

ORIGINAL EDITION ADVENTURES

Supplement V: CARCOSA

OBREGON'S DISHONOR

Cameron DuBeers



For 6-8 Characters of Levels 4-6



**Brave Halfling
Publishing**

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-AND-

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For use with Supplement V: CARCOSA by Geoffrey McKinney
Available here: <http://carcosa-geoffrey.blogspot.com/>

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Foreword

Who can resist a challenge?

Carcosa challenged me in many ways, but primarily I had to consider how to run a traditional fantasy-based role-playing game (FRPG) campaign without clerics and their healing magic, without thieves, without even (shudder!) magic-users. How does one clear a room full of low-level monsters without the FRPG equivalent of a tactical nuke: the fireball?

The correct answer is, of course, it runs in whatever way the referee says it runs. This overriding principle, coupled with an active imagination, led to this adventure. I have attempted to include all the great clichés of swords and sorcery novels: the evil sorcerer antagonist, the brave hero with his shining sword and eye for beautiful women, and the lusty babe barely covered by her torn clothing awaiting rescue.

I have attempted to bring all these elements together in a fun and challenging adventure. *Obregon's Dishonor* presents familiar story elements combined with an intriguing storyline. In the end, players will have to make a hard decision: preserve that which is familiar to them but loose an evil upon the world, or take the opportunity to destroy the evil sorcerer and thereby cause the suffering of 350 innocent people.

I hope you and your players enjoy *Obregon's Dishonor*. If you enjoy the setting, I attempted to give enough background on Jaftgong to allow the referee to flesh out the village and its environs with a minimum of difficulty.

I am active in several online FRPG forums as "DuBeers" and, if you are so moved, log in and let me know what you thought of this module.

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Standards & Assumptions

Geoffrey McKinney's Carcosa is a fascinating framework upon which to build an adventure, one that challenges the referee to think in new ways using familiar rules. Carcosa, in keeping with the spirit of Greyhawk and Blackmoor, paints its milieu using broad brush-strokes and therefore requires a bit of creativity on the part of the referee when writing adventures set in that land. This grants a great degree of freedom and emphasizes what is, in our humble opinion, the strongest aspect of original edition adventures: the world works in whatever way the referee says it works.

This same freedom, however, requires a bit more work when creating an adventure module for public release. What the author uses in a home campaign may assume much in the way of background that another referee's campaign does not have. Presented here, therefore, is a list of standards and rulings pertaining to both *Supplement V: Carcosa* itself and the original boxed set FRPG rules the author used while writing this module. The aim is to allow great ease of use and further highlight areas the referee may wish to alter the material presented.

First, we must consider the usage of the name *Carcosa* itself. This word indicates the name of the planet, the name of the setting, and the name of the mysterious city in hex 1507 on the campaign map.

The indigenous people of Carcosa are referred to in the general sense as humans, usually preceded by their particular color (for example: yellow humans, green man, or purple woman). Readers of this document should bear in mind the derogatory English slang terms of red man, yellow man, black man, and white man all have far different connotations in the Carcosa setting. Those confused by these usages should refer to page 6 of *Supplement V: Carcosa* for further information and clarification.

Carcosa, as implied by the absence of the standard archetypal spell-casting classes, is a low magic setting. Low-level magic items of a durable sort may have entered the world from other planes of existence such as Wizards of the Coast's *Mystara* or Tolkien's *Middle Earth*, but these items will be rare and valued possessions. Clerical or divine magic items similarly brought over simply do not function at all. Carcosa's mysterious nature even alters the function of powerful artifacts.

It is also conditionally correct to say Carcosa is a low technology setting; the condition being the understanding that high-tech items are available but of alien manufacture. As a result, much of the high technology equipment and weapons are incomprehensible to the Carcosan humans, and that which is, is as magic to them.

More germane to this unique milieu then, would be high-tech solutions to the absence of magic taken for granted in most campaigns. Magic swords become vibroblades, the blades of which vibrate countless times per second,

altering “to hit” rolls the same way as a *magic sword* +1. Instead of a *Wand of Fireballs*, a lucky adventurer may find a grenade launcher loaded with incendiary grenades—the launcher having a finite number of grenades instead of magic charges. In addition to the Witch’s curative medicines (see *Appendix D: The Witch*), high-tech MedGel can restore lost hit dice, together these serve as replacements for the cleric’s potions of healing.

A final point concerning true magic items: any powerful magic items created on Carcosa are closer in nature to the artifacts found in *Supplement III*, powerful and dangerous, rather than the more standard types of magic items found in FRPGs. Because the sole accessible source of magic on Carcosa is tapping into the power of the Great Old Ones, any such item will be infused with Chaos and dangerous for most humans to handle. Referees wishing to place such items for their campaigns are encouraged to find and study a suitable supplement to the original edition rules for proper guidelines.

Dungeon encounters are rather difficult to scale, given the variable nature of Carcosan hit dice. The author has chosen to balance encounters as if all participants were rolling standard d6 for hit dice. The referee should bear this in mind if the party experiences a series of bad rolls and scale further battles accordingly.

It is our intention to remain true to our perception of the spirit of Carcosa while simultaneously granting the players the stability of some familiar concepts in the midst of a new and exciting milieu. As Carcosa’s author Geoffrey McKinney stresses repeatedly online: there is no right or wrong way to use this setting. This author would give the same encouragement, the referee should use what he or she likes and alter or eliminate the rest to fit into their unique vision of the strange planet upon which the players will adventure.

Synopsis

A cyborg warrior named Bothess wishes to hire the PCs to free Obregon’s soul and restore his honor. This quest involves recovering an artifact in the shape of a jale colored crystal lotus, taking it to an ancient altar and performing a ritual. Once Obregon’s soul is sent to its reward the players, along with Bothess, will defeat the Bandit-Sorcerer Darsiaas to avenge Obregon’s betrayal and restore Obregon’s honor, which he lost by unwittingly unleashing an evil sorcerer upon the world.

Nevertheless, not all is what it seems. Obregon is not dead and furthermore, he is quite evil as well as barking mad. He is imprisoned in an alternate dimension by Darsiaas’ actions and, once freed, will seek to release the most powerful and foulest of the Great Old Ones, starting with Cthulhu.

The climax of the tale involves the adventurers forced into deciding between stopping Darsiaas and saving the town of Jafgong, or stopping Obregon’s plans to release great evil upon the world and dealing a great blow to the Forces of Law.

Required Rules

Supplement V: Carcosa by Geoffrey McKinney
Original Edition Fantasy Role-Playing Boxed Set

The Town of Jaftgong

Note: all NPC citizens of Jaftgong mentioned are green humans unless otherwise specified.

Rubies have been discovered in the mountains near the green man village of Jaftgong (hex 0909) and this sleepy little community of 350 or so dispirited bronar herders, traders, and farmers in the middle of nowhere has experienced a surge in growth. Caravans of merchants bearing trade goods and slaves have been coming into this boomtown and rubies have been going out. Newfound wealth has made Jaftgong a center of power in the immediate region, a position it is ill equipped to manage; it has also attracted a number of bandit gangs to the area. Jaftgong is located at the south end of the Thag-gasoth Peaks mountain range, near the headwaters of a minor branch of the Sokah River.

The leadership of Jaftgong is lawful in alignment and struggles to cope with the influx of persons and wealth. A newly formed Gem Merchants Guild purchased the two largest houses and converted the largest into a small inn of passable quality for the incoming merchants; the other now serves as the Guild headquarters. Two other (former) residences are now pubs for the rougher types who work the mines and guard the caravans. Construction of new housing is proceeding at a frantic pace and plans are being drawn for the fortification of Jaftgong with a keep, defensive walls, and battlements. In the meantime, a large tent city has sprung up around the village-cum-town to accommodate the sudden population surge.

Jaftgong's leader is a Lawful Champion by the name of Siprapis (the "Peerless Fountain of Radiance"), a rather strait-laced type who likes to keep everything under control, and the growth of Jaftgong has left him struggling to maintain order. To this end, he has augmented his standing force of four Veteran guardsmen by an additional 24 normal men-at-arms. All guardsman are greens, six of them are actually women-at-arms. Siprapis has promoted the original four guardsmen (Sibste, Pataas, Mactosa, and Yotag) to the rank of Sergeant and given each a squad of six troops. So far, the town guard has done a decent job of maintaining order, though some of the rules governing behavior were relaxed to allow this to happen. Rough-housing, particularly in the area where the miners and hired swords tend to frequent, is allowable so long as no weapons are drawn.

Jaftgong has a growing number of resources players may find useful. The local merchant, Vantresos (#8 on the town map), carries a wide variety of

arms and equipment suitable for adventuring, though high demand for goods has driven prices upward by 20% (rounded upward). There is a 10+1d4% chance any item the PCs are seeking to buy will be sold out. In such a case the players will be forced to purchase the items from individuals, these individuals will not be quick to sell and will demand a premium price for anything the players wish to buy. This is a fine role-playing opportunity for players and referee alike. Any reasonable item on the basic list in *Book One* will be in stock and available for purchase. Easily manufactured weapons such as spears and pole-arms should be in abundance; finer crafted weapons should be available but expensive. Naturally, mining tools are in abundance.

The wide variety of herbs and minerals in the foothills of the Thaggasoth Peaks garnered the attention of a green woman Witch (see *Appendix D: The Witch* for a description of this NPC class). Lont is a skilled healer with a great deal of affection for the original citizens of Jaftgong, but the recent changes to the town have left her considering relocation to a quieter locale. Lont has the secondary skill of glass blower and consigns her glass goods to Vantresos' market. Lont has two apprentice glass blowers, Ratarun and Bitrils, who are now doing the majority of the work because her skills as a healer have begun taking up all her time. Her two witch apprentices, Proncets and Spatomel, assist Lont with her witch duties. Proncets is a 44-year-old green woman nearing promotion from apprentice to witch. Proncets is likely to stay in Jaftgong and become an associate of Lont since the population of the town has grown to a point where her mistress can no longer carry the load alone. If Lont makes the decision to leave, Proncets will likely stay and continue Lont's work. The other apprentice, Spatomel, is a 27-year-old yellow woman. Lont and Proncets are both capable healers, but Spatomel is a prodigy; a natural talent if one was ever born. Unfortunately, much of the green man population will not allow a yellow to practice her healing arts upon them and thus Spatomel has become the member of Lont's coven responsible for the transient population of the town. None of these five persons is interested in adventuring, though the three witches will gladly administer healing to any PCs.

Most other businesses associated with milieu appropriate towns of this size (and larger, due to the growing population and wealth the ruby mines represent) will be present, though some will be operating out of tents on the outskirts of town. Businesses established before the current growth include a barber, a butcher, two shoemakers, a tailor, and a rope-maker. New businesses, generally avoided by the original populace in a blatant form of snobbery, include jewelers and gem cutters, a blacksmith, a tanner, a chandler, a pawnbroker, as well as multiple carpenters, masons, plasterers, and roofers. Capable men-at-arms are readily available if one is willing to pay premium wages, but experienced swordsmen (as in Fighter class adventurers) are somewhat more difficult to find. Some of the newcomer merchants may be of other skin colors besides green but, so far, Siprapis has not allowed a non-green merchant to open a shop within the town proper, much to the consternation of the non-green portion of the new populace.

The Ruby Mines

The mines themselves are a short distance from the northeast corner of the town, hewn into the solid rock of the smallest of a group of three mountain peaks. The path to the mine runs through sharp, jagged rock that makes assault by force of arms impossible; though a determined person or persons with some skill in climbing might be able to infiltrate the route by stealth. The town guard heavily patrols the path on a randomized and unpredictable schedule. Mined rubies intended for bulk sale are stored in the mine, there are three very large chambers hewn into the solid rock with limited access, making the mines an easily defended strongpoint. The Gem Merchants Guild maintains a force of men-at-arms (of various skin colors) who are competent and, for the most part, reliable. Reliability of the Guild Guardsman notwithstanding, rumors are circulating of a growing black market for rubies.

The gems themselves go to market in various ways. There are the bulk rubies sold by the pound, fine rubies sold individually at auction, and those of exceptional quality offered on consignment to the growing number of skilled cutters and polishers setting up shop in Jaftgong. At first, all gems went elsewhere for finishing but as the town is growing, this industry is more often coming to the gems rather than the other way around.

Bandit Activity

Though there was minor poaching of the bronar herds in the past, the discovery of rubies has increased the level of lawlessness in the main trade routes from Jaftgong to the towns and villages in the surrounding area. So far, the disorganized nature of these bands of thieves has prevented any major harm to the gem trade. Word on the street, however, tells of a charismatic orange man sorcerer attempting to forge a coherent organization from the various bands.

The Adventure Begins

There are various ways to inject PCs into this milieu. The players may have arrived as caravan guards for a ruby merchant, or they might have come here in the hopes of exploring the extensive river carved caverns rumored to exist northeast of Jaftgong. One or more of the players may have called this area home once upon a time and he or she has returned to tend to family business. Whatever the reasons, the players find themselves in a lively town with a multitude of adventure possibilities open to them. Eventually, they will seek out adventure; or perhaps adventure will instead come looking for them.

Should the PCs choose to stay at the inn, they will find only a single room available for 3 GP per night. There are accommodations available in the tent city in a canvas barracks for 1 SP per person per night. Characters can rent a locking chest for an additional silver piece per night.

If the players are listening for rumors consult the following table. If they are

actively seeking employment, the referee should always include the first one in any rumors rolled. If the PCs are in the town proper, they will probably only be able to generate a single rumor per night; in the tent city they should easily be able to hear 1d4 rumors in the same time period. The first rumor is certainly true, the remainder are left to the referee to determine, as most may serve as hooks for additional adventurers, should the need arise.

Rumors in Jaftgong (roll 1d12)

1. There is a tall purple woman hiring blades at the Lusty Virgin. She seems very choosy about whom she hires.
2. Northeast of Jaftgong there is a river that runs out of a deep, dark cavern in the mountains. The cavern is home to all manner of chaos-spawned creatures.
3. The caravan that arrived in town last night reported an attack south of here. They defeated the attacking bone man sorcerer and his band of cutthroats, leaving the survivors staked naked to the ground near a giant jungle ant mound. The guards said they could hear the bandits screaming from miles away.
4. A ruby the size of your fist was unearthed in the mine last week. The fellow that found it said it has strange magical powers.
5. Some of the miners have reported strange sounds coming from deep within the rock.
6. Lont claims to be a harmless witch but a buddy of mine saw her speaking with a B'yakhee outside of her house late one night. They seemed to be on pretty friendly terms, if you know what I mean.
7. When the city walls are built, Siprapis will be looking to hire officers for the city guard. Considering the wealth in Jaftgong these days, the pay should be generous, to say the least.
8. A yellow man was found knifed in the back in tent city last night. The city guard found a ruby in his mouth so they got Lont to cut him open. There were 1,000 GP worth of rubies in the man's gizzard!
9. There was a miner in here a few hours ago, claimed he saw a shooting star over the Thaggasoth Peaks. Funny thing about it, though ... he said it seemed to slow down as it got close to the ground. Don't falling things speed up?
10. There is a cache of energy weapons hidden somewhere in the Thaggasoth mountains.
11. There is a crazy old ulfire hermit living in the Yathlogthotep Forest. If you can get him to talk to you he'll tell you how he saw a mysterious yellow sign in the night sky. Everyone says that's what drove him crazy. Just don't ask him to draw the sign, he killed the last fellow that did that.
12. North of here, up in the mountains, is a mysterious and ancient city. It goes on for miles and miles.

When the PCs first see Bothess, she will be sitting with her right side toward them. As they approach she will turn toward them, revealing her cyborg nature, and ask them if they are looking for work. She will obviously be sizing them up as she speaks, nodding to herself as if liking what she sees.

If the PCs show even the slightest interest in work, she will relate to them her story. If the adventurers do not approach her right away, Bothess will buy them a round of drinks and ask to speak with them.

Bothess' Story

Following is a synopsis of the events that triggered the adventure included in this module. The referee should feel free to embellish the tale as the needs of his or her campaign dictate. Note that this story is related from Bothess' point of view and, though she is telling the truth as best she understands it, her tale is not entirely accurate.

Bothess was the sergeant of a group of purple men-at-arms employed by a lawful red man sorcerer named Obregon. Obregon reviled sorcery but learned its ways in order to turn dark magic against itself. His inner strength was such that he was able to resist the lure of darkness and chaos. A few years ago, Obregon was approached by an orange man mercenary captain named Darsiaas who wished to learn the mysteries of sorcery in order to better serve law and justice, just as had Obregon.

Unfortunately, Darsiaas lacked the inner strength possessed by Obregon; and little by little, his mind succumbed to the dark side, to chaos. When Obregon became aware of this, he sought to remove the dishonor brought to him by unleashing an evil sorcerer upon the world, and rushed to defeat his former apprentice in battle. The battle was fierce and there were many casualties on both sides. Obregon, with Bothess and her personal guard at his side, fought through the enemy lines in a desperate attempt to reach Darsiaas before he completed a ritual to summon a Shambler of the Endless Night. Such a loathsome creature loose upon the world would surely be a great blow to the forces of law.

Unfortunately, though successful in disrupting Darsiaas' summoning ritual, total victory eluded Obregon and his forces. The foul Shambler was partially summoned into this dimension and, even as the magic faded and the vile beast returned from whence it came, it seized Obregon and killed him. The slaying of Obregon broke the morale of his remaining troops, and they fled in disarray even as Darsiaas' men rallied and savagely counter-attacked. Most of Obregon's troops were slaughtered or enslaved; Bothess' personal guard gave their lives so she could escape.

Returning to Jaftgong, Bothess mourned her troops and her former master. Sadly, fate denied her even the small satisfaction of giving Obregon a proper burial; the partially summoned Shambler of the Endless Night dragged Obregon's lifeless body into the abyss. Then, a few nights ago, Obregon's ghost appeared to Bothess. He begged her to remove his dishonor by performing two tasks on his behalf. First, she should perform a ritual allowing his soul to escape the torture of the abyss and complete its journey into the afterlife. The second task requires her to avenge his death by seeking out Darsiaas, putting him to the edge of the sword and destroying or scattering the evil sorcerer's forces for all time.

Darsiaas' forces have accumulated a respectable amount of wealth, both in terms of money and equipment. Anyone helping Bothess in removing Obregon's dishonor would be very, very wealthy. Her tale related, Bothess looks the adventurers in the eye, leaning forward and exposing quite a bit of her ample purple bosom, "So, are you boys and girls game?"

Physical Description: Bothess is an attractive and full-figured purple human female cyborg of a lascivious nature. She is aware of the effect her beauty has upon others and tends to dress to reveal rather than conceal—low cut bodice, short skirt, spiked heel boots; she wears nothing beneath her outer clothing; there is no trace of shyness or modesty in her personality.

Bothess is a Fighter (level 8, AC 0, Move 12"/30" [fly]). Bothess has one offensive system installed, a pistol built into the back of her artificial left hand, making the left hand less dexterous but giving her a strength of 21 with that hand only. The pistol projects a cone-shaped ray of cesium ($\frac{1}{2}$ damage to jale humans). The hand/pistol is an interchangeable appendage but Bothess has no alternate parts available. Bothess can self-destruct for 12 hit dice of damage; all within 50' of the blast take full damage, those 51-80' away can roll for a save versus Death Ray for half-damage. She also has an electric eye that glows red and grants her infravision, though the red glow will also give her position away in the dark. A tachyon communicator is wired into her cyborg faceplate, which takes up most of the left side of her face. Bothess has two green human agents, Vudele and Cinotalel, living in the city and carrying communicators tuned to the same frequency. These agents are a married couple who live in town but operate a laundry business in the tent city. Vudele and Cinotalel's status as "original" citizens and their contact with the newcomers through their business allows them to move among the town and tent city alike with ease.

Equipment: Besides her built in components, Bothess carries three fragmentary grenades, a fully charged pulse rifle that fires a green laser beam, and a concealed vibrodagger in her right boot.

Bothess, by design, is strong enough to survive to the endgame without dominating the party. The ref should play her as a wily veteran, clever enough to recognize a fatal situation when she sees one, and have her react accordingly. Every effort should be made to ensure her survival to the end of the adventure, but as always, the chips should be allowed to fall where they may. Even in this unfortunate circumstance, Bothess has a plan. If the players accept her offer, she will offer each member of the party a brass capped and blood filled glass tube on a leather string, insisting each member of the party place the necklace around his or her neck while she watches. Each tube (she explains) contains a sample of her blood, necessary for activating Harbinger's Lotus should Bothess perish before completing her mission.

Setting the Hook

The offer is on the level, Darsiaas' men have indeed accumulated a great deal of money and valuables. The PCs may not become wealthy beyond all dreams of avarice, but the reward will certainly be equal to the effort. In spite of Bothess' cybernetic implants, which she refuses to explain to the player-characters, the purple warrior is an attractive woman. She is not above having sex with one or all of them (any color, either sex) to sway their opinions; nor is she above throwing some gold their way to help them make up their minds. If the PCs cannot make a decision, the referee could spur the party onward by having a second and very capable appearing group of adventurers show up in response to Bothess' call for hired swords. As a last desperate measure, Bothess' will slip a powder she bought from Lont the witch into the drink of the group's leader (she will perceive whichever PC has been talking to her the most as the leader). That individual, if he or she drinks the drink, must then save *versus Spells* with a -2 penalty, or be *charmed* (Lont's alchemy skills are quite impressive). The charmed person will become an advocate for accepting Bothess' offer and attempt to convince the rest of the party to join her effort. If the charmed PC is not successful, Bothess will admit what she did and give the charmed player an antidote for the powder as she apologizes profusely, stating that only her dire need drove her to such desperate measures.

Note: Bothess is an accomplished and rather uninhibited lover, any individual having sex with her will enjoy the following effects starting the morning after and lasting for 24 hours: +2 STR and +1 hit dice, -2 INT. This applies only once per player-character.

In order for the adventure to proceed, the party must "take the bait" offered by the referee and accept Bothess' offer. The referee, however, should avoid railroading the party into helping Bothess. If the PCs decide not to assist her, the game should continue with one of the many adventure opportunities afforded by the setting presented within the pages of this module, or with another adventure of the referee's devising. The chain of events represented here should play out in the background while the players are busy with other activities. The players may enter the story at a later point, or they might leave the area entirely. If they are still in Jaftgong at the conclusion of Bothess' attempts to aid Obregon, the adventurers will find themselves embroiled in the townspeople's attempts to resist Darsiaas' attack. Thus, they may learn their actions and inactions affect the campaign world, whether for good or ill.

The Rest of the Story

There is little doubt Darsiaas is an evil man and a grave threat to Jaftgong, what Bothess does not know is that she has been misled by Obregon as to his true nature. Her former master is chaotic and has been all along, the only reason he was trying to prevent Darsiaas from releasing the Shambler of the Endless Night was so he himself could perform the ritual.

Bothess believes Obregon's soul is trapped in the Abyss but this is not accurate. The Shambler did not kill the sorcerer, Obregon was dragged body and soul into another dimension and there he has endured tortures that have only heightened his insanity. Unfortunately, he has also learned all the secret summoning rituals of the Great Old Ones and, if he returns to the world of Carcosa, he intends to release them all. Completion of the ritual he gave to Bothess will allow this reentry to occur, resulting in dark times for the humans living on Carcosa.

Frostfang Mountain

The first part of the ritual to free Obregon involves the recovery of a carved jale crystal in the shape of a lotus flower. The crystal, an artifact known as Harbinger's Lotus, resides within the ruins of an ancient jale man stronghold, the ruins of which lie at the base of a mountain called the Frostfang, in the Thaggasoth range. The Frostfang mountain itself is about three miles north by northwest of Jaftgong.

Carved right into the side of the mountain, the stronghold is, or rather *was*, a very secure location. The jale humans living there were a sect of ascetics who withdrew from Carcosan civilization in search of enlightenment—and good beer. The Brothers of Ashing, the jale man who founded the Order, made money by producing books and brewing beer from the pure, clear water that runs down the mountain. The Order of the Brethren of Ashing became self sufficient, and contact dwindled to the merchants who arrived from time to time to purchase the beer they produced, or the occasional scholar seeking use of their now extensive library.

The monks living and working here were not really a religious order in the sense of the word most readers will understand. They were men and women who sought to distance themselves from the chaos of day-to-day life on Carcosa. Thus, this stronghold (or monastery) bears no religious insignia and the “services” here were part corporate board meeting and part pep-rally, to keep the ascetics working hard brewing beer and copying literature. Perhaps the vague beginnings of a human envisioned deity that was not a Cthulhoid monstrosity were taking root here but, if so, this idea died at birth. Such is life on this hard planet.

What happened to the brethren is unknown to the general populace. One day the beer simply stopped shipping and, of the few people who cared enough to check on the men and women in the stronghold, none ever returned.

Rumors say Harbinger's Lotus itself is quite beautiful. The brethren received the crystal in barter for a few barrels of their fine ale, and so impressed were they by its beauty they could not bear to part with it. Thus, they sealed their fate, for the crystal carried the foul taint of Chaos itself. One by one, the brethren succumbed to the dark power of the crystal and began prowling the halls as de-evolved humans. The chaos-spawned mutations proved viable and, feeding on intruders and each other, a stable population of approximately 50

trogs, as rumor named these creatures, came to rule the ruins of the monastery. The trogs, also known as *deejinz*, now form a semi-coherent tribe within the walls of the stronghold (see *Appendix E: New Monsters*).

The taint of Harbinger's Lotus has faded with the passage of time and it should be safe for the adventurers to handle it for a limited period. Exposure of longer than a month, however, will cause all who have been near the gem during that time to *Save versus Poison* or de-evolve into a trog. Each additional week of exposure will cause an additional check for mutation.

Key to the Jale Man Stronghold

Dungeon Wandering Monsters: roll 1d6 to check for monsters every 3 turns. A result of 6 indicates wandering monsters have appeared. Wandering monsters are a tool to keep player-characters motivated. Should the party be overcautious, checking every square foot for traps and secret doors, the referee may wish to increase the frequency or chances (or both!) of the wandering monster encounter rolls.

1.	2d12 Trogs
2.	2d8 Giant Jungle Ants
3.	1d4 Unquiet Worms
4.	3d4 Mi-Go
5.	3d6 Space Aliens
6.	1d4 + 2 Species 23750

1. Bottling Room

The monks bottled their outstanding ale in this room; it is now home to the trogs spawned within the stronghold. There are 40 in this room and all will fight with makeshift clubs or maces. The leader has 3+3 HD and fights with a 2-handed axe, should he be slain or *hors de combat*, any remaining trogs will check morale. Slaying more than 50% of their number will also cause the trogs to check morale, failure indicating they will scatter and thereafter avoid the adventurers (though if cornered or attacked the trogs will defend themselves to the best of their abilities).

Individual trogs do not carry treasure, though they do retain a remnant of their former intelligence and realize the value of gold and such. The tribe's collective treasure hoard is in a chest situated along the center of the west wall. It contains 5,670 GP and 10,500 GP worth of gems and jewelry. These items were collected from the merchant guest quarters to the south, and the treasury to the east.



2. Brewery

All three doors to this room are spiked closed from the outside with heavy iron spikes.

This room served as the brewery and all manner of sugars and grains were stored here. This, in turn, has attracted the current inhabitants: 128 giant jungle ants. These ants will ignore anything happening outside the room, but will immediately attack anyone opening the doors. Each round the door is open 2d4 ants will attack the party and an additional 3d6 (up to a total of 1,000 ants) ants will come up into the room through the multiple ant tunnels in the floor.

If the PCs are smart, they will quickly close the door and leave the ants alone, though they will have to deal with whatever number of ants left the room to attack them. If closing and spiking the door does not occur to them, they will eventually be overwhelmed or forced to withdraw. Any reasonable attempt to bar the door should succeed. Bothess will follow the party's lead in the encounter and will not suggest closing and barring the door against the ants. She will remind the party of the iron spikes they removed from the door to

gain entry to the room, should they decide to bar door. If the doors are not secured in some manner the entire complex will be overrun with giant jungle ants within two hours and, thereafter, any incursion into the stronghold will bring an attack of 2d10+25 ants per combat round (again, up to 1,000 ants cumulative).

If the ants overrun the stronghold, the PCs will have a tough time gaining re-entry. Two possible solutions should immediately present themselves in such a case, and clever players may think of additional methods of clearing the ants from the complex. First, there is the brute force approach; men-at-arms are readily available in Jaftgong and elsewhere. This solution will be costly and dangerous, but should succeed. Another possibility is using smoke, but this is of limited effectiveness, clearing most but not all ants from the complex for about an hour at a time, and ants will still be encountered as wandering monsters. The safest way to clear the ants from the complex is to seek the aid of Lont the witch back in Jaftgong. She should be able to manufacture a powder that, when burned, will kill all the ants in the stronghold. The powder will cost a thousand gold pieces and require one week to prepare.

Should the PCs clear the ants from the complex, all normal monsters will be dead and gone; their bones picked clean. Any Old Ones in the dungeon, such as the Spawn of Shub-Niggurath in area #17, may still be present (at the referee's discretion).

Should the party gain entrance to the room they will find nothing of value. The floor is riddled with ant tunnels and there is one chance in six a given piece of 10' flooring will collapse under the weight of a full-grown human, dumping him or her 10-30 feet.

3. Chapel

This room is a simple gathering place filled with broken and rotting wood benches; there is a raised platform at the eastern end of the room. The secret door on the platform allowed the abbot quick access to the chapel and equally quick access to his private quarters at area #4.

4. Abbot's Quarters

The remains of the furnishings are mostly intact, though in a poor state. Should the players decide to examine the furnishings, they will discover the abbot's secret stash of 7,500 GP worth of blue diamonds in a compartment hollowed into one of the bedposts.

5. Sauna

In times past, this room was a sauna heated by building a fire in the pit in the center of the room. The abbot was getting on in years and the heat helped soothe his aching bones, though this room became quite popular as a place for trance-like meditation among the brethren.

6. Foyer

This area lets into the bottling room (area #1). The doors are closed but unbarred; there is nothing of value in this area.

7. Well

The water in the well is clear and pure, as well as quite cold. Thirty feet below the surface of the water, at the bottom of the well shaft, is a locked iron grate. Resting on the grate is a locked chest containing one thousand platinum pieces, the monastery's emergency fund. Beyond the grate is an underground stream fed by melting snow from the Frostfang Mountain. Any character opening the grate and venturing into the stream will be swept away and lost forever. Naturally, the referee is free to expand this area as he or she sees fit. The rope and bucket used for bringing up water have long since rotted away, though the pulley is in good working condition and can easily support the weight of the chest.

8. Open Storage Area

There is nothing of interest here.

9. Closed Storage Area

There is nothing of value here.

10. Anteroom

This area served as cleansing area, both mental and physical, for ascetics entering into the chapel. The faithful would disrobe, praying as they sponged themselves off with clean water, then don special robes before entering the Chapel (area #3). The brass hooks remain in place; the rotted remains of the robes litter the floor.

11. Scrivener's Room

There are eight mummies (formerly black men) searching this room for the crystal lotus. They have already ransacked what was left of the library (area #14) and are now convinced what they seek is hidden in this room. Their reaction to the party is guardedly neutral, they will not welcome the PCs with open arms but if the adventurers leave, they will do nothing to stop them. Of course, the mummies will attack the party over the slightest provocation; including finding out the party is seeking the same prize as they. The mummies are led by Kingurad, a psionic Binder (3 powers: clairaudience, ESP, telekinesis; powers usable thrice per day) who is armed with an X-Ray laser pistol with 36 charges remaining. Kingurad's lieutenants, Tinotah and Glastig, are Conjurers; the remainder of the party consists of Summoners (Arnfaros,

Demid, Behonty, Rie, and Mipishe). If the party does not slay the mummies, these monsters will show up when the PCs discover the hiding place of Harbinger's Lotus.

Each mummy is carrying 4d10 GP.

12. Supply Room

This room contains the scattered remains of the supplies used by the scribes in areas #11 and #13. There is nothing of value here.

13. Scrivener's Room

The remains of five desks surround another desk that, remarkably enough, is in pristine condition. There is otherwise nothing of interest in the room and the undamaged desk is perfectly normal in every other respect.

14. Library

There is nothing of value here. Footprints in the dust indicate there were recently several humans or human-like beings in the room.

15. Merchant Quarters

These once rich quarters are ransacked and filthy. Close examination of the remnants of the furnishings reveal they were of superior quality.

16. Merchant Quarters

The room to this door is stuck fast, but not locked. If the adventurers force the door, they will find the skeletal remains of a human merchant on the bed. In the folds of the merchant's robes are two sleep grenades. Inside his pack on the floor next to the bed are 100 GP, a silver dagger with an emerald inset on the pommel worth 350 GP, 400 GP worth of gems, and 2 applications of MedGel.

If the PCs make a lot of noise gaining entry to this room, the referee should roll a 1d6. 1-4 means the creatures in area #17 is alerted to their presence and cannot be surprised, 5 means the creatures exit the room and attack, a result of 6 equals no change.

17. Merchant Quarters

Two Spawn of Shub-Niggurath have taken up residence here. Any noise in the area will likely have the creatures ready for intruders (see description for area #16) and they will attack on sight. The Spawn (Chaotic, HD 5, AC 5, with a 6 movement rate and no special attacks or defenses) are 7' tall, feathered, bipedal, serpentine creatures with a mouthful of shark-like teeth and multiple insectile eyes granting 360° vision. The creatures' shrill, shrieking call have a 10% chance of attracting 1d4+1 trops armed with clubs.

If the adventurers search the room, they will find a vibrosword under a pile of bones and rubble in the northwest corner. A locked cabinet holds an ornate, jewel encrusted, gold and silver goblet worth 2,500 GP and a functional flute that appears to be made of blue diamond worth 3,250 GP. There are also four applications of MedGel in the cabinet.

18. Merchant Quarters

The door to this room hangs upon one hinge; the room was ransacked long ago. The secret door leads to a storage room (18a). In spite of the fact this secret area was also looted long ago by tomb robbers, a mostly intact journal lying on a shelf contains an entry stating the author "suspects the jale lotus flower lies hidden in a cleverly concealed room to the east".

19. Recipe Room

The recipe for the ale was stored here, and here it remains. The pit trap guarding the recipe is 20' deep and spiked, the recipe itself is in a sturdy metal scroll tube. The recipe is worth 100 GP to a brewer or to Lont, if the adventurers think of trying to sell it. Next to it is a platinum figurine of Ashing worth about 1,000 GP. The figurine is a miniature version of the statue in area #22.

20. Guest Quarters

These 10' square rooms housed monks who were in voluntarily isolation. This is nothing of value here.

21. The Flooding Room

This 30' x 60' room with two large, rusty iron grates set in the floor as indicated on the map has a 15' ceiling. Six carved stone spouts, resembling leering and rather grotesque caricatures of human faces, are set on the walls (marked by dotted triangles). In spite of the rust, the grates are quite solid. The entire room is approximately 5' below the level of the rest of the dungeon.

The room is an elaborate trap designed to keep out unauthorized intruders. Any attempt to open the north door will trigger the trap: the south door will slam shut, whether it is spiked open or not, and freezing cold water will begin gushing from the stone spouts. The room will flood in 1 turn (10 minutes) unless the lever in the southwest corner (marked by the letter "X") is thrown. The lever will not function until the trap is triggered and only the lever will disable the trap, with but one exception. If the players somehow manage to destroy the north door the trap will be permanently disabled.

22. Entryway

There is a statue here of a pony-tailed human male in robes, holding a tankard. Fastened to the base is a bronze plaque reading simply "Ashing". Ashing is facing south, toward area 21.

Also in this area are eight trogs, all armed with makeshift clubs. Since there is no way to enter area #22 without triggering the trap in area #21, they cannot be surprised, though the party should roll for surprise as usual. The trogs carry 3d6 GP apiece.

23. Female Ascetic's Quarters

In this room are 23 skeletons armed with rusty shortswords and carrying round shields.

The females within the order lived in this area. There are the usual rotting furnishings scattered about, there is nothing of value here. Anyone looking south will note a small opening through the rubble leading into area #27, see description for that area if the adventurers decide to clear the rubble.

24. Female Ascetic's Bathing Area

There are 33 amphibious ones trapped in this area by the trogs. These frog-like creatures have been feeding upon each other but are currently in a state somewhat akin to hibernation, they will rouse if they hear the adventurers and if the door opens, they will attack. The amphibious ones will fight to the last. Lying in pieces on the floor of the passage is a complete suit of battle armor (built-in dolm laser ray rifle with 48 shots, smoke grenade launcher with three shots remaining, paralyzation mini-missile launcher with 18 shots remaining, cloud giant strength, vacuum capabilities).

25. Female Ascetic's Quarters

There is nothing of interest here.

26. Female Ascetic's Quarters

There is a nest of seven giant centipedes in this partially collapsed room. Also in the room is a satchel containing four sticky-bomb grenades (treat as a web cast by a *Staff of Wizardry*), 529 GP, and a microwave pulse rifle with 17 charges. A bandit force who met their end when attacked by the centipedes left these items.

27. Treasury and Armory

This room is inaccessible without digging, requiring about 10 man/hours to open a passage large enough for an unarmored human to wriggle through. This room served the stronghold as both armory and treasury, with most of the treasure taken by the trogs in area #1 before the ceiling collapsed a few years ago, though there are 112 GP and 300 GP worth of loose gems scattered about the room. Being useless to the trogs, the weapons and armor remained behind. In all, the armory has:

- 1 complete suit of powered armor, though it is a very basic model used for training new recruits (AC 0 but no built in weaponry)
- 2 shock gloves (generate shocking touch attack 3 times per day for 1 die of damage, treat metal armor as unarmored)
- 4 vibroblades
- 1 improved vibroblade
- 6 incendiary grenades (as 8d6 fireball)
- 3 stun pistols (casts equivalent of sleep on one target only) with 20 charges apiece
- 1 anti-grav harness (12 charge units remaining).
- 6 applications of MedGel

28. Portal to Harbinger's Lotus

There is nothing of apparent interest here. Close inspection of the west wall will reveal something is not quite right about its appearance; it extends about 5' further than it should, thereby skewing the symmetry of this junction of corridors. The wall is a holographic illusion of a solid stone wall and can be passed through without ill effects. The wall is, for purposes of this module, a permanent illusion that cannot be dispelled by any normal means.

29. Harbinger's Lotus

The jale crystal rests on an ornately carved pedestal in the center of this room. If the mummies in area #11 have not been killed or driven off they will be encountered here, either while in the room itself (50% chance) or while either leaving or entering it (25% chance each).

Obregon's Soul

Wilderness Wandering Monsters: The wasteland south of Jaftgong, away from the river, is wild territory. The referee should roll 1d6 on the encounter tables every 6 hours of game time, with a result of "6" indicating an encounter. An encounter need not involve combat; it may be as simple as seeing a flying dinosaur in the distance or involve the party sneaking around a bandit encampment. A simple wandering monster table is included here.

Note: these encounters are not balanced in relation to the party and thus potentially quite dangerous for the PCs.

1.	1d10 Primordial Ones
2.	2d6 + 20 Brown Men Bandits
3.	1d3 B'yakhee
4.	3d10 Bone Men Bandits led by a Tormentor
5.	300 Giant Jungle Ants
6.	Green Ooze Pool



If Bothess is accompanying the party, she will guide them to the tor on a direct route with the journey requiring about a day of travel. If Bothess is slain before the lotus is obtained, it is assumed she will have described the route to the party sometime during the events of this adventure. With these directions the PCs should be able to find the tor with a minimum of difficulty, though the journey will be longer--perhaps a day and half of travel. Prigruin's Tor is a prominent geographical feature and it can be easily located with Bothess' directions.

Harbinger's Lotus needs to be taken to Prigruin Tor in the approximate middle of hex 0910, about 14 miles through the wastelands south of Jaftgong. There on a low hill lies the tor where the battle between Darsiaas and Obregon took place several years ago. Prigruin Tor forms a loose circle, and in the middle of the circle is a flat stone about three feet high. The ritual requires placement of the Lotus upon the stone at midnight as the blood of someone who loves the victim, in this case Bothess, is poured onto the crystal. She believes this will allow Obregon's soul to go to its final reward but, instead, a magic gate will open and Obregon will enter the world. At this point Bothess will realize her betrayal.

As Obregon reenters the world, he will naturally spot Bothess and her companions. When Obregon sees the PCs his eyes will go wide and he will order Bothess to kill them. Realizing Obregon's perfidy, she will refuse. Obregon orders her again, telling Bothess he has learned how to release the mightiest of the Old Ones. He intends to release them all and, with her as his favored consort, he will rule the world. Without hesitation Bothess will refuse again, at which point Obregon will look back and issue orders to someone the PCs cannot see to attack. Obregon switches on his anti-grav harness and flies away as the very same Shambler of the Endless Night that imprisoned him, comes through the gate and moves toward the PCs. The creature is somewhat confused and disoriented due to the unusual nature of the ritual that allowed it to enter the world of Carcosa, but its intent is clear: kill them all.

At this point, Bothess receives a communication from her agents in Jaftgong. Darsiaas has not been idle since removing his chief rival from the world. The orange man sorcerer has set himself up as a bandit king, managing to unite most of the large bands of robbers who have been raiding the ruby merchants' caravans. He has used a combination of the threat of his sorcerous powers and a promise of great riches. This combination of "carrot and stick" has overcome the aversion the various colors have to working with one another; a force of 200 well armed and battle-hardened troops is marching on Jaftgong. The village can only field a force of 100 untested irregular troops, and a poorly equipped one at that. This lack of firepower, coupled with a absence of defensive walls and no time to prepare, spells certain doom for the town.

Turning to the adventurers, tears streaming from her right eye, Bothess will ask the party, "What do we do now?" This once-proud warrior woman appears broken but insists she is ready for action.

The Dilemma

The PCs need to be in two places at the same time and face a difficult decision: kill Obregon, or, save the village of Jaftgong.

Obregon is crazy and powerful, but it will take him many years to gather all the components he needs to accomplish his goals. He will unleash powerful

evil upon the world if not stopped and, at this time, he is relatively weak and unprepared for battle.

Darsiaas is also a cruel and evil man but he has no aims beyond gaining control of the Jaftgong ruby mines and becoming very wealthy. Of course, to accomplish his goals Darsiaas will slaughter or enslave the entire population of Jaftgong, and it is likely the PCs have developed a degree of affection for the town and its inhabitants. Merchants who leave before the attack will associate the PCs with Jaftgong and questions will inevitably arise as to why such a well-armed and capable force escaped the sacking of Jaftgong.

Taking Action

There are at least four ways the PCs may choose to proceed.

Flee the Area

The players may choose to ignore both antagonists and flee the area. In this case, Jaftgong will fall before sunrise and Obregon will begin releasing the worst of the Elder Beings within 2d4 game years. The Shambler will pursue the party and attempt to confront them. It is unlikely the players have sufficient inducement to dissuade the Shambler from attacking. If the encounter goes against the party, Bothess will abandon them to their fate, attempting to track down and kill Obregon with new, and less cowardly, allies.

Split Up

The party may elect to split up and attempt to accomplish both goals. In such a case Jaftgong will still fall and the referee should dice for the fate of any PC defending the village: 50% chance of dying in a heroic last stand, a 25% chance of escaping the final battle alive, and a 25% chance of capture by Darsiaas' forces. The referee should decide the fate of the captives; suggestions include ransom or the offer of a place within Darsiaas' forces. The group pursuing Obregon should resolve that battle normally.

Defend Jaftgong

The party can defend Jaftgong against Darsiaas' attack. They should succeed and will thereby reap much in the way of local fame and fortune. They will not have to sleep alone or pay for a bed, a drink, or a meal for the next year while in the village. The referee should assign each PC a 10% chance of falling in the defense of Jaftgong; the unlucky player's last stand will naturally be very heroic. Darsiaas will die in the attack (subject to the referee's need for an ongoing villain) and as a result, bandit activity is severely curtailed for the next few years.

Pursue Obregon

The players can take the long view and pursue Obregon. Obregon's anti-grav harness has only charge enough to make good his escape, and if the players

elect to pursue they will soon find his discarded anti-grav harness and, in the distance, Obregon fleeing on foot. After a tense chase across the wastelands, an exhausted Obregon will make his stand. Obregon will fight to the death, neither accepting nor offering surrender.

The Sacrifice

No matter what the players decide to do, they must face Obregon's former captor, a Shambler of the Endless Night. If the Shambler appears to be winning, or if combat lasts more than a few rounds, Bothess will intervene. Her cybernetic implants can be overloaded, resulting in a rather devastating self-destruct. She will order the party to flee, begging them to find and kill Obregon, and give a passionate kiss to the first PC (if more than one) she had sex with, or if no intercourse has occurred she will kiss the PC with the highest Charisma score. "I will distract the creature," She says. "As soon as it stops attacking get as far away from me as you can." She will use her cybernetic hand to tear her clothing off, and then she will begin walking toward the Shambler.

If the player group is of sufficient maturity, the referee may choose to describe Bothess' incredible body: her long smooth legs, large firm breasts, the way her unblemished purple skin darkens to almost black at the aureole tissue and labia. If Carcosa had its own version of Playboy, Bothess would probably be the most popular centerfold.

Opening her arms wide, Bothess will walk toward the Shambler; hips swaying seductively as she proudly displays her wares. Why fight, she will taunt the creature, when there are so much better ways to dominate your opponent? The Shambler will visibly hesitate and if the PCs halt their attack, it will advance toward Bothess, its hideous erection plainly evident. As soon as it lays a hand on the warrior woman, she will exhort the party one last time, "NOW RUN! GET OBREGON!" Then she will explode in a rather spectacular fashion.

If Bothess is not with the party: it is recommended the referee augment the party's firepower. Among the debris of the past battle between Obregon and Darsiaas, for instance, a bazooka loaded with heat-seeking high explosive rockets could be found. If Bothess perishes while exploring the monastery, the referee should consider adding some high-powered weapons to the cache of equipment in the armory (area #27) or other suitable location.

Obregon: (Chaotic 9th level Sorcerer, AC 0, S17, I18, W5, C11, D14, Ch 18) Obregon is armed with a Chaos-tainted artifact, a bastard sword that is +1/+2 versus Lawful Creatures and grants the wielder *fire resistance* and the ability to cast *fear* with a -2 penalty to victim's saving throw. His armor is Chaos-tainted plate mail and will inflict 1 die of damage per turn to any non-chaotic character wearing it. Obregon also carries a fully charged pistol that fires a lightning bolt. He will attempt to use the pistol for as long as he can, then melee with the sword. The referee should assume, if the need arises, that Obregon knows all the rituals detailed in *Supplement V: Carcosa*.

Appendix A: 10 Pregenerated Player-Characters

All characters are 5th level Fighting-Men (or women) with 16,001 XP. Each NPC comes equipped with any special equipment listed by their name, and plate mail, shield, and longsword; as appropriate. Each player also owns a standard adventurer's backpack and has 5d6+20 GP. The PC will know how to use any equipment he or she owns. Characters can be of either sex, roll dice or choose color as needed.

Pontescith S10 I11 W14 C7 D7 Ch13

Smoke grenade x 2

Ballistic Chain (protects as chain mail and also reduces by -2 all damage dice rolls from slug throwers, arrows, crossbow bolts, sling stones and the like)

Gellmy S11 I11 W14 C13 D4 Ch12

Reinforced Plate Mesh Armor (lightweight AC2)

Electro Mace (+1 to hit and damage, on a "to hit" of 20 delivers an additional 1d6 shock damage)

Mickeck S13 I12 W10 C8 D6 Ch8

Scout Class Powered Armor (AC 3, improves movement rate by 1 step, character can easily jump upward 10' and broad jump 20')

Vibroblade

Berist S8 I10 W11 C13 D12 Ch9

Carbon Fiber Plate Armor (AC 1, impervious to acid)

Taias S11 I15 W14 C9 D8 Ch13

MedGel (heal 1d6+1 x 2, neutralize poison x 1)

Corofte S8 I12 W12 C15 D9 Ch9

Reflective Armor (Protects against Elemental weapons: Cadmium, Chlorine, Cobalt, Molybdenum, Niobium, Phosphorus, Platinum, Selenium, Tantalum; and Electromagnetic weapons: X-Ray and all Lasers)

Borde S11 I11 W12 C13 D10 Ch7

Psionic Shield Helmet (proof against all normal forms of mental attack or mental control)

Absorption Armor (AC 2, absorbs Cosmic Radiation, Blue & Violet Laser Attacks)

Canerines S7 I12 W14 C6 D11 Ch5

Night Vision Goggles

Angleto S14 I16 W10 C10 D17 Ch9

Stealth Armor (AC 2, move silently and hide, not detectable by infravision, low-light vision)

Force Field versus microwave radiation

Strusslos S11 I15 W9 C10 D9 Ch8
Frag Grenades x 2
Force Field versus Paralyzation

Standard Backpack for Pregen Characters:

Mess Kit & Knife
Change of Clothes, standard
1 Week Iron Rations
Waterskin
Chalk
Soap, Bar
Large sack
Small sack, 2
Tinderbox and Flint
Iron spikes (12) with hammer
MedGel, 1 dose

Choose any 2:

Torches, 6
Lantern with 3 Flasks of Oil
Rope, 50'
Pole, 10'
Change of Clothes, high quality and suitable for a rich merchant
Prybar (+1 to open door rolls)
Vial of Acid, 3 (1 die damage to 1 opponent, "to hit" roll required and no save allowed)

Appendix B: New Equipment

Vibroblade: a bladed weapon vibrating hundreds of times per second. This grants the weapon, usually a longword, +1 to hit.

Improved Vibroblade: As a Vibroblade, but weapon is +2 to hit and +1 damage.

MedGel: heals one hit die per application. If standard FRPG hit dice are used, MedGel heals 1d6+1 points of damage per application.

Appendix C: The Key to Jaftgong

Note: map is not completely to scale.

All buildings are two-storied unless noted otherwise. Most non-commercial buildings are home to more than one family. All houses and most businesses in the village have rooftop gardens, these gardens are popular gathering places in the cool part of the evening.

In the northeast portion of the map is the proposed location of the town's keep, to be built when the walls are completed. The walls will enclose the

entire town, including the tent city (but not Lont's house), as well as extra ground to the south.

Off the map: 3 miles north by northwest of the town lies Frostfang Mountain. Fourteen miles south of the village lies Priguin Tor. Northeast of town is the area described for hex 0909 on page 78 of *Supplement V: Carcosa*.

1. Lont the Witch. Lont's glassblowing factory and alchemical workshop are here, as well as living quarters for herself and her glassblowers and witch apprentices. The path to town crosses the Little Sokah River by way of a rope ferry. The ferry, a simple but sturdy wooden raft, is pulled ashore when the river rises to prevent its loss.

2. The Gem Merchants Guildhouse. Most of the new jewelers and gem cutters can be found here during the day. This building features barred windows and reinforced doors, and is patrolled by standard men-at-arms day and night.

3. Tailor and Haberdashery. The store is on the ground floor, the proprietor Restlaus and his wife Penbe live here on the upper floor with their extended family. Restlaus is the haberdasher but assists his wife with her duties as tailor.

4. Pundeg the Bootmaker. A store and residence, Pundeg is skilled at his profession and has a minor reputation throughout the region.

5. Slipknot the Ropemaker. Slipknot, whose real name is Shosace, lives and works here. He manufactures rope from a variety of materials and makes very fine whips. These whips are useful to the bronar herders, though they have become popular with the city guards.

6. The Guildmasters Inn. A richly appointed inn and restaurant. No misbehavior will be tolerated within these walls. Wethent, his wife, Sios, and their six children run the Inn. A room at this inn will run cost 1 to 3 GP per night for increasing luxury and service. The inn does not have a common room. Wethent is an honorary member of the Gem Merchants Guild and is completely loyal to that organization.

7. Siprapis' Residence. This building also serves as an informal town hall, the basement serves as the town armory.

7A. Town Gaol. Justice in Jaftgong tends to be swift and rather severe; the gaol will seldom be occupied for long. On the weekends, troublemakers are often 'housed' here overnight to sleep off their drunk.

8. Vantresos' General Store. A three story building housing the store on the ground level, a storage area for surplus merchandise on level two, and Vantresos' family on the top floor.

9. The Silver Pick. The marginally better of the two pubs, in terms of food and

drink, located in Jaftgong; though this is hardly a ringing endorsement. This pub is favored by the freemen ruby miners.

10. Residence. A one story residence with no rooftop garden, Bothess' agents, Vudele and Cinotalel, live here. Since Bothess frequents "The Lusty Virgin" (#11) in search of capable warriors, either Vudele or Cinotalel can often be found at "The Silver Pick" (#9) in the evening. During the day, both will be at their tent city laundry business.

11. The Lusty Virgin. The seedier of Jaftgong's two pubs, this business is favored by men-at-arms and guardsmen—especially those looking for some company for the night.

12. Sibos' Butcher Shop. Sibos lives here alone and makes his living butchering bronar and just about anything else brought to him.

13. Barber. Sawilere the Barber shares his house with his infirm brother. Sawilere cuts hair for both men and women and, unlike the other long-time residences of Jaftgong, any color human's custom is welcome.

Appendix D: The Witch NPC Class

The term Witch may be, perhaps, a bit of a misnomer for this profession, but the Carcosan word translates poorly into English and witch is the best approximation available. Witches are always crones (post-menopausal women, the word "crone" is not an insult on Carcosa) due to the many years of study and apprenticeship necessary to accumulate the vast amounts of lore needed to fulfill her duties. Though there may be males with some of the knowledge a witch possesses, no men will ever be taken as an apprentice by a female, nor will they be given the benefit of the generations of accumulated knowledge and lore. Carcosan witches are not spell-casters in any sense of the word; they are instead a combination of alchemist, chirurgist, midwife, and healer. A witch commands respect from the members of her community because of the weal she brings to them; she is feared because her abilities are so advanced beyond common knowledge to appear magical. To the majority of Carcosans, magic means sorcery and sorcerers are both feared and reviled by the common man; and rightly so.

Due to the needs of her profession, a witch will usually have skill in at least one of the following professions: brewer, distiller, glass blower, or potter. Witches may take secondary apprentices in these skills, these apprentices may be of either sex and of any color (though it should be noted few communities in Carcosa are not segregated by color). Witches will also have 1-3 witch apprentices at any one time. These primary apprentices will serve in various capacities, most often as gatherers of raw materials needed to brew their mistress' medicines or nurses as need dictates. All witches learn to read and write as part of their training.

Carcosan communities tend to be insular in nature; the personality of the witch will reflect this. The witch takes her perceived responsibility to the com-

munity at large very seriously. As a result, they will be quick to lend their skills in supporting it in any conflict with outsiders. Adventurers, particularly those of different color to her own, will initially be regarded with suspicion. This suspicion can often be overcome with gold and treasure, or perhaps with the gift of rare alchemical ingredients.

Skills: witches excel at using natural ingredients to make substances that will alter the functions of the human body. These natural ingredients include animal, vegetable, and mineral substances; these elements will be variously brewed, distilled, decanted, rendered, reduced, and so on into her medicines. Medicines will be in all the forms familiar to the players, and all are non-magical in nature: elixirs (potions), pills, powders, crèmes, salves, unguents, poultices, teas, draughts, and balms. Note that *elixir* is used in preference to *potion* in order to avoid confusion with magical brews of healing, the healing elixirs Carcosan witches brew are *not* magical in nature.

The referee is free to decide what form (liquid, solid, powder) the concoction will take; a list of effects is enumerated below.

- | | |
|---------------------------|------------------------------|
| 1. Charm | 16. Increase DEX |
| 2. Coma | 17. Increase INT |
| 3. Cure Disease | 18. Increase Psionic Ability |
| 4. Daze | 19. Increase Psionic Power |
| 5. Enhance Hearing | 20. Increase STR |
| 6. Enhance Sense of Smell | 21. Increase WIS |
| 7. Enhance Sense of Taste | 22. Memory Restoration |
| 8. Enhance Sense of Touch | 23. Mutation Removal |
| 9. Enhance Sight | 24. Neutralize Poison |
| 10. Feeblemind | 25. Purify Food and Water |
| 11. Frenzy | 26. Radiation Treatment |
| 12. Haste | 27. Sleep |
| 13. Healing Elixir | 28. Slow |
| 14. Increase CHA | 29. Suggestion |
| 15. Increase CON | 30. Truth |

For ease of adjudication, the spell-like effects listed above should conform to the spells of similar name or effect from *Book One*.

Most witches will have 2d4+2 flasks of healing elixir (restores one hit die) on hand; asking price is 100 GP per flask. The healing elixir taxes the body and no human may imbibe more than 3 flasks in any 24 hour period. Additional doses will have no effect and may even have a 10% of inflicting 1d4 dice of damage.

The concoctions for increasing ability scores should add 1d4+1 to the user's base score for one hour, no ability score may exceed human norm (18). The various sensory enhancements (numbers 4-8) also last an hour and can take various forms (for example, infravision, eagle eyes, sharp hearing).

Increase psionic ability adds one ability to the characters list for the day, whereas increase psionic power moves the character one step in level of ability (thus a 3rd level psionic would move up one step and cast his or her ability as a 5th-6th level character). Multiple doses within a 24 period have no additional effect.

Memory restoration is useful for restoring drained levels or erased memory. Memory restoration, mutation removal, and radiation treatment all require 1d4 days of treatment and rest in order to be effective; all have a limited window during which to work their curative effects. A character has 1 month to seek treatment for memory loss (level drain), mutation, and radiation sickness; for every additional week there is a 25% chance treatment will be to no avail and after 2 months, no treatment is possible.

It must be noted that some of the medicines could be used offensively, and the brewing or obtaining of various poisons (including poisons, toxins, and venoms) certainly falls within the witch's lore. Most witches observe the simple law "Insofar as possible, do no harm" but chaotic witches, or witches *in extremis* could surely do a lot of harm. Most witches wear necklaces of hollowed out bones (blowguns) filled with charm, coma, or daze powder for self-defense and if a person were able to convince her of a dire need, she might sell some. Referees should note that most of the items above can be "reversed" for baneful effect, and though a witch would produce these items if need were upon her, for the most part a witch will eschew doing harm to another living being.

The referee should feel free to add or remove from this list as campaign needs dictate. From a historical point of view, the witch was conceived because Carcosa is a bleak, unfriendly world. Having access to limited healing was a way to increase player survival without altering the tone of this campaign world.

Appendix E: New Monsters

BRONAR

Appearing see below, AC 7, Move 18, HD 3, % in lair see below, Treasure none

Bronar (bronar is both singular and plural) are domesticated avian herd animals resembling a pony-sized cross between a chicken and an ostrich. Bronar are flightless birds, and are both docile and rather stupid; though as a herd animal they can be aroused to stampede and thus can be quite dangerous in large numbers.

TROGS

Appearing 20-300, AC 5, Move 9, HD 2, % in lair 60%, Treasure (individual) 3d6 GP, Treasure (lair) D (no magic)

Note: though Trog is short for troglodyte these creatures should not to be confused with similarly named monsters from other gaming systems.

Trogs (also known as “deejinz”, short for degenerate humans) are hairy, brutish figures, whose heavy bones and beetled brows are reminiscent of Earth’s Cro-Magnon man. The eyes of a Trog are pupil-less and lidless, and though trogs are effectively blind their remaining senses are quite sharp; these creatures can sense their surroundings and are able to melee without penalty, though overwhelming one or more of these remaining senses would produce an effect similar to blinding a sighted human. Trogs have a tough, leathery skin that affords them some protection in combat. These humanoid creatures also have sharp teeth and elongated canines, giving them a rather feral appearance. Trogs are semi-intelligent, and remember enough of their previous life to use weapons (usually makeshift clubs) and rudimentary tools. Trogs retain a pale, washed out shade of whatever skin color they had before devolving, and are usually naked or clad in tattered remnants and animal skins.

These creatures are created by the strange radiation from a tainted artifact known only as Harbinger’s Lotus, the effects of which consistently produce these devolved humans. Worse, the mutation is viable, meaning that trogs can reproduce. Fortunately for humanity, though trogs are effectively blind, their eyes remain sensitive to sunlight and trogs will not willingly move about in daylight; they are -1 to hit and damage in combat during such conditions.

Appendix F: Timeline

If the players save Jaftgong, the village will continue to grow, first into a town and then into a city. Five years from present events the keep and the walls around the original settlement and the tent city, now a thriving suburb, will be complete. Ten years in the future a second wall around an even larger town will be complete, the keep expanded, and Jaftgong will sport a large and well-organized army.

If Jaftgong falls, the city will halt growth and begin to slide into decay. Darsiaas will plunder the mine for all the worth he can easily extract from it and completely fail at managing the growth of his new holding. Within five years the mine will be depleted and the shafts will be collapsing. Work on the walls will have begun but interrupted and never completed, construction on the keep has never even begun. Ten years into the future the incomplete walls are in a state of severe disrepair and what little free population remaining in the town has departed; Jaftgong is well on its way to becoming a ghost town.

The players may well decide to reclaim Jaftgong at some point. The consequences of this decision are best left to the referee to determine. For 2-3 years, the number of troops at Darsiaas’ command will increase. Afterward, his troops will decrease in both number and effectiveness.

Appendix G: Troop Distribution

A mass battle is not for every player group, but if the referee and players are up to the challenge, a battle can add an exciting new dimension to the game. There are several options open for conducting tabletop battles, many published by companies that also publish FRPG rulebooks. If, for some reason, the referee does not have access to these published rules or finds them undesirable in some way, there is a free alternative. One may wish to consider Cheapass Games *Roll Out the Gun Barrels* (RotGB) written by Dave Van Domelen, the rules are free for download and easy to learn.

Roll Out the Gun Barrels: <http://www.cheapass.com/free/games/rotgb.html>

Jaftgong Troops:

1 Champion (Captain)

4 Veterans (Sergeants)

24 Men-at-Arms (Town Guards), fight as Heavy Foot

26 Levied Troops (Caravan Guards), fight as Light Foot

100 Non-Fighters (peasants) in leather, armed with either shield and spear or pole arm

If the player-characters are in Jaftgong, they will be able to rally the miners, both freemen and slaves, adding additional troops to the order of battle. Otherwise, these troops are not available.

150 Light Foot

150 Non-Fighters

If the players managed to discover the armory in the Jale Man Stronghold, Jaftgong may be able to field a small squad of Armored Foot. Any unit commanded by a PC gains a substantial morale bonus. The referee may also help out the PCs who decide to engage Darsiaas by allowing some of the townspeople to have hidden weapon caches.

Darsiaas' Troops:

1 Commander:

Darsiaas: (Chaotic Tormentor) AC 2, S12 I16 W9 C11 D8 Ch 11

200 Heavy Foot

25 Armored Foot

NOTES

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Dungeon map generated using AutoRealm v.2.2.1, originally written by Andy Gryc. Map was modified using Windows Paint v.5.41 and Paintshop Pro v.4.12.

Town map generated using Roleplaying City Map Generator v. 5.40 and modified using Windows Paint v.5.41 and Paintshop Pro v.4.12.

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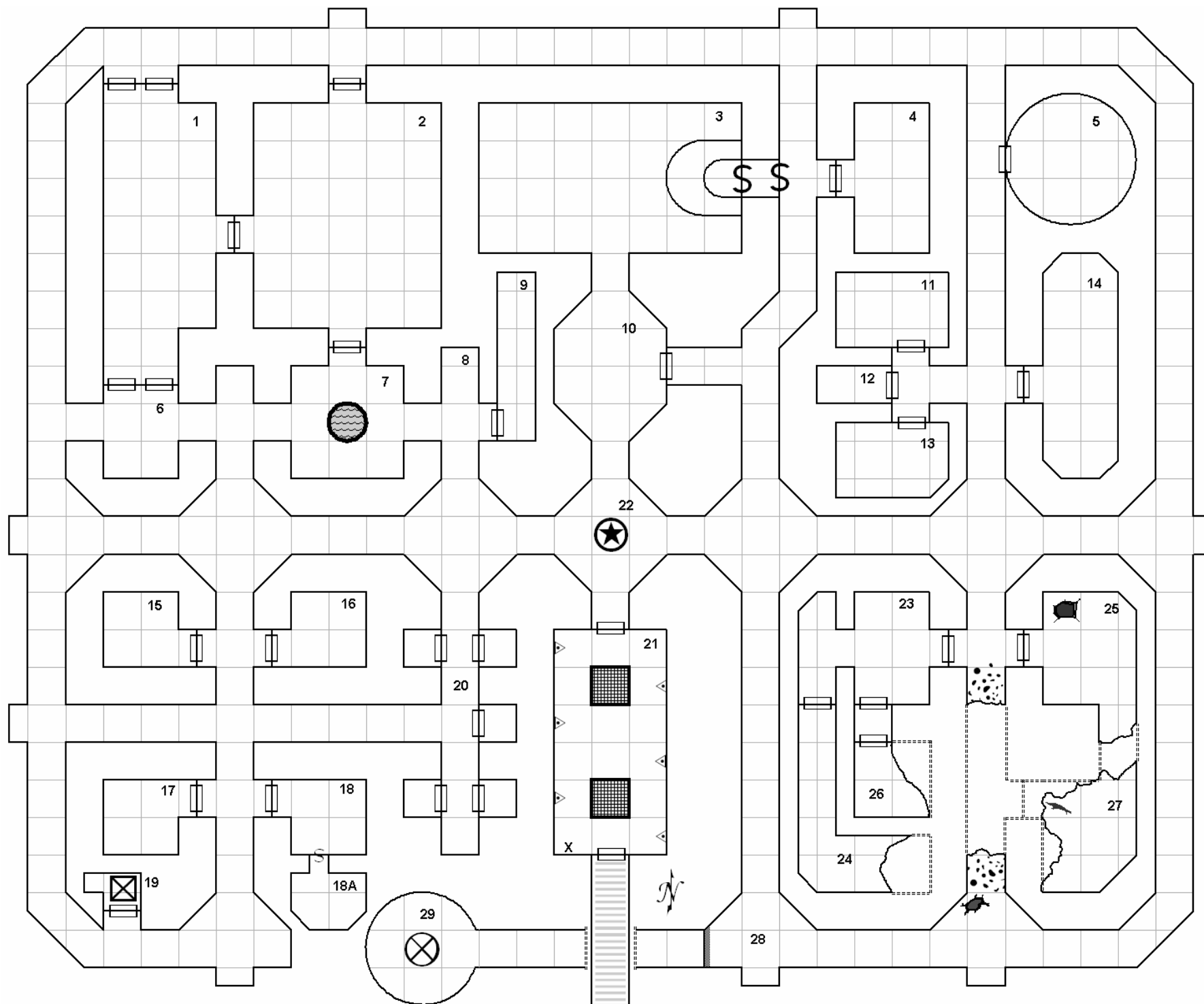
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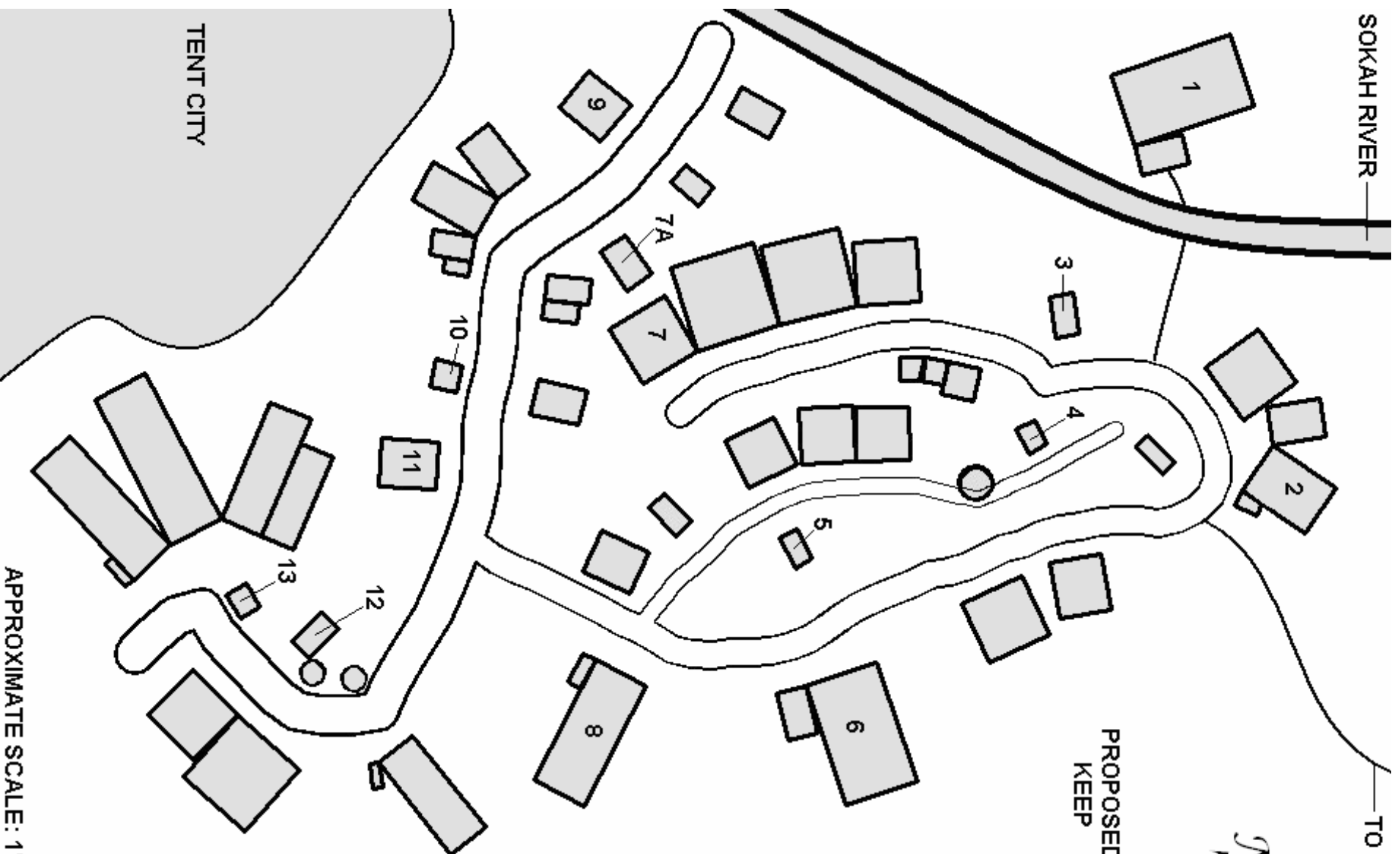


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