carry over as the PCs enter the house for their meeting with Lord Weathermay. His Lordship, despite his invalid condition, is cheerful and talkative. His face bears a healthy, robust color. Sunlight streams in through the windows, and all the draperies are hung back. Bright bouquets of flowers add a dramatic touch of color to the elegant, dignified air of the manor.

A servant shows the PCs through areas M3 (anteroom) and M6 (parlor). Lord Weathermay meets them in the parlor and takes the party to area M8 (the study). He calls for a servant to move his Gnomish wheeled chair from room to room. M8 is where the meeting takes place.

A servant enters moving a ruddy-looking, handsome man through the door on a Gnomish wheeled chair. After placing the chair, the servant quickly leaves. His smile is broad as he extends his hand. "Greetings, friends! I am Lord Weathermay. I am delighted that you have come!"

The meeting with Lord Weathermay should be first-person role-played. The lord knows the following information, and relates it to the characters freely, or in answer to their questions.

Lord Weathermay has hired the PCs through clerical connections to set his mind at ease. He will pay their bills, and offer each 100 gp per day. A bonus of 1,000 gp each will be paid for the successful investigation of the mysterious mansion on Griffon Hill.

Griffon Hill has been haunted for centuries, since the original lord went mad and murdered his family. Everyone who has attempted to live there has soon lost their sanity. A year ago, a grey elf, calling himself the Count Tahd Vlad'Neer and claiming to be an Alchemist, bought the estate and moved in. He shipped in several heavy wagons loaded with cargo to the house. This Alchemist kept to himself at that time, never visiting town. He hired no servants. Finally, Lord Weathermay invited the Alchemist to dinner, and was surprised to meet a young, handsome, and intelligent golden-haired grey elf. Shortly thereafter, the Alchemist and Lady Virginia Weathermay fell in love. The Alchemist asked for Virginia's hand in marriage, and Lord Weathermay was happy to give his blessing. It was obvious that they were very much in love.

Then, a month ago during a savage storm, the Alchemist arrived at Heather House in the middle of the night, terror-stricken and afflicted with amnesia. The Alchemist knows not the cause of his fright, yet he harbors an intense fear of the house on Griffon Hill. He cannot be persuaded to return there. Before the marriage can take place, the Alchemist must regain his

memory. Lord Weathermay is worried, and a little suspicious. He would like the PCs to investigate the house on Griffon Hill, and to report to him anything suspicious that they might discover about the Alchemist.

After relating this information, Lord Weathermay will ring for Mistress Ardent, and ask her to invite the Alchemist and Lady Virginia to join them. In a few minutes, the couple will do so.

The Alchemist will furnish little in the way of information, since he claims that he cannot remember what terrified him so greatly. Even though he appears to be helpful and cooperative, as well as pleasant, the Alchemist won't share valuable information. He has some knowledge of the Creature because the Creature threatened his life when he arrived and now haunts his dreams. He has also recently journeyed back to Griffon Hill as part of his own attempts to restore his memories. And of course he has been unmolested by the Creature's minions because the Creature wants him to remember as well.

If the PCs have been to Morosevia and met Oksana Berger (Robinloft, p. 14) or have played in the adventure Quest for the Unknown and saw the painting of Melanee in room 25 on page 25, they may recognize Lady Virginia as being vaguely familiar. The reason for this is that she is indeed the daughter of Lord Byron Weathermay and Lady Melanee Weathermay. Melanee disappeared 10 years ago and is assumed to be dead by the entire village. Though her body was never found, the shattered remains of her small sail boat on the shores of Wygen after a large storm was enough to send Lord Weathermay into mourning for the past decade. Allow the PCs an Intelligence check to make the connection between Lady Virginia and Melanee or Oksana.

Do not roll any random encounters during the first visit, either for the grounds or the interior of the house. Ignore any Programmed Illusion events if the PCs venture anywhere in the house where this occurrence is listed. The Creature has not had Azalin placed them as of yet. Be sure to limit their explorations to exclude the three areas where the Apparatus might be located by use of the regular inhabitants.

THE SECOND VISIT

The PCs should eventually realize that they need to return to Heather House and explore it in more detail in order to resolve the adventure. If not, they will probably return here to recuperate from their adventures and to report on their expedition, if nothing else to try to claim their payment. The

house and grounds will differ considerably upon the second and subsequent visits, compared to the pastoral scene that greeted them upon their first visit.

The weather will worsen, regardless of its current condition as the PCs arrive at the estate. If the weather is still relatively calm, the wind will pick up and a slight drizzle will begin. If it is already raining, then the lightning increases dramatically, and the chance of a PC getting struck by lightning increases by 5% per turn for every consecutive turn outside. See the Storm Event in the Events section E7-J. No animals are visible on the grounds, regardless of the time of the second visit. However, you should make a check against the Heather House Grounds Random Encounter Table every 2 turns that the PCs spend on the grounds. A roll of 1 on a 1d6 means that an encounter occurs. Note that some of these encounters occur only at night. If one is indicated during the day, no encounter occurs.

Within Heather House, the mood continues in a sinister vein. The flower arrangements present upon the first visit have shriveled and died. The draperies will be down. As the storm brews outside, the flashing of lightning creates an effect of bright, hot light, followed immediately by exaggerated darkness. The PCs will experience any Programmed Illusions indicated in the encounter key.

The extensive grounds of the estate include the oaken forest known as Heatherwood. This wood mantles the lower flanks of the hills leading up to the house. The wood is primarily a forest of huge, ancient oak trees, interspersed with hickory. There is little underbrush in the forest, so walking through it is easy and, during good weather, pleasant. It is inhabited by all manner of pastoral woodland creatures, including deer, rabbits, squirrels and skunks. Frequent small meadows are scattered among the tall trunks, and these are bedecked with flowers. The open parts of the estate are rolling heather. They are covered with a carpet of lush grass at the start of the adventure. As the storm grows in intensity, the grass becomes matted against the ground, eventually turning brown and dying. The heather contains many dips and rises, so it is relatively easy for characters or creatures to conceal themselves from view here.

The north and east boundaries of the estate are sheer chalk cliffs, descending 150 feet to the water, or town in one location. The base of the cliff is lined with jagged boulders along its entire length. The chalk is crisscrossed with cracks, and thieves can climb it with their normal climb walls check. Two buildings occupy prominent positions on the estate. At the terminal of Heather Road, atop the highest hill on the estate, sits Heather House itself. Behind the house, sitting atop another high knoll, is the Weathermay family mausoleum.

RANDOM ENCOUNTERS ON THE GROUNDS

1d8	Number	Type Encountered	Statistics Location & Notes
1	1-4	Displacer Beasts	Event 10B
2	2-8	Shadow Mastiffs	M39
3	1-6	Wraiths	C7, night only
4	2-8	HellHounds	Epilogue
5	3-60	Animated Skeletons	night only
6	100-400	Dire Robins	29, will not attack
7	1-8	Monster Zombies	C2, night only
8	1-6	Giant Spiders, Giant	34

RANDOM ENCOUNTERS FOR HEATHER HOUSE

1d8	Number	Type Encountered	Notes
1	1-4	Giant Toads	cellar only
2	3-18	Common Stirges	M37
3	1	Green Slime	(46A), cellar only
4	1	Emma the Common Vampiress	(S10)
5	1	Invisible Stalker	-
6	1-4	Haunts	T6, goal: to win a glorious battle
7	1-4	Shadows	night only
8	1	the Creature	See Masters of Wygen

Animated Skeletons (HF 2, EP 65, Int 0, AL N, AC 7, MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d6, SA: nil, SD: undead immunities, hacking and puncturing weapons do half damage, never check morale, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: Def AC-1, FF n/a, Reference HoB 7 p 65)14

Giant toad (HF 1, EP 120, Int 1, AL N, AC 6, MV 6", HD 2+4, HP 34, SZ M, #AT 1, D 2d8, SA: swallow whole on a natural 20 SD: nil, Lang: none, Hon: n/a, ML 7, TOP 17, Crit BSL: Def AC+1, FF 9, Reference HoB 8 p 12)

Invisible stalker (HF 21, EP 3,000, Int 13, AL N, AC 3, MV 12", HD 8, HP 60, SZ L, #AT 1, D 4d4, SA: surprise 8 in 10, SD: invisible, Lang: elemental, Hon: ave, ML 14, TOP n/a, Crit BSL: Def AC+6, FF n/a, Reference HoB 4 p 35)

Shadow (HF51, EP 420, Int 5, AL CE, AC 7, MV 6"12", HD 3+3, HP 38, SZ M, #AT 1, D 1d4+1, SA: 1 point Strength drain, SD: 90% undetectable in all but bright light, undead immunities, Lang: none, Hon: ave, ML 20-6, TOP n/a, Crit BSL: Def AC+2, FF n/a, Reference HoB 7 p 47)

The high stone manor is the largest building in Wygen, and seems to dominate the countryside for miles around. The walls are made of gray fieldstone, with a fairly rough surface that is climbable by those with appropriate skills (See GMG page 131). The windows are glass, and are generally about 6 feet tall and 2 feet wide. Each window is recessed on the outside into an alcove

2 feet deep. The roof of the manor is slate, and steeply sloping. Characters climbing on this roof must make a Dexterity check each turn that they spend here, or fall. If the slate is wet, the check must be made against half the Dexterity instead. The roof ends 30 feet above the ground. Thieves may roll a climb walls check with a +10% bonus instead (no bonus if the slate is wet).

The Heather House encounter areas are described as they are seen by the PCs during their second visit to the manor. During their first visit, they should not see most of these places; those that the characters do visit should be described consistent with the mood of the first visit.

When the PCs explore the manor the second time they visit it, read the boxed sections of text. Also, the characters may have some random encounters during this second visit. Roll a 1d6 every 3 turns that the characters spend in the manor house. If a 1 results, check against the Heather House Random Encounter Table to determine what the characters encounter.

NPC REACTIONS

If the characters decide to sneak into or around the manor, they are treated as intruders and trespassers if they cannot quickly justify their presence. If they arrive at the manor and ask to look around, Lord Weathermay acts surprised, but may be agreeable if the PCs explain their suspicions. If the body of Lord Byron is inhabited by the life force of the Creature (by use of a Magic Jar spell using the crystal in M17), he alerts his minions of the danger. Then he may want to accompany the heroes. Because of his invalid condition Byron notes that there could be things happening in the house of which he is unaware.

Because of the fury of the storm, it is likely that Lord and Lady Weathermay, the Fielders (their houseguests), and the Alchemist have all gathered together in the parlor or library. The males offer whatever help they can to the PCs, if they suspect or are told of danger. If any of the characters are transpossessed, they stall for time to warn the other creatures of the dark, or they suggest that they should split up so as to cover the ground more quickly.

ENCOUNTER AREAS

Areas not keyed with a specific number on the maps of the manor are hallways. These areas are paved with marble flooring, and the walls are made of burnished wood. Chandeliers are spaced at frequent intervals to provide lighting. During the second visit of the PCs to the house, the chandeliers will be mostly dark, with only one or two candles burning per fixture.

GROUND LEVEL

M1: THE GATEHOUSE

Gray granite pillars support the overhanging weight of the second floor, forming an aisle through the musty darkness of the gatehouse. Two sets of gates, an inner and an outer pair, secure the entrances. Both gates hang open and swing freely in the wind.

A muddy set of stairs descends from the gatehouse to a solid wooden door in the cellar. Even if it is nighttime, no torches or lanterns are lit in the gatehouse.

M2: THE COURTYARD

The wide courtyard is paved with cobblestones. The main entrance to the manor lies opposite the gatehouse. A similar, pair of smaller doors stands in the wall to the left. To the right is a pair of simple wooden doors, and directly to the right of the gatehouse is a pair of wooden doors that apparently lead to the stables. Beside these doors sprawls a large pile of black dirt, containing many boulders and stones. No grass grows from this dirt.

The doors leading into the manor are all unlocked. If the PCs approach the main doors, Mistress Ardent greets them. The other doors are unattended.

M3: ANTEROOM

This huge and darkened hall is paneled with hard reddish-brown wood. Two huge tapestries display hunting scenes to either side of the double doors straight ahead. Wide stairways to the right and left climb to the second floor. There are doors under each stairway. Hallways lead to the right and left directly from the entrance.

If the players look beyond the stairways, they will discover the door leading to area M4 and the door opposite this one. The doors under the stairways are storage closets with linen bed sheets and tablecloths and high-quality ceramic wear for the table. If the Post-Amnesia Diary of the Alchemist is located here, it is in a storage closet in between some linen bed sheets.

M4: PORCH

This room contains sturdy chairs and couches, positioned to look through the wide glass doors to the west. The glass in the doors has been shattered, and several vases of flowers have blown to the floor and broken. The wind curls in through the open doorways and moans around the room.

The door leading through the center of the back wall is locked. It leads to the cellar.

M5: SUNROOM

This room has a high ceiling and is ringed with windows. Heavy wooden shutters block most of the windows, but the shutters on one window have blown open. The unshuttered window is cracked, but not broken. Many vases of flowers stand around the room, but the flowers are all wilted.

The secret door to the south is concealed in the wooden paneling of the room. Turning a particular candle sconce set in the wall nearby opens it.

M6: PARLOR

The PCs will trigger a **Programmed Illusion** as they enter this room. They hear a moaning, unearthly sound from the library. They see the illusion of the library door (to M7) flying open and the hideous, exaggerated form of the black-haired dark Creature Tahd emerges from the doors. It attacks the PCs mercilessly, for seven rounds and then flees. The whole encounter is an illusion, however, so no PCs suffer permanent damage.

This room was tastefully furnished with overstuffed furniture and heavy tapestries. Now, however, the stuffing has been pulled from the chairs, and the tapestries are covered with long gouges.

Rats caused the damage in this room though the rodents are absent when the PCs explore the room.

M7: LIBRARY

This is obviously the library. A large fireplace, now cold and empty, dominates the far wall. The rest of the walls are lined with bookshelves. Several comfortable chairs are arranged around the center of the room, each placed near a candle.

The books in the room cover a variety of topics, including hunting, sailing, and history with large shelves devoted to these old hobbies of Lord Weathermay. The books are all very dusty.

If the Post-Amnesia Diary of the Alchemist is located here, it is on one of the bookshelves stashed behind some other books.

M8: THE STUDY

This is where the PCs may find the Alchemist during nearly all hours of the adventure, unless they arrived announced at the front doors.

This room contains a huge desk, a heavy iron strongbox, and several chairs for visitors or guests. A large tome lies open upon the desk.

The tome is titled *The Nature of the Soul: Portion or Totality of the Man?* The strongbox contains one bag of 15 clear sapphire gems, each worth 1,000 gp, a pouch of 450 gold pieces, and the key to the massive stone doors of the Weathermay Mausoleum (area T1). Also here are the deeds to the Weathermay estates, establishing that their ownership has been in the Weathermay family for some 400 years. Lord Weathermay holds the key to this strongbox.

M9: BOARDED UP ROOM

The door to this area has been nailed shut. The windows are tightly shuttered. If questioned, any servant can inform the PCs that there was a recent fire in this guest suite and that repairs have not yet been made. If the PCs manage to enter, read the following description.

The chambers were once finely furnished, but dust and decay now dominate them. To the right, a dressing room still holds many pieces of brocaded and carved furniture now charred and ruined. Each step on the floor raises a cloud of ash.

A **Banshee** (see C9 for statistics) now inhabits the room. The monster's form is stretched upon the bed like a corpse. When it is discovered, it arises and attacks. If it is night, the Banshee wails before physically attacking.

Hidden beneath the draped ruins are crates and crates of copper wire, glass tubing and two hemispheres of a glass globe. Rash PCs may believe they have found the disassembled Apparatus but they have not.

M10: STABLES

The heavy wooden doors to the stables are secured with a wooden bar from the inside. The doors leading to these stables from the servants' quarters are locked. If the PCs manage to enter read the following.

What was once a peaceful stable is now a scene of grotesque horror. Four horses lie on bloodstained straw, and no second glance is needed to determine that they are dead. The bodies have been savaged, but not eaten, as if whatever has slain them relished the cruelty of the killing, but needed no food from these unfortunate creatures.

The horses were slain by transpossessed humans, under the order of the Creature. They have been left to serve as a warning to any who exhibit undue curiosity about the occurrences in Wygen.

Occupying a stall near the back of the stables are two **Horse Skeletons**. If the PCs begin to explore the stables, they attack. Near the Horse Skeleton's stall stands a ladder leading to a hayloft. Characters exploring the loft may discover another ladder suspended against a shadowy portion of the ceiling, and leading to a concealed trapdoor. Treat the ladder as a concealed door and the trapdoor as a secret door for purposes of the PCs discovering them.

The fourth rung of the ladder is broken on one side and sways when stepped on. This in turn rings a warning bell above.

The trapdoor is locked with the key held by Lord Weathermay (the same key that opens the strongbox in Room M8).

Horse Skeletons (2) (HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 1-1, HP 24, SZ M, #AT 1, D 1d4, SA: nil, SD: undead immunities, hacking and

puncturing weapons do half damage, never check morale, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: Def AC-3, FF n/a, Reference HoB 7 p 65)

M11: GROUNDSKEEPER'S QUARTERS

This simply furnished chamber is the dayroom of Lee and Margaret Heatherby, the Heather House groundskeepers. During the day, the pair will be outside, trimming hedges or planting and tending the flowerbeds. At night they will be at home in town, or if bad weather threatens, here.

Lee also used to tend the horses in the stable, but Lord Weathermay instructed him, several weeks ago, to leave the horses to another person. Lee does not know who this is, and he has not gone into the stables since then. Lee holds the key to the padlock on the Implement Storage room (M32).

M12: TACK AND GEAR ROOMS

The walls are covered with racks and shelves. Bridles, saddles, harnesses, and horseshoes are stored here.

Close investigation reveals that all of the gear has been sabotaged in subtle ways. Saddle straps have been nearly cut through, and harness bolts have been loosened. Any piece of tack used upon a horse has a 50% chance per turn of breaking.

M13: SERVANTS' ANTEROOM

This large wooden room is furnished plainly with chairs, two tables, and some wooden shelves. It is clean and neat.

This is the room provided for the servants (Mistress Ardent, Lee Heatherby, Margaret Heatherby, Winifred Kleinen, and Bridget Dumas) to gather and socialize out of sight of the lord and lady. At night, any of the servants who have not been transpossessed can be found here. Their mood is suspicious and fearful, but they may talk to the PCs if approached politely, and not threatened. The servants are aware of any changes in the behavior of their co-workers such as might have been wrought by transpossession.

M14: SERVANT'S QUARTERS

This room is simply appointed, with feminine touches on the walls and bedspreads.

These three rooms are the quarters of Mistress Ardent, the house servant, Winifred Kleinen, the cook, and Bridget Dumas, the handmaiden who serves the Fielders, but is staying with them in Heather House. If the room's resident has been transpossessed, however, these touches (flowers, decorations, statuary) are spoiled, broken, or missing.

M15: KITCHEN

This is the kitchen of Heather House, and as such is equipped with the finest in stoves, kettles, fireplaces, and even an ice room. A faint smell of garbage permeates the air, however, and the large brass kettles on the counter seem to be somewhat tarnished. Several dirty dishes are piled upon the counter. Dozens of fat black flies rise from the dishes as the door opens.

Winifred Kleinen is here during the day and early evening. If she has not been transpossessed, she is nervous and suspicious. She tries to keep the kitchen clean, but cannot seem to keep up with the pervasive corrosion, rot, and soil that seems to have inhabited the kitchen in the last few weeks.

The fat flies grow suddenly quiet at any mention of the mysterious evil. They congregate on a windowpane and form a silhouette of evil eyes watching and following. If a character gets too near they swarm and buzz wildly about, one biting the character's ear and drawing a gout of blood.

If the Post-Amnesia Diary of the Alchemist is located here, it is in the ice room wrapped in some cloth.

M16: PANTRY

These two halls contain large stocks of food. Many types of flour and baking ingredients, dozens of spices, lard, vegetables, dried fruits, and dried fish have been stored here.

Although nothing appears amiss to the casual observer, much of the dried food has succumbed to dry rot. The vegetables, upon examination, are found to be crawling with maggots. The spices retain little of their original flavor, and have acquired a tint of bitterness.

M17: DINING ROOM

This stately chamber contains a long dining table, and a dozen sturdy chairs, of dark wood. Three chandeliers, unlighted, hang from the ceiling. Several paintings hang along the shadows of the sidewalls.

The paintings depict the various Lord Weathermays that have presided at Heather House through the centuries. There are 17 of them, all stately gentlemen that bear a vague family resemblance to each other. The crystal of the chandeliers appears to be cracked, and the finish of the table is smeared and scratched. Ugly stains mark the rug with splotches of purple, red, or black. On very, very close inspection, the center crystal of only one chandelier is not cracked. This large crystal is the focus of the Magic Jar spell used by the Creature.

M18: OFFICE

This room contains a simple wooden desk and several chairs.

Within the desk are ledgers containing the fiscal records of Heather House and the Weathermay holdings. The family retains interest in several merchant shipping companies, and does quite well. Everything seems to be in order.

M19: BALLROOM

The elegant ballroom of Heather House has not seen any dancing for 10 years, as Lord Weathermay has not entertained since his wife's death. The walls are lined with ornamental suits of armor and fine draperies.

Now, it is either empty and dark, or the hiding place of the Apparatus. If the Apparatus is here, the room also contains 25 **Monster Zombies** (see C2 for statistics) hidden in ornamental suits of armor, under the stairs, and behind the draperies. Treat the armor as armor with the hit points of leather armor.

M20: SMOKE ROOM

As soon as a PC enters this room, it triggers a **Programmed Illusion** for the group. If you have played "Robinloft", recreate an encounter with Tahd that was particularly horrifying. Otherwise, one illusory **Stone Golem** (42A) lurches from the wall of the room. In any event, the PCs experience the attack of the monster in all its fury for 9 rounds, but all damage is illusory.

This room has various tables and chairs to sit at while smoking. In a small barrel next to a rack of various pipes is a small supply of Southern Star pipe-weed.

UPPER LEVEL**M21: SITTING ROOM**

The windows of this chamber are tightly shuttered, and the air has a stale and musty quality. Several chairs and small tables occupy the center of the room, facing the tightly sealed windows.

This is the Weathermay's sitting room, and was a favorite spot for the Lord and his wife to go for privacy. As such, the Lord goes here rarely, these days.

M22: LORD WEATHERMAY'S DRESSING ROOM

A small chair and table, with an attached mirror, are the only items of furniture in this room. A long rack against the outside wall holds many robes and suits of gentleman's clothing.

M23: MASTER BEDROOM

This room is luxuriously furnished, with a massive four-poster bed, lush rugs, and several soft couches and chairs. Several flickering lanterns provide dim illumination.

During the night, Lord Weathermay can be found here, unless he has been summoned to a disturbance. He keeps the keys to room M33 and the door from the stables to the servant's quarters here.

M24: LADY WEATHERMAY'S ROOM

The resident of this room is obviously female. Frilly draperies surround the window and the bed. A wide dressing table, covered with lotions, perfumes, and rouges, fills the far end of the room. Several huge clothes wardrobes stand around the walls, with their doors thrown open to reveal numerous gowns and dresses.

This is Lady Weathermay's room. If one of the important items was chosen to be placed here, it is in the rear of the largest clothes closet in a strongbox covered by a red velvet winter dress. This closet is the only one with closed doors, and in fact the doors are locked. Within, a pair of stone bulldogs rest silently as if on guard duty. If the PCs enquire regarding the key to this closet, they may be told that it has been misplaced, but only after they have been made to explain themselves as to why they seek a key to the private winter clothes storage closet of Lady Weathermay. No one has been too concerned about the loss of the key since it is a winter clothes storage closet and nothing from it has been needed in quite some time.

The strongbox appears to have a single lock, which appears to be broken, and is therefore easy to open. Inside is an old diary of Lady Weathermay's. Within is scribed various meandering prose regarding daily life as the Lady of Heather House. Anyone who is actively observing may notice that the box seems larger than the space containing this old diary. The GM may allow an Int check to notice this. One can discover a false bottom on the inside as if searching for secret doors. Characters who make their Int check gain a +1 bonus to the secret doors check. Inside one can find whatever important items have been chosen to be placed here. If none, it is empty. If any of the important items chosen to be placed here are actually removed from this winter clothes storage closet, the pair of stone bulldogs, which are actually **Common Gargoyles** (see 44D for statistics), attack those who have the important item or items.

M25: LADY WEATHERMAY'S DRESSING ROOM

This room contains yet more clothes for Lady Weathermay, as well as makeup tables, with lamps, and a dozen full-length mirrors.

M26: GUEST ROOM

This room is furnished in tasteful, but subdued style. A king sized bed, dresser, vanity, chairs, and table can be found in each room.

The first and second of these rooms are occupied by the Baron and Baroness Fielder (HJ & SJ), respectively. At night, the two of them are encountered together in one or the other of these rooms. Lady Fielder (SQ) occupies the fourth guest room.

If the Post-Amnesia Diary of the Alchemist is located here, it is in the fifth guest room in one of the dresser drawers.

M27: OLD LADY WEATHERMAY'S CHAMBER

The doorways to this wing of the mansion have been sealed with brick walls. If questioned, any servant can inform the PCs that these rooms belonged to the late Lady Weathermay, and that when she "died" ten years ago, Lord Byron ordered the doors sealed and the wing left untouched. Byron refuses to let the PCs enter this room.

The Apparatus may be located here. The ceiling of the room is very high, and the two obvious entrances have been bricked over. A wide, double window in one wall swings open to admit large objects, raised by means of a block and tackle that lies near the window. In the floor of the alcove is the trapdoor leading down to the hayloft in the stables.

Regardless of whether or not the Apparatus is here, a talking **Horned Raven** that answers to the name of Lucifer occupies the room. He hides at first and calls out from the top of a drapery. The robin seems oddly aware, and will parrot back words he hears, though every so often he adds new mocking phrases of his own so it might seem that he is unusually intelligent.

There is also the still form of an aged human resting beneath a sheet draping a chair. This is actually a **Doppelganger** (S2). She uses ESP to read the minds of those who enter and assumes the form of an old friend, or more likely, the "dead" Lady Weathermay. She feigns fear and if detected for evil, blames it on her unnatural state (possibly unliving or taint of the Creature). She is overjoyed to be rescued and fervently promises to give them aid. The Doppelganger will concoct a story about how Lord Weathermay found her body in the shattered remains of her sail boat and tried to get her raised from the dead. He unfortunately didn't have adequate cash for a proper raise dead, and as such was so ashamed at what he had done, he locked her away in this room never telling a soul. The Doppelganger will tell the PCs she wants nothing more than to be free and returned from the dead properly.

In the draped closet are several crates stuffed with straw. They contain the disassembled bones of 12 **Screaming Skeletons** (see area 41 for statistics) who if commanded by the Creature or dumped on the floor, will reassemble and animate. If the doppelganger becomes desperate to survive, he will try to release the skeletons.

Horned Raven (HF 0, EP 15, Int 4, AL NE, AC 8, MV 3"/15" fly (C), HD 1+1, HP 26, SZ S, #AT 2, D 1d4/1d4, SA: mocking, SD: nil, Lang: various, Hon: ave, ML 5, TOP 13, Crit BSL: Def AC-1, FF 6, Reference HoB 7 p16)

M28: LINEN CLOSETS

Each of these rooms contains fresh linen for the bedrooms of Heather House. One room contains bath sheets, washcloths, and bathing robes. There is a large wooden bathtub and buckets for filling it. The other room holds quilts, pillows, and blankets.

M29: ALCHEMIST'S ROOM

The room sprawls in chaotic disarray. Clothes are strewn everywhere, leaving only small patches of the rug visible. A huge mound of linens seems to mark the approximate location of the bed. Only the large vanity is free from the cloth blanket. Upon it are spread several heavy tomes, all stretched open to various pages.

The books are all volumes of metaphysical and natural philosophy. They include anatomical, alchemical, and arcane studies, which deal with various aspects of the life force. Each is open to a page that discusses the multiple facets within an individual. One describes a possible procedure for using hypnosis to separate the various facets, or spirits, within a single individual.

M30: TROPHY ROOM

The walls of this room are lined with the head of great and savage beasts. The heads of a Goregon, HellHound, lion, Common Owlbear, and Peryton line the sidewalls. Alone, on the end wall, gleams the sinister head of a Black Dragon.

In a locked case to the side of the room is Lord Weathermay's hunting equipment, long unused. The equipment includes a **Self-Loading Long Bow** +1, **24 Arrows** +2, and **3 Spears** +2.

If the Post-Amnesia Diary of the Alchemist is located here, it is behind the locked case.

M31: BALCONIES

Each of these balconies is a small platform, enclosed by a 3 feet high stonewall. The cobblestones of the courtyard lie 20 feet below.

The pile of earth in the courtyard climbs to within 10 feet of the east balcony.

BASEMENT LEVEL

M32: IMPLEMENT STORAGE

The heavy wooden doors to this room are secured with a large padlock. Lee Heatherby, the gardener in Room M11, holds the key.

This is the implement storage room. Shovels, hoes, pitchforks, and various cutting tools and plows hang from the walls or lean against each other in haphazard fashion. The floor is dusty, and most of the tools look as if they haven't been used for some time.

Observant characters may note that the shovels have been used very recently, as their blades are still covered with moist dirt.

M33: WEAPONS ROOM

A wooden door with iron brackets that is locked with a heavy iron lock secures this room. The door is difficult (-1 to roll) to smash open, and the lock is excellent quality such that a thief suffers a -20% penalty to his open locks roll when picking it.

Within are stacked the weapons used to arm the populace in times of emergency, the last of which occurred nearly a century ago. The room contains 24 suits of studded leather armor, 12 small shields, 36 spears, 10 long swords, 20 short swords, a dozen short bows, and 200 arrows. Obviously for these items to function they have been preserved for long-term storage. Lord Weathermay holds the key to this room in his private chamber (Room M23).

M34: EMPTY ROOM

Cobwebs hang thickly from the ceilings and support pillars of this room. The dirt floors are moist and hard packed. The air smells moldy, and feels damp.

M35: CISTERN

This damp, chilly room contains the cistern holding the manor's water supply. Drainpipes leading from the roof carry the rainwater falling on the building through gutters that run eventually into the cistern tank. Next to the tank is a large flat stone covering a deep well. During periods of little rainfall, the well is used.

M36: GUARDROOM

This now unused chamber once housed the manor garrison. It contains four bunks and a wooden table and chairs. Hanging on a wall is the rusty key needed to open the cell door.

M37: CELL

A heavy iron door that cannot be broken down by mere human strength secures this dark room (+6 penalty to open doors roll). A corner of the cell has eroded away, leaving a 1-foot wide gap to the outside. Through this opening, 36 Common Stirges have entered the cell. They attack anyone who opens the door.

Common Stirges (36) (HF 1, EP 175, Int 1, AL N, AC 8, MV 3"/18" fly (C), HD 1+1, HP 26, SZ S, #AT 1, D 1d4-1, SA: blood drain, SD: nil, Lang: none, Hon: n/a, ML 8, TOP n/a, Crit BSL: Def AC-1, FF n/a, Reference HoB 7 p 112)

M38: WINE CELLAR

Four huge casks stand in one corner of this cool chamber. The rest of the room is filled with long shelves, each of which holds many bottles.

The casks contain three types of wine, and a thick malt ale. The bottles contain wines from all over the world in an assortment of fine vintages and labels. Although one can recognize the fine quality and reputation of the beverages, their actual taste is sour, bitter, and stale.

If the Post-Amnesia Diary of the Alchemist is located here, it is in the back corner underneath one of the wine racks.

M39: HIDDEN ROOM

This concealed chamber is much like any of the empty rooms in the cellar. However in the far corner is a mound of dirt and what appears to be a newly dug grave. In the shadows of the far corners, lurk 6 Shadow Mastiffs. They hide in shadows here until they have a propitious moment to attack any characters entering here.

Shadow Mastiffs (6) (HF 7, EP 270, Int 4, AL N(E), AC 6, MV 18", HD 4, HP 40 (-1 per hit die in bright light), SZ M, #AT 1, D 2d4, SA: panic bay 1/2 miles radius (lasts 1d6 rounds), SD: 40% hide in shadows, pass through openings, Lang: none, Hon: ave, ML 12, TOP n/a, Crit BSL: Def AC+2, FF n/a, Reference HoB 4 p 124)

M40: THE CREATURE'S LAIR

This room is concealed behind a secret door leading to an empty cellar room.

The air in this dark chamber is dense and foul, oppressing the breather. The earthen floor is chilly, cooling feet through leather and cloth.

In the far alcove of this room lie four coffins. One of these is a potential resting place for the Creature during daylight hours. In the center of the room is a deep pit, which is the source of the earth piled in the courtyard. The pit is big enough to contain the Apparatus, and it may do so if this is the location indicated for your version of the adventure.

20 *Monster Zombies* (see C2 for statistics) and *Emma, the Common Vampire* (S10), guard the room, regardless of whether or not the Apparatus is here. There is a 50% chance that the Creature is also here during daytime hours.

M41: TREASURE ROOM

Over the past month the Creature has collected a fair assortment of material wealth in this chamber, which is concealed behind a secret door. The lock of the door is protected with a class S poison needle trap (-2 to save). The Creature holds the keys to both the door and the chests described below.

Within the room are two large chests, each of which is locked. One is protected by a spring-loaded spear trap, inflicting 3d8 of damage on an opener who fails to find/remove traps. This chest contains 3,400 gp, 6,000 sp, and 2,200 cp. The other chest is not protected by a trap, and contains 180 red garnet gems worth 100 gp each.

Lying on the floor between the two chests is a Trapper. It attacks as many PCs as possible, patiently waiting for them to walk upon it.

Trapper (HF 38, EP 3,000, Int 13, AL N, AC 3, MV 3", HD 12, HP 80, SZ L, #AT 1, D 4+defender's AC, SA: automatic surprise (+4 to hit) if undetected, suffocate victims in 6 rounds, SD: 1/2 damage from cold or fire or none if save, 95% undetectable, Lang: none, Hon: ave, ML 17, TOP 40, Crit BSL: Def AC+10, FF 5, Reference HoB 8 p 17)

THE MAUSOLEUM

The Weathermay Mausoleum was built along the northeastern reach of the Heather House estate. A classical basilica with three attendant apses, domed side chambers, and a central nave, this family tomb has seen little care since the death of Lord Weathermay's wife. Lord Weathermay doesn't want to be reminded of the tragic "death" of his beloved wife so horrible that no body was found. If the heroes have decided to investigate this crypt, read the first boxed section as they approach. Add the second, if the Apparatus is located somewhere in the Mausoleum.

The grounds behind the manor rise and fall in a series of soft, rolling downs. The water from the damp grass seeps into your boots and leggings. The downs are wrapped in a thick, gray blanket of fog, reducing clear visibility to a matter of yards. There is the continual interruption of lightning overhead, turning the thick mist briefly into walls of solid white, but any thunder is lost in the sound of crashing surf on the shore to the west. Ahead of you, on the tallest knoll of the downs, looms the hulking shadow of the Weathermay family mausoleum.

A wide path worn by the passage of many large-wheeled and overloaded wagons mars the wet grass.

TI. ENTRANCE

The building before you was apparently designed to represent the serene eternal rest of the former lords of the manor, but beneath the current skies, lit only by lightning, and wrapped in the clinging fog, the structure has an ominous, foreboding appearance. The mausoleum is shaped like a cross, each arm of the cross-connected by a low, curving wall. The curved walls support pillars, which in turn support the domed roof of the structure. The dome was originally clad in plates of copper, but time and the winter storms have loosened most of the plates, and now those few remaining give the white dome a greenish, leprous look. A pair of massive stone doors marks the southern face of this monument to death.

If the Apparatus is to be found in the mausoleum, the wagon path ends in a wide bare spot before these doors. The stone doors are massive, 15-foot high stone panels, secured by three separate locks. All three locks open to the same key, found in the Manor, room M8. However, the mechanism is such that failure to pick any one lock causes any open locks to relock again, forcing the thief to start over again (each lock would count as a separate barrier for a Knock spell or Chime of Opening as well). The doors to the east and west of the building are concealed by a set of whitewashed bricks. This was a later addition by the Weathermay's, and is already brittle from the effects of the weather. If discovered, the brickwork may be ripped down in five rounds (remember the players may reach this area in a pouring rain), to reveal a small, locked, stone door. The keys to these doors have long since been lost.

There are no other entrances to the mausoleum. However, the peak of the dome is a rosette window and the stone is quite weak. If 150+ pounds of weight is placed upon it, a ten foot diameter area will give way, dropping those atop it 50 feet to area T4, right at the feet of the Lich and his companion. If the party spends too much time (about a turn) trying to knock down

the walls or opening the locked doors, they will have a random encounter for this area.

T2. ABANDONED FOUNTAINS

The area behind each pillared wall was originally intended as a fountain, but the pipes have long since clogged and the basins are filled with weeds. The statuary in each of the four corners represents inhabitants of one of the more extremely aligned Outer Planes. Fallen plates of green-tinged copper have been stacked in the areas, presumably for later repair.

If the fountains were operational, demonic figures would spit water out of their mouths in the southwestern corner, various devil-types dominate the southeast fountain, sculpted figures of winged Planetars and Angels grace the northeastern side, and the northwestern fountain is garnished by figures of Air Maidens riding Pegasi and Unicorns.

T3. NARTHEX (Entryway)

A red firelight greets you as you open the doors to the entryway of the mausoleum. The room is paneled in polished black stone flecked with small silver flakes. Four pillars of the same material rise near the corners of the room, and stone pegs jut from the wall on either side. Along the north wall a set of three low risers lead to a platform 5 feet above floor level. On this platform is a large curved dish resting on a tripod, a fire burns in this metal dish.

This is the entranceway and foyer to the mausoleum. In better times the family of the departed would gather here before moving on to the nave for the final rites. The pegs on the wall are for cloaks, and the fire is eternally burning. (Note that this is a magical effect local to the mausoleum and the fire may not be removed. It can be dispelled as if cast by an 18th level caster.) There are no fell creatures in this area. The warm fire can dry out wet travelers who huddle around it.

The second round after entering this area, the party triggers a **Programmed Illusion**. Read the following to the players.

You stop in your tracks as you hear, from deep within the tombs ahead, a hoarse, evil laughter. Suddenly there is a clang behind you as a hidden portcullis slides down over the doorway, barring exit by that means. The fire flares in its bowl and skeletal forms, dripping with rotting flesh, rise out of the floor as if the smooth black surface did not exist for them. The undead creatures attack you.

These are part of the illusion and inflict no real damage. (Damage inflicted during the combat is recorded separately and considered healed at the end of this encounter. Any character "slain" by the phantasms is knocked unconscious instead.) The portcullis is similarly unreal, but prevents the characters leaving until the illusion has run its course.

There are two "undead creatures" for every member of the party, and they fit the general description and statistics of Monster Zombies (C2). These phantasms cannot be turned by clerics. They appear to rise out of the floor



on either side of each member of the party, and try to prevent the group from gathering together in any form of concerted defense.

The illusion lasts 6 rounds, or until the Monster Zombies have been defeated or all the party is "slain." In the last case, the characters eventually awaken to find all as it was before the illusion was triggered. Otherwise, the Zombies and the portcullis fade out at the end of the sixth round. The sound of combat in this chamber alerts Azalin the lich in Room T4.

T4. THE NAVE

The door swings wide to reveal a large circular room under the center of the dome. Frescos that once graced the dome itself are now dull and damaged by long brown streams of leaking water. Near the center of the room is a massive coffin made of burnished bronze, set upright and facing the southern door. Long tapers burn on either side of the coffin, set in long ornate holders resting on the floor. In the coffin is a hideous sight, the decaying form of a man, dressed in black with a red-lined black cape. The rotting form rises from his repose and you notice a large, blood-red bat perched on the figure's shoulder, regarding you with intelligent, evil eyes.

The figure is *Azalin the lich* (see Masters of Wygen). The "bat" on Azalin's shoulder is his Quasit familiar.

Azalin is a temporary ally of Tahd at best, and more interested in preserving his undead flesh until his "ally" transpossesses a body for him. If faced with a party of adventurers, Azalin puts up a sufficient fight so that he may tell Tahd he was "repulsed by large numbers of attackers and escaped with his consciousness barely intact." Azalin's tactics are as follows:

Given sufficient warning Azalin will cast his defensive spells (Vocalize first (See SSG p 123), then Protection From Normal Missiles, Minor Globe of Invulnerability, and Detect Invisibility). Anti-Magic Shell is the spell he casts when he has run out of all his other spells. Early in the conflict he leans on his vampiric-imitative spells - Charm Person, Suggestion, Programmed Illusion, Fly, and Energy Drain, then unloads with offensive spells such as Magic Missile and Ice Storm. Azalin's Contingency spell is already operating, and is tied to one of his Dimension Door spells. The contingency is if Azalin is reduced to 20 or fewer points (from 101 total), the Dimension Door will carry him 100 yards east into clear terrain (Azalin has carefully set the distances on this spell to avoid a mishap). Azalin then returns to the mausoleum, Wizard Locks the main doors, and heads for the high country, hoping never to see Tahd again.

If Azalin is turned, he similarly seeks to Dimension Door out, regardless of his current level of hit points. Azalin's Quasit goes with his master. Note that the Quasit gives Azalin 25% magic resistance and allows him to regenerate 1 point per melee round. The Quasit therefore stays very close to his master, and attacks only those that engage in melee with Azalin.

If Azalin the Lich is one of the transposed monsters in your game, Azalin is already walking around in his human form, and has left his familiar behind to watch over his former body. In this case the familiar seeks to escape and warn his master as soon as possible. The transposed Azalin in townspeople form is in the town awaiting this word, and, should it appear that the characters might upset Tahd's plan, he take a fast horse out of the area.

The townspeople in lich-form reacts differently from Azalin. While still retaining the lich's paralyzation and fear attacks, and all of the lich's immunities, the transposed figure cowers at the character's attacks, and is obviously afraid of the party. He is willing to aid the party provided he is not harmed (if attacked, the townspeople-turned-Lich defends himself and the bat/Quasit screeches threats to discourage attacks on the "lich" before trying to escape).

Finally, all doors except the southern entrance are marked with brass plaques screwed into the doors. The northern plaque reads "Those who most valiantly led the way for our manor." The western plaque reads "Those who so generously served." The eastern plate reads "The Weathermay Family Vault."

Quasit (HF 11, EP 2,000, Int 7, AL CE, AC 3, MV 15", HD 3, HP 35, SZ T, #AT 3, D 1d2/1d2/1d4 (+2 to hit/+4 to damage due to Str), SA: poison (lose 1 point of Dex for 2d6 rounds), spells 1/day each (Invisibility, Detect Good, Detect Magic, Blast of Fear (30 foot radius), SD: polymorph self, +1 or better or cold iron to hit, 25% MR, save as 7 HD, immune to fire, cold and lightning, infravision, at will Darkness, Teleport Without Error and Gate, Lang: telepathy, Hon: ave, ML 9, TOP 18, Crit BSL: Def AC+1, FF n/a, Reference HoB 5 p 92)

T5. HALL OF THE GLORIOUS DEAD

Read the following only if the Apparatus is not in this room. If the Apparatus is present, turn to the Epilogue.

The door opens onto the top landing of a staircase that runs down the sides of this oval room to the right and left, descend ing 20 feet. The room is furnished in white stone striated by grey bands. Three large shields hang on the walls, each hang ing over a large stone crypt. Hovering over each coffin is the translucent humanoid form of a man in ornate armor. The ghostly figures ascend towards your level.

The three figures are *Spectres* (DK, H8 & S8), though not the reanimated forms of the three buried within - founders of the Renier family and the current line of Weathermay. Those spectres that are under Tahd's control attack any who enter here without Tahd, Azalin or the transposed Azalin.

The crypts themselves are three massive blocks of stone, and contain the jeweled remains of Renier and the first Lord and Lady Weathermay. Each has jewelry worth 5,000 gp. In addition, Renier has laid over his breastbone a *Sun Blade*. If any of this material is removed from the crypt, the party suffers -1 on all saves until the jewelry and Sun Blade are returned to their proper place or a Remove Curse is cast upon them.

T6. THE PAUPERED DEAD

Read the following only if the Apparatus is not in this room. If the Apparatus is present, turn to the Epilogue.

The door swings wide to reveal a long room with a floor thirty feet below your level. An unrailed ledge of stone circles the room, 10 feet wide. Beneath you is a twisted mass of rotted wood, lime, and turned earth. You can see whitened bones sticking out of the earthen floor.

This is the resting place of the poor dead of the estate, a common grave without ornamentation or ceremony. The only being found here is a *Haunt* (DJ), the remains of Godefroy, who died here after slaying his wife and child.

Godefroy seeks to possess one of the characters that enters the room and tries to force him to lay the spirits of his dead wife and son to rest. Godefroy tries to possess a character with a similar alignment (CN) to his own.

There is no treasure in this area. However, Tahd has used the common grave as a dumping ground for the crates he brought his Apparatus in on. Anyone searching the rubble will find the location of the Apparatus marked on the side (General terms: "Mausoleum," "Heather House", or "Crypts").

T7. THE NEW GRAVES

Read the following only if the Apparatus is not in this room. If the Apparatus is present, turn to the Epilogue.

This is the final resting place of the long line of Weathermay and their predecessors. The walls of this room are lined with drawers for the deceased, reaching from the floor level 40 feet below you to slightly above your vantage point. An unrailed ledge 10 feet wide circles the room to a door on the far side. There are a number of drawers to your right that are already open.

There are a number of open drawers equal to the number of characters. If they investigate, the player characters find their names inscribed on granite plates on the doors to the drawers.

There are also five Wraiths in the room (C7, D6, D7, H6 & S6). Their instructions are to hide in the drawers beneath the ledge until someone begins to descend, then attack.

EPILOGUE: THE AWAKENING

This encounter brings the adventure to a close, depending of course on how successful the characters have been. Before this encounter can occur, the following conditions must be met:

1. The heroes must know the location of the Apparatus.
2. The Alchemist must be with the heroes or following them.

To succeed, the heroes must defeat the Creature and his minions. They may hope to capture the Apparatus and use it in some fashion, but of course plans never work out as they should.

The Storm: As the heroes begin the final encounter, the storm increases in violence. It remains at peak intensity until the final scene is over. The ground trembles from the thunderous peals of lightning and the drumming hail of rain drowns out all but the loudest cries.

The Creature: The creature is aware of the PCs' actions through his minions. He and his minions are waiting for them when they reach the Apparatus. Stepping majestically out of the shadow, he reveals himself fully for the first time, a dark and malevolent Tahd. At this sight, Lady Weathermay (if present) swoons and Tahd the Alchemist fully regains his memory. Lady Weathermay will not act since she is unconscious, but the Alchemist will, as a result of having his memory restored, become suicidal (reference "Restoring Undead" in HoB VIII, page 43). The Alchemist then takes advantage of the ensuing battle to destroy the Apparatus and himself along with it while the PCs and Tahd are otherwise occupied fighting each other. The only way the Creature can achieve its final goal at this point is to destroy the heroes.

The Battle: The Creature has the following minions present to help him complete his plans. They fight with utmost savagery (+2 on all chances to hit and damage.) However, per his wishes, they do not attack the alchemist.

Coramon Handlet (*Truculent Terrifier*, SQ from transpossession roster, if still alive)

30 *Dire Robins* (area 29)

6 *Monster Zombies* (C2)

6 *Screaming Skeletons* (area 41)

2 *Shadow Mastiffs* (area M39)

6 *Dire Wolves*

4 *Hellhounds*

10 *Night Hunter Bats*

100s of *Rats* (Slows (as spell) and -1 to hits, saves and DEX checks)

Dire Wolves (HF 1, EP 120, Int 7, AL N, AC 6, MV 18", HD 3+3, HP 38, SZ M, #AT 1, D 2d4, SA: nil, SD: nil, Lang: none, Hon: ave, ML 11, TOP 19, Crit BSL: Def AC+2, FF 8, Reference HoB 8 p 91)

Hellhounds (HF 18, EP 420, Int 7, AL LE, AC 4, MV 12", HD 4, HP 40, SZ M, #AT 1, D 1d10, SA: breathe fire (30'x2' 4 pts damage), -5 on surprise rolls, SD: immune to fire, surprised only 2 in 10, see invisible or hidden creature 50%, Lang: none, Hon: ave, ML 13, TOP 20, Crit BSL: Def AC+2, FF n/a, Reference HoB 5 p 123)

Night Hunter Bats (HF 2, EP 420, Int 12, AL NE, AC 6, MV 2"/18" fly (A), HD 2+2, HP 32, SZ M, #AT 4, D 1d4/1d2/1d2/ (1d6 or 3d4), SA: nil, SD: infravision 120' Lang: none, Hon: ave, ML 11, TOP 16, Crit BSL: Def AC+0, FF 7, Reference HoB 1 p 52)

The Destruction: Being preoccupied with the battle against the Creature, the PCs may lose track of the Alchemist (if he was with them) or fail to notice him (if he arrived following them). In either case, the Alchemist regains his memory at the sight of the real Tahd with the Apparatus and is filled with remorse for his past evil actions. He is so overwhelmed that he seeks to kill himself, but not without making some amends for the evil he has caused. He attempts to destroy the Apparatus during the battle and die in the ensuing explosion. Note that since the Alchemist built the Apparatus, he has the knowledge required to destroy it even without the Rod of Rastinon. He knows that the destruction of the Apparatus will cause a "wave of reversion" that will restore all those transposessed. Of course, they too will become suicidal. (See the Townspeople and the Transposessed for more information on the effects of transpossession and reversion.) At a climactic point in the battle (perhaps when all hope seems lost for the PCs), the following should occur.

Suddenly, the sky is rent by a blinding flash! The walls of the building explode in a shower of brick and plaster! Leaping from the heavens, gyrating around the Apparatus flies across cating bolt of lightning. Smaller spheres break off from it and dance over the surface of the infernal machine. The bolt fades, leaving only the sparking orbs and the huge rent in the wall.

When the bolt strikes, the flying debris causes 2-20 points of damage to all within the chamber. A save vs. Paralysis reduces this damage to half. The bats, robins, and rats instantly flee (if they survived) and the remaining creatures lose half of their remaining hit points unless they also save vs. Paralysis. The crackling electrical orbs are *Quasi-Elemental Lightning Balls* (Event 7J). They continue to dance about the machine, feeding it power. They arc at any who come too close (5 feet).

As the Apparatus gathers more power from the arcing balls of electricity gathering around it, the fury of its operation increases. A force field of radiant energy surrounds it. The hum becomes a whine and then an ear-splitting shriek. Wild arcs of electricity blow plaster, brick and stone off the walls. The Apparatus is out of control!

The PCs should be given a chance to react to this, but there is nothing they can do at this point to prevent the destruction of the Apparatus. The force field of radiant energy protects it from all attacks. They need to clear out before the final explosion or they will almost certainly die along with the Alchemist.

The Machine Redux: At this point, the Apparatus, surging with mystical energies, explodes in a titanic blast! The Apparatus and the chamber are demolished. Those within the room at the time are obliterated. Those within 100 feet take 10-40 points of damage. Radiating outward from the blast is a shockwave of golden light. It rapidly expands, washing over Heather House, Wygen, and Griffon Hill. As it does, the souls/spirits of the villagers are restored to their proper places (where possible). The transpossession has been reversed! As mentioned earlier, however, those villagers that were transposessed with true undead are suicidal upon their restoration and the PCs may have to help deal with that issue. In addition, undead creatures of 6 hit dice or less are destroyed by the golden energies of the machine. The nightmare seems to be over.

The Final Scene: In the days that follow, the community of Wygen is relieved but saddened. The storm quickly breaks with the death of the Creature (or his departure if forced to flee). Those evils that remain can be hunted down and handily dispatched by the PCs. Though heartbroken for his daughter's loss (the death of her fiancé), Lord Weathermay rebounds in good spirits. As part of his lands were destroyed in the blast, he cannot offer you the treasure he knows you deserve. Instead, he comes to you with the deed to Griffon Hill. "I know it is a poor place, gentlemen," he says, "and filled yet with evil things. But I know you to be heroes of spirit and fire, so thus I tender it to your hands should you want it." This is all he can give to reward the heroes.

The End

Appendix A: The Masters of Wygen

COUNT TAHD VLAD'NEER

AKA: The First Vampire, The Creature

HACKFACTOR: 61

EP VALUE: 6,021

CLIMATE/TERRAIN: Any Land

FREQUENCY: Unique

ORGANIZATION: Ruler of Morosevia

ACTIVITY CYCLE: Night

DIET: Blood

INTELLIGENCE: Genius (17/78)

ALIGNMENT: CE

NUMBER APPEARING: 1

SIZE: M

MOVEMENT: 12", 18" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil

MORALE: 18 (Resolved)

ARMOR CLASS: 1

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: 5-10 (1d6+4)

SPECIAL ATTACKS: +2 to hit due to Strength, Energy Drain (2 levels), Charm Person Gaze (save at -4)

SPECIAL DEFENSES: +2 or better weapon to hit, Regeneration (3 hp/round), Gaseous Form at will (immune to all attacks), Immune to Sleep, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. Shape Change to Wolf or Dire Robin (Fly 19" C) at will. Summon 10-100 rats or bats (prefers Scare Ravens and Tarantubats) while underground. In the wilderness, can summon 3-18 Wolves (prefers Worgs). (Summoned creatures arrive in 2-12 rounds.) Immune to garlic. Spider Climb at will. Can move in complete silence.

MAGIC RESISTANCE: Standard except as noted below

HIT DICE: 10+3 (75 hit points)

FATIGUE FACTOR: N/A

THRESHOLD OF PAIN: N/A

LANGUAGES: Common, Elven, Dwarven, Orcish, Morosevian, and Halfling

REFERENCE: HOB 8 p 53

QUIRKS AND FLAWS: Variant Transformation, Accident Prone (fumbles on a 1 or 2, falls a lot), Animal Antipathy (Apes attack on sight), Gullible, Superstitious Caster (see Spellslinger's Guide to World Domination p 40 - must have his lucky tie tack to cast spells), Obsessive/Compulsive (must pick up and count small objects tossed in his path)

SKILLS: Graceful entrance/exit 67, knowledge of courtly affairs 81, mingling 92, secret persona 45, social etiquette 75.

WEAKNESSES: Cannot cross running water under his own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Wooden stake through the heart instantly kills. Can be turned by a cleric as a Vampire at -2 on the turning roll. Can be burned by a lawful good holy symbol for 2-7 hp per round of contact when presented boldly by a faithful believer. Cannot enter a home unless invited. Becomes powerless in sunlight and suffers 5-20 points of damage per round of full exposure (may regenerate but is killed after a half hour of exposure in any case).

HONOR: Great (+1 to ALL die rolls)

EQUIPMENT: Sword of Wounding +1, Rope of Entanglement, Ring of Detect Good (casts as a 16th level caster, 15 charges left), Medallion of

Protection from Good (casts as a 16th level caster, 23 charges left), Wand of Programmed Illusion (23 charges left at caster level 12), Rod of Rastinon

Tahd is an Ancient Regal Vampire. He has 17/01 Strength and his blows drain 2 energy levels from his opponents. Tahd has the usual Ancient Regal Vampire abilities. He can only be hit by magical weapons of +2 enchantment or better and can regenerate 3 hit points per round. He can assume Gaseous Form at will or Shape Change into a large Dire Robin (instead of the usual bat due to his variant transformation flaw). He is still able to change into a wolf, though. Note that he is not able to drain energy levels while in gaseous, Dire Robin or Wolf form. He can Charm Person at will by gazing into a character's eyes, causing that character to make a saving throw vs. Spells with a penalty of -4. Should Tahd enter melee, he only needs to roll a 4 on 1d20 to hit someone with AC 0 (effectively 11 Hit Dice, +2 to hit for Strength) so it's pretty easy for him to drain levels if he wants to. He usually only does this if he is in dire straits, though, as he much prefers to charm one or more party members and have them fight their companions on his behalf. He also uses his sword and rope instead of energy draining when he really feels he has the upper hand and can toy with his prey. Because of his accident-prone nature though, he usually only does this when he is very confident.

Tahd is also a 10th level magic-user. He learned his magic from studies during his life and from subsequent studies over the centuries. His normally available spells are indicated in the following list. However, as a superstitious caster, he always needs to have his lucky skull tie tack with him when casting his spells.

First Level (6): Bash Door, Comprehend Languages, Hold Portal, Protection from Good, Sleep, Taunt

Second Level (4): Invisibility, Levitate, Mirror Image, ESP

Third Level (3): Clairvoyance, Fireball, Gust of Wind, Dispel Magic (not usually memorized)

Fourth Level (2): Polymorph Other, Polymorph Self, Charm Monster (not usually memorized)

Fifth Level (2): Animate Dead, Avoidance (not usually memorized), Magic Jar, Sending (not usually memorized)

Although the Creature may be encountered in many places, he always returns to maintain the anonymity of his host's guise at sometime every single day - usually at daybreak (if he is choosing to do that as determined by the Mesmerist's Pendulum). When he decides to move against the heroes, he will mostly use minions to do his dirty work. He will not step in if he is currently occupying someone with Magic Jar and only steps in himself for five rounds of combat if not.

Tahd often has with him a Quasit of the Lich Azalin. This beast uses the form of a bat or wolf as a disguise. The Quasit, Tintantulus uses its telepathy to help keep the Creature and Azalin in contact.

Tahd may only use the equipment listed above if he is not currently inhabiting someone via his Magic Jar spell. Tahd managed to take two items from the Alchemist when he arrived at Griffon Hill. The first was the Rod of Rastinon, which Tahd is using to run the Apparatus and transpossess his minions and the townspeople of Wygen. The second was the Alchemist's Wand of Programmed Illusion. The Alchemist had used this originally to put illusions in various places to dissuade unwanted visitors to the Griffon Hill area. The Creature Tahd has used it for just about the same purpose in several new areas, but his illusions are a bit more sinister.

Tahd has a variety of spies and servants. They report to him four times each day (at dawn, noon, dusk, and midnight). There is a 60% chance that the Creature knows the PC's location at these times. If Tahd knows their location, he attacks the PCs - wherever they are - within two hours. Tahd chooses the time and method of his attacks carefully. He isn't sure what the PCs know and don't know, and he doesn't want them to get too suspicious. He does not outright kill them though because they are directly or indirectly helping the Alchemist regain his memory. Once that happens though, Tahd is through with the PCs and deals with them as necessary.

Tahd can attack in each of the following ways once.

1. Tahd arrives on a Nightmare and attacks a single PC for five melee rounds, then leaves.

2. Tahd calls 10-15 Monster Zombies to attack the party. All of the Zombies must attack at the same time in the same place.

3. Tahd calls 3-18 Worgs to attack the party. All of the Worgs must attack at the same time in the same place.

4. Tahd will send Charity Bliss (D10), the Vampiress, to attempt to seduce one of the PCs away from his party, in order to attack him in isolation. Charity has dark curly hair and big innocent eyes. She is a small, but shapely lass who frequents the Seventh Sea.

5. Tahd will send one of his minions transpossessed in a townspeople's body to approach one of the PCs as if he is one of The Fearfully Silent and wishes to tell a tale of dark, fell creatures who dwell in the northern moors beneath a tree twisted into a knot. This is area #31 and is the lair of 7 Harpies.

6. Tahd will send one of his minions transpossessed in a townspeople's body, preferably someone the PCs trust, to put on a show on the outskirts of town. He will be badly scarred, his clothes ripped and apparently delirious. He manages to gasp out a story about a band of hideous creatures inhabiting the dark woods to the east of town. This is area 34 and is a band of 15 Ogres, who also have three trained Vultures. The Ogres have been hired by Tahd to keep people from leaving the area.

When playing Tahd, above all, keep these three things in mind.

1) Tahd chooses when he attacks. Tahd is a genius, play him as one. Whenever he is aware of the PCs' positions, he is allowed to make an attack how and where he wants. His attacks are timed to be most advantageous to him. To do that, Tahd must move around during the adventure. However, he can always be where the Apparatus is when the PCs find it. It is your responsibility to see that the Vampire uses his abilities to his greatest advantage. He never attacks during a *Programmed Illusion*, not wanting to ruin the effect. He may also choose not to attack the PCs at certain times if it suits his goals.

2) Tahd knows when to withdraw! He knows when a fight is going against him, and always has prepared a way to escape if he needs to. If he is losing a battle he becomes gaseous, shifts into Wolf or Dire Robin form, and/or summons other creatures to guard his retreat.

3) Tahd's actions are tied to his ultimate goal. He does not waste his time where it does not advance his goal. He may even attempt to manipulate events so that the heroes do his work for him.

THE ALCHEMIST, COUNT TAHD VLAD'NEER

The Alchemist, 5th level fighter/5th level magic-user (HF 7, EP 734, AL LG, AC 1 (studded leather, Dex and cloak), MV 12", HD 5, HP 48, SZ M, #AT 1, D 1d6+2 (+3 to hit and +4 to damage due to magic silver short sword +2 and Str), SA: Nil, SD: Nil, Lang: common, elven (he only remembers these two languages currently), Hon: Ave, ML 15, TOP: 24, Crit BSL: Def AC+4, FF 5, Str 14/06, Dex 16/55, Con 11/78, Int 17/98, Wis 11/47, Cha 13/54, Com 15/90, Quirks and Flaw: amnesia (can't remember much of anything including that he is a magic-user), chronic nightmares, Skills and Talents: armor maintenance, general maintenance/upkeep, weapon maintenance (these are the only skills he remembers currently), Equipment: studded leather, Silver Short Sword +2, Cloak of Protection +3, Ring of Regeneration, light crossbow, whip, Gem of Brightness (23 charges))

Count Tahd Vlad'Neer arrived in Wygen about a year before the events of this adventure. He never made clear to those around where he came from, always alluding to his many travels, and most recently coming from the south. On arriving in Wygen, he purchased the old Griffon Hill mansion, and large wagons carrying equipment and furnishings were soon spotted heading off the road to the manor grounds.

Tahd initially kept to himself, immersed in his work, and several weeks passed before Lord Byron Weathermay extended an invitation to the Alchemist for dinner. Expecting some reclusive stubble-bearded sage, Byron was surprised to find the man who answered the invitation was a dashing elven fellow with a quick mind and steady, somber temperament.

Byron's appraisal of Tahd is basically correct. Tahd is a genius in his field, and devoted to his craft. He has taken no servants chiefly because of his con-

cern as to the safety of his work, and has not spoken of the work in detail to either Lord Byron or Lady Virginia. He would spend his entire time at his work, were it not for a standing invitation to the Weathermays for dinner twice weekly.

What has been apparent to others in the past months, is that Tahd has fallen deeply in love with Byron's daughter, the Lady Virginia, and a month ago asked for her hand in marriage. Indeed it appears that his love and respect for Virginia almost outweighs his pretend devotion to his duty, but it is a near thing indeed. In reality, even though Tahd thought he was a Vampire trapped in an elven body, he was actually quite fond of Virginia. He planned on taking her with him when he completed his plans and obtained his Vampire body back. His plans didn't quite work out.

What else everyone in town knows of Tahd Vlad'Neer (he dislikes being referred to as a Count now), is that he is a tall, striking middle aged elf, with tousled blond hair, sky-blue eyes, and a strong, manly chin (for an elf at least). His posture is straight and his gait precise. He is always found wearing the same style of clothes as the Creature since this is what he arrived in and it is all he has. He is always polite to others, even to the point of being standoffish, and would rather listen to the stories of others than bore them with talk of his own work. Once started on the subject, however, Tahd will quickly descend to a level of excruciating detail (such as a full description of isolating the thinnest whisker of a white cat) way over his audience's head or in a boring enough manner that no one understands, or wants to listen. If ever asked about the specific nature of his experiments, he remains evasive, being worried that his motives and deceptions might be discovered, likely with disastrous results.

At the time of this adventure, though, the Alchemist Tahd has fled Griffon Hill for the relative safety of Heather House and has very little recollection of any of this. The Apparatus has restored his rightful elven mind to his rightful elven body, essentially completely removing the Polymorph Other effect that the Vampire Tahd cast upon him so very long ago. Lucky for the Alchemist he doesn't remember a thing, because when he does, and the memories of the evils he has done over the years as an Ancient Regal Vampire come flooding back, his mind will be overcome with despair and he will seek to end his miserable existence. Luckily for the PCs, when this adventure ends, he will choose to end his own life with a sense of atonement by destroying the evil Apparatus he created. Also luckily for the PCs, the Alchemist Tahd had the presence of mind to hide certain items before he attempted his foolish experiment with the Apparatus. He hid his personal diary that contains his thoughts on life as well as cryptic construction details of the Apparatus; he hid his giant Black Diamond, his Soul Searcher medallion, and his Ring of Reversion. He had good reason for not wanting these things to fall into the wrong hands should something go wrong. The only problem is that now only his sub-conscience knows of their existence and where they are.

What the Alchemist Tahd does know is that the Creature Tahd pursues him and wants something from him, though at first, for the life of him, he didn't know what. He thinks he is starting to understand certain things though, and as such has stashed notes here and there, as well as started a new diary in which to collect his thoughts. He has secreted several trips back to Griffon Hill, which is one of the few places he remembers how to get to. He knows that the machine he created, the Apparatus, has fallen into the Creature's hands. And, whatever that machine is capable of is now at the disposal of the evil creature he somehow summoned.

The Alchemist Tahd remembers a little bit more each and every day....

MISTRESS YILDA GEMANINE ARDENT

Mistress Yilda Gemanine Ardent, 3rd level fighter (HF 1, EP 236, AL CG, AC 4 (leather +2 and Dex), MV 12", HD 3, HP 44, SZ M, #AT 1, D 1d4+1 (+1 to hit and +1 to damage due to magic silver dagger +1), SA: Nil, SD: Nil, Lang: common, Hon: Ave, ML 12, TOP: 22, Crit BSL: Def AC-0, FF 7, Str 9/66, Dex 15/34, Con 15/09, Int 13/20, Wis 12/43, Cha 15/50, Com 18/98, Quirks and Flaws: Acute allergies (cats), Skills and Talents: graceful entrance/exit 23, groin punch 19, idle gossip 35, seamstress/tailor 46, swimming: dog paddle 25, shaving/grooming, general maintenance/upkeep, weapon maintenance, Equipment: Leather Armor +2,

Silver Dagger +1, Sap, Scroll of Protection from Undead, Brooch of Protection from Evil, Ring of Protection from Normal Missiles).

Mistress Ardent was Virginia Weathermay's childhood playmate and is now the Lady Weathermay's retainer and personal handmaiden. She was found as a baby on the steps of Heather House, abandoned by individuals unknown, soon after Virginia's birth, and raised by the household.

Ardent is a stunning young lady, second in beauty only to her close friend Virginia. Unlike Virginia, Ardent is quite aware of her charms, and has left a trail of broken hearts and lost loves though the town. In her position as Lady Weathermay's servant, she dresses respectably and acts with proper decorum, but on her own she lets down her long brown hair, chooses a low bodice dress worn off the shoulder, and carouses with relish. She says she has adventurer's blood in her, and her true parents were mercenaries about to go on a mission of no return, and left her with the Weathermay's for safekeeping.

Ardent does not trust the Alchemist Tahd at all, having seen too many fancy-dressed upper-class fortune hunters in her time. She thinks Tahd is too pleasant to be real, and that he is hiding some dark secret. Of course now that one of his experiments went wrong and he "apparently" lost his memory, Ardent is even more suspicious. Virginia has asked her not to speak that way about her fiancée, so she will not confide her suspicions to the player characters in front of Lord and Lady Weathermay.

LORD BYRON MERRILL WEATHERMAY

Lord Byron Merrill Weathermay, 7th level fighter, retired (HF 4, EP 995, AL LG, AC 10 (Studded Leather +3, -6 penalty for Gnomish wheelchair), MV 3" (wheelchair on flat ground), HD 7, HP 62, SZ M, #AT 3/2, D 2d4+3 khopesh (+1 to hit and +3 to damage due Str), SA: Nil, SD: Nil, Lang: common, Hon: Ave, ML 12, TOP: 31, Crit BSL: Def AC+4, FF 5, Str 15/86, Dex 9/55, Con 10/59, Int 13/22, Wis 13/03, Cha 10/90, Com 10/05, Quirks and Flaws: animal antipathy: boar, depression: minor, paralyzed (no use of legs), Skills and Talents: administration 46, current affairs 17, religion (general) 26, eye of the tiger advantage 23, riding, land-based (horse) 45, bartering 34, haggle 52, hunting 47, slaughter: game animal 46, diplomacy 17, social etiquette 16, shaving/grooming, armor maintenance, general maintenance/upkeep, weapon maintenance, Equipment: Studded Leather +3, ranseur, silver khopesh, 2 hand crossbows, Potion of Healing (2d4+2), Cloak of Displacement).

Lord Byron Weathermay is a bulldog of a man, confined to his gnome built wheeled chair, the result of a boar hunting accident years ago. Though he has lost use of his legs and retired as a fighter, Byron Weathermay has lost none of his swordsmanship ability.

Lord Byron is the most recent in a long line of the Weathermay's of Heather House, a line founded over 400 years ago when the adventurer Renier refurbished the then-decaying manor and erected the mausoleum behind the house (to which Lord Byron holds the key locked away in a strongbox in room M8 – he keeps the key to the strongbox on his person). Lord Weathermay serves as the local magistrate in court, though he lets the mayor handle the day-to-day ruling of the sleepy seaport.

Byron has one great passion in his life, his daughter and heir, Virginia. Virginia has always had a mind for her books and her duties as mistress of the house, until recently, when she fell head-over-heels in love with this newcomer, Tahd. The first thing Byron had heard of this Tahd was that some sage had set up shop in the old Griffon Hill place, and only after not seeing him for weeks did he send an invitation to dinner. Byron was surprised to find Tahd a handsome, warm, intelligent, though strangely intense person. Byron was more surprised to find Virginia suddenly staring off into space and sighing over the striking elven alchemist/sage, than to find that the Alchemist asked to take Virginia as his bride.

Byron likes Tahd well enough, but does not trust him 100%, especially recently when the elf showed up in a panic on his doorstep and with an extreme case of memory loss. Tahd has always been vague about his work, and as a former adventurer, Byron knows that mages, sages and alchemists often mix with things best left untouched. He is most curious about his future son-in-law's fear of the house on Griffon Hill, and for his daughter's

sake he wishes to help Tahd regain his memory so that he can explain this whole mess.

Due to Byron's incapacitation, which confines him to his wheeled chair, he suffers a penalty of 6 to his AC.

LADY VIRGINIA ANNE WEATHERMAY

Lady Virginia Anne Weathermay, 2nd level fighter (HF 1, EP 131, AL LG, AC 4 (bracers and ring), MV 12", HD 2, HP 32, SZ M, #AT 1, D 1d4+1 (+1 to hit and damage from silver Dagger +1) or 1d6 (+3 to hit and damage from sling +2 and Dex), SA: Nil, SD: Nil, Lang: common, elven, Hon: Ave, ML 12, TOP: 22, Crit BSL: Def AC-1, FF 7, Str 9/24, Dex 12/78, Con 9/67, Int 14/28, Wis 14/83, Cha 17/06, Com 21/34, Quirks and Flaws: sleep chatter, Skills and Talents: administration 22, current affairs 22, poetry (writing and comprehension/interpretation) 46, bartering 22, cooking 19, haggle 26, hunting 27, diplomacy 33, social etiquette 26, shaving/grooming, general maintenance/upkeep, weapon maintenance, Equipment: 2 silver Daggers +1, Sling +2 and 2 bullets, Bracers of Defense AC 6, Elixir of Health, Ring of Protection +2).

Virginia Weathermay is the only child of Lord Byron Weathermay, Lord of Heather House. She is a stunning figure in the full flower of her young womanhood, with long blonde hair and eyes as green as the sea. She always dresses stylishly and to accentuate her perfect figure, but always wears a set of armlets of white gold, an inheritance gift from her mother.

Despite her looks, Lady Weathermay never took an interest in the young men of the area, and was known to refuse to see callers if they appeared as would-be suitors. She remained devoted to her father and helped him with overseeing the day-to-day operation of the estate. Her father trained her in fighting skills which she has honed by riding to the hunt, something her father still enjoys from a special saddle. In the evenings, she reads classical and philosophical literature with her father. Lady Weathermay's attitude changed when the new inhabitant of the Griffon Hill estate was invited to dinner. She found this Count Tahd to be appealing, warm, and as well read in classical literature as she. They soon fell to talking about the gifts of various bards, and a romance blossomed.

Lady Weathermay accepted Tahd's proposal, though there are parts of him she does not know. She does not know the exact nature of his work, save that it involves transmutation, a common enough practice for alchemists as a rule. Tahd did not tell her of his Apparatus, or of his goal to return to Vampire form and take her with him.

Virginia Weathermay remains devoted to her father as well as to Ardent, her childhood friend turned handmaiden. Although she can't quite put her finger on it, she is currently deathly afraid of Griffon Hill, and is relieved that Tahd is staying at Heather House. The fact that her fiancée ran screaming from the place with amnesia, and that the Creature Tahd may be haunting her in her dreams are just two of the reasons.

The armlets that Lady Weathermay wears are Bracers of Defense, AC6. She is unaware that they are magical, but considers them tokens of good luck, so she wears them at all times.

AZALIN

Azalin, 18th Level Lich

AKA: Magus-Morte

HACKFACTOR: 57

EP VALUE: 8,000

CLIMATE/TERRAIN: Any

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Nil

INTELLIGENCE: Supra-Genius (19/07)

ALIGNMENT: NE

NUMBER APPEARING: 1

SIZE: M

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil

MORALE: 18

ARMOR CLASS: 0

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: 1-10

SPECIAL ATTACKS: Fear (against 4 or fewer hit dice), Paralyzation

SPECIAL DEFENSES: +1 or better weapons to hit; immune to charms, sleep, enfeeblement, polymorph, cold, electricity, insanity, death spells, breathing effects and fear, regenerate 1 Hp/round (Quasit familiar)

MAGIC RESISTANCE: 25% with Quasit familiar

HIT DICE: 11+ 7 (101 hit points)

FATIGUE FACTOR: N/A

THRESHOLD OF PAIN: N/A

LANGUAGES: Common, Elven, Dwarven, Orcish, Nefarian, Undead

REFERENCE: HoB 4 p 85

QUIRKS AND FLAWS: Know-it-all (Ref: Spellslinger's Guide), Greedy.

TALENTS: Counter Speller, Photographic Memory

SKILLS: secret persona 59, arcane lore 75, spellcraft 58, ancient history 57, appraising 71, leadership, basic 43, complex geometric estimation 81, glean information 43, orchestrate task 31, vandalism/desecration 54, ulterior motive 75.

WEAKNESSES: Nil

HONOR: Great (+1 to ALL die rolls)

ABILITY SCORES: Str 13/97, Dex 10/22, Con 18/66, Int 19/07, Wis 11/95, Cha 14/70, Com -14/47.

EQUIPMENT: Dart of Homing; Dagger of Venom +1; Potion of Extra Healing; Ring of Spell Storing (Haste and Mirror Image); Staff of Thunder & Lightning.

SPELLS:

First Level (16): Affect Normal Fires, Alarm, Armor, Charm Person, Comprehend Languages, Chromatic Orb, Detect Magic, Identify, Magic Missile, Protection from Good, Read Magic, Reduce, Shield, Unseen Servant, Wizard Mark, Write

Second Level (15): Continual Light, Darkness 15' Radius, Detect Invisibility, Elenwid's Majestic Bosom, Ice Knife, Knock, Know Alignment, Levitate, Locate Object, Magic Mouth, Mirror Image, Spectral Hand, Vocalize, Web, Wizard Lock

Third Level (11): Dispel Magic, Fireball, Fly, Haste, Hold Person, Lightning Bolt, Feign Death, Protection from Normal Missiles, Slow, Wraithform, Suggestion

Fourth level (8): Bestow Curse, Dimension Door, Ice Storm, Improved Invisibility, Minor Globe of Invulnerability, Polymorph Other, Remove Limb, Stoneskin

Fifth level (8): Animate Dead, Avoidance, Feeblemind, Shadow Magic, Shincok's Major Missile, Magic Jar, Wall of Stone, Zarba's Guardian Hand

Sixth level (7): Anti-Magic Shell, Chain Lightning, Contingency, Programmed Illusion, Disintegrate, Reincarnation, Harpang's Magnificent Sphere of Freezing

Seventh level (6): Vanish, Enchant an Item, Finger of Death, Mass Invisibility, Spell Turning, Teleport Without Error

Eighth level (5): Deathbrusher Fireball, Major Domination, Permanency, Power Word: Stun, Zarba's Fist of Rage

Ninth level (3): Demon Flame, Energy Drain, Wish.

Azalin is the Creature's most powerful, and least trusted, ally. The Vampire discovered Azalin soon after his arrival in this area and has promised the lich a new body in return for his aid. Azalin resides in the family mausoleum of Heather House, a building that has fallen into disrepair since the death of Virginia Weathermay's mother ten years ago.

Azalin wears a sweeping black cape with red lining and other items similar to the Creature's. He has a Quasit familiar named Tintantilus, whose usual guise is a bat, though it sometimes chooses wolf shape. Normally the Quasit stays within range of the Creature and accompanies him on his nightly rounds, so that the Vampire may stay in touch with Azalin.

Tahd uses Azalin as a lure to draw would-be Vampire-hunters away from his actions, and to maintain his guise. Azalin may appear in the plot when the players are getting close to Tahd's guise, as a dim figure sighted in the distance, dressed like Tahd himself. When used in this way, always try to keep Azalin a step ahead of the players (if need be using his Teleport Without Error to return him to his mausoleum).

Azalin is extremely powerful, and does not trust Tahd in the least. He is more concerned with preserving his rapidly decaying body (or getting a new one) than with helping Tahd in any personal vendettas. For this reason he retreats under attack, preferring to run and fight another day. He will not aid Tahd in the final encounter.

Appendix B: Monsters, Creatures & Men

Dire Robin

AKA: Red-eye Bird

HACKFACTOR: 0

EP VALUE: 8

CLIMATE/TERRAIN: Dark Forests

FREQUENCY: Uncommon

ORGANIZATION: Flock

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral Evil

NUMBER APPEARING: 10-100

SIZE: T

MOVEMENT: 4", 14" Fly (A)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: 13

ARMOR CLASS: 3

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: 1d4-2

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Wing Flurry

MAGIC RESISTANCE: Standard

HIT DICE: 4 hit points

FATIGUE FACTOR: 10

THRESHOLD OF PAIN: yes (2)

LANGUAGES: Nil

REFERENCE: Robinloft, Robinloft II

QUIRKS AND FLAWS: None

Dire Robin

Description: Dire Robins resemble standard robins, but twice as large, with oversized eyes that glow faintly red in darkness. These birds have dark gray dorsal feathers with blood red pinfeathers and down.

Combat/Tactics: Dire Robins attack day or night, and enjoy roosting in dark trees in large number, trusting their eerie appearance to ward off predators. The birds wait while small flocks of five scout the surrounding area. When they locate prey, the five birds return to the roost, and the entire flock flies off to attack. Dire Robins only attack in groups of five or more. If at any time a group of attacking Dire Robins falls to less than five in number, they all immediately attempt to flee.

When attacking in a group of ten or more, Dire Robins have the uncanny ability to disrupt spells

requiring material components. Characters attacked by the Red-eye Birds while casting such a spell must make a Dexterity check or the spell fails (in the case of diving spell casters) or results in a spell mishap (in the case of magic-users).

Dire Robins have the ability to flap their wings furiously while flying normally, obscuring their body in a haze of blurred feathers. The flurry effect gives a Dire Robin AC 0. Dire Robins are capable of such rapid flapping for 1 full round, but it causes a fatigue (moral) check on the following round. Any Dire Robin that takes one or more hit points of damage and survives will flurry on its next action and try to escape the attackers.

Habitat/Society: Dire Robins only roost in dark trees at least ten feet tall, and only if the surrounding area is shrouded in fog leaving the illumination at least 50% of the daylight hours. Highly social birds, Dire Robins always seek out others of their kind, instinctively moving towards the nearest flock

within one hundred miles. Dire Robins die if isolated for more than one week at a time, and for that reason they have never been domesticated. If the fog and trees are no longer available, the entire flock moves each night in search of a new area, roosting in the deepest shadows they can find during daylight hours.

Ecology: Dire Robins can survive in any climate where they have fog, darkness, tall trees and a food supply. Their roosts can be identified by the total lack of any small wildlife or insects in a 30-foot radius around the roost. Dire Robins always attempt to stay within sight of trees in order to have a safe point to flurry to if they attempt to flee. More than one lone adventurer has camped in a quiet grove, only to discover it was really a temporarily empty Dire Robin roost while the flock was out hunting. Those who survive the experience are rarely able to endure red lights of any kind thereafter.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Dire Robin eyes continue to glow after being removed from the bird. If soaked in cheap wine for a day and a night, they harden into glowing red marbles that can last up to three years. Ten of these hardened eyes cast a dim red light in a 3 foot radius, and each eye sells for 5 sp each.

Wygen Townspeople

The townspeople of Wygen were, until recently, happy folk, content to live their lives by the sea. The recent goings on have changed that.

The average townspeople is a little concerned that more and more residents seem to be acting abnormally or even slightly insane. After all isn't it a wonder that a town this size can support its very own Sanitarium? Not something to be too proud of.

In general, Wygens are now slightly suspicious of strangers although they are still willing to help out if the requestor seems a decent fellow. They do not like to become involved in deadly fights, but will help capture and restrain the insane, and will fight to defend themselves, however poorly.

Wygen Townspeople
HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Wygen
FREQUENCY: Rare
ORGANIZATION: Town
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi- to Genius (3-18)
ALIGNMENT: Any
NUMBER APPEARING: 1-100
SIZE: M
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: 9 (Half-hearted)
ARMOR CLASS: 9 (garments)
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1d6 (club)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1/2
FATIGUE FACTOR: Various
THRESHOLD OF PAIN: Various
LANGUAGES: Common
REFERENCE: Robinloft II
QUIRKS AND FLAWS: Various

The Townspeople & The Transposessed

The personality NPCs outlined on the Townspeople section of the Transpossession Roster are atypical, many bearing adventurer classes and levels. These are presumed to be the outstanding champions of the community and all the rest of the town's residents fall into the typical category. Short personality statements have been provided for all the named NPCs as well as for the personality monsters in the Transpossession Roster. These short descriptions are provided to help you better role-play each character's personality, so that after someone is transposessed there is a distinct change in their personality.

acter's personality, so that after someone is transposessed there is a distinct change in their personality.

Transposessed NPCs: When it is indicated in the game that a townspeople is transposessed with an evil soul/spirit, you might want to present your players with some clues regarding what is happening. In order for the Creature's minions to transpossess someone, they must first lure or capture the victim and carry him off to the location of the Apparatus, or at least area 46J (the house on Griffon Hill cellar) first. Certainly, you should not permit the PCs to just follow someone to the Apparatus, but they might witness the most recent victim leaving town in the company of a stranger, or off to pick blackberries on the moors, or hear them say they have to meet their brother at the crossroads. This sort of play adds depth to the adventure, and provides players with the sense that events are really happening, if they could only unravel all the strands of the mystery.

Dealing with transposessed NPCs is a tricky business, but fortunately we have done all of the research for you. The transposessed can be broken down into a few categories that are detailed below. As a GM, you should also familiarize yourself with the section labeled "Restoring Undead" in volume VIII of the HOB, page 43.

Evil, intelligent undead: The vast majority of intelligent undead (with a few notable exceptions such as Haunts) are pure evil due to the corrupting influence of the Negative Material Plane. Alas, any soul/spirit unfortunate enough to be transposessed into an evil, intelligent form of undead will themselves be corrupted by the energies of the Negative Material Plane that powers the undead body they now inhabit. They become evil, if not already, and begin to behave accordingly. This process takes a number of days equal to one fourth (1/4) of the NPC's wisdom score, rounded down. Prior to the end of this time, the NPC behaves similarly to those described in the non-undead creatures section below. At the end of this time, however, they will in all regards become the undead type to which they have been transposessed. Keep in mind that despite this change in alignment, they still know who they were and possess all knowledge they may have had previously. If they were originally evil, they may actually enjoy their new lifestyle.

But what about the undead that now finds itself in the townspeople's body? Such creatures are very similar to restored undead and the outcome of their transpossession depends on their "original" alignment. In other words, it depends on their alignment before they became undead. If they were evil before becoming undead, then they continue to be evil after the transpossession. In addition, they likely feel some loyalty towards Tahd for having gotten them a new body! However, if they were not evil before becoming undead, then they suffer from a major depression quirk with suicidal tendencies resulting from trauma as a result of their evil deeds and, if left untreated, commit suicide within one week's time. Fortunately, most of the Creature's undead minions were evil to begin with. The exceptions to this are Molly Grayswir (C10) who was CG, Penelope Godefroy (S3) who was CN, Arlie Esterbridge (H10) who was CG, Lord Godefroy (DJ) who was CN, and Lady Godefroy (HK) who was I.G. (Note that Penelope and Lord Godefroy are Haunts and are, therefore, allowed to be CN even in Haunt form. Anyone transposessed with them should follow the guidelines for non-evil, intelligent undead found below.)

Non-evil, intelligent undead: There are a few creatures that fall into this category, but the transpossession process is very similar to the evil, intelligent undead detailed above. If the undead has a required alignment, then the townspeople is forced into that alignment. Otherwise, it may be possible for the townspeople to retain their alignment and personality. In such cases, run the transpossession in a manner similar to non-undead creatures, detailed below.

Unintelligent undead: Those souls/spirits unfortunate enough to be transposessed with an unintelligent undead are truly to be pitied. Their intellect becomes trapped within a body that is unable to make use of it while their original body becomes inhabited by the animating force of the undead. Such individuals are unable to communicate while in undead form and appear in all regards to be the undead they now inhabit.

Meanwhile, friends and family may believe the townspeople has been struck mad since he is unable to speak and spends his whole day just shuffling around and banging into walls.

Non-undead creatures: A transposessed character in a monster body is intended to present a dilemma to the player characters. It is considered that the good soul/spirit in the evil body is a bit shaken up. It is unsure whether this is all just a nasty dream or a hideous reality. They certainly, are certainly not familiar with the powers of their new forms, nor the hazards that these forms can present to other mortals. They are just desperate to be rescued, and often do not stop to think how their actions can be interpreted by someone who sees only the evil shell and not the good heart.

As GM, your job is to develop a variety of different ways that transposessed monsters might react. Certain creatures, such as the Werewolves, tend to corrupt the alignment of the transposessed in much the same way as the evil, intelligent undead. However, without the influence of the Negative Material Plane, such a change can take months to accomplish (GMG page 27). The trick for the PCs is for them to restrain themselves enough so as not to kill these hapless victims, before they get a chance to reveal who they are.

Once the heroes have stumbled upon what is happening, you might cause further confusion by having a real evil creature also claim just to be a transposessed soul/spirit, and ask for the PCs' help until they lower their guard.

THE APPARATUS & OTHER ITEMS

THE APPARATUS

This huge machine sits in a large room somewhere in the lands of Wygen. This great and terrible achievement of the Alchemist, was created to switch his supposed soul with the supposed spirit of another being in hopes that he would get what he thought was his own body back. Though it was originally at the House on Griffon Hill, the Creature's minions have moved it by night to a hidden lair. The Apparatus itself is over two stories tall. A great network of cold forged steel rings focuses the power of lightning strikes into a great globe in the dome overhead. This energy is stored and converted into magical force by an immense spinning ball of sulfur encased in a 15-foot glass globe. This force is channeled into a bank of small spheres situated at its base. From here the energy is focused into the pair of glass chambers where the subjects are held. This device is capable of causing the exchange of souls/spirits between two subjects, a transpossession. This transpossession exchanges all mental abilities, but not physical ones. Thus spells, mental immunities, awareness, reflexes and mental attack modes may be transferred.

The alignment of a transpossession victim is strangely altered so that the creature may make a save vs. Spells whenever someone tries to Detect Evil, Detect Good, or Know Alignment. If the save succeeds, the alignment is detected as that of the original soul/spirit. If the save fails, the reading is confused and often interpreted as neutral. If, of course, the soul/spirit and the new body are of the same alignment, this won't matter. For example, if a being's soul/spirit is forced into an undead body powered by the Negative Material Plane, that soul/spirit will become converted to evil over a short period of time. When this occurs, obviously now both the body and soul/spirit would be of the same alignment and Detect Evil and Know Alignment would work.

The key element to the device is the Rod of Rastinon, which controls the Apparatus and in fact is necessary for the Apparatus to function at all.

The Black Diamond (GPV = 8,764)

This large black diamond is the last component Count Tahd Vlad'Neer needs to complete his magical item, which will cast a continuous Sphere of Darkness (see the Shadow Creep spell in the Spellslinger's Guide to World Domination p 119, as well as Robinloft p 7). This magical item would greatly extend the range of his travels. He has all the other components stored for safekeeping, and now just needs the Black Diamond - again.

The true Vampire Count Tahd Vlad'neer had this diamond in his possession previously, however after his return to Castle Robinloft and the battle to

remove the counterfeit Tahd he had placed there, the imposter managed to flee with his life and the Black Diamond.

The Black Diamond has no magical properties of its own other than it is a perfect material component for the Shadow Creep spell and the magical item Tahd is constructing. Its actual value is 8,764 gp.

The Rod of Rastinon (EPV = 0, GPV = 1,000)

This transforming crystal of wondrous power operates the Apparatus for soul/spirit transport. Without this rod, the Alchemist's machine is useless and will not operate. It is, in a sense, the key that turns the Apparatus off and on.

The rod is a crystal shaft two feet long and a half-inch in diameter. Silvery sparks occasionally flicker along its length inside, crackling quietly.

There is a 5% cumulative chance per round that a deliberate attempt to break the device will work. If such takes place, then the PCs' only option to switch back transposessed souls/spirits will be to destroy the Apparatus.

The Soul Searcher Orb (EPV = 200, GPV = 2,000)

The Soul Searcher is a small crystal orb mounted in a pendant on a plain silver chain that enables the bearer to look into the true soul/spirit of a creature. This is one of the items the Alchemist Tahd obtained for use in his studies of soul switching. When the medallion is held and concentrated on the crystal grows to a size about two feet in diameter. Its weight and size after becoming so enlarged are such that anyone with a Strength less than 16/01 requires both hands to hold the globe aloft. Note that the user will not be able to wield any weapon or cast any spell requiring a somatic component while holding the globe. When concentration is broken the orb immediately reverts to its normal one-inch size and weighs about 3 ounces. When gazed into, motes of light swirl within the globe for 1d4-1 rounds, and after this time the globe clears. If less than 1 round is indicated, then the globe clears instantly. The PC must designate the creature he is examining through the device. Once clear, the device shows the user an image of the true soul/spirit inhabiting the creature. In the case of those who have been Transposessed, it shows the image of the soul/spirit trapped inside the new form. The Converted would therefore appear as monsters, while the transposessed would appear as frightened townsfolk. Additionally, it shows the true self of any Polymorphed or Massmorphed creatures upon which it is used.

The crystal itself is very delicate and can easily break. Anytime the person carrying the object rolls a natural 1 on any roll to hit or a natural 20 on any Dexterity check, falls or suffers a crushing blow, the item must make a save at +4 or shatter and become useless. If the person carrying the object safeguards it by wrapping it securely in layers of cushioning cloth this check can be ignored. However, such precautions make it impossible for the person carrying it to pull it out of the containment for 1d3 rounds without risk of breaking it.

Ring of Reversion (EPV = 500, GPV = 3,000)

Another item the Alchemist Tahd acquired in his transpossession studies, this ring appears to be a simple iron band bearing a sanguine garnet and inscribed with ancient runes. This ring enables the wearer to restore a dispossessed soul/spirit to its original body, simultaneously restoring the original soul/spirit of the creature to its original body. It can also cause a shape-changer or polymorphed creature to revert to its original form.

In order for this device to operate, it must be worn by a cleric. The cleric must strike one of the bodies of the possessed with the ring (treat as a punch, see PHB p 135). The distance between the body touched and the body of the other transposessed creature must be less than 50 miles or it will not work.

The condition of both bodies during this process is of utmost importance. If the body of either creature has been damaged, then it remains damaged and the soul/spirit being restored to that body must still deal with its physical impairment. If either of the bodies has been slain, the soul/spirit within that body has been released and cannot be called back through use of this ring. Attempting to restore a soul/spirit to a dead body simply results in that second soul/spirit also being released and beyond recall other than with a stan-

TRANPOSSESSION ROSTER: TOWNSPEOPLE

RELATIONSHIP CODES*

C = Child
F = Father
H = Husband
M = Mother
S = Sister
W = Wife

*For example, a person listed with relationship codes H=D2 and C=DA indicates that this person's husband is NPC D2 and the person's child is NPC DA.

THE MESMERIST'S PENDULUM CARDS

The Mesmerist's Pendulum is used like a script to a play. It is broken into two parts. The GM's part is that of the Mesmerist himself, questioning the hypnotized subject. A player will play the second part, that of the hypnotized subject and will read the responses to the questions. These should be read dramatically, put some backbone in it - we're playing HackMaster here!

Acting out this dialogue not only provides important information to the players, but it requires the players to make choices that may influence the final outcome of the adventure, though how may not be apparent.

These cards should be cut apart and handed out among all the players. When the GM reads a question he will announce the number of the card on which the response is to be found. The player should first read the description on the front side. The GM will then query further, and the player should then turn the card over and select one of the choices in response.

standard Resurrection or Raise Dead spell. There is no saving throw from this device and it always works. It has unlimited charges. This is certainly not to say that there isn't a certain amount of danger in using this device. First of all, while the device is being worn, it projects an aura of good alerting any creature within 300 feet that has been transposessed. This requires all random encounter checks to be made at twice the normal rate for the area in which it is worn. Different creatures react differently to the presence of this device. The converted, evilly aligned creature makes every effort to either destroy the one who bears the device or to flee from it. In any event, there is a 40% chance that they alert the Creature as to the whereabouts of the PC using the ring. This, of course would let the Creature know where the PCs are and he could then potentially use one of his six methods of attacking the party (See the Masters of Wygen and Count Tahd Vlad'Neer the Vampire's description). The Converted will do all they can to stay away from the reach of one who wears this ring.

The transposessed townspeople's souls/spirits are a different matter, however. They now inhabit the essence of terrible creatures, many with horrible powers. They too feel the presence of this ring when it is in use and charge toward it desperate with hope. These creatures are dangerous in that they may often damage the party with their uncontrolled abilities before they can be helped. This is, of course, only the case if they haven't been transposessed long enough for their alignment to change - which isn't very long. When their alignment changes, they may still want to be set free, but will go about it in quite a different manner. See The Townspeople & The Transposessed section above for directions on playing the transposessed. This device cannot be used to transposess souls/spirits...only to restore souls/spirits that have been previously transposessed.

THE ALCHEMIST'S PRE-AMNESIA DIARY

An important find in the hero's quest for truth, this document may provide insights into the tragic relationship between the Alchemist and the Creature. The Diary itself is a black leather bound book with brass fittings. The cover is embossed with a Vlad'Neer crest, a blazing sun with a crystal in the center. It is approximately one foot by two feet and four inches thick. It includes many volumes of rather cryptic notes which seem to give details on the construction of the Apparatus but which are for the most part indecipherable by the PCs. The Diary contains the following text, a variant of the Creature and Alchemist's tale, but is very insightful into the mind of the Alchemist before he lost his memory. It is also provided as a hand out for when the PCs discover it. (Players Aid #4)

Wand of Programmed Illusion (EPV = 3,000, GPV = 30,000)

This wand casts the spell Programmed Illusion (PHB p 234). The wand may be recharged. Only a magic-user may use this wand.

THE ALCHEMIST'S POST-AMNESIA DIARY

The Alchemist's Post-Amnesia Diary is an important find for the PCs as it will give them some clue as to the goal of the Creature. This diary is a simple leather bound book. Nothing adorns its cover. The book is approximately one foot by one foot. The first part of the Diary encompasses all of the Alchemist's Tale from The Ancient and Reborn section and is provided as a handout. (Player's Aid #1) The next part will vary based on the goal of the Creature. These entries are provided as handouts and the one with the corresponding letter to the Creature's goal should be given to the players when they discover the Diary.

The Alchemist has hidden this diary and will tell no one that it exists. He fears people will think he is insane and be hauled off, or worse yet, the Creature would actually just finish him off.



BATTLE SHEET

Playing the monsters (PG 3)

0-level Farmer (Fighter)(HF 0, EP 15, AL NG, AC 8, MV 12", HD 1, HP 28, SZ M, #AT 1, D 1d6-2 knife, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 14, Crit BSL: Def AC-4, FF 6, Str 11/12, Dex 13/79, Con 13/51, Int 10/25, Wis 14/43, Cha 9/86, Com 14/75)

[illegible]**Event 7. THE WEATHER OF WYGEN (pg. 12)**

Quasi-Elemental Lightning Balls (4) (HF 28, EP 2,000, Int 7, AL N (chaotic), AC 2, MV 18" Fly (A), HD 12, HP 80 (x4), SZ S, #AT 1, D 1d6+12, SA: leap, shoot lightning, SD: +1 or better weapon to hit, 1/2 damage from fire and acid, regenerate from lightning, Lang: Nil, Hon: Ave, ML 19, TOP N/A, Crit BSL: Def AC+10, FF N/A, Reference HoB 6 p 103)

HPs: 

Event 10. HUNTING THE CREATURE

Doppelganger (HF 5, EP 270, Int 12, AL N, AC 5, MV 9", HD 4, HP 44, SZ M, #AT 1, D 1d12, SA: surprise 7 in 10, SD: see HoB, Lang: Common, Hon: Ave, ML 9, TOP 22, Crit BSL: Def AC+2, FF 6, Reference HoB 2 p 64)

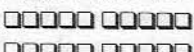
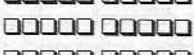
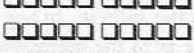
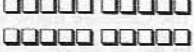
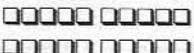
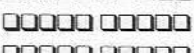
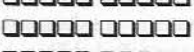
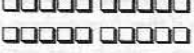
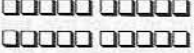
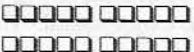
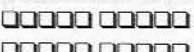
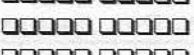
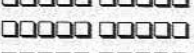
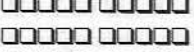
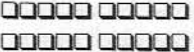
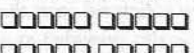
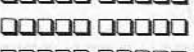
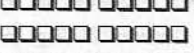
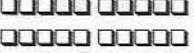
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Displacer Beasts (6) (HF 6, EP 650, Int 3, AL N, AC 4, MV 15", HD 6, HP 50 (x6), SZ L, #AT 2, D 2-8/2-8, SA: displacement, SD: +2 to all saves, opponents take -2 to hit them, Lang: Nil, Hon: Ave, ML 12, TOP 25 (x6), Crit BSL: Def AC+4, FF 6, Reference HoB 2 p 59)

- 1). HPs: 
2). HPs: 
3). HPs: 
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6). HPs: 

Ghasts (28) (HF 8, EP 650, AL CE, AC 4, MV 15", HD 4, HP 40 (x28), SZ M, #AT 3, D 1-4/1-4/1-8, SA: touch paralyzes for 5-10 rounds, stench 10' radius must save vs. poison or are nauseated and attack at -2, SD: protection from evil does not keep them at bay unless used in conjunction with cold iron, takes double damage from cold iron, Lang: common, Hon: Ave, ML 20, TOP N/A, Crit BSL: Def AC+2, FF N/A, Reference HoB 3 p 49)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 4). HPs: 
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- 27). HPs: 
- 28). HPs: 

29. ROADS OUT OF TOWN (pg. 19)

Dire Robins (50) (HF 0, EP 8, Int 1, AL NE, AC 3, MV 4¹/₁₄" Fly (A), HD <1, HP 4, SZ T, #AT 1, D 1d4-2, SA: Nil, SD: flurry, Lang: Nil, Hon: N/A, ML 13, TOP 2, Crit BSL: Def AC-4, FF 10, Reference Robinloft, Robinloft II)

- 1). HP □□□□ 2). HP □□□□ 3). HP □□□□ 4). HP □□□□
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 45). HP 0000 46). HP 0000 47). HP 0000 48). HP 0000
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RANDOM ENCOUNTERS ON THE MOORS (pg. 20)

Griffon (HF 5, EP 650, Int 2, AL N, AC 3, MV 12"/30" Fly (C), HD 7, HP 55, SZ L, #AT 3, D 1d4/1d4/2-16, SA: Nil, SD: Nil, Lang: Nil, Hon: N/A, ML 12, TOP 28, Crit BSL: Def AC+5, FF 6, Reference HOB 3 p 106)

HPs: 0000 0000 0000 0000 0000 0000
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Nightmare (HF 32, EP 2,000, Int 11, AL NE, AC -4, MV 15"/36" Fly (C), HD 6+6, HP 56, SZ L, #AT 3, D 2d4+2/2d4+2/1d6+2, SA: Burning hooves, breath weapon, SD: become astral or ethereal at will, Lang: Nil, Hon: ave, ML 14, TOP 28, Crit BSL: Def AC+5, FF 11, Reference HOB 6 p 12)

HPs: 0000 0000 0000 0000 0000 0000
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31. THE EAST MOORS (pg. 20)

Harpies (4) (HF 9, EP 975, Int 6, AL CE, AC 7, MV 6", 15" Fly (C), HD 7, HP 60, 55, 53, 50, SZ M, #AT 3, D 1-3/1-3/1-6 or 1-3/1-3/by weapon, SA: singing and charm, SD: nil, Lang: Common, Hon: Ave, ML 14, TOP 30, 28, 27, 25, Crit BSL: Def AC+5, FF 5, Reference HoB 3 p 121)

- 1). HPs: 0000 0000 0000 0000 0000 0000
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 2). HPs: 0000 0000 0000 0000 0000 0000
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Strangle Plant Vine (HF 60, EP 8,000, Int 0, AL N, AC 6/5, MV nil, HD 25, HP 120, SZ L, #AT 8 or more, D 1d4, SA: strangulation, SD: immune to small flames and torches, electricity does no damage but doubles movement and attacks for 2-5 rounds, cold causes 1 point of damage per die and immobilizes sections of the plant for 2-5 rounds, Lang: None, Hon: Ave, ML 19, TOP N/A, Crit BSL: Def AC+18, FF N/A, Reference HoB 7 p 116)

HPs: 0000 0000 0000 0000 0000 0000
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Orcs, common (2) (HF 0, EP 15, Int 8, AL LE, AC 10, MV 12", HD 1, HP 26 (x2), SZ M, #AT 1, D by weapon, SA: nil, SD: nil, Lang: Orc, Hon: Ave, ML 11, TOP 13 (x2), Crit BSL: Def AC-2, FF 4, Reference HoB 6 p 32)

- 1). HPs: 0000 0000 0000 0000 0000 0000

- 2). HPs: 0000 0000 0000 0000 0000 0000

32. CLIFFS (pg. 20)

Orc, One-Eyed Hargle (HF 0, EP 15, Int 8, AL LE, AC 4, MV 9", HD 2, HP 31, SZ M, #AT 1, D by weapon + 1, SA: nil, SD: nil, Lang: Orc, Hon: Ave, ML 11, TOP 16, Crit BSL: Def AC+0, FF 4, Reference HoB 6 p 32)

- 1). HPs: 0000 0000 0000 0000 0000 0000
 0000 0000 0000 0000 0000 0000

Studded Leather AC: 7 0000 8 00 9 0

Medium Metal Shield AC: +3 0000 +2 0000 +1 000 0 00

Orc, Shaman Eisman Khargug (HF 4, EP 563, C5, AL LE, AC 6 (brigandine), MV 9", HD 5, HP 48, SZ M, #AT 1, D 2d4 morning star, SA: spells, SD: nil, Lang: Common, Orc, Ogre, Hon: Great (+1 to all rolls), ML 11, TOP 24, Crit BSL: Def AC+0, FF 6, Str 11/59, Dex 10/30, Con 12/02, Int 13/89, Wis 14/27, Cha 9/99, Com 6/43) (Reference HoB 6, p 32) His spells are as follows:

Level 1) Cause Fear, Command, Cure Light Wounds (x3), Detect Magic, Protection from Good

Level 2) Cure Moderate Wounds (x2), Silence 15' Radius

Level 3) Cause Disease

HPs: 0000 0000 0000 0000 0000 0000
 0000 0000 0000 0000 0000 0000

Hide Armor AC: 6 0000 7 0000 8 00 9 0

Orcs, common, guards (3) (HF 0, EP 15, Int 8, AL LE, AC 4, MV 9", HD 2, HP 31 (x3), SZ M, #AT 1, D by weapon + 1, SA: nil, SD: nil, Lang: Orc, Hon: Ave, ML 11, TOP 16 (x3), Crit BSL: Def AC+0, FF 4, Reference HoB 6 p 32)

- 1). HPs: 0000 0000 0000 0000 0000 0000
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Studded Leather AC: 7 0000 8 00 9 0

Medium Metal Shield AC: +3 0000 +2 0000 +1 000 0 00

- 1). HPs: 0000 0000 0000 0000 0000 0000
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Studded Leather AC: 7 0000 8 00 9 0

Medium Metal Shield AC: +3 0000 +2 0000 +1 000 0 00

- 1). HPs: 0000 0000 0000 0000 0000 0000
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Studded Leather AC: 7 0000 8 00 9 0

Medium Metal Shield AC: +3 0000 +2 0000 +1 000 0 00

Orcs, common (83) (HF 0, EP 15, Int 8, AL LE, AC 6, MV 9", HD 1, HP 28 (x10), 27 (x10), 26 (x10), 25 (x13), 24 (x10), 23 (x10), 22 (x10), 21 (x10), SZ M, #AT 1, D by weapon, SA: nil, SD: nil, Lang: Orc, Hon: Ave, ML 11, TOP 14 (x20), 13 (x23), 12 (x20), 11 (x20), Crit BSL: Def AC-2, FF 4, Reference HoB 6 p 32)

- 1). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
2). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
3). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
4). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
5). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
6). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
7). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
8). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
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Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
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Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
11). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
12). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
13). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
14). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
15). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
16). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
17). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
18). HPs: 0000 0000 0000 0000 0000 0000
Leather Armor AC: 8 00 90
Small Metal Shield: AC +2 0000 +1 00 00
19). HPs: 0000 0000 0000 0000 0000 0000

- [illegible]

[illegible][illegible]

Hellhounds (HF 18, EP 420, Int 7, AL LE, AC 4, MV 12", HD 4, HP 40, SZ M, #AT 1, D 1d10, SA: breathe fire (30'x2' 4 pts damage), -5 on surprise rolls, SD: immune to fire, surprised only 2 in 10, see invisible or hidden creature 50%, Lang: none, Hon: ave, ML 13, TOP 20, Crit BSL: Def AC+2, FF n/a, Reference HoB 5 p 123)

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

☐☐☐☐ ☐☐☐☐

Night Hunter Bates (HF 2, EP 420, Int 12, AL NE, AC 6, MV 2"/18" fly (A), HD 2+2, HP 32, SZ M, #AT 4, D 1d4/1d2/1d2/ (1d6 or 3d4), SA: nil, SD: infravision 120' Lang: none, Hon: ave, ML 11, TOP 16, Crit BSL: Def AC+0, FF 7, Reference HoB 1 p 52)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

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COUNT TAHD VLAD'NEER (PG. 37)

[illegible]

Ring of Detect Good	□□□□	□□□□	□□□□	□
Medallion of Protection from Good	□□□□	□□□□	□□□□	
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Wand of Programmed Illusion		□□□□	□□□□	□□□□
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Spells:

First Level ☐ ☐ ☐ ☐ ☐ ☐

Second Level □□□□

ThirdLevel 

Fourth Level ☐☐

Fifth Level

THE ALCHEMIST, COUNT TAHD VLAD'NEER (pg. 38)

The Alchemist, 5th level fighter/5th level magic-user (HF 7, EP 734, AL LG, AC 1 (studded leather, Dex and cloak), MV 12", HD 5, HP 48, SZ M, #AT 1, D 1d6+2 (+3 to hit and +4 to damage due to magic silver short sword +2 and Str), SA: Nil, SD: Nil, Lang: common, elven (he only remembers these two languages currently), Hon: Ave, ML 15, TOP: 24, Crit BSL: Def AC+4, FF 5, Str 14/06, Dex 16/55, Con 11/78, Int 17/98, Wis 11/47, Cha 13/54, Com 15/90, Quirks and Flaw: amnesia (can't remember much of anything including that he is a magic-user), chronic nightmares, Skills and Talents: armor maintenance, general maintenance/upkeep, weapon maintenance (these are the only skills he remembers currently), EQUIPMENT: studded leather, Silver Short Sword +2, Cloak of Protection +3, Ring of Regeneration, light crossbow, whip, Gem of Brightness (23 charges))

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Studded Leather AC: 7 ☐☐☐☐ 8 ☐☐ 9 ☐

Gem of Brightness ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

MISTRESS YSILDA GEMANINE ARDENT (pg. 38)

Mistress Ysilda Gemanine Ardent, 3rd level fighter (HF 1, EP 236, AL CG, AC 4 (leather +2 and Dex), MV 12", HD 3, HP 44, SZ M, #AT 1, D 1d4+1 (+1 to hit and +1 to damage due to magic silver dagger +1), SA: Nil, SD: Nil, Lang: common, Hon: Ave, ML 12, TOP: 22, Crit BSL: Def AC-0, FF 7, Str 9/66, Dex 15/34, Con 15/09, Int 13/20, Wis 12/43, Cha 15/50, Com 18/98, Quirks and Flaws: Acute allergies (cats), Skills and Talents: graceful entrance/exit 23, groin punch 19, idle gossip 35, seamstress/tailor 46, swimming: dog paddle 25, shaving/grooming, general maintenance/upkeep, weapon maintenance, EQUIPMENT: Leather +2, Silver Dagger +1, Sap, Scroll of Protection from Undead, Brooch of Protection from Evil, Ring of Protection from Normal Missiles).

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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Leather Armor +2 AC: 6 ☐ ☐ 7 ☐ ☐ 8 ☐ ☐ 9 ☐

LORD BYRON MERRILL WEATHERMAY (pg. 39)

Lord Byron Merrill Weathermay, 7th level fighter, retired (HF 4, EP 995, AL LG, AC 8 (Studded Leather +3, -4 penalty for Gnomish wheelchair), MV 3" (wheelchair on flat ground), HD 7, HP 62, SZ M, #AT 3/2, D 2d4+5 khopesh (+1 to hit and +3 to damage due Str), SA: Nil, SD: Nil, Lang: common, Hon: Ave, ML 12, TOP: 31, Crit BSL: Def AC+4, FF 5, Str 15/86, Dex 9/55, Con 10/59, Int 13/22, Wis 13/03, Cha 10/90, Com 10/05, Quirks and Flaws: animal antipathy: boar, depression: minor, paralyzed (no use of legs), Skills and Talents: administration 46, current affairs 17, religion (general) 26, eye of the tiger advantage 23, riding, land-based (horse) 45, bartering 34, haggle 52, hunting 47. slaughter: game animal 46, diplomacy 17, social etiquette 16, shaving/grooming, armor maintenance, general maintenance/upkeep, weapon maintenance, EQUIPMENT: Studded Leather +3, ranseur, silver khopesh, 2x hand crossbows, Potion of Healing (2d4+2), Cloak of Displacement).

[illegible]

Studded 4 5 6 7 8 9
Leather +3 AC: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐ ☐

LADY VIRGINIA ANNE WEATHERMAY (pg.39)

Lady Virginia Anne Weathermay, 2nd level fighter (HF 1, EP 131, AL LG, AC 4 (bracers and ring), MV 12", HD 2, HP 32, SZ M, #AT 1, D 1d4+1 (+1 to hit and damage from silver Dagger +1) or 1d6 (+3 to hit and damage from sling +2 and Dex), SA: Nil, SD: Nil, Lang: common, elven, Hon: Ave, ML 12, TOP: 22, Crit BSL: Def AC-1, FF 7, Str 9/24, Dex 12/78, Con 9/67, Int 14/28, Wis 14/83, Cha 17/06, Com 21/34, Quirks and Flaws: sleep chatter, Skills and Talents: administration 22, current affairs 22, poetry (writing and comprehension/interpretation) 46, battering 22, cooking 19, haggle 26, hunting 27, diplomacy 33, social etiquette 26, shaving/grooming, general maintenance/upkeep, weapon maintenance, EQUIPMENT: 2x silver Dagger +1, Sling +2 and 2 bullets, Bracers of Defense AC 6, Elixir of Health, Ring of Protection +2).

HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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Widow (7th level fighter), Locale 8

(HF 4, EP 855, AL LG, AC 3 (Elven Chain mail), MV 12*, HD 7, HP 48, SZ M, #AT 2, D 1d8+2, 1d8+2 long sword, SA: Nil, SD: Nil, Lang: Common, Elf, Hon: Great (+1 to ALL die rolls), ML 12, TOP 24, Crit BSL: Def AC+5, FF 2, Str 14/99, Dex 15/23, Con 5/62, Int 10/72, Wis 9/26, Cha 13/03, COM 11/69) Recently widowed, she is still in mourning, sometimes crying late into the night, only determination keeps her going.

HPs: ☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Elven	AC:	5	6	7	8	9
Chain Mail		☐	☐	☐	☐	☐
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Miller's Wife (5th level fighter)(H=D6), Locale 18C/11

(HF 0, EP 360, AL NG, AC 9, MV 6", HD 5, HP 35, SZ S, #AT 1, D 1d6-1 sling stone, SA: Nil, SD: Nil, Lang: Common, Halfling, Gnome, Hon: Ave, ML 12, TOP 18, Crit BSL: Def AC+1, FF 2, Str 11/18, Dex 10/22, Con 5/38, Int 12/49, Wis 7/40, Cha 13/87, Com 15/55) A charitable, kindly and forgiving woman, prone to help those in distress and give small gifts or necessities.

HP's: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Fisher (4th level fighter), Locale 24/25

(HF 0, EP 320, AL N, AC 9 (leather armor), MV 12", HD 4, HP 46, SZ M, #AT 1, D 1d6+3 trident, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 23, Crit BSL: Def AC+1, FF 5, Str 14/38, Dex 7/52, Con 11/42, Int 11/72, Wis 11/18, Cha 8/38, Com 14/78) A hellion, a woman of pure spirit and jealousy, she is also an incurable flirt with any strong-looking man.

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
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Leather Armor AC: 8 □□ 9□

Bookman's wife (3rd level fighter)(H=DQ), Locale 22

(HF 0,EP 212, AL LG, AC 9, MV 12", HD 3, HP 38, SZ M, #AT 3, D 1d6-2 darts, SA: Nil, SD: Nil, Lang: Common, Elf, Hon: Ave, ML 12, TOP 19, Crit BSL: Def AC-1, FF 6, Str 10/05, Dex 12/62, Con 13/83, Int 12/97, Wis 9/66, Cha 15/64, Com 14/60) A Strong-willed and efficient woman, she has a strong protective instinct, spent mostly watching over her husband.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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CK _____ **Neola Caraway, human female**

Innkeeper (1st level fighter), Locale 13

(HF 0, EP 66, AL LG, AC 7 (studded leather), MV 12", HD 1, HP 23, SZ M, #AT 1, D 1d8 light crossbow, SA: Nil, SD: Nil, Lang: Common Gnome, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-3, FF 3, Str 9/47, Dex 9/13, Con 7/13, Int 11/54, Wis 15/92, Cha 11/56, Com 13/40) Very businesslike, crusty and vocal in her opinions, but not truly rude or offensive.

[illegible]

Studded Leather AC: 7 ☐☐☐☐ 8 ☐☐ 9 ☐

Farmer (2nd level fighter)(F=D2, M=CA), Locale 18A/27C

(HF 0, EP 143, AL NG, AC 10, MV 12", HD 2, HP 36, SZ M, #AT 1, D 1d6 sickle, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 18, Crit BSL: Def AC-1, FF 8, Str 13/46, Dex 7/51, Con 17/49, Int 8/44, Wis 12/05, Cha 6/22, Com 7/07) A rather slow and oafish lad, he is doted upon by his mother and viewed with mild contempt by his father.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Farmer (7th level fighter)(W=CA, C=DA), Locale 27C

(HF 1, EP 1005, AL N, AC 9, MV 12", HD 7, HP 63, SZ M, #AT 2, D 2d4+3, 2d4+3 (battle axe), SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 32, Crit BSL: Def AC+4, FF 7, Str 15/28, Dex 10/50, Con 14/62, Int 8/23, Wis 7/13, Cha 10/44, Com 13/49) A stern and bitter man of middle-age, he has seen nothing but hard times all his life. There is little cheer about him.

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Farmer (6th level fighter)(W=C2), Locale 27B

(HF 2, EP 657, AL NG, AC 5 (chain mail), MV 12", HD 6, HP 54, SZ M, #AT 1, D 2d4+4 broadsword, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 27, Crit BSL: Def AC+4, FF 6, Str 16/18, Dex 8/47, Con 12/36, Int 9/06, Wis 7/55, Cha 13/03, Com 12/72) A cheerful, optimistic man, this former marine wants to establish a family, although his wife's bitterness concerns him.

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain Mail □□□□□ □□□ □□□□□ □

Smithy (5th level fighter)(W=C3), Locale 4

(HF 0, EP 414, AL NG, AC 9, MV 12", HD 5, HP 44, SZ M, #AT 1, D 1d6+1 warhammer, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 22, Crit BSL: Def AC+1, FF 6, Str 12/69, Dex 10/26, Con 13/93, Int 9/95, Wis 12/93, Cha 14/85, Com 12/23) Newlywed, he is laconic and good-natured, a little dismayed to learn his wife is an incurable gossip.

adventurer, he has lost his nerve and is now afraid of death and pain. Thus he closes his eyes to the dangers around him.

HPs: 

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DK _____ Vogler Kervil, human male

Shopkeeper (10th level fighter), Locale 23

(HF 1, EP 2048, AL LE, AC 9, MV 12", HD 9, HP 82, SZ M, #AT 2, D 1d6-1, 1d6-1 short sword, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 22, Crit BSL: Def AC+6, FF 6, Str 9/88, Dex 10/66, Con 13/49, Int 10/05, Wis 14/09, Cha 8/70, Com 9/96) An ancient, unpleasant man, greedy and irritable, he lives in a state of semi-squalor though not for lack of money.

HPs: 

SA _____ **Ariana Bartel, human female**

Washgirl (F=HA, M=S2), Locale 10/21

(HF 0, EP 7, AL NG, AC 9, MV 12", HD 1/2, HP 20, SZ M, #AT 1, D 1d6-3 quarterstaff, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 10, Crit BSL: Def AC-6, FF 4, Str 6/18, Dex 9/29, Con 8/64, Int 11/81, Wis 9/05, Cha 13/81, Com 13/05) A star struck young girl, ambitious and feisty, she is completely loyal to one who befriends her. She resents her poverty.

HPs: □□□□□ □□□□□ □□□□□ □□□□□

S2 _____ **Christina Bartel, human female**

Washwoman (H=HA, C=SA), Locale 10/21

(HF 0, EP 7, AL CN, AC 9, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6-2 knife, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 11, Crit BSL: Def AC-4, FF 5, Str 10/31, Dex 11/37, Con 10/67, Int 4/37, Wis 10/92, Cha 6/25, Com 8/21) She looks older than her years and is sullen and depressed. She browbeats her husband and ignores her daughter.

HPs: □□□□ □□□□ □□□□ □□□□ □

S3 _____ **Darcy Pease, human female**

Widow, Locale 18/21

(HF 0, EP 7, AL NG, AC 7, MV 12", HD 1/2, HP 23, SZ M, #AT 1, D 1d6 short sword, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 12, Crit BSL: Def AC-4, FF 6, Str 11/95, Dex 15/63, Con 13/43, Int 11/32, Wis 6/05, Cha 13/70, Com 14/18) A lively young widow, she has a weak spot for brawny fighters. She is shapely but wears too much gaudy make-up.

HPs: □□□□ □□□□ □□□□ □□□□ □□

S4 **Fiona Matheson, human female**

Widow, Locale 18/21

(HF 0, EP 7, AL LN, AC 9, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6-1 quarterstaff, SA: Nil, SD: Nil, Lang: Common, Gnomish, Hon: Ave, ML 9, TOP 11, Crit BSL: Def AC-4, FF 5, Str 9/43, Dex 10/53, Con 10/36.

Int 12/08, Wis 10/96, Cha 10/03, Com 6/04) Pious and severe, she waits only for death to reunite her with her beloved late husband, a drowned fisherman.

HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐

CARD	MATCH	NAME
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S5 _____ **Glenna Warden, human female**

Shipper's Wife (H=H3), Locale 21/24

(HF 0, EP 7, AL NG, AC 9, MV 12", HD 1/2, HP 25, SZ M, #AT 1, D 1d6 spear, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 13, Crit BSL: Def AC-4, FF 8, Str 10/80, Dex 9/96, Con 16/76, Int 10/58, Wis 13/04, Cha 9/13, Com 7/38) Hardworking and serious, she supports her husband in his business, though this has curtailed her time for her family.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

S6 _____ **Ida Hobson, human female**

Smith's wife (H=H6), Locale 16

(HF 0, EP 7, AL CG, AC 9, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6-2 knife, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 11, Crit BSL: Def AC-4, FF 6, Str 10/90, Dex 9/88, Con 12/17, Int 12/02, Wis 13/72, Cha 12/16, Com 10/26) Extremely plump, she is cheerful and gentle. She loves her husband greatly and cares for him excessively.

HPs: □□□□ □□□□ □□□□ □□□□ □

S7 _____ **Margaret Heatherby, human female**

Groundskeeper (H=H9, C=HQ), Locale 20/38

(HF 0, EP 7, AL NG, AC 9, MV 12", HD 1/2, HP 25, SZ M, #AT 1, D 1d6 sickle, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 13, Crit BSL: Def AC-3, FF 7, Str 13/66, Dex 10/18, Con 14/61, Int 9/93, Wis 15/02, Cha 10/55, Com 13/13) A simple country folk type person who has never had great ambitions, her pride and joy is her son the mayor.

[illegible]

S8 _____ **Penelope Archer, human female**

Maiden (F=H10, M=S9), Locale 15

(HF 0, EP 7, AL NG, AC 9, MV 12", HD 1/2, HP 20, SZ M, #AT 1, D 1d6-3 knife, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 10, Crit BSL: Def AC-4, FF 3, Str 9/43, Dex 10/99, Con 6/93, Int 7/61, Wis 7/79, Cha 9/84, Com 17/39) Extremely pretty but almost unnaturally shy, very innocent and trusting.

HPs: □□□□ □□□□ □□□□ □□□□

S9 **Violet Archer, human female**

Butcher's wife (H=H10, C=S8), Locale 5

(HF 0, EP 7, AL LN, AC 9, MV 12", HD 1/2, HP 24, SZ M, #AT 1, D 1d6-1 hand axe, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 12, Crit BSL: Def AC-5, FF 6, Str 8/25, Dex 12/55, Con 12/91, Int 12/93, Wis 8/88, Cha 5/78, Com 11/05) Constantly snaps and contradicts her husband, leading to continual arguments.

HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

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S10 _____ **Winifred Kleinen, human female**

Cook (H=D10, C=H2), Locale 38

(HF 0, EP 7, AL CN, AC 7, MV 12^o, HD 1/2, HP 23, SZ M, #AT 1, D 1d6-1 dagger, SA: Nil, SD: Nil, Lang: Common, Elf, Hon: Ave, ML 9, TOP 12, Crit BSL: Def AC-4, FF 6, Str 11/95, Dex 15/26, Con 12/46, Int 10/51, Wis 13/22, Cha 11/78, Com 12/39) Rude and pompous, she is a fair cook and a domineering monster to anyone who should come near her kitchen.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Sj _____ **Baroness Fielder, human female**

Guest (3rd level fighter)(H=HJ, C=SQ), Locale 38

(HF 0, EP 220, AL LN, AC 9, MV 12", HD 3, HP 40, SZ M, #AT 1, D 1d6-2 dagger, SA: Nil, SD: Nil, Lang: Common, Elf, Hon: Ave, ML 12, TOP 20, Crit BSL: Def AC-1, FF 6, Str 9/02, Dex 9/54, Con 13/29, Int 10/96, Wis 12/48, Cha 13/58, Con 13/07) A flighty middle-aged woman who has worked hard to retain her figure, she tends to drink a bit too much at parties.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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SQ _____ **Lady Fielder, human female**

Guest (F=HJ, M=SJ), Locale 38

(HF 0, EP 7, AL LN, AC 9, MV 12", HD 1/2, HP 21, SZ M, #AT 1, D 1d6-3 dagger, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 11, Crit BSL: Def AC-5, FF 4, Str 7/25, Dex 8/05, Con 8/44, Int 13/42, Wis 7/37, Cha 13/49, Com 4/43) A homely girl, very outgoing but unfortunately graceless, she takes after her mother, especially as a social climber.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

SK _____ **Bridget Dumas, human female**

Handmaiden, Locale 38

(HF 0, EP 7, AL CN, AC 9, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6-2 knife, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 11, Crit BSL: Def AC-4, FF 5, Str 11/50, Dex 9/15, Con 11/27, Int 10/37, Wis 13/21, Cha 14/96, Com 17/07) A vivacious and buxom lass, she prefers the company of free-spendng men and late night rendezvous.

HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐

HA _____ Axtel Bartel, human male

Sanitarium Worker (W=S2, C=SA), Locale 26

(HF 0, EP 7, AL CN, AC 9, MV 12", HD 1/2, HP 24, SZ M, #AT 1, D 1d6+1 short sword, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 12, Crit BSL: Def AC-3, FF 6, Str 13/06, Dex 9/03, Con 12/24, Int 10/02, Wis 8/93, Cha 8/63, Com 9/10) Crusty and irascible, he is easily browbeaten by his wife, so that he vents his pent-up spleen on others.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□

H2 _____ **Barth Kleinen, human male**

Sanitarium Worker (F=D10, M=S10), Locale 26

(HF 0, EP 7, AL CG, AC 9, MV 12", HD 1/2, HP 25, SZ M, #AT 1, D 1d6+1 spear, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 13, Crit BSL: Def AC-3, FF 6, Str 13/61, Dex 12/85, Con 12/65, Int 11/71, Wis 10/19, Cha 10/03, Com 12/83) A spoiled youth with a handsome face, planning to become an adventurer, he practices his charm on the young local ladies.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

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H3 _____ **Cavel Warden, human male**

Shipper (W=S5), Locale 6

(HF 0, EP 7, AL NG, AC 9, MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6+2 short sword, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 9, TOP 12, Crit BSL: Def AC-3, FF 5, Str 14/95, Dex 8/97, Con 10/99, Int 14/11, Wis 4/19, Cha 6/40, Com 5/88) A nervous and easily agitated man, he continually worries about every minor detail.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

H4 _____ **Carlisle, dwarf male**

Guard (10th level fighter), Locale 5

(HF 13, EP 2020, AL LG, AC 0 (splint mail and medium shield), MV 6", HD 9, HP 80, SZ M, #AT 2, D 2d4+8, 2d4+8 battle axe master(+2 to-hit, +3 damage), SA: Nil, SD: Nil, Lang: Common, Dwarf, Hon: Ave, ML 17, TOP 12, Crit BSL: Def AC+10, FF 6, Str 17/58, Dex 14/90, Con 13/22, Int 13/51, Wis 11/89, Cha 9/82, Com 9/7) An orphaned child, he has grown hard in the occupation that killed his father and brother. He is stubborn and headstrong.

HPs: 

Splint Mail AC: 4 5 6 7 8 9
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 Medium Metal Shield AC: +3 □□□□□ +2 □□□□□ +1 □□□ 0 □□

H5 _____ **Dominic, half-elf male**

Innkeeper (2nd level fighter), Locale 2

(HF 0, EP 158, AL LN, AC 8, MV 12", HD 2, HP 41, SZ M, #AT 1, D 1d6+1 short sword, SA: Nil, SD: Nil, Lang: Common, Elf, Hon: Ave, ML 12, TOP 21, Crit BSL: Def AC-0, FF 7, Str 13/63, Dex 14/37, Con 14/79, Int 11/30, Wis 13/81, Cha 11/50, Com 6/95) A nervous and fearful man, who while not being uncharitable, would certainly like no trouble at his inn.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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H6 _____ **Elwin Hobson, human male**

Armorer (3rd level fighter)(W=S6), Locale 16

(HF 1, EP 220, AL NG, AC 4 (banded mail), MV 12", HD 3, HP 40, SZ M, #AT 1, D 1d10+4 two-handed sword, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 20, Crit BSL: Def AC+1, FF 8, Str 16/93, Dex 10/02, Con 16/27, Int 8/13, Wis 7/10, Cha 9/36, Com 11/55) A slow, withdrawn fellow who mumbles constantly, unless the subject turns to his one passion - armorsmithing.

HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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H7 _____ **Gwydion, half-elf male**

Bard (7th level bard), Locale 2

(HF 3, EP 950, AL TN, AC 4 (chain mail), MV 12", HD 7, HP 30, SZ M, #AT 1, D 1d8 long sword, SA: Nil, SD: Nil, Lang: Common, Elf, Orc, Hon: Ave, ML 12, TOP 15, Crit BSL: Def AC-0, FF 3, Str 10/14, Dex 14/33, Con 7/89, Int 15/28, Wis 14/89, Cha 15/32, Com 14/97) A sour and sarcastic musician, he knows that he lacks the talent to make it big, yet enjoys his current level of fame.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Chain Mail □□□□ □□□ □□□□ □
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H8 _____ **Honorius, half-ogre male**

Guard (8th level fighter), Locale 5

(HF 12, EP 1560, AL CG, AC 0 (splint mail and medium shield), MV 13", HD 9, HP 80, SZ L, #AT 2, D 1d10+9, 1d10+9 two-handed sword master (+2 to-hit, +3 damage), SA: Nil, SD: Nil, Lang: Common, Ogre, Hon: Ave, ML 12, TOP 40, Crit BSL: Def AC+9, FF 7, Str 18/46, Dex 13/63, Con 14/52, Int 11/04, Wis 7/35, Cha 7/71, Com 8/29) A happy-go-lucky kind of guy, he is popular with the local children and would much rather talk out a problem than fight.

HPs: 

Splint Mail AC: 45 6 7 8 9
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 Medium Metal Shield AC: +3 □□□□ +2 □□□□ +1 □□□ 0 □□

H9 _____ **Lee Heatherby, human male**

Groundskeeper (7th level fighter)(W=S7, C=HQ), Locale 20/38

(HF 1, EP 1055, AL NG, AC 9, MV 12", HD 7, HP 68, SZ M, #AT 3/2, D 1d6+2 short sword, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12, TOP 34, Crit BSL: Def AC+4, FF 7, Str 14/07, Dex 12/74, Con 14/58, Int 12/07, Wis 6/62, Cha 13/71, Com 11/36) A simple gardener, he is pleased with the skill of his hands and justifiably proud of his son, the mayor.

HPs: 

H10 _____ **Silas Archer, human male**

Butcher (8th level fighter)(W=S9, C=S8), Locale 15

(HF 1, EP 1332, AL CG, AC 9, MV 12", HD 8, HP 61, SZ M, #AT 3/2, D 2d4+2 battle axe, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 12#, TOP 31, Crit BSL: Def AC+5, FF 5, Str 14/95, Dex 8/97, Con 10/99, Int 14/11, Wis 4/19, Cha 6/40, Com 5/88) A man who enjoys arguments and will often start them. He and his wife bicker continually, although they are still very loving.

HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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HJ _____ Baron Fielder, human male

Guest (8th level fighter)(W=SJ, C=SQ), Locale 38

(HF 1, EP 1464, AL LG, AC 8, MV 12", HD 8, HP 72, SZ M, #AT 3/2, D 1d6-2 dagger, SA: Nil, SD: Nil, Lang: Common, Elf, Dwarf, Ogre, Hon: Ave, ML 12, TOP 36, Crit BSL: Def AC+4, FF 5, Str 9/53, Dex 14/91, Con 11/49, Int 17/61, Wis 9/58, Cha 15/59, Com 14/80) An elderly sleepy man, he does not notice the foibles of his wife or the awkwardness of his daughter.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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HQ _____ **Malvin Heatherby, human male**

Mayor (7th level fighter)(F=H9, M=S7), Locale 19

(HF 1, EP 995, AL LG, AC 8, MV 12", HD 7, HP 62, SZ M, #AT 3/2, D 1d6 short sword, SA: Nil, SD: Nil, Lang: Common, Elf, Hon: Ave, ML 12, TOP 31, Crit BSL: Def AC+3, FF 4, Str 10/14, Dex 14/33, Con 8/89, Int 15/28, Wis 10/89, Cha 15/32, Com 14/97) Normally a pompous and boring fellow, he has a boyish sense of wonderment and fun, especially about things magical.

[illegible]

HK _____ Joshua Talbot, human male

Priest of Benyar (6th level cleric), Locale 12

(HF 3, EP 872, AL LG, AC 3 (splint mail), MV 12", HD 6, HP 59, SZ M, #AT 1, D - mancatcher, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, ML 10, TOP 30, Crit BSL: Def AC+1, FF 7, Str 15/63, Dex 14/37, Con 14/79, Int 11/30, Wis 16/81, Cha 6/58, Com 12/95) Nervous and haunted, he knows something evil is happening. Unfortunately, he is too frightened to act. He feels weak and powerless.

HPs: 

Splint Mail AC: 4 5 6 7 8 9



TRANPOSSESSION ROSTER: CREATURES OF THE NIGHT

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CA _____ Trellgaard, Gargoyle, Locale 44D

(HF 4, EP 420, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 45, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: nefarian, common, Hon: Ave, ML 11, TOP 23, Crit BSL: Def AC+3, FF 9, Reference HoB 3, p 46) A cruel bully.

[illegible]

CARD MATCH NAME**CJ _____ Gaston Imrad, Shade/T13, Locale 43B**

(HF 7, EP 5156, AL CE, AC 2 (leather armor +3), MV 12", HD 10, HP 67, SZ M, #AT 1, D 1d6+3 short sword +2, SA: see Shade Table in HoB, SD: regeneration, immune to disease, invisibility, become ethereal, Lang: Common, Elf, Hon: Ave, ML 20/15/11/6 (depends on lighting), TOP N/A, Crit BSL: Def AC+5, FF N/A, Str 12/23, Dex 17/05, Con 12/59, Int 13/43, Wis 11/94, Cha 12/82, Com 12/35, Thief Skills: PP 50, OL 80, FT 75, RT 80, MS 80, HS 65, DN 60, CW 75, RL 60) (Reference HoB 7, p 48) Loves to taunt and deride opponents.

HPs:

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Leather Armor: +3 AC: 5 □□ 6 qq 7 □□ 8 □□ 9 □

CQ _____ Sheckle Duskman, Shade/F15, Locale 43B

(HF 17, EP 7490, AL CE, AC -1 (full plate and medium shield), MV 12", HD 9, HP 112, SZ M, #AT 7/2, D 1d10+11, 1d10+11, 1d10+11 long sword +3 grand master (+3 to-hit, +3 damage, -1 weapon speed, +1 attack per round, increased damage die), SA: see Shade Table in HoB, SD: regeneration, immune to disease, invisibility, become ethereal, Lang: Common, Hon: Ave, ML 20/15/11/6 (depends on lighting), TOP N/A, Crit BSL: Def AC+19, FF N/A, Str 17/27, Dex 11/41, Con 14/78, Int 19/07, Wis 11/16, Cha 10/55, Com 9/83) (Reference HoB 7, p 48) Confident and misleading.

HPs:

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CK _____ Tandle Coreystal, Shade/C9, Locale 46J

(HF 10, EP 3360, AL LE, AC 0 (banded mail +1 and medium shield), MV 12", HD 9, HP 65, SZ M, #AT 1, D 2d4+2 morning star +2, SA: see Shade Table in HoB, SD: regeneration, immune to disease, invisibility, become ethereal, Lang: Common, Dwarf, Hon: Ave, ML 20/15/11/6 (depends on lighting), TOP N/A, Crit BSL: Def AC+4, FF N/A, Str 10/05, Dex 11/30, Con 12/61, Int 14/34, Wis 17/52, Cha 7/82, Com 12/43) (Reference HoB 7, p 48) A righteous snob. His spells are as follows:

Level 1) Cause Fear, Cause Light Wounds (x3), Command, Darkness (x2), Protection from Good

Level 2) Aid, Cause Moderate Wounds (x2), Hold Person, Silence 15' Radius (x2)

Level 3) Animate Dead, Cause Disease, Continual Dark, Hold Persons

Level 4) Cause Serious Wounds, Touch of Death

Level 5) Flame Strike

DA _____ Stelwaard, Gargoyle, Locale 44D

(HF 4, EP 420, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 46, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: nefarian, common, Hon: Ave, ML 11, TOP 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3, p 46) A boastful bully.

HPs:

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Shield +1: AC +4 □□□□ +3 □□□□ +2 □□□□ +1 □□□ 0 □□

CARD MATCH NAME**D2 _____ Thinn Balder, Monster Zombie, Locale 41**

(HF 8, EP 650, AL N, AC 6, MV 9", HD 6, HP 50, SZ L, #AT 1, D 4-16, SA: Nil, SD: Immune to Sleep, Hold, Charm, death spells, cold and poison, Lang: none, Hon: Ave, ML 20, TOP N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p 124). Grasper and moaner.

HPs:

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D3 _____ Badder Ghastling, Ghast, Locale WM Chp1

(HF 8, EP 650, AL CE, AC 4, MV 15", HD 4, HP 38, SZ M, #AT 3, D 1-4/1-4/1-8, SA: touch paralyzes for 5-10 rounds, stench 10' radius must save vs. poison or are nauseated and attack at -2, SD: protection from evil does not keep them at bay unless used in conjunction with cold iron, takes double damage from cold iron, Lang: common, Hon: Ave, ML 20, TOP N/A, Crit BSL: Def AC+2, FF N/A, Reference HoB 3 p 49). Ravenous Glutton.

HPs:

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D4 _____ Esther Timothy, Werewolf, Locale 48

(HF 5, EP 420, AL CE, AC 5, MV 15", HD 4+3, HP 40, SZ M, #AT 3 or 1, D 1-4/1-4/2-8 or by weapon, SA: Nil, SD: Silver or +1 to hit, heal 10-60% of damage upon transforming, Lang: common, Hon: Ave, ML 12, TOP 20, Crit BSL: Def AC+3, FF 8, Reference HoB 4, p 108). Protective and hot tempered.

HPs:

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D5 _____ Karen Edgerton, Wight, Locale 46J

(HF 13, EP 975, AL LE, AC 5, MV 12", HD 4+3, HP 45, SZ M, #AT 1, D 1-4, SA: energy drain (1 level), SD: silver or +1 to hit, Immune to sleep, charm, hold, and cold based spells as well as poison and paralyzation effects, Lang: common, Hon: Ave, ML 14, TOP N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p 86) Vengeful.

(HF 17, EP 3000, AL LE, AC 4, MV 12"/24" Fly(B), HD 5+3, HP 53, SZ M, #AT 1, D 1-6, SA: energy drain (1 level), any creature killed by a Wraith rises as a Wraith with half it's former HD at the next sunset under the control of the killer, SD: Silver or +1 to hit, Immune to sleep, charm, hold, death and cold based spells as well as poison and paralyzation effects, Lang: common, orc, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p 101) Intense.

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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(HF 17, EP 3000, AL LE, AC 4, MV 12"/24" Fly(B), HD 5+3, HP 52, SZ M, #AT 1, D 1-6, SA: energy drain (1 level), any creature killed by a Wraith rises as a Wraith with half it's former HD at the next sunset under the control of the killer, SD: Silver or +1 to hit, Immune to sleep, charm, hold, death and cold based spells as well as poison and paralyzation effects, Lang: common, orc, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p 101) Distracted by wind.

HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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(HF 25, EP 3000, AL LE, AC 3, MV-9", HD 6+3, HP 50, SZ M, #AT 1, D 1-12, SA: victims who see a mummy must save vs. spell or are paralyzed with fear for 1-4 round (humans save at +2, for every 6 creatures present victims save at +1), victims stuck will be infected with disease (die in 1-6 months, magic healing doesn't work except for regenerate, normal healing at 10% rate, must be removed by Cure Disease), any creature killed by a mummy will rot away to a skeleton and cannot be raised unless a cure disease and a raise dead spell are cast within 6 rounds, SD: +1 or better to hit and even those only do half damage, Immune to sleep, cold, poison, charm, hold and paralysis, Lang: common, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 5, p 52). Aristocratic.

HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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(HF 22, EP 4000, AL CE, AC 0, MV 15", HD 7, HP 56, SZ M, #AT 1, D 1-8, SA: death wail: save vs. death magic or immediately die if within 30', upon sight of a banshee, save vs. fear or flee in terror for 10 rounds and 50% chance to drop any items carried, SD: +1 or better magical weapon to hit, 50% magic resistant, immune to charm, sleep, poison, paralysis, hold, and cold or electrical attacks, Lang: common, elf, Hon: Ave, ML 13, TOP N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 1, p 45). Shrewish.

HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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(HF 36, EP 8000, AL CE, AC 1, MV 12"/18" Fly(C), HD 8+3, HP 62, SZ M, #AT 1, D 5-10, SA: energy drain (2 levels), charm gaze, SD: +1 magic weapon or better to hit, Lang: common, elf, halfling, Hon: Ave, ML 16, TOP N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p 53). Daring and vivacious.

[illegible]

(HF 13, EP 2000, AL CN, AC 0/ victim's AC, MV 6"/ as victim, HD 5/ as victim, HP 42/ as victim, SZ M/ as victim, #AT 1 or 1s (as HD 5 creature), D by weapon or drains 2 points Dex, SA: possession, SD: Silver or +1 to hit, Lang: common, Hon: Ave, ML 16, TOP N/A, Crit BSL: Def AC+3/ as victim, FF N/A, Reference HoB 3, p 122) Repentant but uncompromising.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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(HF 59, EP 3000, AL CE, AC -8, MV 18" Fly (A), HD 9, HP 55, SZ S, #AT 1, D 2-16, SA: electrical discharge, SD: immune to most spells, Lang: common, ogre, pixie fairy, elf, Hon: Ave, ML 17, TOP N/A, Crit BSL: Def AC+7, FF N/A, Reference HoB 8, p 87). Flighty and luring.

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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(HF 30, EP 3000, AL LE, AC 2, MV 15°/30° Fly(B), HD 7+3, HP 50, SZ M, #AT 1, D 1-8, SA: energy drain (2 levels) a creature that is fully drained becomes a spectre under control of the creature that drained it, SD: Raise Dead spell instantly kills, Lang: common, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+6, FF N/A, Reference HoB 7, p 94) Sinister.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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(HF 4, EP 420, AL CE, AC 5, MV 9⁹/15" Fly (C), HD 4+4, HP 45, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: nefarian, common, Hon: Ave, ML 11, TOP 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3, p 46) Angry and belligerent.

[illegible]

(HF 5, EP 270, AL N, AC 5, MV 9°, HD 4, HP 48, SZ M, #AT 1, D 1-12, SA: Surprise 7 in 10, SD: immune to sleep and charm, Lang: common, elf, Hon: Ave, ML 9, TOP 24, Crit BSL: Def AC+2, FF 6, Reference HoB 2, p 64) **Conniving** and **devious**.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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S3 ————— **Penelope Godefroy, Haunt, Locale 43H**

(HF 13, EP 2000, AL CN, AC 0/ victim's AC, MV 6"/ as victim, HD 5/ as victim, HP 49/ as victim, SZ M/ as victim, #AT 1 or 1 (as HD 5 creature), D by weapon or drains 2 points Dex, SA: possession, SD: Silver or +1 to hit, Lang: common, Hon: Ave, ML 16, TOP N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 3, p 122). A fearful child, he throws tantrums.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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S4 _____ **Kattie Lisbury, Wight, Locale 12**

(HF 13, EP 975, AL LE, AC 5, MV 12", HD 4+3, HP 46, SZ M, #AT 1, D 1-4, SA: energy drain (1 level), SD: silver or +1 to hit, Immune to sleep, charm, hold, and cold based spells as well as poison and paralyzation effects, Lang: common, Hon: Ave, ML 14, TOP N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p 86) Narrow minded.

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

S5 _____ **Emory Maus, Wight, Locale 12**

(HF 13, EP 975, AL LE, AC 5, MV 12", HD 4+3, HP 48, SZ M, #AT 1, D 1-4, SA: energy drain (1 level), SD: silver or +1 to hit, Immune to sleep, charm, hold, and cold based spells as well as poison and paralyzation effects, Lang: common, Hon: Ave, ML 14, TOP N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p 86) Sadistic.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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S6 _____ **Marcus Lithe, Wraith, Locale T7**

(HF 17, EP 3000, AL LE, AC 4, MV 12"/24" Fly(B), HD 5+3, HP 49, SZ M, #AT 1, D 1-6, SA: energy drain (1 level), any creature killed by a Wraith rises as a Wraith with half it's former HD at the next sunset under the control of the killer, SD: Silver or +1 to hit, Immune to sleep, charm, hold, death and cold based spells as well as poison and paralyzation effects, Lang: common, orc, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p 101) Sneering disdain.

HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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S7 _____ **Nendrum Sintel, Drelb, Locale 45B**

(HF 11, EP 975, AL NE, AC 2, MV 6", HD 5+3, HP 50, SZ M, #AT 1, D 3-12, SA: characters hit will drop to the ground and drop items held, SD: cannot be turned, +1 or better to hit, Lang: halting common, drelb, Hon: Ave, ML 17, TOP N/A, Crit BSL: DefAC+4, FF 9, Reference HoB 2, p 110) Unsettling.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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S8 ————— **Thellactin Mianns, Spectre, Locale T5**

(HF 30, EP 3000, AL LE, AC 2, MV 15"/30" Fly(B), HD 7+3, HP 63, SZ M, #AT 1, D 1-8, SA: energy drain (2 levels) a creature that is fully drained becomes a spectre under control of the creature that drained it, SD: Raise Dead spell instantly kills, Lang: common, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+6, FF N/A, Reference HoB 7, p 94) Commanding and certain.

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐☐☐
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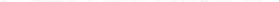
S9 — **Kelly Duncan, Banshee, Locale WM**
Chp2

(HF 22, EP 4000, AL CE, AC 0, MV 15", HD 7, HP 59, SZ M, #AT 1, D 1-8, SA: death wail: save vs. death magic or immediately die if within 30', upon sight of a banshee, save vs. fear or flee in terror for 10 rounds and 50% chance to drop any items carried, SD: +1 or better magical weapon to hit, 50% magic resistant, immune to charm, sleep, poison, paralyzation, hold, and cold or electrical attacks, Lang: common, elf, Hon: Ave, ML 13, TOP N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 1, p 45). Manic schizophrenic.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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S10 _____ **Emma Kelley, Vampiress, Locale**
WM Chp3

(HF 36, EP 8000, AL CE, AC 1, MV 12"/18" Fly(C), HD 8+3, HP 58, SZ M, #AT 1, D 5-10, SA: energy drain (2 levels), charm gaze, SD: +1 magic weapon or better to hit, Lang: common, elf, halfling, Hon: Ave, ML 16, TOP N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p 53) Seductive and calming.

HPs: 

SJ _____ **Sheldon Blackroot, Undead Treant,
Locale WM Chp2**

(HF 23, EP 5000, AL CE, AC 1, MV 6", HD 10, HP 80, SZ H, #AT 1, D 2-16, SA: Animate dead plants, SD: never surprised, can be turned as a ghoul by druids, immune to sleep, cold, poison, charm, hold and paralysis, Lang: treant, common, Hon: Ave, ML 19, TOP N/A, Crit BSL: Def AC+8, FF N/A, Reference HoB 8, p 18) Terror inspiring.

HPs: 

SQ **Coramon Handlet, Truculent**
Terrifier, Locale Tahd

(HF 4, EP 3000, AL CE, AC 2, MV 9", HD 12, HP 87, SZ M, #AT 1, fear or fireball, D fear (save as against wand of fear) or fireball (12d4), SA: Nil, SD: Blindness and Power Word: Blind spells will be reflected back on caster, can cast Know Alignment at will, will not attack CE PCs, Lang: common, Hon: N/A, ML 15, TOP N/A, Crit BSL: Def AC+10, FF N/A, Reference HoB 8, p 33) Deadly and efficient.

[illegible]

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CARD MATCH NAME**SK _____ Azalin, Lich/MUI8, Locale T4**

(HF 57, EP 8,000, AL NE, AC 0, MV 6", HD 11+7, HP 101, SZ M, #AT 1, D 1-10, SA: Fear, Paralyzation, SD: +1 or better weapons to hit; immune to charms, sleep, enfeeblement, polymorph, cold, electricity, insanity, death spells, breathing effects and fear, regenerate 1 Hp/round and 25% MR (Quasit familiar), Lang: Common, Elven, Dwarven, Orcish, Nefarian, Undead, Hon: Great, ML 18, TOP N/A, Crit BSL: Def AC+13, FF N/A, Str 13/97, Dex 10/22, Con 18/66, Int 19/07, Wis 11/95, Cha 14/70, Com -14/47) (Reference HoB 7, p 48)

(Reference Appendix A: The Masters of Wygen for details regarding Azalin.) Cunningly evil.

His spells are as follows:

Level 1) Armor, Charm Person (x2), Magic Missile, Protection from Good, Reduce, Shield

Level 2) Darkness 15' Radius, Detect Invisibility, Vocalize, Web, Wizard Lock

Level 3) Dispel Magic, Fly, Protection from Normal Missiles, Slow, Suggestion

Level 4) Bestow Curse, Dimension Door (x2), Ice Storm, Minor Globe of Invulnerability

Level 5) Animate Dead, Feeblemind (x2), Wall of Stone, Zarba's Guardian Hand

Level 6) Anti-Magic Shell, Contingency, Programmed Illusion

Level 7) Finger of Death, Teleport Without Error (x2)

Level 8) Deathbrusher Fireball, Zarba's Fist of Rage

Level 9) Energy Drain

HPs: 00000 00000 00000 00000 00000 00000
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HA _____ Mythrel, Gargoyle, Locale 44D

(HF 4, EP 420, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 45, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: nefarian, common, Hon: Ave, ML 11, TOP 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3, p 46) Deceitful charmer.

HPs: 00000 00000 00000 00000 00000 00000
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H2 _____ Millicent Hodgson, Monster Zombie, Locale 41

(HF 8, EP 650, AL N, AC 6, MV 9", HD 6, HP 45, SZ L, #AT 1, D 4-16, SA: Nil, SD: Immune to Sleep, Hold, Charm, death spells, cold and poison, Lang: none, Hon: Ave, ML 20, TOP N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p 124) Retiring and winsome.

HPs: 00000 00000 00000 00000 00000 00000
 00000 00000 00000

CARD MATCH NAME**H3 _____ Natterly Knutnor, Ghast, Locale WM Chp2**

(HF 8, EP 650, AL CE, AC 4, MV 15", HD 4, HP 38, SZ M, #AT 3, D 1-4/1-4/1-8, SA: touch paralyzes for 5-10 rounds, stench 10' radius must save vs. poison or are nauseated and attack at -2, SD: protection from evil does not keep them at bay unless used in conjunction with cold iron, takes double damage from cold iron, Lang: common, Hon: Ave, ML 20, TOP N/A, Crit BSL: Def AC+2, FF N/A, Reference HoB 3 p 49). Clumsy and agitated.

HPs: 00000 00000 00000 00000 00000 00000
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H4 _____ Eowin Timothy, Werewolf, Locale 48

(HF 5, EP 420, AL CE, AC 5, MV 15", HD 4+3, HP 43, SZ M, #AT 3 or 1, D 1-4/1-4/2-8 or by weapon, SA: Nil, SD: Silver or +1 to hit, heal 10-60% of damage upon transforming, Lang: common, Hon: Ave, ML 12, TOP 22, Crit BSL: Def AC+3, FF 8, Reference HoB 4, p 108). Unforgiving and vicious.

HPs: 00000 00000 00000 00000 00000 00000
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H5 _____ Momsin Alenny, Wight, Locale 12

(HF 13, EP 975, AL LE, AC 5, MV 12", HD 4+3, HP 45, SZ M, #AT 1, D 1-4, SA: energy drain (1 level), SD: silver or +1 to hit, Immune to sleep, charm, hold, and cold based spells as well as poison and paralyzation effects, Lang: common, Hon: Ave, ML 14, TOP N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p 86) Compelling.

HPs: 00000 00000 00000 00000 00000 00000
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H6 _____ Shingol Tann, Wraith, Locale T7

(HF 17, EP 3000, AL LE, AC 4, MV 12"/24" Fly(B), HD 5+3, HP 53, SZ M, #AT 1, D 1-6, SA: energy drain (1 level), any creature killed by a Wraith rises as a Wraith with half it's former HD at the next sunset under the control of the killer, SD: Silver or +1 to hit, Immune to sleep, charm, hold, death and cold based spells as well as poison and paralyzation effects, Lang: common, orc, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p 101) Ingratiating.

H7 _____ Larson Chelf, Drelb, Locale 44B

(HF 11, EP 975, AL NE, AC 2, MV 6", HD 5+3, HP 55, SZ M, #AT 1, D 3-12, SA: characters hit will drop to the ground and drop items held, SD: cannot be turned, +1 or better to hit, Lang: halting common, drelb, Hon: Ave, ML 17, TOP N/A, Crit BSL: Def AC+4, FF 9, Reference HoB 2, p 110) Cold and distant.

HPs: 00000 00000 00000 00000 00000 00000
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H8 _____ Yettergun Folie, Spectre, Locale T5

(HF 30, EP 3000, AL LE, AC 2, MV 15"/30" Fly(B), HD 7+3, HP 64, SZ M, #AT 1, D 1-8, SA: energy drain (2 levels) a creature that is fully drained becomes a spectre under control of the creature that drained it, SD: Raise Dead spell instantly kills, Lang: common, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+6, FF N/A, Reference HoB 7, p 94) Domineering.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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HPs: 

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H9 _____ Leslie Kale, Banshee, Locale WM
Chp2

(HF 22, EP 4000, AL CE, AC 0, MV 15", HD 7, HP 52, SZ M, #AT 1, D 1-8, SA: death wail: save vs. death magic or immediately die if within 30', upon sight of a banshee, save vs. fear or flee in terror for 10 rounds and 50% chance to drop any items carried, SD: +1 or better magical weapon to hit, 50% magic resistant, immune to charm, sleep, poison, paralyzation, hold, and cold or electrical attacks, Lang: common, elf, Hon: Ave, ML 13, TOP N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 1, p 45). Whiner and complainer.

HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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H10 _____ Arlie Esterbridge, Vampire, Locale
43J

(HF 36, EP 8000, AL CE, AC 1, MV 12"/18" Fly(C), HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: energy drain (2 levels), charm gaze, SD: +1 magic weapon or better to hit, Lang: common, elf, halfling, Hon: Ave, ML 16, TOP N/A, Crit BSL: Dcf AC+9, FF N/A, Reference HoB 8, p 53). Loquacious and friendly.

HPs: 

HJ _____ (no name), Phantom Fog, Locale 40

(HF 3, EP 4000, AL CE, AC 0, MV 9", HD 7, HP 62, SZ L (15"), #AT 1, D 1-10, SA: smothering, SD: incorporeal, cannot be harmed by any weapons, immune to any magic except spells that create wind, Lang: common, Hon: Ave, ML 12, TOP N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 6, p 66) Unrelenting.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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HQ _____ **Roger, Spirit Troll, Locale 47**

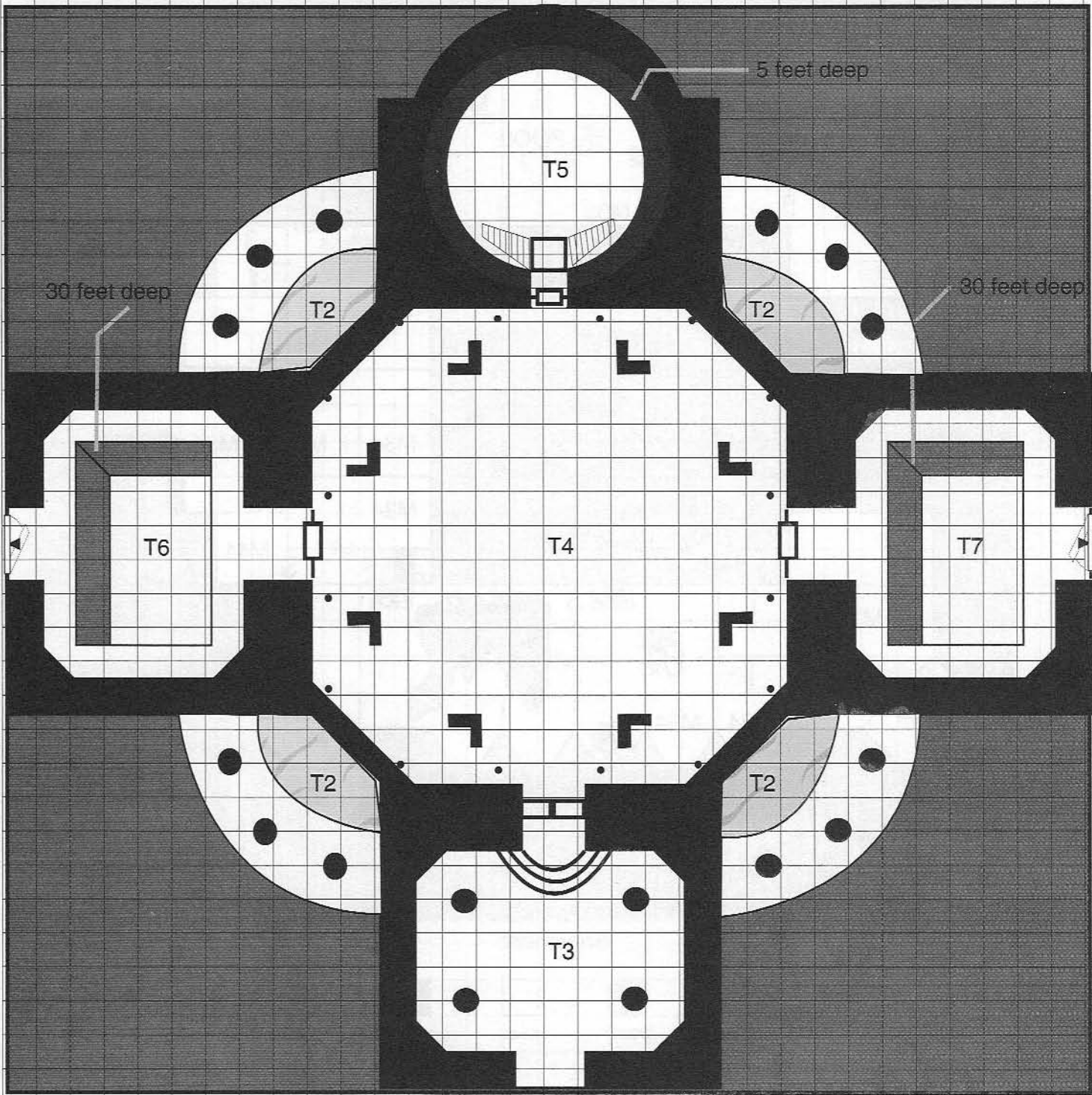
(HF 26, EP 1400, AL CE, AC 0, MV 12", HD 8, HP 60, SZ L, #AT 3, D 3-6/3-6/3-10, SA: Victims of a spirit troll raise as a spirit troll in 3 days, SD: Regeneration (3 hp/rnd) and immune to normal weapons, Lang: troll, common, Hon: Ave, ML 19, TOP 30, Crit BSL: Def AC+6, FF 5, Reference HoB 8, p 31) Possessive of his adopted highway.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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HK _____ Lady Godefroy, Ghost, Locale 42E,
42J, 42E

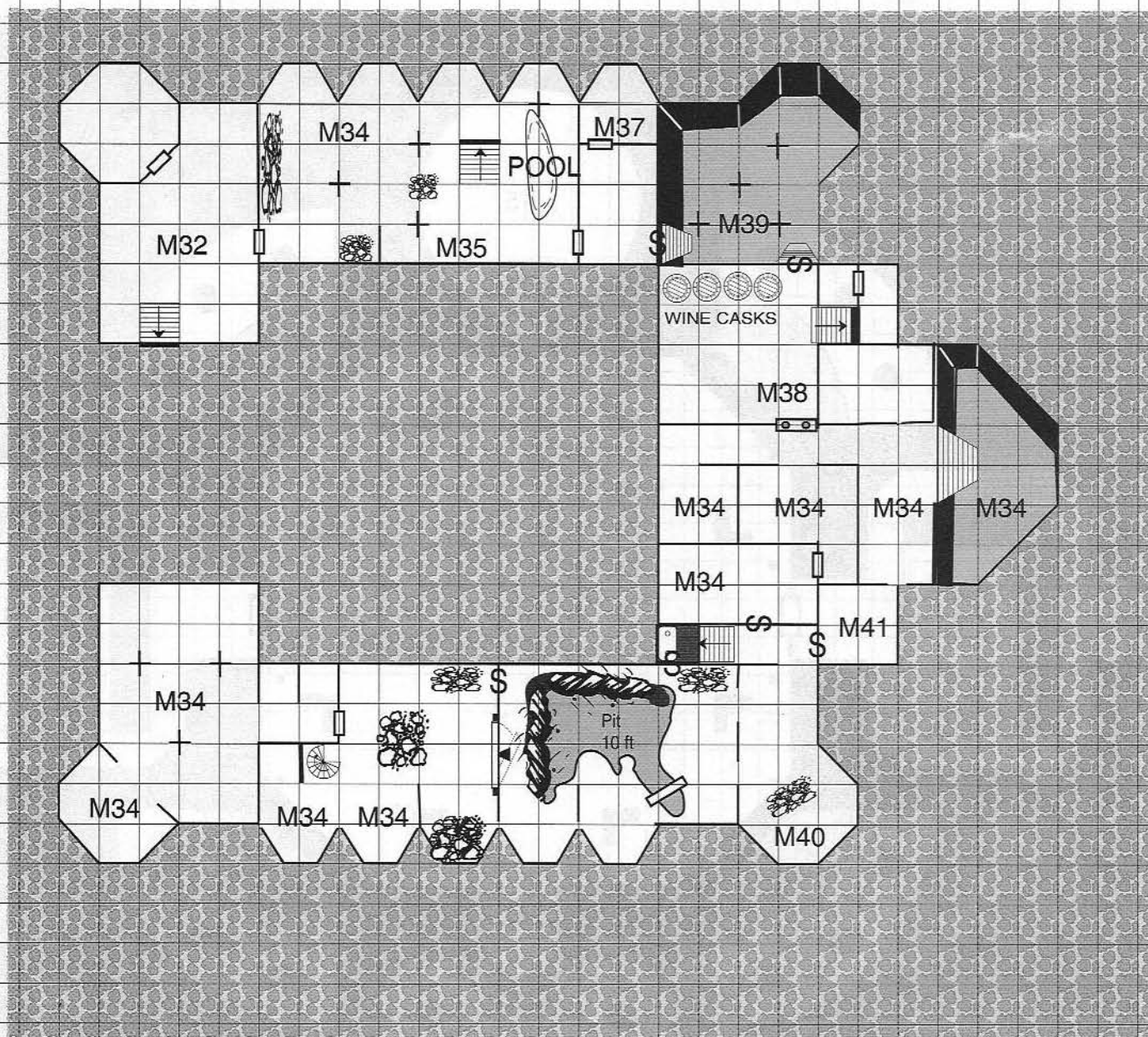
(HF 14, EP 7000, AL LE, AC 0 or 8, MV 9", HD 10, HP 80, SZ M, #AT 1, Age 10-40 years, SA: Magic Jar spell, SD: fear aura and age 10 years on sight, Lang: none, Hon: Ave, ML See description, TOP N/A, Crit BSL: Def AC+8, FF N/A, Reference HoB 3, p 50) Distraught and protective.

Heather House Mausoleum

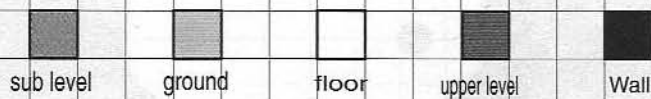


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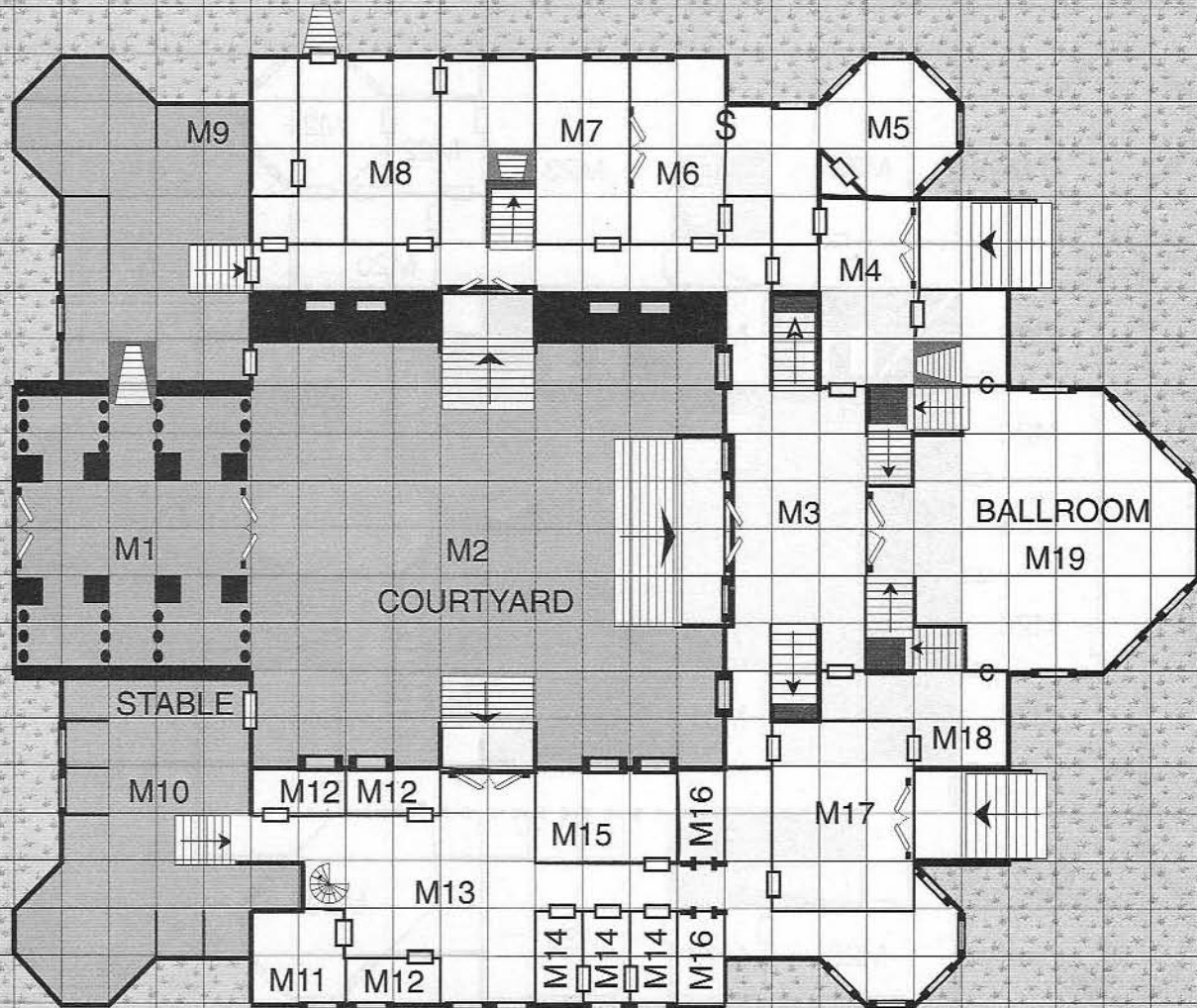
Heather House Basement



Basement



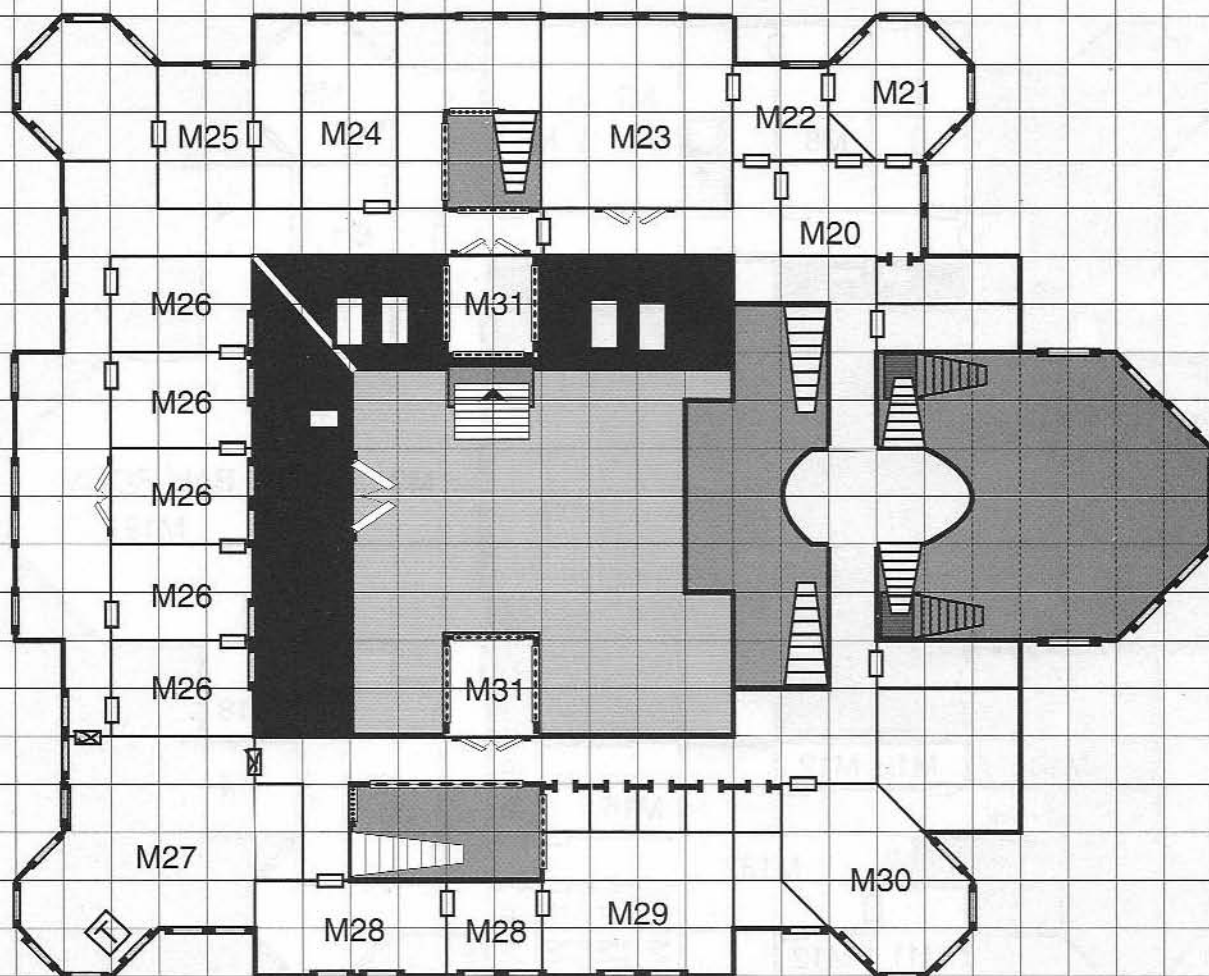
Heather House Main Floor



Ground Level/First Floor

sub level ground floor upper level Wall

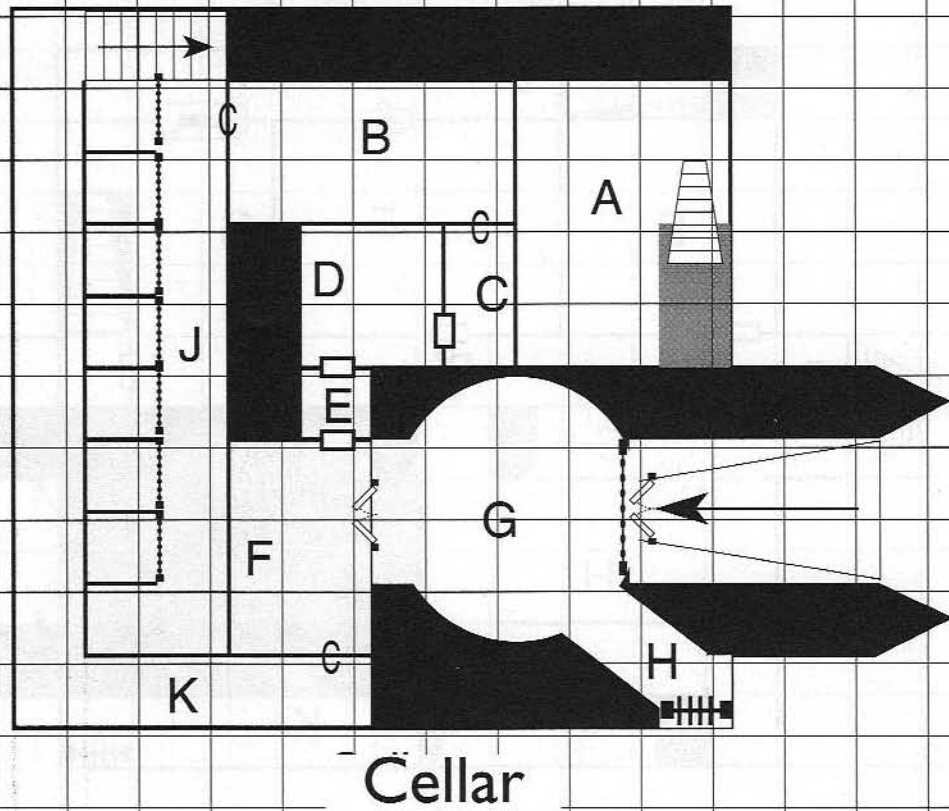
Heather House 2nd Level



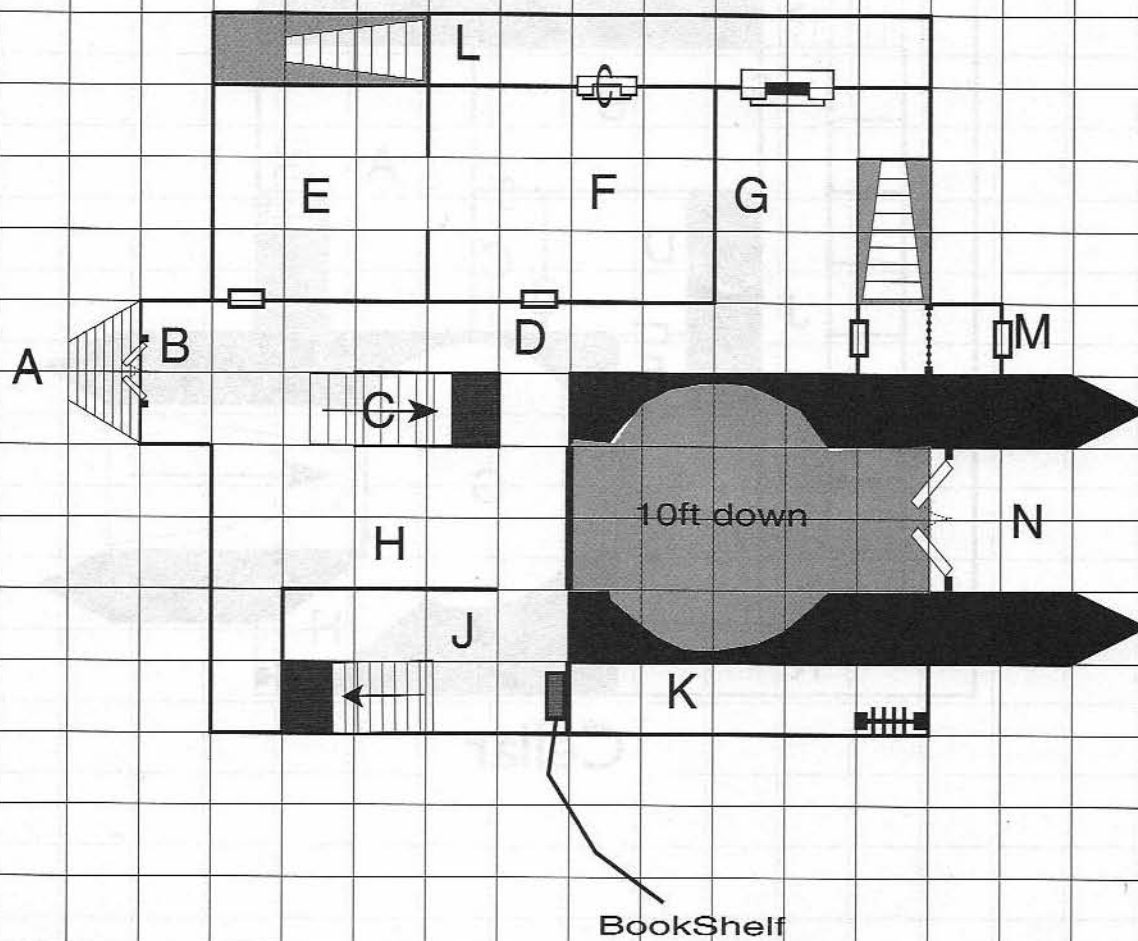
Second Floor



House on Griffon Hill

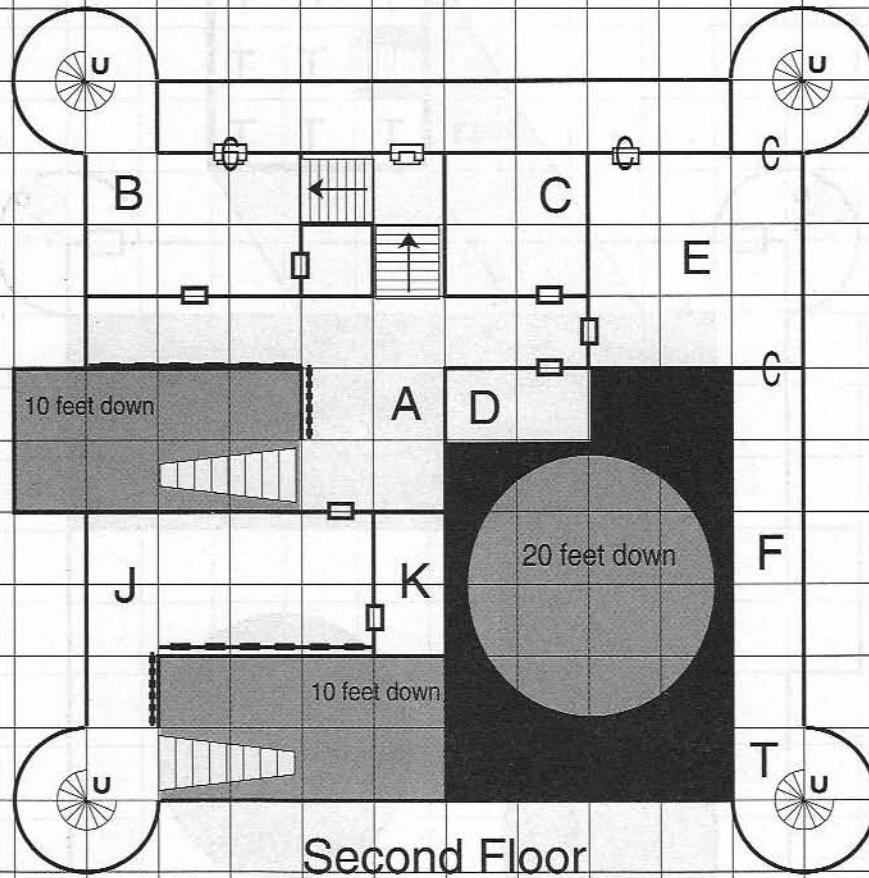


House on Griffon Hill

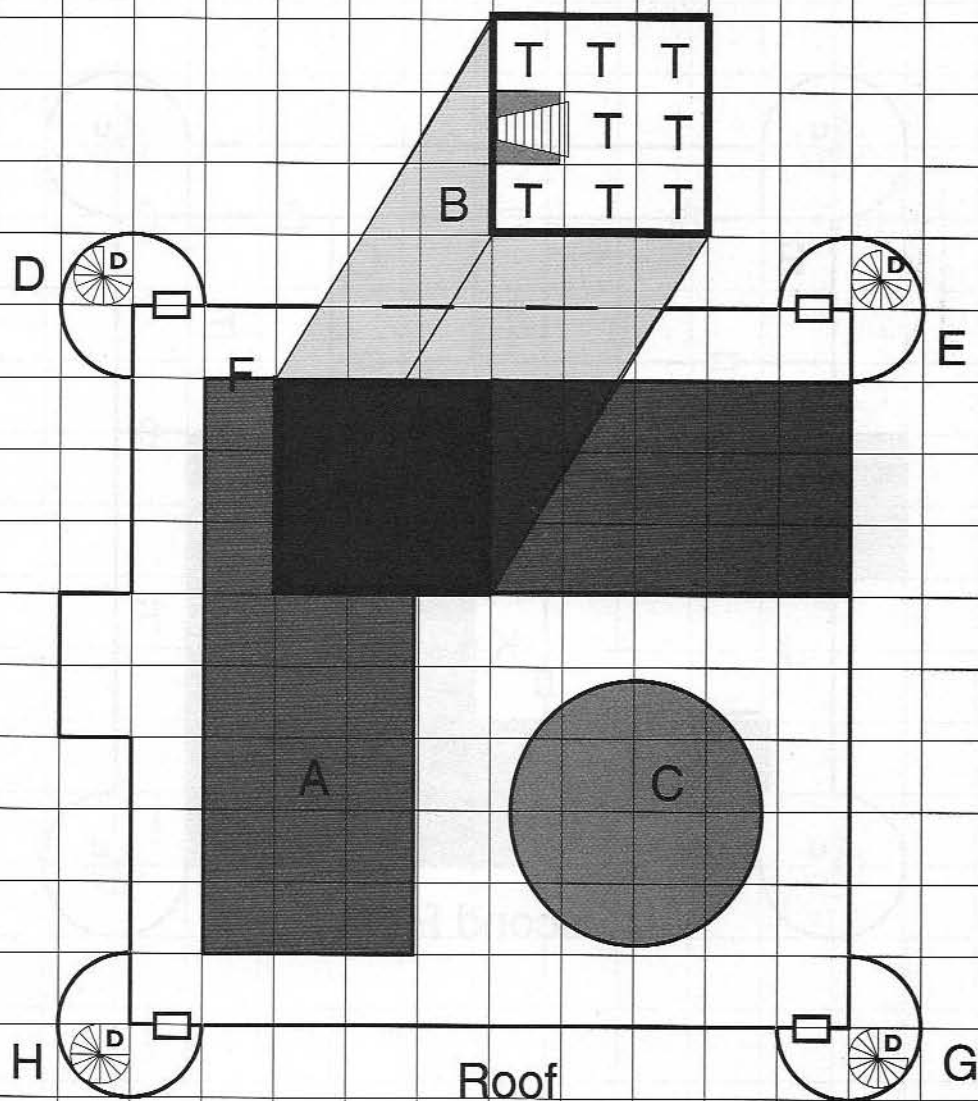


Main Floor

House on Griffon Hill



House on Griffon Hill





Player's Aid #1

The Alchemist's Tale

I am rebirth, I am flight. I feel new, and yet as old as the land. I have run from darkness that terrified me and yet made me feel welcome at the same time.

I am told a great many things about myself, although I remember very little. The troubles and triumphs of my previous life fade into shadows. I am told I was peace and love. I was good and just. I practiced my arts for the benefit of all and healed the land with the gifts of a just gawd. I appeared benevolent to all, especially my love.

I feel within me is darkness and hatred and envy. What I am told cannot be all true. There is something missing. There is something hidden. Hidden from myself now as I feel I hid it from all, even my beloved Lady Virginia. In the back of my mind it is there. My own darkness, my own doubting, hatred and rage, I know it is poisoning me. I am told I have done so much in the service of others, but is that what I told them only to have it repeated to me now? Was my life a lie? Is my life a lie? In the end, it said to me, all there is, is death, and all these good or evil works will be for naught. The gawds will determine that.

I get visions still, and nightmares. Brief glimpses of what was. I saw myself toiling for a greater purpose than what was my current life—a way to better myself. Better, for good or evil I know not, I remember not. I know I created a machine, an Apparatus. I do not even remember for what! I know I kept detailed notes as any good sage does. I do not even remember where! I am told I toiled endlessly on this Apparatus and once my mind conceived it, I could not rest until its completion. Many nights did I work in the darkness of my secluded laboratory, with my work hidden even from my betrothed.

I remember being frustrated. I remember crying out. I remember a breakthrough. I have visions of what I was so proud of. I saw the missing piece, its rod of crystal hewn just so and its length just thus. The sulfur sphere, it all made sense. I remember a sense of accomplishment and pride. I remember a sense of triumph, power, glee and a little revenge?

I almost disappeared for a fortnight, toiling and working. I left Heather House with excitement and returned in horror that night. I ran screaming from Griffon Hill that night with a horrible vision of evil in my mind. Darkness I could not explain. A shadow I could not remember. I had done something that day on the hill, something unintentional, something I do not understand.

The darkness haunts my mind, calling to me. It is evil I am sure. It is only describable as the Creature to my cloudy mind. I know it is out there. It haunts me even still. My nightmares become more real to me as time goes on.

The Creature demands things of me. Things I do not know. I see him control evils I do not understand. I struggle to remember what I did. I cannot. I know I can right this wrong. I know I remember more every day that goes by. My mind is full of things. I cannot discern whether they are things I have done or shadows of a nightmare. I hope for everyone's sake they are only a nightmare. I see evil horrible things that no living being should do. Have I seen these things? Have I done these things? I do not know, but I remember more every day.

Player's Aid #2

I am The Ancient, I am The Land. My beginnings are lost in the darkness of the past. I was the warrior. I was good and just. I thundered across the land like the wrath of a just gawd, but the war years and the killing years wore down my soul as the wind wears stone into sand.

All goodness slipped from my life; I found my youth and strength gone and all I had left was death. My army settled in the valley of Morosevia and took power over the people in the name of a just gawd, but with none of a gawd's grace or justice.

I called for my family, long unseated from their ancient thrones, and brought them to settle in the Castle Robinloft. They came with a younger brother of mine, Sergio. He was handsome and youthful. I hated him for both.

From the families of the valley, one spirit shone above all others. A rare beauty called "perfection," "joy" and "treasure." Her name was Tatyana, a dark skinned elf, and I longed for her to be mine.

I loved her with all my heart. I loved her for her youth. I loved her for her joy. But she spurned me! "Old One" was my name to her, "elder" and "brother" also. Her heart went to Sergio. They were betrothed. The date was set. Sergio spared no expense in courting her.

With words she called me "brother," but when I looked into her eyes they reflected another name - "death." It was the death of the aged that she saw in me. She loved her youth and enjoyed it. But I had squandered mine. The death she saw in me turned her from me. And so I came to hate death, my death. My hate is very strong; I would not be called "death" so soon.

With her will forcing me, I made a pact with death, a pact of blood. On the day of the wedding, I killed Sergio, my brother. My pact was sealed with his blood.

I found Tatyana in the garden east of the Chapel. She did not yet know what I had done [or so I thought] and invited me to drink wine with her as a toast to our new life together. Thrilled with her change of heart, I embraced her and gobbled down the beverage in the goblet she presented. As the thick crimson liquid ran down my throat I realized that this was no wine, but blood, Sergio's blood. Then, before I could spit it out, she thrust a blackened dagger into my stomach and pierced my very soul. Before I lost consciousness, she whispered into my ear, "Fear not chosen one. You are mine now. And it will be ages before I return to torment you again. But know this, I will come." I could feel the power of magic seethe through her grasp and electrify my limp body.

All went black, but I did not die. Nor did I live. I became undead, forever. I have studied much since then. "Vampyr" is my new name. I still lust for life and youth, and I curse the living that took them from me. Even the sun is against me. It is the sun and light I should fear the most, but the last words of Tatyana still haunt me. Of course that was ages ago. And little else can harm me now.

So I ruled Robinloft for years. I discovered how to build a powerful magic item to surround me with perpetual darkness. I needed only one thing, a huge black diamond. That diamond came to me on a day I will long remember. The battle was a blur to me, but I know I was fighting myself. An imposter now inhabits my body and poses as Tahd, while I feel mortal. Too mortal do I feel, in this bag of elfen flesh. I know my soul has been switched into a different body because no form of magic I know can dispel this vile body I inhabit. Joy of joys though, this imposter had a black diamond and I can only presume he knew of my plans. I managed to flee with this diamond even though I am trapped in this mortal body.

Now I study the ways of my adversary. I will construct this Apparatus I have conceived of. And then when I have this puny elf in front of me again, and my own body back, will he feel the power of Count Tahd Vlad'Neer!

Player's Aid #3

Cargo Manifest

ITEMS	ARRIVE SHIP	DESTINATION	WORTH	SIGNED
Strass Grand Harpore	2-0/110	L Virginia Weathermay	2,500gp	
Rosewood Harpsibord		- HEATHIER HOUSE		
Five Pinewood Coffins + Shrouds	6/110	C of Benyar	285gp	
Two Spades + Ore Pickaxe		F. Talbot		
20 Spools Copper Wire - 3 cubit iron	16/110	18/110	C. VladNeer	1673gp
Riveted Sphere + 150 brass Fasteners		- Griffon Hill		CW
Three Mansails, Dinghy, 20# anchor	11/10	18/110	Mikhail Yolkuf	622gp
Three cars + carlaks		- FALLEY	+75p	CW
60 Finished Maple boards -		Lee Heatherby	157gp	
- 20 Ebony, 10# Nails + Brass Handles	16/110	- Manor Grounds		
Marble spinwheel, Copper + Zinc Posts +	2-0/110	2-2/110	D. Dutton	867gp
18 felt brushes <Infernal Machine>		- Sautbridge		CW
Two kees, 4 by seedcorn, 1 load	2-0/110	M. Heatherby	138gp	
manure, 8 loads black earth		- HEATHIER HOUSE		
10 bolts Azure Silk, 13 bleached muslin	2-0/110	Maroon, S.	341gp	
16 black velvet, 1 red, 1 coble		- TRAVELLERS		
Three Keg Spring Wire, 1 Keg staut,	11/10	Old Salt	184gp	
20 bottles Bearsbit + 16 gal Wood Alcohol				
Land briefs + Surveyor's Map Sewers	16/110	<Will pick up>	340gp	
of Wigen, 6 Lanterns + 4 Pickaxes				
74 Books + 16 Papers - all wrapped	16/110	Tard of	11258gp	
<Philosophy + Academy nonsense>		18/110	Griffon Hill	CW
Five piece band brass pipes + horn	11/10	Domine - Blackard	265gp	
60 yds Leather straps - 40 buckles				
16 padlocks + Keys - 4 yds hy chain	16/110	2-2/110	D. Germain	73gp
150 feet silk cord - 1 bale cotton		- Sanitorium		CW
120 Lot - Taluv candles - 3 oaks	16/110	M. Ardent	86gp	
Lantern oil, 3 shuttered lanterns		- HEATHIER HOUSE		
17 iron boiling pots, 2 brass Kettles	6/9	Count VladNeer	178gp	
6 silver plated platters, 6 black Tense		- G		
Three crates Meletian blue glaze	16/110	M. Ardent	285gp	
crookery, Two idols: Hera + Zeus		- Weathermay Estate		
Seven crates House Onyx	11/10	C. Tahd	1325gp	
handblown glassware		- The Hill	+35p	
Two dz razor-fine blades, Hack saw	2-0/110	2-2/110	Dutton	165gp
2 vices, 4 tongs + 8 metal probes		- Mad House	+175p	CW
Five sides cured beef, 16 Krondaneer Sausages	2-0/110	2-2/110	Archer	421gp
3 dz. Pickled eggs, 17 blood sausage + 16 dz links		- Butcher		CW
Two silver platters, 18 Knives, 3 chairs	18/110	2-2/110	E. Hobson	1632gp
One tea service + 20# misc-silver		Smithy		CW

Player's Aid # 4

My hands shake as I pen these words, and I have already risen twice from my desk to check to make sure the door and windows of my study are secure. I have been such a fool! I only wish I understood what I have done!

I wish I could only say my encounter with The Creature was a dream. It stood, my darker half, at the foot of my four-poster bed. It was hairy like some great beast, and smelled like uncooked meat, and the air around it was charged as if by my Machine itself. I thought it was a dream, at the time, for its form continually changed, always some twisted mockery of my own face and others I am familiar with. And in this dream, for dream I thought it was, it called to me. "Brother," it hissed in a horrible silvery tone, "You are my brother. I created you in my own image. I let you grow and change. You thought yourself the stronger. How wrong you were! I have journeyed dark pathways only to return all the stronger, all the more powerful, all the better to deal with the likes of you and your frail kind." And it laughed, a laugh filled with venom. I felt the hairs rise on the back of my neck. "You have stolen from me. Deep in your mind you know the missing piece. The piece I hunted for so long. Find the missing piece, my Brother, I grow impatient! Find the missing piece or it will be you I hunt!" There was a crash of thunder and I bolted awake in my bed. Terrified by the nightmare, I raced downstairs, finding nothing.

Am I mad? Or was the vision I beheld last night a dark harbinger of things yet to come? Is she, whom I love most, doomed to that darker half thought banished, or is it I, plagued by fear and grief, I, the one who is doomed?

I thought it a dream, brought on by the knowledge that my darker self, a Creature of my own creation, of my own being, walked the land. In the dream, I awoke in my bed to see him, it, the Creature, seated by the flames of my dying hearth. His hellish face was in shadows, but his voice, hissing and slurring, was clear enough to understand. "Brother," whispered the shadowy form, "For brother you are; you and I were the same. You know I am here, waiting for you. In the shadows, in the darkness, whenever you are least expecting my presence. I live, I gain in power, and I hunger." I felt the hairs on the back of my neck stand on end as a thin hand, almost skeletal in nature, rose and made a mystical pass through the air. The air was charged with static electricity. "Yes," said the voice in shadows, "I hunger. I... desire." The air before the chair and hearth shimmered and glowed. It gathering into a human shape, a female shape. "Know you the object of my desires, that which I will strip from you, that which I will possess body and soul. Deny you, my brother, as she was denied me. As Tatyana was denied me." I looked and saw the figure was my dear, dear Virginia. Filled with rage, I lunged at the glowing figure and the shadowy form disappeared. I awoke standing in my bedchamber, bathed in a cold sweat. I must protect her from this Creature!

The Creature came in my dreams, or at least I think it was a dream. That I shared the same chamber with that darker self repels me. His presence frightens me. Even with the dawn coming, I fear to write these words, and may strip them away, for they reveal my shame.

I lay in my chamber. The lightning of an approaching storm filled the room with light. And in that hellish light he appeared, his dark shadow blocking the window. I could not see him in the dark, but the stench of corruption filled my nostrils, and the intermittent flashes lit his cloaked figure. "Brother," spoke the Creature, and laughed as I recoiled at the mere idea of this fell beast being of my blood and bones. "Oh yes, you are my brother, though you do not know from whence you came. I created you, and as repayment, you have so generously opened the path to bring me into your lands. Your intentions were as mine are and yet here you are, and here I am. My dear deluded brother, thank you," it hissed. "For bringing me to this land of plenty, this new world rich with cattle to feed me. I had stripped my old land almost bare, and now I will do the same to yours. Think of it, Brother, all the poor, stupid, cow like fools-dying at my hands, feeding my power, and your name, filling their last gasping breath. Every one I slay is to be laid at your doorstep Brother, until the mound of bodies is higher than the Mausoleum itself!" He laughed, the lightning crashed and I bolted awake in bed. Dressing quickly, I searched the manor. But like a dark shadow he was gone in the light of the torch.

I shake as I write these words. The Apparatus is gone, stolen in the night while I contested with the Creature in my dreams. I thought they were dreams, at least, yet upon awakening I find evidence of his presence. I must flee this cursed place! In the dream I awoke to find him by the window. I knew it was him, the Creature that I released into the world, and the fact he could pass into my locked and barred room surprised me not. He did not speak, only beckoned me to come closer. I approached the window and felt a wave of nausea as I smelled his corruption. Looking in the window, I first saw only fog and my own reflection in the glass. Then the fog parted to reveal a hellish scene. It was an army of evil moving toward Wygen in the moonlight! Spirits, skeletons, zombies, Wraiths, too many to count! And then as they neared the town they changed. They became more human. They transformed into those faces I know I've seen so many times.

The Creature looked at me and spoke in a soothing, silvery voice. "Brother," he said. "Oh yes, you are my brother, though you do not know from whence you came. I created you, I destroyed you, and now you have discovered a new life. You have created the Apparatus. Come, tell me its secrets that we may learn together..."

I refused his request for I know he controls the Apparatus now and Griffon Hill. It appeared for a moment that frustration or anger washed over the Creature's face but I could not be sure in the moonlight of the window. He spoke again, "No? Then think about it. Perhaps together we can learn to restore your memories and you can go on with your life with your bride to be. You'd like that wouldn't you?"

I again refused and like that he was gone! I awoke with a start to find it morning, and the window providing only its normal misty view. The Creature has the Apparatus!

ADVENTURE PLOT

Tahd's evil goal is _____

He is acting in the guise of _____

Item

Apparatus _____

Soul Searcher orb _____

Pre-Amnesia Diary _____

Location

Item

Black Diamond _____

Ring _____

Post-Amnesia Diary _____

Location

EVENT CHART

Storm: The storm event is listed to build and break on the fifth day if the PC's aren't making progress. But, it is intended that you bring the storm up as the PC's approach Griffon Hill. Let it die if overcast or fog when they leave and build it back up to full fury as they reach the Mausoleum. In such cases override what is says on the Event Chart.

Day 1

Day 2

Day 3

Day 4

Day 5

	A.M.	P.M.		A.M.	P.M.		A.M.	P.M.		A.M.	P.M.		A.M.	P.M.
12:00	5	3	12:00		6	12:00			12:00		7B	12:00	5	5
1:00		7D	1:00			1:00	5		1:00			1:00	7H	7F
2:00		4*	2:00			2:00			2:00		5	2:00	7A	
3:00			3:00			3:00			3:00	5		3:00	6	
4:00		6	4:00	5		4:00	7C		4:00	6		4:00		
5:00			5:00	7A	6	5:00	6		5:00	7F		5:00	5	7G
6:00	7E		6:00	6		6:00	5	7E	6:00			6:00	7C	8
7:00		5	7:00		7C	7:00		6	7:00	6		7:00		8
8:00	1	7B	8:00			8:00		5	8:00		6	8:00		8,7I
9:00	24		9:00			9:00		6	9:00		5	9:00	5	8
10:00	6		10:00	5		10:00	7B		10:00		7G	10:00	7E	8
11:00			11:00	7D		11:00			11:00		5	11:00	5	8,7J

*Time for this event may vary.

Card 1 (Front)

When the GM calls card number 1, read the following:

"I flee down twisting halls as the light from the dying torches fails. The darkness is behind me, pursuing me...devouring me! There! Ahead lies the key - the missing piece!"

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

CARD 4A - (Front)

When the GM calls card number 4A, read the following:

"The book tells a tragic tale of lust for dark power; always just a grasp away. Yet something of its wisdom is incomplete and I know I must search further. I climb up a well of tangled thorns. I weaken and slow; though the top is near. Now I see a figure in the opening above...it reaches for me..."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

CARD 2 - (Front)

When the GM calls card number 2, read the following:

"The ring blazes with brilliant light, and as the book in my hands becomes two, I can see the terrible truth of this land. I cannot speak it! Yet I know where next I must go to find the truth...."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

CARD 4B - (Front)

When the GM calls card number 4B, read the following:

"The book tells a tragic tale of vengeance for a love lost. Yet something of its wisdom is incomplete and I know I must search further. I climb a well of tangled thorns. I weaken and slow; though the top is near. Now I see a figure in the opening above...it reaches for me...."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

CARD 3 - (Front)

When the GM calls card number 3, read the following:

"I run! I run without moving. My steps are mired in the soft ground and move in unreal motion. I stumble to the edge of a crevice. Friends, whose faces are filled with loathing and hate, stare up at me. A circled band hangs before me. I reach for it and the inscription burns...."

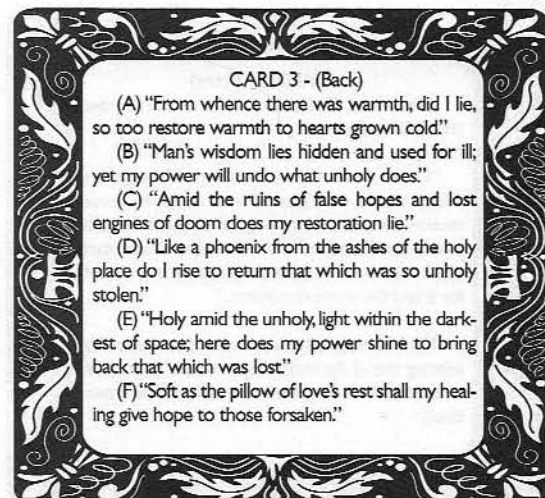
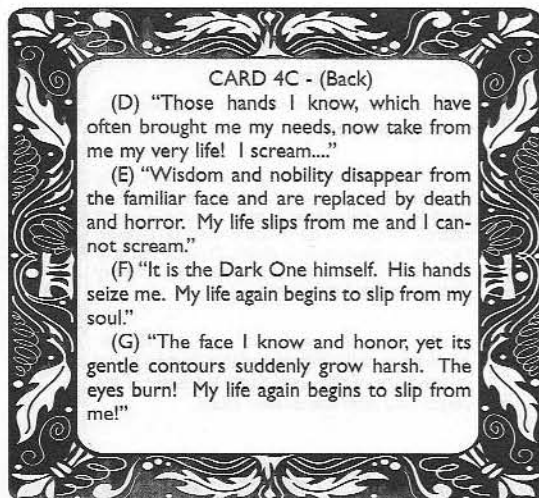
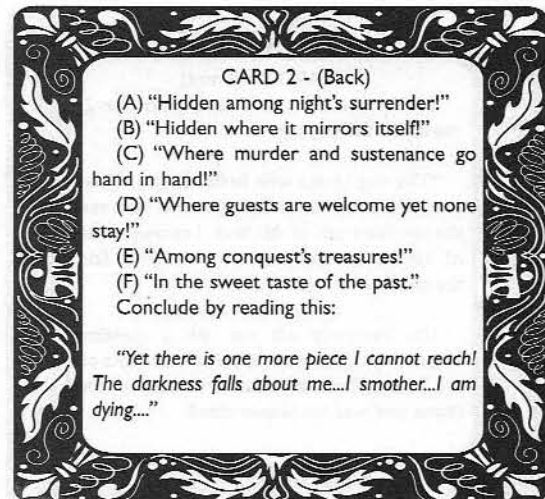
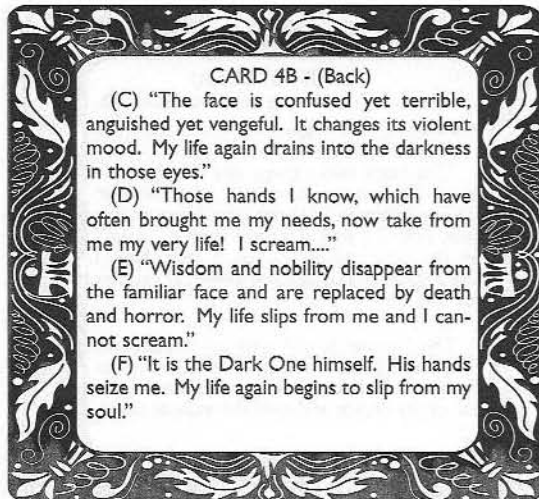
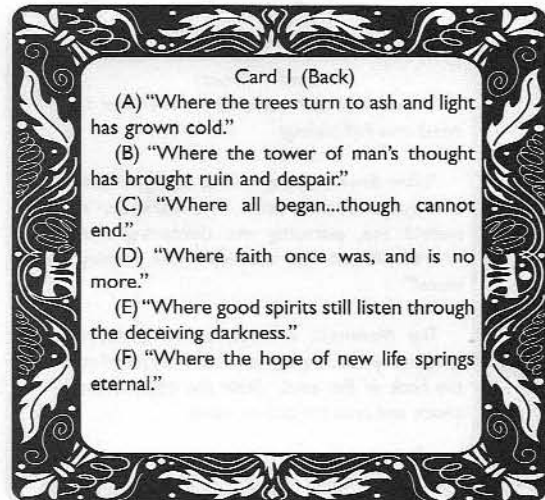
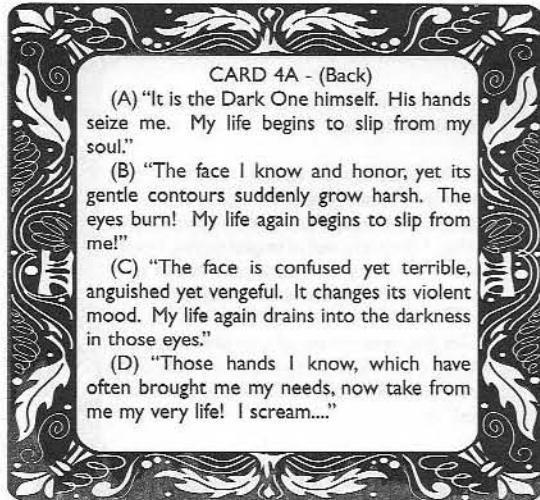
The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

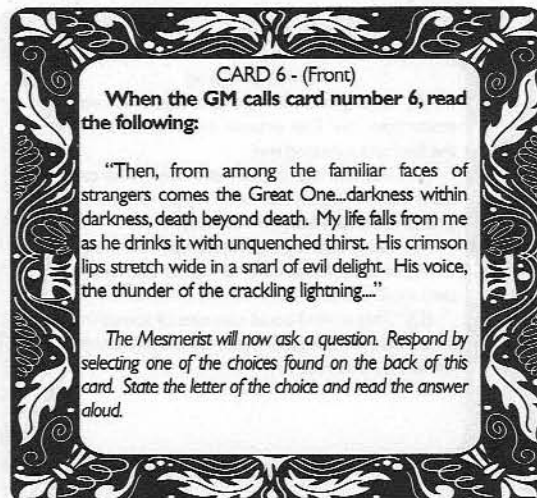
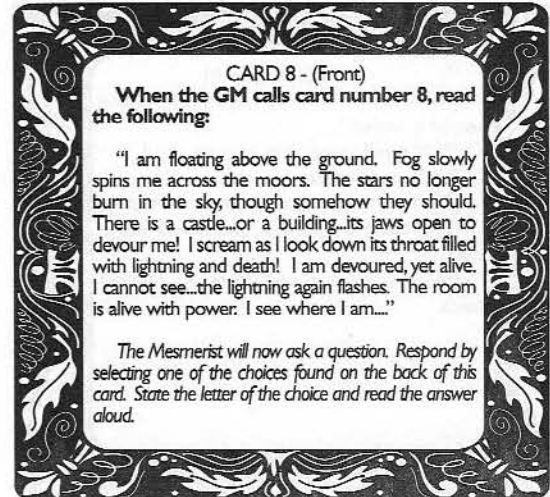
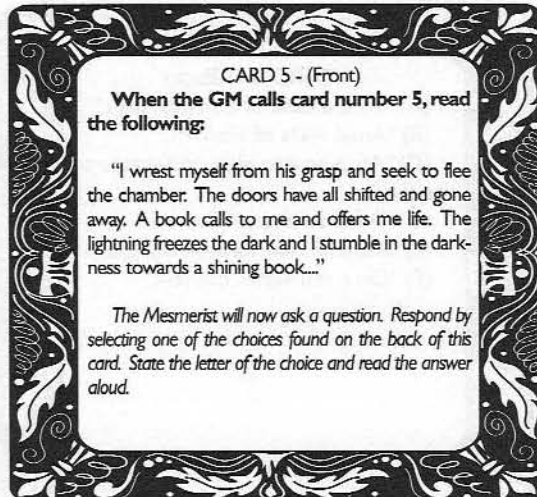
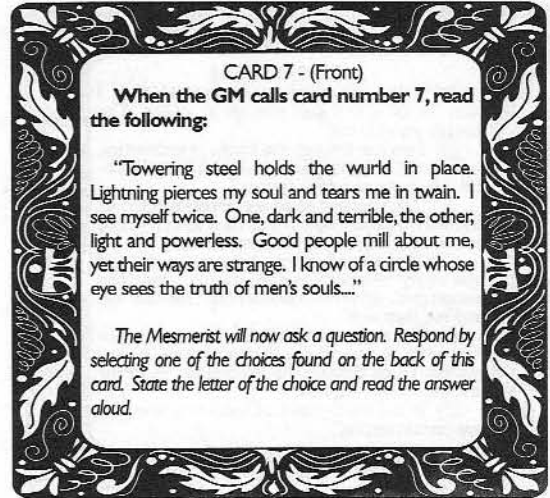
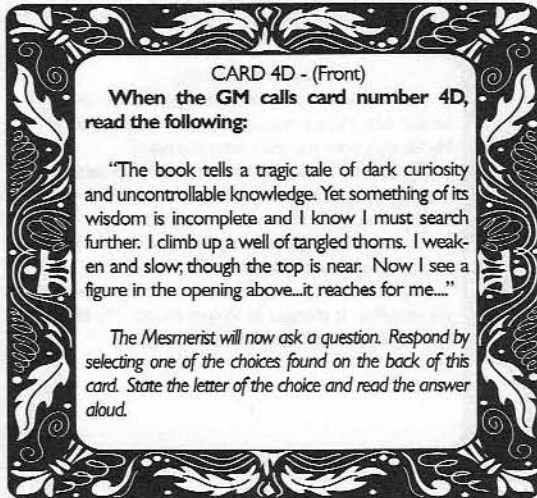
CARD 4C - (Front)

When the GM calls card number 4C, read the following:

"The book tells a tragic tale of insatiable evil, feeding on the land. Yet something of its wisdom is incomplete and I know I must search further. I climb up a well of tangled thorns. I weaken and slow; though the top is near. Now I see a figure in the opening above...it reaches for me...."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.





CARD 7 - (Back)

- (A) "There - beyond the cold fire and hidden. I take the circle and gaze through its weight. The people are truly evil!"
- (B) "I wander through the books of knowledge, held secret in the forgotten towers. There, the circle shows the people as terrors."
- (C) "The glass and liquid encompasses me in its learned maze, but there the circle is found. I look, and see the evil behind the people's mask."
- (D) "Abandoned shrines protect the eye and give musty reverence to that which is good. The people press upon me. I look through the clear eye and see their evil!"
- (E) "The shrine stands alone in decadent splendor, while all around the illusion of good is corrupted. I look through the eye and see its terror and evil though disguised!"
- (F) "In the warm heart of love's rest does the eye remain secure."

CARD 4D - (Back)

- (E) "Wisdom and nobility disappear from the familiar face and are replaced by death and horror. My life slips from me and I cannot scream."
- (F) "It is the Dark One himself. His hands seize me. My life again begins to slip from my soul."
- (G) "The face I know and honor; yet its gentle contours suddenly grow harsh. The eyes burn! My life again begins to slip from me!"
- (H) "The face is confused yet terrible, anguished yet vengeful. It changes its violent mood. My life again drains into the darkness in those eyes."

CARD 8 - (Back)

- (A) "I am in the lost rooms where the secret is sealed."
- (B) "I stand among the glorious dead."
- (C) "I stand before my own grave."
- (D) "I stand among the paupered dead."
- (E) "I stand on polished music and laughter."
- (F) "I stand between walls of restless tears."

CARD 5 - (Back)

- (A) "At the base of a smoky shaft."
- (B) "Amid walls of wisdom."
- (C) "Atop broken glass and shattered dreams."
- (D) "Atop an altar of flowers."
- (E) "Atop an altar formed of a griffin."
- (F) "On a red velvet cushion."

CARD 6 - (Back)

- (A) "At long last I will have again that which was stolen from me. Ever present darkness will cover the land and surround me!"
- (B) "The love that should have been mine can never be. My persecutor stole my joy and now I shall steal his love from him as well."
- (C) "Life is lust! I gorge myself upon it. Never fed, never sated, I seek here new life to take for my own sustenance."
- (D) "That a mind could conceive of something so evil fills me with glee! I have it, I will use it, and I will know its secrets!"



ROBINLOFT 2: TAHD'S LEGACY

"I AM THE ANCIENT... I AM THE LAND..."

Your screams still echo in your room. Cold sweat soaks the bedsheets and trickles down your back.

It seemed so real! The great towers of a darksome place called Robinloft... its misty vales and the terrible tragedy of a man who had sold his soul to unlife. Now the sunlight streams through the window with the promise of a new day. The dread nightmare at last is over and your fever has broken.

In the cold sunlight of a dying autumn, you step from your room at the inn and stroll along the friendly streets of Wygen. But, from the back of your mind, the dream creeps forward to haunt you. Why do the faces of those who have befriended you now seem those of strangers? Why do those who called you here in terror, now seem to dismiss your tasks as folly?

And even more curiously, why are you advised so strongly, to forget about the House on Griffon Hill... the domain of the fair haired elf, Count Tahd Vlad'Neer, a name that is all too hauntingly familiar to you.

A storm is gathering and darkness is creeping through the land. Count Tahd Vlad'Neer has brought great evil to Wygen- evil that can hide in the shadows of night and in the broad daylight. Only you can save Wygen as time grows short, can you Hack it?

This adventure is for use with the 4th edition HACKMASTER® game and any other similar yet obviously inferior medieval fantasy role-playing game system.



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