

D8

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Swords & Wizardry™ game**

Mini-dungeon Module D8

The Demon's Gambit

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 8-10



Respectable city merchants begin acting strange after visiting the Gnome and Feather, a newly reopened tavern. When friends and family of the merchants begin to disappear it draws the attention of the city guard.

The Demon's Gambit is eighth in a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



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Dazegoneby

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Dungeons of Dazegoneby

Mini-Dungeon Module D8

The Demon's Gambit

Respectable city merchants begin acting strange after visiting the Gnome and Feather, a newly reopened tavern. When friends and family of the merchants begin to disappear it draws the attention of the city guard. The Captain of the Guard calls off the investigation just days after it started. A few members of the guard decide to continue on their own...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Demon's Gambit is designed for 4-6 adventurers of level 8-10. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

The Gnome and Feather lie boarded up for years, driven out of business by the thieves guild's extortion. Shortly after the boards went up the guild moved in, excavating a lair hidden in its cellar. This lair became the guild's main base of operation.

About a month ago, a member of the guild stole an evil artifact from a traveling warlock. Shortly after returning to the guild's lair the thief accidentally dropped the artifact. The artifact broke in two, releasing a demon that was imprisoned within; a nalfeshnee named Ulsalon. Ulsalon enthralled the members of the thieves guild, creating cultists eager to do his bidding. The demon then started gating in allies to help him.

The Gnome and Feather re-opened, offering half price drinks to city merchants. Ulsalon's plan was simple; replace as many of the city's merchants and tradesmen with morcants as possible (see New Monsters), overprice their current stock, and either cancel or redirect any restocking orders. He hopes to destroy the city's economy, turning it into a "ghost town". He then plans to enthrall any remaining citizens and use the city as a base of operations in this realm.

Relatives of the replaced merchants became suspicious so they had to go. When the city watch began their inquiry the captain was replaced with a demon duplicate. Now who will stop the demon's gambit?

Set Up

The next time the party visits a city to restock supplies their attempts are met by bare shelves or exorbitant prices. The merchant's explanations range from washed out bridges, to bandit attacks, to capsized cargo ships. The high prices are

"just the result of supply and demand." If the party starts to give a merchant a hard time the Captain of the Guard arrives to issue a stern warning and shoo the party away.

A nervous guard will drag the party aside at a convenient time. He believes that the captain and some of the merchants have been brainwashed by a cult operating out of their lair, hidden bellow the Gnome and Feather. He believes they're looking to take over the city and must be stopped.

The guard's on his way to gate duty, he'll be missed if he doesn't report, however his girlfriend works at the tavern and will show the party the entrance to the hidden lair after the tavern's closed for the night.

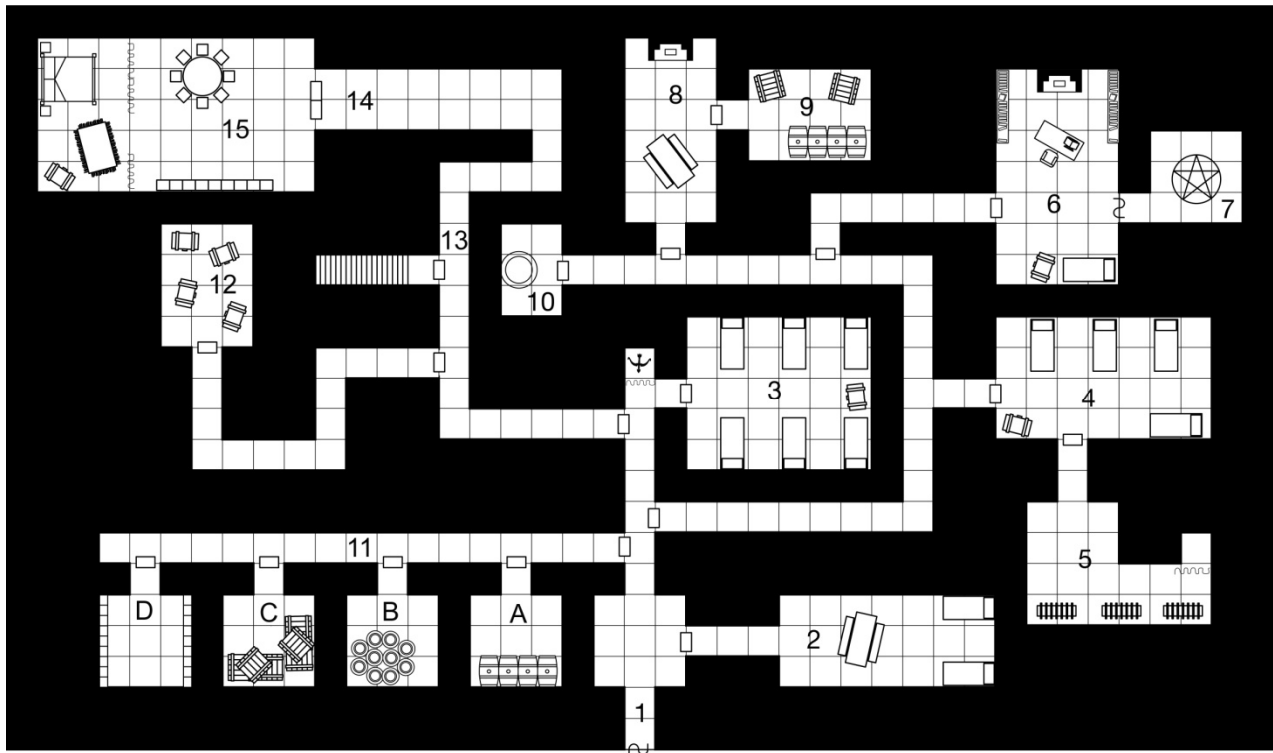
A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario in any way you see fit.

Perhaps the party is contacted by a merchant they helped in some way in the past. They report the strange behavior exhibited by their peers within the city and offer to pay the party to look into it.

Or maybe cult members posing as tavern patrons seek to add the adventurers to their ranks after testing them with a drunken brawl.





Hidden Lair

Key to the Hidden Lair

The serving girl meets the party that night at a predetermined meeting place, lantern in hand. She leads the group to a rear entrance to the tavern. While walking she conveys knowledge of the thieves guild which once operated out of the basement of the tavern. She thinks the thieves were either eliminated by the cult or converted into members. Other than that she has little information to pass on.

She uses a key to gain entrance to the Gnome and Feather then quickly crosses through the tavern's kitchen to a narrow stone staircase heading down. Once in the basement she turns the spigot on a large wine cask sitting against one wall and opens the front of it as though it were a door, revealing it to be empty. She then wishes the party luck and scurries back up the stairs.

1. Secret Entrance

Stooping down, you step into the empty cask. The wooden interior quickly changes to stone as you pass through a hole in the basement wall. After ten feet the passage opens into a small square room.

The barrel entrance has a four foot clearance. Tall characters will have to stoop or crouch down to traverse it. The square room is standard dungeon height.

This room served as a waiting room for visitors from other thieves guilds. A narrow wooden bench lines the west wall, while pegs for hanging apparel and low shelves for stowing packs line the wall on either side of the door to the east.

A small lever is mounted on the wall by the entrance. Pulling it closes (or opens) the door to the secret entrance hidden by the wine cask.

A long hallway is visible through an archway to the north. Above the archway are written the words "Honor Among Thieves", posted there to put the minds of those stowing their belongings at ease.

The archway is part of a magical trap. Passing through it arms an enchanted arbalester hidden behind a curtain at the far end of the north hall. Touching the word "thieves" above the archway deactivates the trap for three minutes allowing it to be passed through without arming the arbalester. The arbalester disarms if any of the doors along the hallway are opened from the inside. The arbalester is mounted to a sturdy base and cannot be removed without damaging it. Additional oversize arrows can be found in the alcove but their size makes them incompatible with normal bows.



The arbalester is designed to fire four large arrows down the hallway if a character attempts to open one of the doors along the passage after its armed. Each arrow has a +1 bonus to its attack roll and deals 2d4+1 damage if it hits. An arrow that misses a character may hit another further down the hall.

2. Guest Room

The door opens on a modestly appointed room. Two hairy humanoid creatures are seated on benches at a ten foot long table near the center of the room. They look up at you as you enter.

The creatures are morcants (see New Monsters). They're sitting and waiting patiently for Ulsalon to arrive and give them their assignments. The demon recently summoned them and plans to

have them replace members of the city guard.

The morcants will be reluctant to use their shape changing, level stealing power on a target without Ulsalon's permission however they will do so if they become desperate.

The room has simple furnishings and was used by the guild as a guest quarters for visitors who wished to stay overnight.



Demon, Morcant (2): HD 8+1; HP 48,43 AC 1[18]; Atk 1 bite (1d6 + level drain), 2 claws (1d6); Move 10; Save 8; CL/XP 9/1100; Special: Magic resistance (50%), mimics shape, drain 1 level with bite.



A paranoid visitor excavated a recess beneath a loose flagstone under one of the beds. The recess contains a small sack which holds 500gp and 5 large gems worth 1000gp each. Beneath the sack are a *manual of quickness* and a slip of paper with a message that reads "don't trust these thieves". Considering the stash is still here, the visitor's paranoia was appropriate.

3. Guild Common Room

Rows of bunks line the north and south walls of this room. A group of six robed men stand in this room engaged in a heated argument.

This room was the guild's common room. It served as a safe house for guild members who wanted to "lie low" or temporary residence for those whose normal dwellings were compromised. Now it's used by the converted guild members as living space.

Some of the cultist's are having a hard time suppressing their desire to continue

being thieves. This desire manifests itself at times in the form of stealing from fellow cultists. This argument is over a stolen ring. If the party attacks right away they can take the cultists by surprise, otherwise the cultists turn their way, shout "I bet they stole the ring!", and attack.



Human, Cultists (6): HD 8; HP 41, 38,38,26,24,24; AC 7[12]; Atk 2 weapon (1d4); Move 12; Save 13; CL/XP 8/800; Special: Thieving skills. Gear: Pair of daggers (the cultist with 41 hit points has a pair of +1 daggers.)



As noted above, one cultist has a pair of +1 daggers.

The wooden chest contains the personal effects of the ex-thieves turned cultists. Mixed in with the assorted sundries is a coin pouch containing 800gp and a *ring of protection +1* (the "stolen" ring.)



4. Assassin's Room

There are four robbed figures in this room. Two engage in some sort of knife juggling contest while the third seems to be officiating. A fourth watches while seated on one of four comfortable looking beds.

This room once served as living quarters for assassins employed by the guild. The cultists involved in the knife juggling contest are former assassins that were converted to cult members. The cultist seated on the bed is a morcant disguised as the fourth assassin. Ulsalon doesn't trust the assassins so he had one killed and replaced with a morcant spy.

The cultists are juggling six daggers between them in a contest of skill. One of the six daggers is poisoned (+1 save vs. death.) The object is to keep juggling the daggers until one of the participants are nicked at which point the other is considered the victor (and the loser 'dead' depending on which dagger caused the nick.)

If the party attacks right away they surprise the assassins, causing the jugglers to both take 1d4 damage as they fumble to retrieve their weapons. There is a 1 in 6 chance that the poison dagger deals this damage, forcing an assassin to make their save. Two daggers will fall to the floor causing the cultist that was officiating the match to either fight unarmed or spend a round retrieving his daggers. If the assassins are not surprised they each manage to retrieve their blades.

The assassins could identify which dagger has the poison if they have time to examine them, but chances are they'll be too engrossed in combat to do so. If the poison dagger has yet to be discovered, each time a dagger first deals its damage there is a 1 in 6 chance of it being the one that's poisoned.

If the morcant's still alive it will reveal its true form after the first cultist falls. The morcant will then attempt to bite a party member, draining a level and stealing their form. It will then continue the battle using its new appearance and memories in an attempt to confuse its victim's allies.



Human, Cultists (3): HD 9; HP 42, 38,30; AC 7[12]; Atk 2 weapon (1d4); Move 12; Save 12; CL/XP 9/1,100; Special: Assassin skills. Gear: Pair of daggers

Demon, Morcant: HD 8+1; HP 45; AC 1[18]; Atk 1 bite (1d6 + level drain), 2 claws (1d6); Move 10; Save 8; CL/XP 9/1100; Special: Magic resistance (50%), mimics shape, drain 1 level with bite.



A chest near the door contains the personal effects of the assassins including an empty potion bottle (*poison*), a scroll of two magic user spells (*darkness 15' radius*, *knock*), a sack containing 1,000gp along with a contract calling for the assassination of "The traitor Sojer Kane for crimes against the Guild" offering a 1,000gp reward, and a locked tome.

The tome contains a list of people the assassins were instructed to kill over the years. It could be of use/value to the right authorities.

5. Dungeon

Three ragged prisoners are chained to a row of wooden X's that run along the southern wall. A vulture headed creature takes great delight tormenting them.

This room was used to hold prisoners the guild kidnapped either for ransom or leverage. Now it's been transformed into a dungeon and torture chamber. Ulsalon is holding prisoners here he feels may still be useful to him, the Captain of the Guard, the Guild Leader, and an influential merchant.

The party may recognize the Captain of the Guard if they've already encountered him and realize that he's been replaced by an impostor. The players may have encountered the merchant's replacement as well. The Guild Leader will be eager to defeat Ulsalon and reclaim his guild but neither he, nor the rest of the prisoners, are in any condition to do so.

The Guild Leader will tell the story of the demon's takeover. He believes Ulsalon's either taken up residence in the Witch's Chamber (**Room 6**) or his own chambers (**Room 15**). He'll draw crude directions to the rooms if prompted to do so.

If freed, the prisoners will have to be escorted to safety. The gamemaster could let the party heal the prisoners if they're able, in which case the Captain of the Guard functions like a fighter and the Guild Master like a thief of a level comparable to that of the party's. The merchant is still relatively useless...



Demon, Vrock: HD 8; HP 47; AC 0[19]; Atk 1 beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d8); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: Magic resistance (50%), darkness, immune to fire.



A curtained alcove in the northeast corner contains a collection of torture implements. Stored among them is a +2 *spear*, +3 *vs. giants*.

The merchant will offer a 5,000gp reward for his freedom and safe passage. The Captain of the Guard offers 1,000gp which is less than

the merchant's however there are benefits to being on friendly terms with the head of the city's guard. The Guild Leader offers to let the party keep whatever they find in the complex without fear of reprisal. Not much of an offering in his current state, but that's all he's got. There are also benefits to being on friendly terms with the head of the city's thieves guild...

6. Witch's Study

As you enter the room a beautiful young woman rises from a chair behind a desk. "Thank the Goddess!" she cries as she rushes towards you.

The woman is a succubus who's changed her shape to appear as the witch that once lived in these quarters. She tells the party that she was employed by the guild, using her magic in various ways to assist the thieves' undertakings.



She tells of being presented with an onyx statue (the artifact) by an amorous thief and how it broke open, releasing the demon that now holds her captive.

If the party believes her story she opens the secret door to the summoning room (**Room 7**), points to the pieces of the broken artifact, and tells them how it can be used to re-imprison the demon.

If the party doesn't believe her story she'll attempt to use her powers to persuade them to reconsider. If they still resist she'll attempt to charm a hero or two and cause them to fight the rest while fleeing to alert the cultists in **Room 8**. If she manages to do so the cultists join the battle after 2 rounds.

The succubus is in fact Ulsalon's captive; indebted to him for a past transgression and bound to serve him by demonic law. Ulsalon summoned her to his side shortly after being freed from the artifact. The succubus hopes the group can either slay or re-imprison the demon so that she can take over the cult and put her own plans into motion.

Activating a hidden stud on the wall next to the secret door will cause the door to swing open.



Demon, succubus: HD 6; HP 31; AC 9[10]; Atk 2 scratches (1d3); Move 12 (Fly 18); Save 11; CL/XP 9/1100; Special: Magic resistance (70%), immune to non-magic weapons, darkness, kiss drains 1 level, summon other demons, spells, change shape.



Worktables lining the east and west wall contain an assortment of ingredients for spells and potions. A magic user or druid may be able to identify what components are worth something, earning the party 1d6 x 1,000gp if they can find a buyer.

The desk contains a collection of scribbled upon parchment, a live frog, and a scroll (*protection from were- creatures*)

The chest at the foot of the bed contains 3 potions sitting on top of a pile of assorted apparel (*extra healing, fire resistance, frozen concoction.*)

7. Summoning Room

Torches mounted on the walls flicker to life as the secret door swings open. A large pentagram is painted on the floor, at its center sits two sections of a broken statue comprised of dark onyx.

The statue is actually a shattered artifact used by a warlock to capture Ulsalon. It was stolen from the warlock and brought to the guild's lair where it was accidentally dropped. The freed demon promptly killed the thief that broke the statue and the witch he was presenting it to. Ulsalon then tossed the two pieces of the artifact into the pentagram, knowing that his demon "allies" wouldn't be able to cross into the symbol, retrieve it, and use it against him.

The party can grab the pieces without a problem. Simply holding the two parts together will cause the artifact to reform. If the artifact's within 10' of Ulsalon after he's been reduced to less than half his hit points it will suck the demon into it and trap him inside. The artifact is designed to work on Ulsalon specifically and will not function if used against another demon.

8. Kitchen

Six cultists are sitting here at a long table enjoying a meal.

This was the guild's kitchen. It serves the same purpose for the cult. Some meat is roasting over a fire in the hearth to the north and a decanter of wine sits on the table. Both the meat and wine are of exceptional quality.



Human, Cultists (6): HD 8; HP 40, 38,36,25,22,21; AC 7[12]; Atk 2 weapon (1d4); Move 12; Save 13; CL/XP 8/800; Special: Thieving skills. Gear: Pair of daggers

9. Pantry

This storeroom houses the cult's food supply. Choice cuts of meat hang from a series of racks. A set of shelves hold fruit, vegetables, cheeses, and bread. Four casks line the southern wall.

Some of the finest foods once available in the city have been diverted here. The room is natural cooled by some unknown means (possibly an underground stream.)



Two of the casks contain strong dwarven ale. They're worth 500gp a piece to a tavern owner or other ale merchant. The other casks contain a fine red and a fine white wine. They're worth 1,000gp each to the right buyer.

10. Dry Well

The door opens up to reveal the bottom of a dry well. The sky is visible at the top of the shaft.

This is an alternate exit and entrance to the hidden lair. Hand and footholds are visible at increments allowing for ascent or descent.

11. Storage Rooms

Opening the door reveals a long hall running to the west. Four doors are set at intervals along the southern wall.

These rooms hold various shipments that were meant for the city but were intercepted and brought here.

Key to the Store Rooms

Room A

This room contains 8 casks of ale stacked on a rack against the rear wall. It also contains 3 slightly drunk cultists. The cultists suffer a -1 penalty to their attacks due to their current state.



Human, Cultists (3): HD 8; HP 38, 26, 21; AC 7[12]; Atk 2 weapon (1d4); Move 12; Save 13; CL/XP 8/800; Special: Thieving skills. Gear: Pair of daggers



While it's not as good a quality as the ale located in **Room 9** there are still seven filled casks here worth 25gp each to the right buyer.

Room B

There are ten casks of stolen wine stored in this room.



While it's not as good a quality as the wine located in **Room 9** the 10 casks stored here are worth 100gp each if a buyer can be found.

Room C

A number of large wooden crates are stacked against the rear wall of this room.

The crates contain a shipment of trade goods meant for the city. It's up to the gamemaster to determine what's here and whether it's of any value. A crate could contain an assortment of material and dyes meant for a dressmaker for example. These goods would be of little value to anyone else other than the dressmaker or someone of a similar profession.

Room D

Shelves and racks line the walls of this room. They hold an assortment of goods valuable to those in the adventuring profession.

This room contains everything listed on **Table 20: General Equipment** in the *Swords and Wizardry* rule book, within reason and in reasonable quantities (with the exception of holy symbols and holy water.) Let party members state that they're looking for a particular item on the table then decide whether or not it's there and in what kind of quantity.

12. Treasure Room

Four treasure chests are stored in this room guarded by a hulking, slobbering, foul smelling creature.

This is the guild's treasure room. The demon Ulsalon adds to the treasure on occasion, storing items of value here that have been removed from morcant run shops, further depleting the city's resources.

Ulsalon's placed a dretch here to serve as a guard. Once the dretch has been reduced to a third of its hit points it will attempt to teleport away to warn its master in **Room 15**. The dretch has the capability of summoning giant rats. Their stats are provided here for reference.



Demon, Dretch: HD 4; HP 30; AC 2[17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Stinking cloud, summon Rats, magical abilities.

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.



Each chest is locked and trapped with a poison needle (+1 save or die.)



The keys to the four chests here can be found on the table in **Room 15**. The chests contain the following:

Chest #1: 2,000cp, 5,000sp, and a small pouch containing 20 gems worth 50gp each.

Chest #2: 1,500sp, 2,000gp, 4 necklaces worth 500gp each, and 3 scroll cases. The scroll cases contain one scroll of two 2nd level magic user spells (*mirror image*, *strength*), one scroll of *protection from undead*, and a cursed scroll (curse determined at random.)

Chest #3: 5,000cp, 4,000gp, and a case containing 4 potions (*animal control*, *clairaudience*, *levitation*, and *treasure finding*.)

Chest #4: +1 hand axe, rope of entanglement, 2,500sp, 3,000gp, and pouch containing 10 gems worth 100gp each.

13. Stairway

Opening the door here reveals a stairway leading up into darkness.

The stairs lead to a secret entrance/exit in a city warehouse, hidden by a fake stack of wooden crates. It now serves as a way of moving stolen goods into the cult's lair.

14. Guard Post

A set of double doors sit at the end of a wide hallway, guarded by demons.

Two dretch stand guard outside the demon's chamber. If the dretch encountered at **Room 12** managed to teleport away it will be encountered here as well, still wounded from its previous combat.



Demon, Dretch (2): HD 4; HP 30, 25; AC 2[17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Stinking cloud, summon Rats, magical abilities.

15. Demon's Chamber

This large and well appointed room served as the living quarters for the master of the thieves guild. It's now home to a very large and very angry demon.

Ulsalon is here going over an elaborate series of plans he has written out on parchment and spread across the circular table shown on the map. They're written in demon and have a 40% chance of causing insanity in anyone attempting to read them (temporary or permanent.) There is also a map of the city indicating which shops are run by morcants.



If he's been alerted by the dretch from **Room 12** he'll know of the group's presence and will be prepared for battle, possibly gating in a vrock to help him.



Demon, Nalfeshnee: HD 7d10; HP 52; AC 4[15]; Atk 2 claws (1d4), 1 bite (2d4); Move 9 (Fly 14); Save 9; CL/XP 12/2000; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.



A key ring bearing four small keys sits atop the parchments on the table (keys to the chests in **Room 12**)

The chest in the southwest corner contains a +2 *dagger* and a sack of coins (1,000gp), both resting on suit of +3 *leather armor*.

Shelves along the southern wall hold a number of rare books that could be worth something to a collector. Resting on one of the shelves is a *ring of spell storing*. It holds two 2nd level and one 4th level cleric spell (*snake charm*, *speak with animals*, *sticks to snakes*.)

Wrapping Up

Once Ulsalon's been defeated his hold over the cultists fades and they revert back to members of the thieves guild (whatever's left of them that is...)

The party may still have to deal with the succubus, depending on whether or not they fell for her story. If she's still around after Ulsalon's defeated she may choose to reveal her true form and attempt to enthrall the party as the first members of her new cult.

The Captain of the Guard and the Guild Master get along like a couple of rabid dogs however they're willing to work together to rid the city of the morcants still posing as merchants (and of course the one posing as the Captain.) They'll probably ask the party for some help with this task. The map of the city found in **Room 12** shows the shops run by morcants circled in red. It will prove to be a valuable tool in routing these demons. That and holy water. Lots of holy water.

And then there's a little matter of the evil artifact...

Continuing the Adventure

Here are some suggestions for further adventures:

✕ The serving girl who helped the party find the entrance to the hidden lair was a morcant in disguise.

✕ The party now possesses an evil, demon-laden, artifact. An epic quest must be undertaken to drop it, intact, into an active volcano. It's a long trip, the artifact is surprisingly fragile, and its former owner, the warlock, is determined to get it back.

✕ A dretch escaped from the hidden lair into the city's sewers. There he raises an army of rats. Horrible smelling rats...

✕ There's concern that a visiting prince from a neighboring kingdom may have been replaced by a morcant. Or maybe not...

✕ Their new friend the Captain of the Guard seeks the party's assistance in guarding a priceless work of art on display in the city's museum. Their other new friend the Master of the Thieves Guild also seeks the party's assistance. He wants to steal a priceless work of art on display in the city's museum...

✕ One of the party members turns out to be a morcant.

✕ The Captain of the Guard quickly distributes what remains of the hijacked goods held by the cult to new, non-morcant run shops, inns and taverns. Unfortunately some of the ale casks were cursed by Ulsalon. Anyone who gets drunk on the ale is cursed to remain forever drunk. It isn't long before a number of citizens become permanently inebriated. Only Ulsalon (or a demon of greater rank) can remove the curse...



NEW MONSTERS

Demon, Morcant (Face Stealer)

Morcants are demonic doppelgangers who can drain the memories of their victims. Their true form resembles a hairy, fanged and clawed humanoid.

If a morcant successfully bites a target it has the option of triggering its shape changing/level draining abilities. The demon will transform into an exact duplicate of its victim, draining a level from them as well. This level drain brings with it all the knowledge accumulated while acquiring that level. For instance if the morcant drains a level from an adventurer they'd know about recent events in the adventurer's life. This allows



the demon to masquerade as the adventurer more convincingly. Draining a level from a non-adventurer grants the morcant 1-3 years worth of its victim's memory.

A morcant can only drain 1 level from a victim and loses its level draining ability while not in its true form. A morcant can discard an assumed appearance at will.

Holy water deals 1d8 damage to a morcant and will cause it to revert back to its true form.

Morcant Demon: HD 8+1; AC 1[18]; Atk 1 bite (1d6 + level drain), 2 claws (1d6); Move 10; Save 8; CL/XP 9/1100; Special: Magic resistance (50%), mimics shape, drain 1 level with bite.

Art Credits

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The Morcant on page 13 was provided by Gary Dupuis with Purple Duck Games.

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