

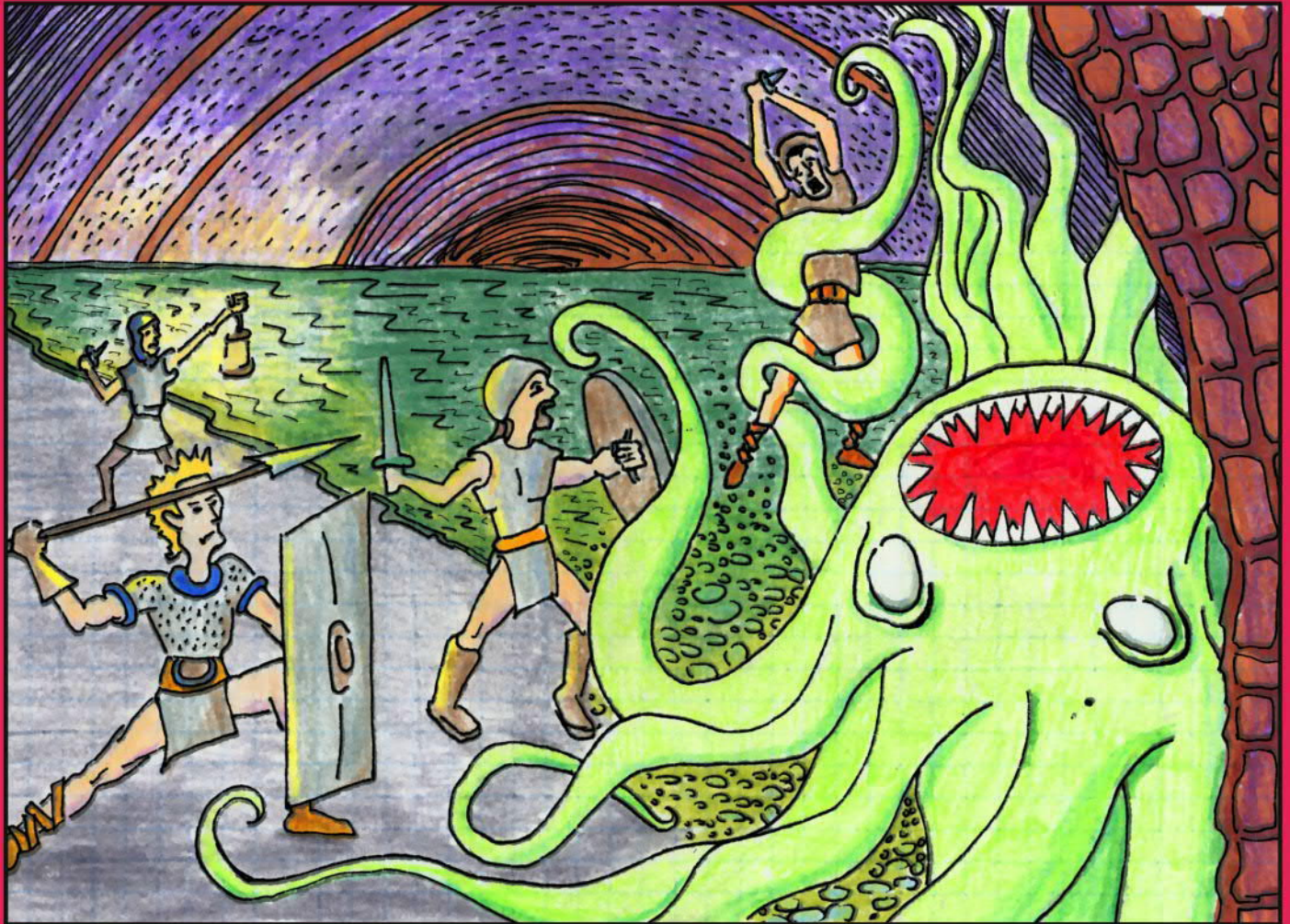
Compatible with
Swords & Wizardry

Adventure Module M1 Jewel of the Lunar Rift

Folio Edition

By Extildepo

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Things are not right at Du Sharid Manor. Months ago, a deranged parish priest and his most devout followers formed a heretical cult. These self-proclaimed “Seekers of the White Heart” chose the desolate Wild Hills to practice their secret rites; but the strange goings on at the Wild Hills did not escape the prying eyes of the more pious villagers who set out to confront the cultists. Once there, the villagers witnessed something terrifying and unexpected. Since the events of that night, the cultists have vanished, but the remaining serfs of Du Sharid now live in constant paranoia. Your party has been hired by the local bishop to to learn the truth about what happened at Du Sharid Manor. For use with Swords & Wizardry (or the like) and designed for the experienced Referee, Jewel of the Lunar Rift is a first-level campaign-starter taken from my personal notes.

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Circling the great moon Oculus is its gleaming satellite; a small glint the lunar eye called Isus. The Clergy generally regard this small celestial body as secondary for the testaments of the Prophet Asmund make few references to Isus, but there are some within the Church who have come to regard Isus as a sign of the world's slow but inevitable decline towards Final Judgement. They see Isus more as an adulteration, perhaps (among strongly opinionated theologians) an abomination placed there by yet-unseen forces who hope to further tempt Humankind towards chaos - an enemy who lies in slumber, awaiting its earthly minions to awaken it - a soul devourer who is ever-watching and slowly mustering strength. Perhaps this is why those uncommon lunar phases where Isus casts its shadow in the center of a full moon, referred to by some as "the little judgments," is a time to stay indoors and pray for guidance.



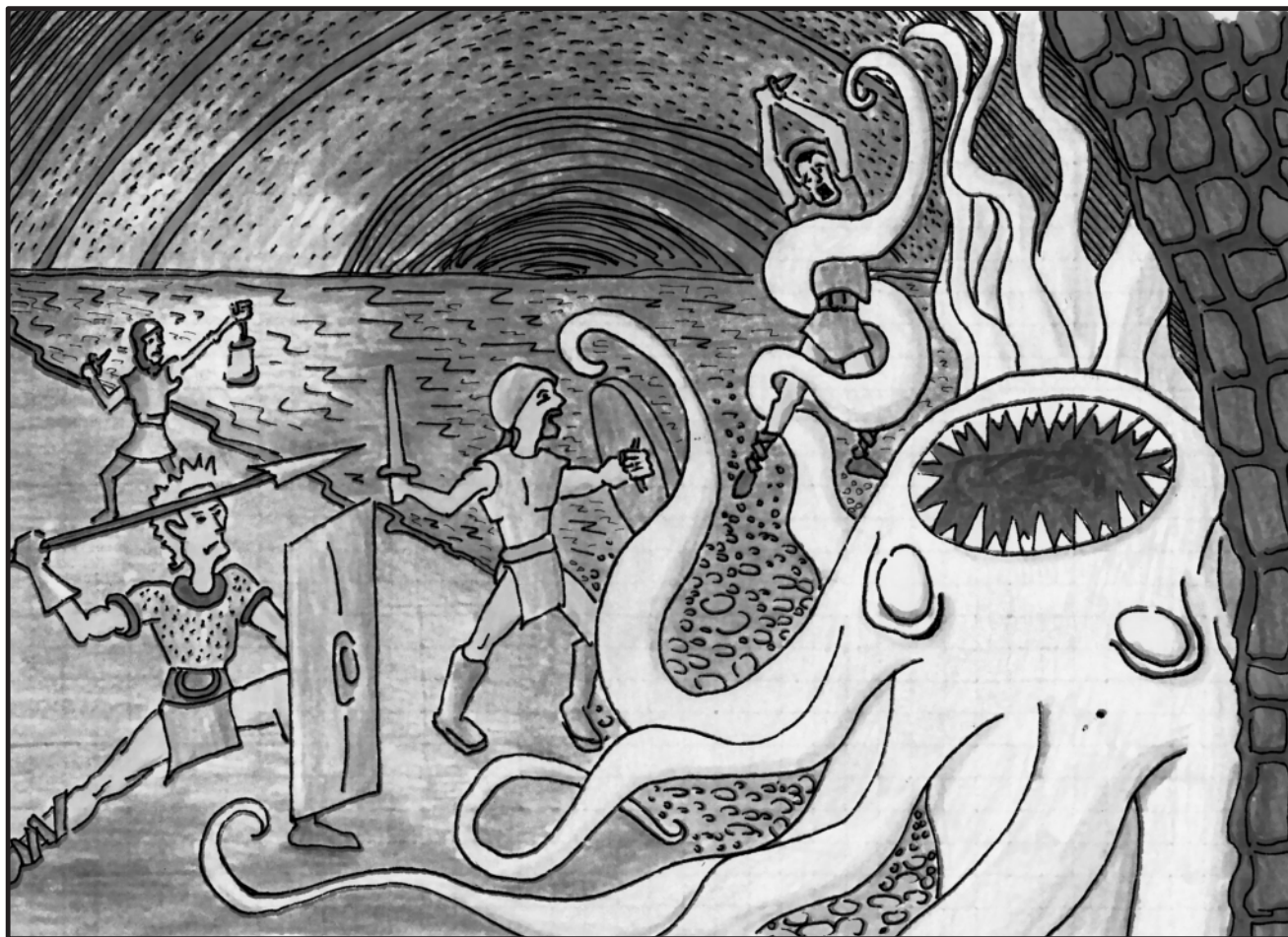
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INTRODUCTION

Welcome to M1: *Jewel of the Lunar Rift, Folio Edition*. *Jewel of the Lunar Rift* was the very first module released by VSP. It was intended to be first in a series of adventure modules set in the campaign world of Messoria (my personal and very idiosyncratic old-school setting). The Folio Edition, what you have here, is an edited-down and "cleaned up" version of our original publication. It has been made easier for the Referee to fit into their own milieu. Whereas the original version was meant to be a very cursory introduction to Messoria as well as a short adventure, this edition focuses mostly on the adventure itself.

Jewel of the Lunar Rift is designed to be used with *Swords & Wizardry* because it most-resembles the 1970's-era Original and "Classic" editions of the *First Fantasy Role Playing Game*, which is the system I prefer and run my games in. This work is therefore fully compatible with said rules systems, but it is also a wireframe on which you can easily adapt to your favorite edition or simulacrum. I should note here that *Swords & Wizardry*, S&W, and Mythmere Games are trademarks of Matthew J. Finch. Verisimilitude Society Press and myself are not affiliated with Matthew J. Finch, Mythmere Games™, or Frog God Games.

This module is written for experienced Referees in search of a sandbox-style adventure or campaign-starter. For brevity and convenience, monster stats appear at the end of each key description so that you may easily adjust or convert them to whatever system you are using. For those who use S&W "Option 2" combat rules (or similar old-school system), I have included Dexterity scores for all potential adversaries.

Jewel of the Lunar Rift is an adventure module born from my own personal campaign notes. The material presented herein was explored to the satisfaction of the

players in four, four-hour game sessions. The major campaign-storyline (and details about the wider-world) evolved from these first four sessions. We began at Level 1 using the "3d6 in order" method of generating character abilities. For those who may be interested, the original edition includes more detail about Messoria as well the campaign journals from said sessions.

BACKGROUND

Recently, several serfs of Du Sharid Manor became involved in a heretical cult which culminated in their rather spectacular demise. It all began when a lowly farmer, Ol' Ed Butterbot, tore out a strange and ancient tree from his orchard. Within the uprooted and tangled roots of petrified wood he stumbled upon a small and utterly grotesque statuette. Fearing he had found something heretical and perhaps dangerous, Ol' Ed took the object to the local parish priest and alderman, Atar Lobe Du Sharid ("Atar" is Messorian for "his/her reverence" it is a title reserved for priests). Ol' Ed is much wiser than he appears, for the statuette was indeed very dangerous: a conduit to a soul-devouring alien force. The priest was instantly fascinated by the object's theological implications and within weeks became obsessed with it - marveling it, studying it, and eventually jealously guarding its esoteric secrets. It seems the object had driven him quietly mad and perhaps some kind of demonic possession had indeed taken hold. Over the next month Atar Lobe had convinced a few of his more loyal and trusted acolytes to aid him in "confidential experiments" concerning the object. Over time these experiments began to resemble sacrilegious rites, but Lobe and his followers believed they were onto something. He named their new sect, **The Seekers of the White Heart**. They chose a desolate area within the

manor known as the Wild Hills, upon a feature known as High Crescent Hill, not too far from the Temple but secluded enough as to keep prying ears and eyes away from their moonlit sabbats. Despite the secrecy, some villagers began to sense something was amiss. Rumors began to circulate about strange events in the Wild Hills. One night a few villagers, venturing forth with pitchforks and torches, decided to take matters into their own hands and to possibly put a stop to these rituals. What they witnessed that night was nothing short of terrifying. Just as Isus met Oculus' center (a sacred duo lunar period known as a Little Judgement) the cult's unspeakable rites ended in a feverish climax that opened, as if by some unseen force, a great rift upon the High Crescent Hill right under them, swallowing all twenty men at once. Fearful of this divine or perhaps demonic phenomenon the villagers ran, vowing never to return to the damned site. Atar Lobe and his acolytes have not been seen since and they are presumed dead. A new priest and manor alderman arrived a few weeks later from Mersey Town: the young Atar Arn Lucas. His first order of business was a public burning of all Lobe's "robes, personal effects and blasphemous notes." Nevertheless, the congregation of Du Sharid Temple now live in constant paranoia, for the massive opening still remains and what many believe to be goblins have been spotted in and around the Wild Hills at night. To exasperate matters, some livestock have gone missing.



NOTES FOR THE REFEREE

Merseyhomm Shire

This module takes place in a small and somewhat cloistered rural area known as Merseyhomm Shire (total pop. 1094). This normally quiet shire is comprised of four agricultural-ecclesiastical villages, or manors, that surround Mersey Town. The outer manors are named after the four founding noble families who claim stewardship of the land therein. They are (from NW to SE): Du Sharid, Narnir, Catatu and Lome.

Merseyhomm Shire focuses on the export of grains (such as wheat and barley), wine and spirits (e.g. vineyards and orchards). The Barron-Mayor, Ayeli Egnar presides over the entire Shire and resides in Mersey Town. He is counseled by the High Priest, Bishop Saul Fondelle and four Aldermen (one for each of the surrounding manors) as well as five councillors elected from the merchant class.

Du Sharid Manor (pop. 150) is named after its lord and founder, "The Great Father" Atar Myles Du Sharid - a legendary cleric-warrior of days past. For the past 20 years his great-great grandson, Atar Lobe Du Sharid was both the parish priest and alderman for the manor - that is, until his recent disappearance. A new parish priest and alderman, Atar Arn Lucas was recently appointed and sent from Mersey Town. This module takes place primarily in Du Sharid Manor and therefore more detail is given to this area.

Mersey Town

Mersey Town (core population 524) is the major trading center of the shire consisting of the original Barony fortification, many wood and stone buildings and a large open market where caravans often camp, for the Shire rests between two major cities. Players will find most of what they need for adventuring here and will be familiar with the town's basic layout. Places of interest include the First Temple to Asmund (seat of Bishop Fondelle), "Thieves Row," "Sage's Row," The Hollow Log Tavern, The Olde Oak Inn, the Barron's Villa and the Traveler's Open Market Square. The town is beyond the scope of this module and will be detailed in its sequel, *M2: Shadowplay in Mersey Town*. For now, the Referee may gloss over town details.

Smallstone: A Gateway to the Underworld

Unbeknownst to most of the people living there, buried underneath most of Merseyhomm Shire is a once-great, but now forgotten, ancient city called Smallstone. The

rift exposed an opening to the long-lost city's vast sewer system, secret underground complexes, and catacombs. Parts of this complex are connected to the Underworld: a vast and very active sub-setting with its own political structures, spanning most of the continent. An Underworld goblin horde plan to use this newly discovered breach to stealthily raid Du Sharid Manor.

The Fate of Atar Lobe and his Followers

Atar Lobe and his followers were indeed killed but the evil presence that engulfed their lives and possessed their souls has charged them to walk the earth again as undead. The astute reader might ask, but what was the purpose of the Lobe and his cultists' fate? Why would this mysterious idol create the means of their demise? The answer lies in the secret underground world of Smallstone, for hidden there is an artifact of great power: The White Heart.

The White Heart

The McGuffin of this adventure is an artifact known as the White Heart. This sentient and highly willed magical jewel acts as a medium between a powerful alien force and the mundane world. The White Heart is bent on being excavated from its current resting place so that it may once again go to work on devising some plan to allow its alien masters entry into this world. To do this it must find the right medium - a cleric or sorcerer of great power and influence, perhaps Bishop Saul Fondelle. Lobe was but a pawn and so too (if unwittingly) is our Party of Adventurers for they have been hired by Bishop Fondelle to investigate the rift and to determine the true nature of Atar Lobe's fate.

Messorian Social Order

Messoria and its principle kingdom, Turan is a socially rigid milieu where magic is feared, forbidden, and clandestine. Organized religion is a powerful influence. It is important that Player Characters, especially magic users, are somehow "outside" the normal social order for they will otherwise not have the necessary mobility and social latitude to progress as adventurers.

Two Moons

This world has two moons: Isus and Oculus. Oculus resembles our own moon in both size and phases. Orbiting around Oculus is a much smaller sphere named Isus. Isus is only seen half the time (when it is not hidden behind the dark side of Oculus). The most visible aspect of the small moon is the shadow it casts upon the surface of Oculus, often resembling the iris of some great

eye. Three to four times a year, Isus meets Oculus' center - these periods are named "Little Judgments." The Little Judgements are marked with great religious significance throughout Turan and Nire.

STARTING THE ADVENTURE

The Referee is encouraged to devise their own way of starting this adventure. The most straightforward way being that the adventuring party are residents of Mersey Town hired by Bishop Fondelle to investigate the true fate of Atar Lobe Du Sharid. Obviously, the tale has reached the ears of Fondelle and he is anxious to learn if some demonic force is truly at work in the nearby manor. He has asked one of his trusted Acolytes, Atar Lorne Houseal to arrange and oversee an expedition. Lorne is a member of a special order of priests known as the Aaronites, who specialize in investigating the occult. Lorne has been given generous church funds to complete the task. He will be responsible for recruiting a suitable team of mercenaries and hires for the expedition (i.e. the Party). Lorne is expected to report back with some explanation within a fortnight.

Thieves, rangers, magic users and the like, can be locals posing as "general" freemen-for-hire, porters, light bearers, pack handlers, scribes, or general mercenary types. Professional soldiers (i.e. fighters) who are not tied to the military are rare in the Shire. Perhaps these characters are outsiders who have arrived with a market caravan and are currently on extended "shore leave" or (for whatever reason) permanently relieved of their duties.

The funds granted to hires for 2 weeks work (upfront) are as follows:

Professional Soldier (Serjeant / Tactical Leader): 5gp for each member in their party

Scribe (Mapmaker / Journal Keeper): 75gp (must have own materials)

General Mercenaries /Sword for Hire: 2gp each + basic lodging

Other Hires (porters, linkboys, etc.): 1gp each + basic lodging

Keep in mind that one night's lodging is typically 2sp per person for a common room and 4sp per person for

a private room (note, on Nire 20sp = 1gp). Lodging will be in the common room - scribes and professional soldiers are expected to pay for themselves, for they will probably prefer private rooms.

Hires are expected to have their own equipment for their respective role. Part of the agreement is that all "treasure" found will be equally split among the members of the expedition. Of course, any objects of "theological significance" (i.e. magic items of an esoteric nature) must be surrendered to the Church (i.e. Lorne) at journey's end (unless kept secret, of course).

At the Referee's whim, the Party may be required to meet Lorne at one of the above-mentioned taverns (responding to ads placed around the Shire) to accept and negotiate terms, or they may meet somewhere in Mersey Town, or the Referee may skip the formalities altogether and assume all Party members are now acquainted, rooms booked at the Bronze Apple, and have set off towards the Rift.

Special note regarding monks in this regard: Brothers and sisters of the Order of Kuzure Domen will, in the eyes of the Bishop, make the most suitable candidates to lead the expedition as this curious and troublesome sect seem naturally attracted to the unknown and dangerous. Unlike Clerics, Monks will actually tolerate the use of magic for as they do view the "vice" with mild trepidation and suspicion they are not in the business of "punishing sinners." They will only report such doings if directly questioned by a superior. Magic users are therefore "safe" to operate around such characters. On the other hand, a cleric may feel compelled to report the sorcerer to the church (or take matters into their own hands on the spot).

The Bronze Apple Public House is adjacent to the Du Sharid Temple compound and Ol' Ed's Orchard. It can provide the Party with room and board, information in the form of rumors and overheard conversation as well as a temporary base of operations. Similarly, the House of Hospitality, a much larger complex further East on Old Hunter's Road near the Gatehouse, could also serve as a home base and rumor mill.

Atar Lorne Houseal: Level 2 Cleric, Human, STR:14, INT:12, DEX:12, WIS:15, CON:10, CHR:10, AC: ring mail 6 [13], Attacks: Wooden Club (1d6), Saves: 17, Special: Spells (1 first-level), Move: 12, Align: Law, HP: 12, EQ: robes, high hard boots, holy symbol of Asmund (a small but decorative wooden scepter), belt, 2 large belt pouches, 6 wax candles, tinderbox, 1 week of iron rations

By all accounts Atar Lorne Houseal is a very pious man. A stout individual (5' 4") with a shaved head and neck beard, he will be adamant about such lawful things as staying on schedule, personal hygiene, table manners, routine prayer, etc. He will not tolerate blasphemy in any shape or form. He believes himself a great leader but (sadly) is not and will make several blunders that put the Party in jeopardy (at Referee's discretion, of course). If even slightly injured, he will retreat to the Inn and appoint the strongest "most worthy" fighter type as the "intern leader," who must continue with the expedition and report back to him. While at the inn he will eat and drink copiously. Lorne suffers from vertigo.

KEY TO MAP E1 - DU SHARID MANOR

A) GATEHOUSE

For travelers coming from the northern lands via the East-Side Road, the Gatehouse is the first sign of any civilization for hundreds of miles. This well-fortified, three-story fieldstone building sports thick walls, a portcullis, a stable inside the bailey, arrow slits, and battlements. Twenty guardsmen are stationed here. The guards are known to keep a record of, and charge, tariffs (10% of the estimated value of their goods, real or perceived) or even detain "questionable types" entering the Shire. The guards will not take kindly to being questioned and will keep their knowledge of recent events to themselves, perhaps divulging as much as, "*strange going on in these parts - can't be too careful when it comes to outsiders,*" before sending them on their way.

Typical Guardsman (up to 20): DX 12, HD: 1, AC: ring mail 6 [13], Attacks: Sword (1d8), Saves: 17, Special: None, Move: 12, Align: Any, Moral: 9, Challenge Level/XP: 1/20, HP: 6 each

B) HOUSE OF HOSPITALITY (TRAVELLER'S INN AND TAVERN)

The House of Hospitality is a rather large tavern and inn complete with full-service stables. It is run by Ol' Ted Barely his wife, Angela, two adult sons, Len and Ted Jr., and daughter Mary. The place is frequented by both local folk, folk from neighboring manors, and travelers. There are ten private rooms available for rent on a nightly basis, as well as a common hostel. The private rooms (4sp per person) range in size, some can accommodate up to 2, others are large enough to accommodate up to 5. The rooms have good beds, chairs and tables as well as a small safety chest (500gp capacity). A key for the safety chest will be happily provided by the staff, free of charge. Of course, Len and Ted Jr. keep skeleton keys and will search their guest's rooms, including the chests, as soon as it is obvious that the Party has set out for the day. This is how they like to keep any "skullduggery" in their establishment at bay. If the Party is in search of more mercenaries to join them, this place will be their best bet.

In terms of gleaning information about the incident at the Wild Hills, NPCs will give fragmented accounts of the situation (see **BACKGROUND** above). Most NPCs are not comfortable with the subject and have been told by Atar Lucas (Atar Lobe's successor) to stay quiet on the matter, lest they disturb residual evil. Here are some example statements that might be said by select NPCs (at the Referee's discretion):

"T'was a night of a Small Judgement. Atar Lucas says it's best that we keep silent on it, for speaking of it opens the heart to evil." Upon further questioning: *"Asmund was angered, for the ground shook and opened under the Heretics, swallowing them!"* Others will give this NPC side glances, as if to say, *"Be quiet!"*

"Some say Ol' Ed, the Brewmaster is to blame for all of this." Upon further questioning: *"It was under that petrified tree he dug up in his orchard where he found the cursed black idol. It drove Atar Lobe mad."* Someone will cut this person off, as if they are saying too much.

"Since the eve of the Small Judgement, horrid little green fey have been seen lurking around the Wild Hills near the Crescent Rift. Several sheep have gone missing!" (ed. these are goblins)

Ol' Ted Barely (Local proprietor, owner of the House of Hospitality Inn) STR:13, INT:10, DEX:9, WIS:14, CON:12, CHR:12, AC: no armor 9 [10], Attacks: dagger 1d4, Saves: 10, Special: none, Align: Neutral, HP: 6, EQ: 10gp, 40sp on his person

Angela Barely (Ted's wife, co-owner of the House of Hospitality Inn) STR:9, INT:12, DEX:9, WIS:10, CON:12, CHR:17, AC: no armor 9 [10], Attacks: dagger 1d4, Saves: 10, Special: none, Align: Neutral, HP: 6, EQ: 22sp on her person

Len Barely (Ted's son, worker at the House of Hospitality Inn) STR:15, INT:11, DEX:13, WIS:14, CON:14, CHR:12, AC: no armor 9 [10], Attacks: dagger 1d4, Saves: 10, Special: none, Align: Law, HP: 4, EQ: boots, belt, 2 large belt pouches, 50sp on his person

Ted Barely Jr. (Ted's son, worker at the House of Hospitality Inn) STR:12, INT:16, DEX:13, WIS:14, CON:14, CHR:12, AC: no armor 9 [10], Attacks: dagger 1d4, Saves: 10, Special: none, Align: Law, HP: 4, EQ: boots, belt, 2 large belt pouches, 2gp, 50sp on his person

Mary Barely (Ted's daughter, worker at the House of Hospitality Inn): Level 0 Thief, STR:12, INT:16, DEX:15, WIS:14, CON:17, CHR:17, AC: no armor 9 [10], Attacks: dagger 1d4, Saves: 10, Special: thieves' abilities, Align: Neutral, HP: 8, EQ: boots, belt, 2 large belt pouches, 30gp 50sp on her person. Mary will join the Party if asked. She longs for an escape from her mundane life as a worker in the Inn.

C) BRONZE APPLE PUBLIC HOUSE

Less frequented by travelers, this small tavern nevertheless does have two rooms for rent on a fortnight basis. Each room can accommodate up to three (2gp per person per fortnight or 2sp per person per night). Two guardsmen normally stationed at the West end of the Hunter's Trail will frequent the place, choosing to sit in the bay window near the entrance so that they can easily spot and quickly accost any unknowns travelling along the trail. Most patrons are local serfs and guildsmen, including Ol' Ed, the Brewmaster and the Miller. The proprietor, Titus Newberry, is a defrocked priest in his late 40's (now married with small children) who is nevertheless on good terms with the locals and the new parish priest, Atar Arn Lucas. He was friendly with Atar Lobe Du Sharid but had a falling out shortly before the "incident." Titus serves as a serjeant in the Shire reserve (fighting with his clerical mace). It is not polite to ask a defrocked priest why, and under what circumstances, they left the clergy - they are forbidden by law to divulge such information anyway.

Of course, Titus is now a powerful magic user (CL 4/

MU 6) and a member of the **Guild of the White Hand**. Any local magic users would have heard of him by his "Guild Name," Devilchaser. Titus was once lawful good, but since having a nervous breakdown that had him defrocked he has become more neutral, sometimes chaotic good. He practices his arcane research in a hidden chamber in the cellar of the Bronze Apple. The nature of his work is dangerous. He is obsessed with the spell Gate, a spell that is still beyond his capacity. Nevertheless, he has obtained 3 scrolls of the spell - one has been rendered ineffective in a botched attempt at copying the spell into his books. Titus will be willing to share his spells and knowledge for those who hold an anti-church stance.

Titus has a theory about the incident on the Wild Hill:

"There are Outside forces at work here in the Shire. I don't mean people, but beings who lurk in the netherworld of the shadowlands and perhaps beyond. They are not of this physical realm but seek to gain entry to our world. That black idol that Ed dug up was fashioned by them and left to rest here many centuries ago. It is a conduit or sorts - a link between worlds. Its sole purpose is to corrupt the spirit of a "sensitive," like Lobe, so that he may do their bidding here on Messoria while they cannot, for they are soul devourers and seek to walk this world again! Whatever the pious and misguided people of this parish might think, Lucas included, the opening of the Rift on the Crescent Hill was not the divine work of Asmund. No, it was the work of whatever beings created that idol!"

Ol' Ed feels that many in the parish secretly hold him responsible for the mysterious happenings in the Manor because he discovered the black idol. He is eager to clear his name and willing to tell his side of the story:

"That tree was a nuisance, black an' twisted it is. Good perch for the sly crow to roost and speak fell things in 'er dark tongue. I never liked the look of it, even as a lad. For more summers than I can count, that tree haunted me, haunted me in my dreams too! The thing looks all burnt but fire don't take to it and nothin' grows 'round it. It took some time m' strongest oxen to get it down, but 'ey did it, under the stars. The roots run deep and were all twists and turns. That's when I found it. Lodged between there. The Black Statue. It was horrible to look at, like some insect, and I dare not touch it. I ran to the Temple to tell Lobe. I knew it wasn't natural. Could y' blame me?"

Typical Guardsman: DX 12, HD: 1, AC: ring mail 6 [13], Attacks: Sword (1d8), Saves: 17, Special: None, Move: 12, Align: Any, Moral: 9, Challenge Level/XP: 1/20, HP: 6 each

Ol' Ed Butterbot (Local Brewmaster, finder of the idol): STR: 9, INT:11, DEX:11, WIS:14, CON:12, CHR:12, AC: no armor 9 [10], Attacks: dagger 1d4, Saves: 10, Special: none, Align: Law, HP: 4, EQ: robes, boots, belt, 2 large belt pouches, 40sp on his person

Titus "Devilchaser" Newberry (Local proprietor, Owner of the Bronze Apple PUB, possible ally): Level 4 Cleric/Level 6 Magic User, Human, STR:13, INT:17, DEX:12, WIS:13, CON:13, CHR:12, AC: no armor 9 [10], Attacks: dagger 1d4, Saves: 10, Special: Spells (4 level-1, 2 level-2, 2 level-3), Move: 12, Align: Neutrality, HP: 12, EQ: robes, high hard boots, belt, 2 large belt pouches, spellbook, 1 week of iron rations

D) TEMPLE AND MANOR HOUSE

The Manor House is a large villa (more like a small castle) complete with heavy doors, portcullis, battlements, arrow slits and a keep. It functions as the village millhouse, grain storage, brewhouse and market area. A few proprietors have sundry shops within the walls. In times of strife the serfs know to retreat to this defensible and well-guarded compound. The keep of the Manor House also houses 30 guardsmen including their Chief, Pete Elmsman (3rd Level Fighter). Pete will only join the expedition (and bring guardsmen along) if he has reason to think the village is in immediate jeopardy.

Guard's Chief, Pete Elmsman (Captain of the Guard in at Du Sharid Manor, possible ally): Level 3 Fighter, Human, STR:17, INT:12, DEX:12, WIS:17, CON:13, CHR:10, AC: ring mail 6 [13], Attacks: Sword (1d8), Saves: 17, Special: None, Move: 12, Align: Law, HP: 20 EQ: robes, high hard boots, belt, 2 large belt pouches, tinderbox, 1 week of iron rations

Typical Guardsman: DX 12, HD: 1, AC: ring mail 6 [13], Attacks: Sword (1d8), Saves: 17, Special: None, Move: 12, Align: Any, Moral: 9, Challenge Level/XP: 1/20, HP: 6 each

The village Temple is typical of small parishes: it includes a large sanctuary, several private rooms and studies, and a small dormitory. The village priest is currently Atar Arn Lucas (2nd Level Cleric). He has rid himself of most of Atar Lobe's "blasphemous" notes, tomes. and accoutrements by way of a public burning, much to the

relief of his parish. He remembers very little of these things (or chooses not to reveal what he might know). He is friendly and eager to prove himself in the community. He will aid the expedition however he can but will not join it. The basement of the temple is currently off limits to all, for it has not been “properly cleansed” of the heresy. The Bishop is expected to pay a visit in the coming months to perform those rites.

Atar Arn Lucas (Parish Priest of Du Sharid Manor, Lobe's successor): Level 2 Cleric, Human, STR:9, INT:12, DEX:10, WIS:15, CON:9, CHR:10, AC: none 9 [10], Attacks: Wooden Club (1d6), Saves: 17, Special: Spells (1 first-level) usually cure light wounds, Move: 12, Align: Law, Align: Law, HP: 8, EQ: priest's robes, boots, holy symbol of Asmund (a small but decorative wooden scepter), belt, 2 large belt pouches, 30sp

E) ED'S FELLED TREE

In the middle of this otherwise pleasant and well-ordered apple orchard there is a large hole where the ancient “black tree” once stood. The tree itself is gone, dragged away and left outside of Ed's farmstead. Nothing of importance can be gleaned here. Of the tree, Ed might say:

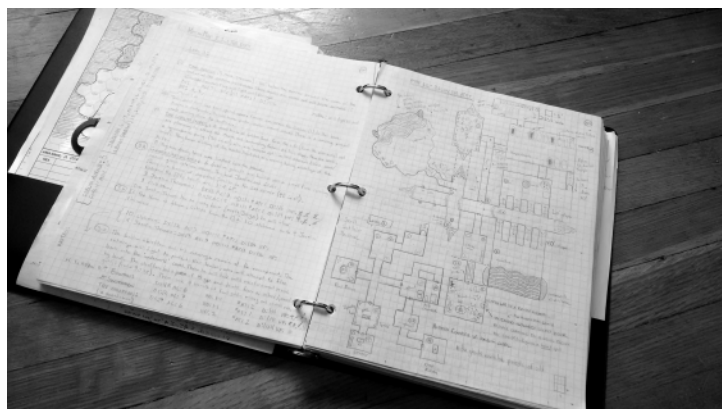
“It was a nuisance, black and twisted. The wood's hard to cut and fire won't take to it.”

Ed doesn't know what to do with the tree. At the Referee's discretion, perhaps a large sample of this “tainted” wood can be made into an exceptionally hard club (+1 or more) or even a cursed item.

F) THE LUNAR RIFT / WILD WASTES

Long ago this portion of the Shire was deemed infertile and untillable. Stunted and wind-sculpted evergreens, dry thorn bushes and boulders dot the hilly landscape. There is one particularly large hill (about 60ft high) which seems to be of irregular shape. It's hard to see from below, but once climbed the large hill appears to be split along its ridge so as to create a crescent shaped crevice about 250ft long and 50ft at its widest. The rift appears at least 100ft deep. The upper strata consist of dry powdery dirt followed by pebbles and glacial sediment, and then dense clay until about 60ft down where it becomes shale. The bottom appears to be some form of bedrock, however once if the Party makes the decent they will find the bottom strata to actually be of ancient (perhaps Elven) construction, consisting of tightly fitted cobble stone (known as cyclopean

masonry). This is an unearthed portion of the sewers of Smallstone. The crevice floor is about 20ft wide and 30ft in length and is 40ft below sea level (dwarves will sense this). Goblins have pounded metal spikes into the northeast face of the rift to allow easy climbing in and out. Their tracks will lead to the concealed door in area 1 on map E2 (see next section “Below the Rift”).



KEY TO MAP E2 “BELOW THE RIFT”

LEVEL 1 THE RIFT TO THE ANCIENT CATACOMBS OF THE FIRST AGE

These catacombs and ancient sewers were once part of an ancient Elven city, now buried under the shire. Indeed, many of the oldest buildings in Merseyhomm can trace their foundations to this once-great city. The sewer level is crawling with giant rats. The goblins use them for their meat and listen to their bustle as means of detecting the presence of more formidable opponents. There is a 1 in 6 chance of encountering 1d4 giant rats per turn.

Giant Rats: DX: 10, HD: 1/2, AC: 7 [12], Attacks: Bite (1d3), Saves: 18, Special: 5% are diseased, Move: 12, Align: Neutrality, Morale: 8, Challenge Level/XP: A/5, HP: 2 each

1. THE RIFT / BODIES OF THE HERETICS

Once the party have made the 100' descent to the bottom of the rift they will notice nine half-skeletonized bodies of the ill-fated cultists scattered around the ancient stone floor. They wear the red and white robes of an acolyte, now soiled and tattered from exposure. These nine bodies are cursed and will become animated if disturbed (i.e. searched, touched, or moved in any way). They are mindless and will fight until destroyed. This exposed ancient sewer corridor is now cut off by rubble at both the north and south ends, however there is a concealed side exit along the east wall. A Ranger might be able to spot goblin tracks towards the sight of the door (see below).

9 Near-Skeletons: DX: 12, HD: 1, AC: 8 [11], Attacks: Strike (1d6), Saves: 17, Special: None, Morale: 12, Move: 12, Align: Neutrality, Challenge Level/XP: 1/15, HP: 5 each

2. THE GOBLIN'S SECRET EXIT

This concealed door has been spiked open and can therefore be spotted easily without any checks. Rangers (or thieves, elves and halflings, if there are no Rangers in your campaign) can track up to 3 individual Goblins to their nearby camp (area 3A,B and C). Traces include footprints, bone splinters, traces of drool from missing livestock, hair/feathers/blood, etc., and the stench of smoke (cooked rat).

3. GOBLIN ENCAMPMENT

A small horde of Goblins, whilst routinely exploring the fringes of the vast Underworld, have discovered the rift and are planning to use the opening in a surprise attack on the Manor and surrounds. At this stage they are merely a reconnaissance party of 30 individuals (among them a minor chieftain). They have made camp in section C. Despite orders to the contrary, members of a scouting party could not help themselves and stole several livestock when exploring the manor surface several nights ago. The chieftain has since put a kibosh on this behavior, not wanting to spoil their surprise advantage.

3A. Guards Eating Rats:

Six Goblin guards are huddled over a small coal fire, roasting several giant rats on a wooden spit. The guards are armed with javelins and clubs. There is a barrel containing 40 sharpened javelins in the southwest corner. Scattered on the floor are remnants of heartier meals (i.e. stolen livestock) and a few small sacks of coal. One of the Javelin throwers has an ivory horn (worth 30gp) that he will blow to alert the rest of the Goblin camp. The other Goblins will have between 1-4gp in their collective pockets.

3 Goblin Javelin Throwers: DX: 16, HD: 1-1, AC: 7 [12], Attacks: javelin 1d6, dagger 1d4, Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, Morale: 9 (7 without Chieftain), Challenge Level/XP: B/10, HP: 3 each

3 Goblin Clubmen: DX: 13, HD: 1-1, AC: 7 [12], Attacks: club 1d4, Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, Morale: 9 (7 without Chieftain), Challenge Level/XP: B/10, HP: 5 each

3B. Ancient Sewers:

If the horn is blown before the Goblin guards are killed, a contingent of Goblins from area 3C (perhaps 10 or 15 assorted, whatever the Referee deems) will be ordered to investigate. This area is like a plateau and the rooms adjacent to it are severely sloped.

3C. The Goblin Campsite:

Here in the ancient sewers of Smallstone, the floor is sloped 20 degrees downwards (towards the north). Despite the uneven ground, the Goblins have chosen to make camp here. The Goblin Chieftain and most of his entourage will remain at this encampment unless forced out. If things are going poorly, the Goblins will fight to protect their leader, who will attempt to escape the scene back into the Underworld caves in area 9. Once there, he will attempt to hide out but may face his enemy, the Mixolodian Ants (see area 9). The Chieftain has a purse containing 15gp, and drinks from a silver jeweled goblet (value 90gp). Hidden under the bear skin, upon which he likes to lounge, there is a small iron strongbox containing up to 100 coins (50pp, 5gp, 45sp). There are 4 barrels of foul-smelling Goblin whiskey, 2 barrels of coal, and several giant rats being cooked over a large coal fire. In addition, there is a large 5' diameter drainage opening that will certainly spell death to any creature pushed down it. The sides of the hole are covered with a slippery green slime, making it impossible to climb, and the drop is at least 100 feet (10d6 damage).

4 Goblin Javelin Throwers: DX: 16, HD: 1-1, AC: 7 [12], Attacks: javelin 1d6, dagger 1d4, Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, Morale: 9 (7 without Chieftain), Challenge Level/XP: B/10, HP: 3 each

10 Goblin Clubmen: DX: 13, HD: 1-1, AC: 7 [12], Attacks: club 1d4, Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, Morale: 9 (7 without Chieftain), Challenge Level/XP: B/10, HP: 5 each

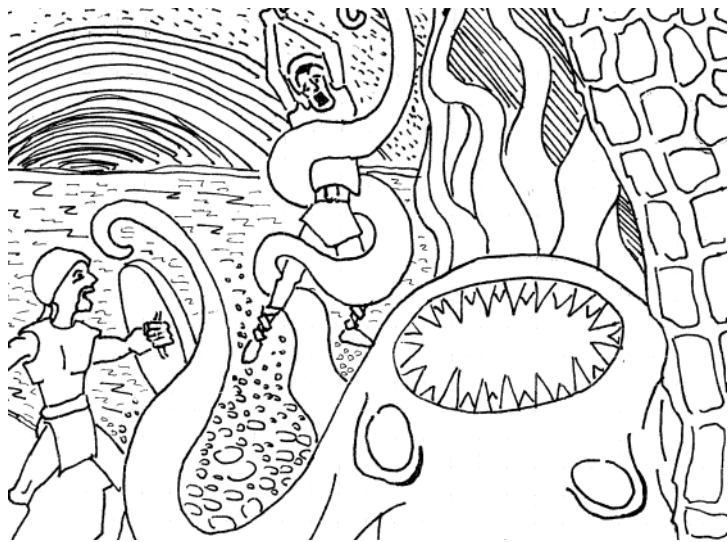
4 Goblin Bowmen: DX: 17, HD: 1-1, AC: 7 [12], Attacks: bow 1d6, dagger 1d4, Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, Morale: 9 (7 without Chieftain), Challenge Level/XP: B/10, HP: 2 each

5 Goblin Swordsmen: DX: 10, HD: 1-1, AC: 7 [12], Attacks: sword 1d8, Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, Morale: 9 (7 without Chieftain), Challenge Level/XP: B/10, HP: 6 each

The Goblin Chieftain: DX: 15, HD: 3, AC: 7 [12], Attacks: Sword 1d8+1, Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, Morale: 9, Challenge Level/XP: 3/35, (well-hidden within his armor is a key to the strongbox), HP: 15

4. SLUMBERING CREATURE OF THE DEPTHS (CAVE KRAKEN)

The ground is slippery with slimy mold and moisture, and severely sloped about 25 degrees towards a large reservoir of greensih-black water. Despite its murky appearance, the water is not still, for it ebbs and flows as if driven by a small tide. There are three rotting partial goblin corpses here that look like they were torn apart. Any character venturing within 5 feet of the water is likely to slip in. This noise will alert **the creature** which will slyly wait and then pounce on an unsuspecting victim. Perhaps as ancient as the city itself, this blind creature uses its keen sense of hearing to detect and catch its prey by striking them down and wrapping its long tentacles around them. Once caught the **Cave Kraken** will either strangle or drown its victim, drawing them into the toothy maw located in the center of the body. Fire and other forms of heat will repel the beast. Electrical shock will stun the creature. Otherwise it's thick sandpaper-like hide acts as a natural armor and is hard to cut through (although puncturing/impaling weapons work at a +2 to hit advantage). Each tentacle has its own hit points. The creature will retreat if four or more tentacles are "killed" or cut off. There are 10 tentacles. Tentacles grow back or repair themselves at a rate of 1 every 24 hours. Only damage to the body will truly kill it. A silence spell, cast upon the Party, will trick the creature into retreating, given it has not already ensnared a victim.



Cave Kraken: DX: 18, HD: 3 (body), 1 (tentacles), AC: 7 [12], AC: 3 [16] (body), 7 [12] (tentacles), Attacks: 1d6 (squeeze), 1d4 (hit/scrape), 1d8 (maw), Saves: 12, Special: up to 10 attacks, creature is blind, Move: 3, Align: Chaos, Morale: 7, Challenge Level/XP: 5/300, HP: Body: 11, Ten Tentacles: 3 each

5. SAGE'S ANTEROOM

Eons ago a somewhat benevolent, perhaps neutral, sage and practitioner of magic dwelled herein. This room served as a place to relax and entertain like-minded guests. It was obviously a secret place hidden underground among the catacombs and sewers of Smallstone. There are lavish furnishings made from ancient and dense woods: a bookshelf (with scant tomes), two plush chairs (dusty but otherwise in good condition) and what appears to be a liquor cabinet. The shelves contain the following volumes (all books are in Ancient Elvish):

Red Book, "Book of the Cosmos:" This red leather-bound tome will be of interest to sages who study astronomy and cosmology. It is worth 1500gp to the right sage in Merseyhomm. Of note: The small moon Isus does not appear in the text or diagrams!

Scroll: This is a surveyor's map of the now lost Elvish City with text in Ancient Elvish worth 2000gp to the right sage in Merseyhomm

Blue Book, "Book of Silver Magic:" This blue leather-bound tome, written in silver ink, is an Elven treatise on good magic. It is written in the ancient Elvish tongue. Lawful (good) Magic-Users who spend a week studying it will gain one full level of experience. It will be of no use, and therefore no interest, to Magic-Users of neutral or chaotic alignment. Neutral Magic-Users take the risk (50%) of becoming permanently Lawful when determining the book's nature. Chaotic Magic-Users lose one experience level and take 3d10 damage. Non-magic users who attempt to read the book take 2d10 damage. This book is worth 3000gp to the right sage in Merseyhomm.

The liquor cabinet contains:

Four Silver ornate cups with Ancient Elvish "scryptic" writing worth 100gp each.

Four vials of Ancient Elven Liquor (treat as a Potion of Healing, 1d6+1).

5B. TRAP DOOR

This trap door is triggered by opening the south door. Characters will slip into the cold, black waters below. The slope of the dropped doors is about 35 degrees, but the floor is wet from humidity/condensation. There's a small chance a Character may cling to the trapdoor long enough to be rescued (for 2 rounds. 50% for Hobbit or Dwarf-sized Characters, 30% for Human/Elf types). The fast current will drag victims into the waters of chamber 4. Shouting will alert/awaken the Cave Kraken (see area 4 above).

6. SAGE'S LAB

What remains of the lavish furnishings and equipment in this lab are blackened and burnt. There is broken glass and blackened parchment scattered everywhere. A carbonized skeleton lies in the northwest corner. A large clay statue, an incomplete and unanimated golem, stands in the center of the room. If the room is thoroughly searched a large, partially preserved tome will be found. It is the Sage's journal. The journal contains partial instructions on how to create a Clay Golem. Reading or research will reveal that the fire was caused by an accident in attempts to animate the golem. Spells required to do this are: Raise Dead, Animate Object, and Commune (as a 15th level Cleric). There is a small chance (Referee's discretion) that the reader may learn ONE of these 3 spells. There is a "Wizard Locked" secret door on the East wall that requires a Knock spell to open. This door leads to a lower-level dungeon (to be designed by the Referee), or alternately may lead to an underground passage to the Underworld. Alternately the Referee may opt to ignore this door altogether.

7. CRYPT OF THE FALLEN HEROES OF THE FIRST AGE

This room contains seven stone sarcophagi, four intact with embalmed corpses and three that have been opened and are missing corpses. The sarcophagi are decorated with Ancient Elven writings such as, "*may you be remembered, Stewards of Smallstone.*" On all the walls, an encompassing and colorful mosaic depicts a scene from the ancient Mystic War (albeit biased oppositely) in which legions of regal Azurian Elf Bowmen muster against hordes of Orc Warriors and semi-savage looking Humans. The Men are led by a single Black-Robed Human with a pointed beard and horns. Clerics and pious characters will recognize the figure as a demonized version of the prophet Asmund. This scene is contrary to what most people in these lands believe about the Mystic War.

8. FORGOTTEN WINE CELLAR

There are several barrels of ancient wine here - most of it is still good. There is a skeleton in the southeast corner. There is a small dwarf-sized "hole" or passageway on the east wall, just large enough for a Carrion Creeper to spring out of. The passageway leads to the Creeper's nest. The Creeper will paralyze one victim and then drag them (prostrate) backwards into its nest where it will slowly devour them. To save a victim from this fate, the Creeper must be pursued by characters small enough to navigate the tunnel or the party must wait for it to re-emerge (about 3 turns). For every turn spent in the nest with the Creeper, a victim loses one hit point.

Carrion Creeper: DX 17, HD: 2+4, AC: 7 [12], Attacks: Bite (1 hp) and 6 tentacles, Saves: 14, Special: Tentacles cause paralysis, Move: 12, Align: Neutrality, Morale: 9, Challenge Level/XP: 4/240



9. RIVER PASSAGE TO THE UNDERWORLD

This large natural cavern provides access to a vast underground waterway and is part of the Underworld. It is the source of the Goblin horde. There are three rowboats tethered together at the water's edge. This is the Goblin's main means of transportation to and from the ancient underground ruins of Smallstone. What lies beyond the waterway is the subject of subsequent adventures. If the party successfully clears this level of the dungeon, and destroys the boats, they will delay a full-scale Goblin invasion of the Manor by several months. For now, should they (unwisely) choose to take the boats further into the Underworld river passage they will be met (after several days of meandering the underground river complex) by a deadly Goblin ambush.

Unbeknownst to the goblins, another race is also trying to take advantage of the newly created Lunar Rift. A colony of hyper-intelligent giant mutant ants known as the **Ants of Mixolodia** (sworn enemy of the Goblins) plan to make a new sub-colony in this area, and to raid the yet untouched lands above. Unlike normal giant ants, the warriors walk on their four hind legs and wield dual blades with their front legs. A blue electric arc can be seen traversing the antennae upon their heads, which appear strangely anthropomorphic. A small contingent (made up of 5 docile workers, 2 "mutant" warriors, and one "mutant" leader warrior caring for a large black **Princess-Egg**) will settle in this area. They hope to plant the Princess-Egg deeper in the sewers once the Goblins have been cleared out. These ants have travelled, submerged inside a web "diving bell" provided by a lobotomized giant water spider, via the same underground riverway as the Goblins. Since the spider can remain submerged at all times the goblins were not aware that they were being followed. Naturally, the ants will want to start their colony in the sewer rooms where the goblins are currently encamped. They will wait patiently as the Party clears the complex of goblins. Alternatively, if the party descends to the second level, the ants will attempt to defeat the Goblins themselves. If encountered, the warriors will attempt to subdue and capture the party, for the humans may prove useful to their unborn princess, who will hatch in the next 48 hours. Once hatched, the princess will remain in neophyte form for one week before suddenly becoming "fully matured." The princess, who is named **Princess Atalia, the 13th clone of "Her Worshipfulness" Queen Atalia of Mixolodia**, is born with the genetic memory of

her royal predecessors, and thus fully understands her mission. She appears as a giant ant-human chimera.

The workers will generally attack only if provoked, but will defend the egg to their deaths. The water spider waits, submerged in the waters of area 9; its mindless body completely under the control of the ants.

5 Worker Mixolodian Ants: DX 16, HD: 2, AC: 3 [16], Attacks: Bite (1d6), Saving Throw: 16, Special: None, Move: 18, Align: Neutrality, Morale: 10, Challenge Level/XP: 2/30, HP: 9 each

2 Warrior Mixolodian Ants: DX 18, HD: 3, AC: 3 [16], Attacks: Bite (1d6 + poison), Dual Blades (1d8/1d8), Saves: 14, Special: Poison, Move: 18, Align: Neutrality, Morale: 11, Challenge Level/XP: 4/120, HP: 15 each

2 Warrior Mixolodian Ant Leaders: DX 18, HD: 3, AC: 3 [16], Attacks: Bite (1d6 + poison), Dual Blades (1d8/1d8), Saves: 14, Special: Poison, Move: 18, Align: Neutrality, Morale: 11, Challenge Level/XP: 4/120, HP: 22 each

Princess Atalia Egg: HD:1, HP: 5 (helpless and prone)

Princess Atalia (Newly Hatched): DX 8, HD: 1, Attacks: none, Saves 14, Special: ESP, Telepathy, Telekinesis, Feeble Mind, speaks most languages, Move: 3, Align: Neutrality, Morale: 11, Challenge Level/XP: 5/300, HP: 6

Princess Atalia (Fully Matured): DX 10, HD: 10, AC: 3 [16], Attacks: Bite (1d6), Saves: 5, Special: ESP, Telepathy, Telekinesis, Feeble Mind, Charm Person, speaks most languages, Move: 3, Align: Neutrality, Morale: 12, Challenge Level/XP: 8/1000

It is up to the Referee to time an encounter with these creatures and decide exactly where they will "plant" their egg. The workers will stay behind, tending to the egg, as the warriors attempt to "clear" the level.

LEVEL 2: COMPLEX OF THE HERETIC SECT

This complex, hewn into the bedrock and hidden under the sewers and catacombs of Smallstone, is an early temple to the prophet Asmund and would have been considered heretical by the ancient authorities that lived here. Before the Mystic War some human residents living among the Elves practiced their secret religion and new-found magic rites, and schemed to attack their “Elven Conquerors” from within the walls of this now-forgotten city. Like the mural in room 7, everything about this place is backwards to the current status-quo of the lands, and (revisionist) history as understood by leaders and the Church. Here the “Asmund Cult” appears to have unabashedly evil intent. The rites depicted are grotesque and demonic in nature (the sacrifice of children, orgies, the osculum infame, and so forth). This will have detrimental effects on Clerics, who will suffer as if the victim of a confusion spell for the first round of any ensuing melee. Clerics will feel impelled to leave this place (perhaps choosing to forget what they have seen).

Since this level is above an ancient and now decrepit sewer system, the place is damp and dank, foul smelling, and the walls sweat a black viscous liquid. Thieves will suffer a 10% penalty when attempting to climb walls. The oily water is actually highly acidic and will cause any climber to suffer a painful rash for 24 hours. This rash will negatively affect the use of melee weapons, and the like, at a -2 disadvantage until cured.

10. RECEPTION ROOM

The steep stairway from the forgotten cellar leads to a small hewn room 20 ft further down. This room contains a decorative wooden chair that appears to be in fair condition. The chair is actually extensively water damaged and will crumble if sat on by a normal sized creature.

11. WAITING ROOM

This room contains two more similar chairs in similar condition to the one noted above (except they are visibly waterdamaged). The stairway to the South slopes 20 feet down. As the party descends the place becomes more damp and dank.

12. SACRAMENTAL POOL

This stone-carved pool appears to contain black, stagnate liquid. This is a more concentrated version of the “wall sweat.” Direct exposure to the thick black liquid causes 1d12 damage (save for half damage).

13. FRESCOED DRESSING ROOM

This room is decorated by a nearly-monochrome fresco depicting all manner of debauchery. The half-rotted tall wardrobe in the southeast corner contains rotted cultist’s robes, still hanging. A vicious Ghoul (wearing less-rotted robes of similar type) will attempt to hide among the robes for 1 or 2 turns, after which it will leap out (check surprise). Poking or prodding will cause it to leap out. The Ghoul was once one of Lome’s acolytes.

Ghoul (undead Parishioner): DX 9, HD: 2, AC: 6 [13], Attacks: 2 claws (1d3), 1 bite (1d4), Saves: 16, Special: Immunities, paralysis, Move: 9, Align: Chaos, Morale: 9, Challenge Level/XP: 3/60, HP: 10, those killed become a ghoul

14. CLERIC’S BEDCHAMBER

This room contains more rotted and nearly collapsed furniture: two beds and a small side table with drawers. The drawers contain 4 unholy symbols (pendants). These are cursed (as a reverse Bless spell) for any good character who wears or carries one.

15. GUARD CHAMBER

Another undead Parishioner dwells here in some state of morose limbo. He will hide around the corner and attempt to surprise the party.

Ghoul (undead Parishioner): DX 9, HD: 2, AC: 6 [13], Attacks: 2 claws (1d3), 1 bite (1d4), Saves: 16, Special: Immunities, paralysis, Move: 9, Align: Chaos, Morale: 9, Challenge Level/XP: 3/60, HP: 10, those killed become a ghoul

16. EVIL CHAPEL

The domed ceiling and walls of this place are painted blood red. There is a black pillar in each corner of the room. The pillars are made of a glass-like substance. A character of 17 Strength or higher may be able to shatter a pillar, causing the room to collapse. The floor is decorated with a black and red tile mosaic depicting the symbol of the cult, just in front of a blood-stained altar. The West wall is covered with a horrific tapestry depicting a dark, cloudy, and barren landscape where unidentifiable shambling silhouetted forms hold aloft a struggling elf warrior. A grey sky is torn by wisps of purple clouds around a bloody moon with Isus (the smaller moon) in the center. The mad priest, Altar Lobe has been hiding here. He looks starved and half-crazed (perhaps he is already dead) and he will fight until destroyed.

Atar Lobe Du Sharid (Parish Priest of Du Sharid Manor, cult leader, presumed dead, now a Wight): DX: 10, HD: 3, AC: 5 [14], Attacks: Claw (level drain), Saves: 14, Special: Level drain (1 level) with hit, can only be hit by magical or silver weapons, Move: 9, Align: Chaos, Morale: 12, Challenge Level/XP: 5/240, HP: 15, those killed become a Wight

17. STUDY

On the half-rotted shelves of this once-great library there are several (1d4) nearly intact and still-legible spell books for evil clerics written in an archaic form of Common (the Human tongue). Thus, Clerics reading the book will have a -10% to know each spell listed. All reversible spells will be their evil “counterpart” and will be of no use to good Clerics. The Referee may decide the spells or randomly determine them. A character must read the spell (one hour per level) before determining what the spell is.

18. THE WHITE ROOM

This room is architecturally identical to the Evil Chapel except that the walls and pillars are white. Even without a light source this room will seem unusually bright, for **on the altar rests a large fist-sized glowing white gem - it is the White Heart**. As soon as the jewel is disturbed there will be a sudden, short but intense, tremor. This is the sound of another two rifts opening somewhere in the Manor (the subject of subsequent adventures). The disturbance will cause a number of pillars (1d4) to crack severely enough to fail. Characters must make a savings throw or suffer falling debris (1d6 damage). The gem will otherwise “behave.” Any jeweler, thief, cleric, or politico will covet the gem upon sight and will do anything within their means to stealthily acquire it (as a Geas spell). Other types or classes will not be affected.

The White Heart: This artifact appears to be a large, fist-sized diamond that, in dark conditions, appears to emit a ghostly white light. The jewel is much heavier than its size would dictate. The powers of this sentient alien object are numerous and unknown. It has a strong ego and will “speak” to whoever holds by means of alien-non-verbal telepathy, giving instruction in the form of images, strong intuitions, and drives, but not linguistically. The stone also has the powers of ESP, and clairvoyance (as a level-12 magic user). A character who possess the White Heart must make a savings throw (vs spell or magic, if applicable) to resist the Stone’s urgings. It seeks to be given over to the person of greatest power by any means necessary.

Note: This adventure is designed for low-level characters and so placing a powerful artifact within the reach of nascent players or characters might seem like folly to you, the wise and experienced Referee. Remember however that the White Heart has its own strong motivation to get into the hands of the most powerful people in the realm. The White Heart will begin by seeking out the most powerful/influential member of the Party but will soon favor the next powerful/influential NPC or monster the carrier of the Jewel encounters. This would include higher level priests, monks, aldermen, and even the Mixolodian Princess. The Jewel must eventually get away from the Party and into the “wrong hands” so that it may become a plot point for future adventures.

Credit:

Design by Extildepo

Cover illustration, all photographs, all maps, and layout by Extildepo

“Goblin” on page 3 taken from *Les songes drolatiques de Pantagruel* by Francois Rabelais published by Richard Breton, 1565 (public domain)

“Kafr Kanna” on page 11 taken from *The Holy Land, Syria, Idumea, Arabia, Egypt, & Nubia* by David Roberts published by Rev. G. Croly, 1855 (public domain)

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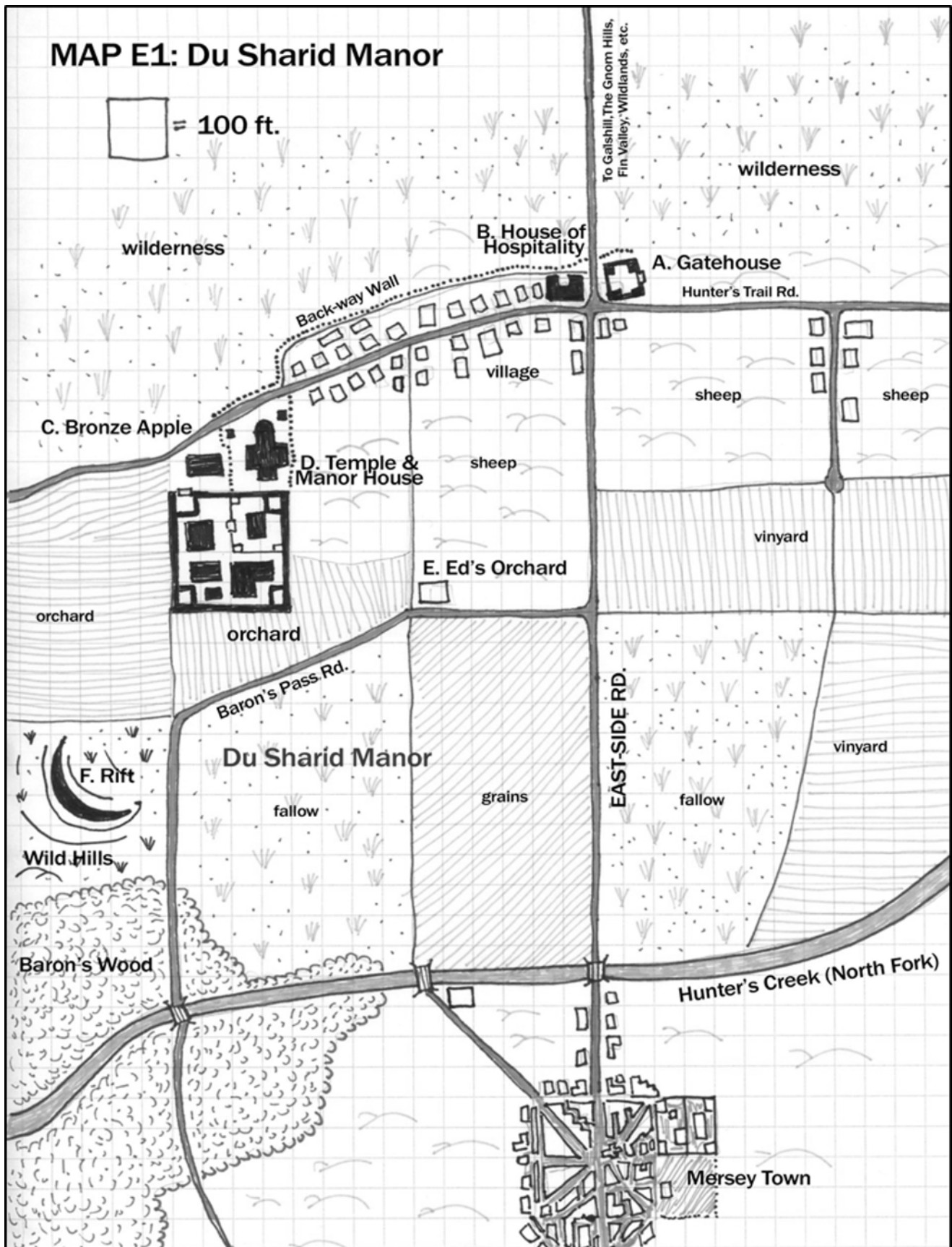
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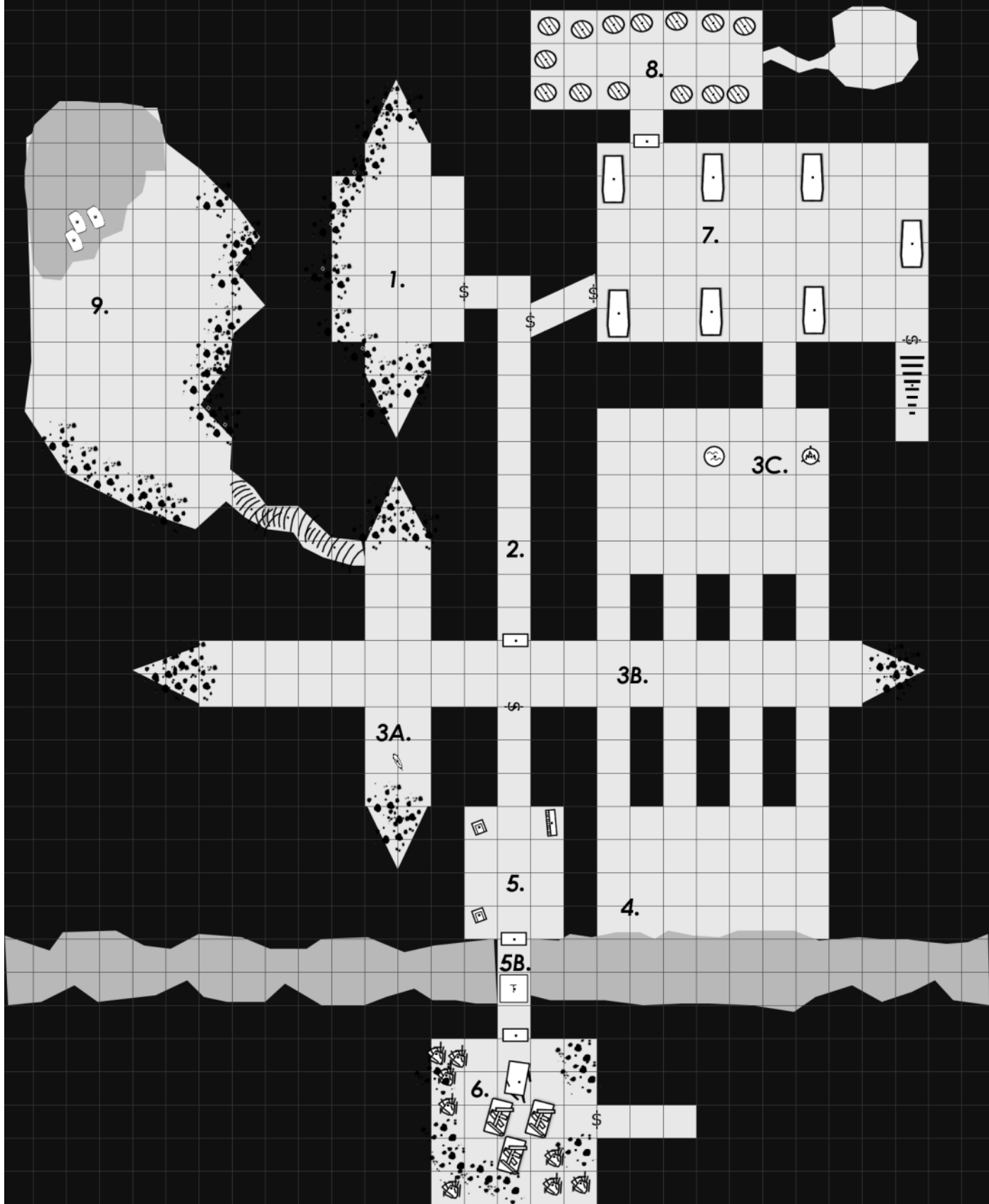
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MAP E1: Du Sharid Manor

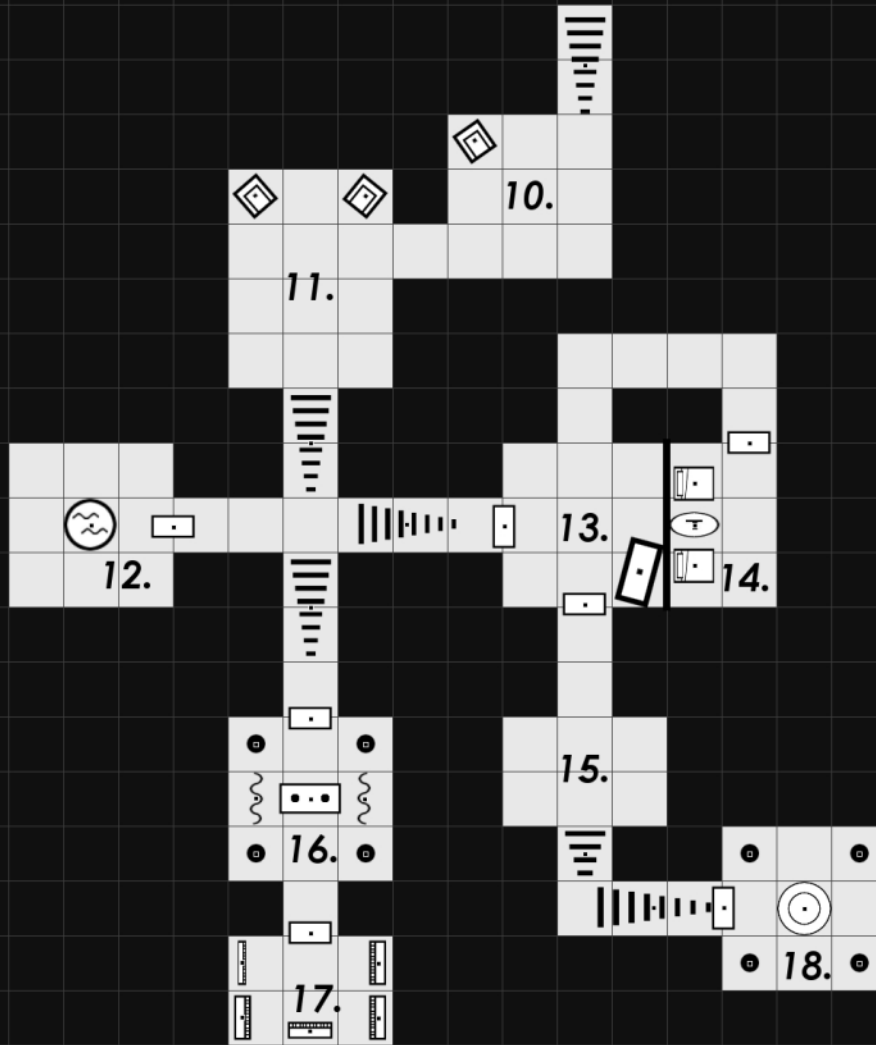
 = 100 ft.



MAP E2 "BELOW THE RIFT"



LEVEL 2: COMPLEX OF THE HERETIC SECT



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