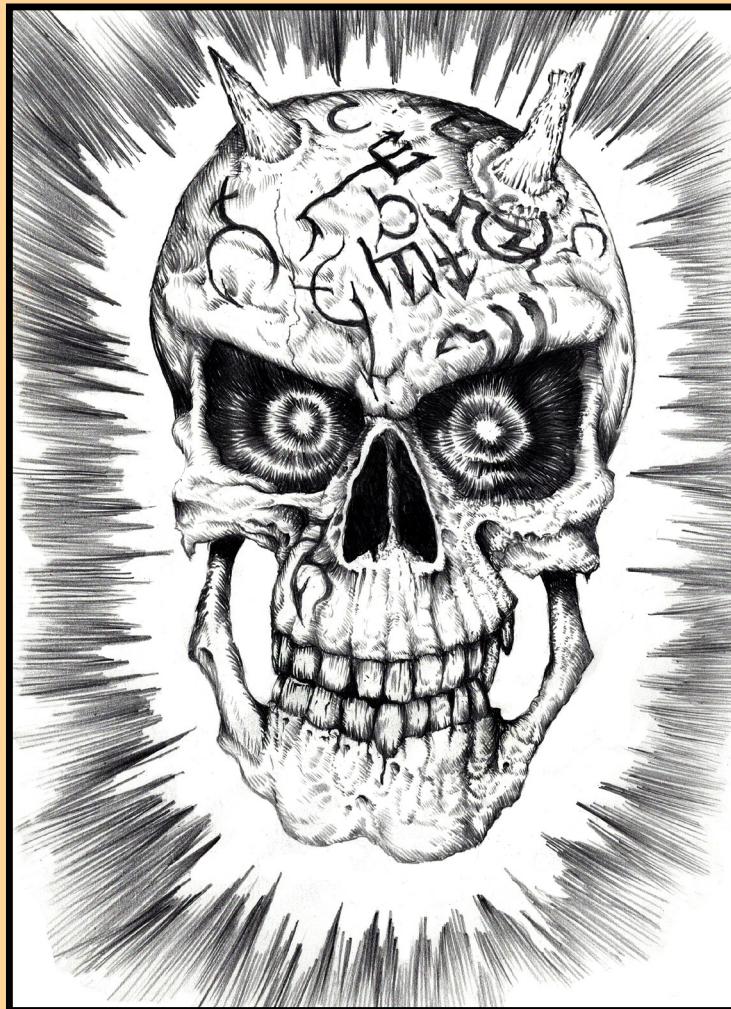


# THE CURSE OF HARKEN HALL

Revised edition

Written and illustrated by Simon Todd



An adventure for 1st level characters.

A MontiDots Adventure for early versions of Fantasy  
Role-playing games.

MD2



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Adventure Module MD2

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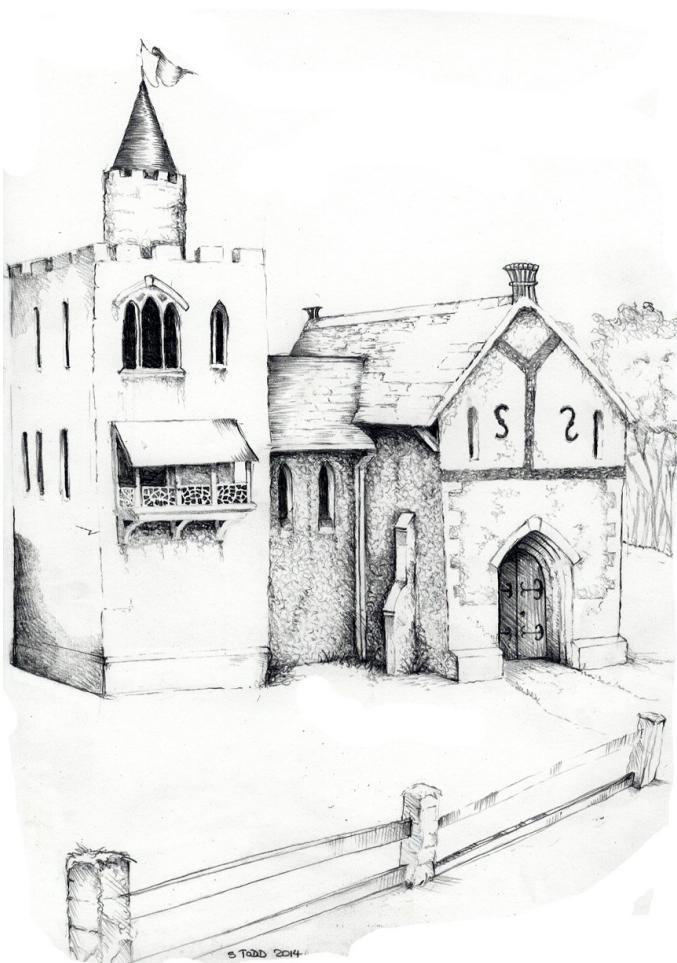
This adventure is part of the epic series of modules from MontiDots Ltd, first introduced at Gary Con VII in 2015. The Curse of Harken Hall (MD2), The Necromancer's Bane (MD3), The Tales of Highcliff Gard (MD3).

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**"No man of Harken born shall  
outlive 40 years."**

## FOREWORD

The Curse of Harken Hall was first devised specifically for the Gary Con VII in 2015.

We have made some changes in terminology. We felt the words 'demi-human' and 'humanoid' did not accurately reflect the true nature of these species. Clerics may now opt to be multi-faith as it is obvious that in most communities the population would give offerings to a range of deities according to their needs. Finally, the lowest level mages will be able to brew potions with the aid of Aqua Conjurum and so be a further asset to the party.

As in all things, the Game Master is free to revert to traditional terminology and change anything else in the text for their own game.

A note on spelling; many of the spellings are in UK English, therefore Armour and Colour contain a "u" and words such as realise have an "s" rather than a "z".

## INTRODUCTION

*"A journey to the southern Fiefdom of Harclaw will take the traveller along the western slopes of the White Peek Mountains bordering the vast untamed Forest of Hundreness. Here the climate suffers from a great abundance of rains and, during the winter months, snow which has been known to stand in mounds levelling with the eaves. It is therefore both an advantage and a pleasure for the adventurous traveller to frequent the Halister Mill Tavern which stands along the River Quelliard at the mouth of Highcliff Gard Vale. Halister Mill provides provender and accommodation to equal any one may find in Yeorlingard. The Valley of Highcliff Gard is overlooked by a tall ruined tower known locally as Harken's Folly. Here lies a sad but heroic story of the local ruling family whose male heirs have never been known to live beyond their 40th year. Both the valley and the Hostelry are overlooked by the dense less patrolled forest to the west and the looming peaks of the mountains to the east and it is advised to travel on patrolled routes in this area.*

*The traveller must note relationships between Harclaw and Highcliff Gard are unstable. Caution is urged.*

*Main industry: wool, agriculture, some quarrying.*

*Market days: Every Thursday in Highcliff.*

*Stationers\*: infrequent. Once per month to Yeorlingard in clement seasons. No stationers service to Harclaw.*

*(From 'Smial Hackett's Guide to Hundreness').*

\*Stationers are a branch of the Bardic profession dedicated to delivering messages. They have been trained to adhere to a strict code of honour. On occasion they are required to memorise lengthy messages and also have the ability to forget messages as soon as delivered.

## THE SETTING

This adventure is mainly set in the cellars of Harken Hall, the Manor House of Sir Clovis Harken the Lord of Highcliff Gard.

Highcliff Gard is an isolated valley about five weeks from the nearest town, Yeorlingard. It is a resting place for travellers and merchants when carrying out their business with the scattered communities of Hundreness, the vast forest to the west of the valley.

## ERLE FOLK

The terms 'demi-human' and 'humanoid' are not used in this campaign world.

Instead the generic term "Erle Folk" is used for all elves, dwarves, sylvan beings and many of the giant races.

# Introduction & The Setting

The orc, goblin, bugbear, ogre and some of the giant races were outcast from the Erle Folk in ancient times and have no specific unified title. They do not possess Fae Sight or infravision.

Due to its history, Highcliff Gard's residents have a superstitious dislike, and fear of, Erle Folk such as elves and will treat any who are known to associate with them with equal disfavour. Dwarves are tolerated as long as they are part of a human company.

As a number of Halfling communities thrive within the Hundreness Forest the valley people have no problems with them, considering them small humans.

## FAE SIGHT

Within this campaign Erle folk (those previously called demi-humans) have Fae Sight. Fae sight has the following features:

- Infravision 60 foot radius. This effect takes place in daylight as much as night. The world effectively takes on a multihued quality based on the broader spectrum than normal human sight.
- See hidden and extra dimensional portals and beings at a range of 30 foot radius. This accounts partly for the ability to detect secret doors.

## THE FIEF LORD

Sir Clovis Harken is in his 39th year and according to the family curse will be dead within six months. He is ignoring his impending doom and taking to foolhardy exploits away from the valley in an effort to die from heroic deeds before the curse takes him. Sir Agrail has forbidden anyone from investigating the family curse. But his wife, Lady Karlina Harken, has summoned a group of adventurers to go against her husband's command and resolve the cause of the curse once and for all.

## EXPERIENCE POINTS

Experience points are to be rewarded for cash recovered, identified magic and for information gleaned about the cause of the curse. As long as the players discover the significance of their discoveries or demonstrate they understand the value of their findings then experience points should be rewarded.

It is vital that the Game Master records all experience points earned from discovery throughout the adventure and give the result to all surviving characters.

Lady Karlina will offer the characters a fixed payment of 300gp for each surviving adventurer for the investigation and this is converted into experience points when they meet up on completion of the adventure. All physical treasure once identified is converted likewise into experience points at a rate of 1xp per gold piece value. The most important treasure however will be the knowledge they gain from the exploration.

Warning: when giving experience points for gained knowledge, DO NOT GIVE THE EXPERIENCE POINTS STRAIGHT AWAY. This will indicate to the party that they are correct in their assumption and may affect the game.

## THE GOAL

The aim of this adventure is for the party to return to Lady Karlina Harken with information about the Harken family and the curse gleaned from investigating the cellars of Harken Hall.

There are a number of key finds in the cellars that can decide the fate of the party and the valley of Highcliff Gard and may just remove the curse of Harken Hall.

## THE FLUTE

Within the cellars are instructions on how to open a portal to the fairy realm named Typhon. This includes how to construct a magic flute and the music to be played once it is created. Once the instructions have been discovered the party need to find a suitable bone to create the flute with. This leads to the second adventure, NECROMANCER'S BANE (MD3). Access to the fairy realm enables the party to find out more of the curse and reveals the true enormity of the impending doom of Typhon and Highcliff Gard.

## THE AMBER HEART

The heart belongs to the great amber dragon, Keltainen, who ruled Typhon.

Each area on the prime plane has its own associated demi-plane of Fairy. In ages past the King under the mountain, King Lox, usurped Keltainen, stole her heart and sent her into a perpetual slumber. In turn, Sir Agrail stole the amber heart without realising its true power. He also stole the sacred gold of the dwarves. This led to a blight in the valley of Highcliff Gard. The valley folk grew to hate the Erle folk, blaming them for their ill luck and called them evil. Sir Agrail banished all Erle folk from the valley. One by one as each of these events came to pass the threads between Typhon and Highcliff Gard were severed. Now Typhon drifts toward Tartarus and the fate of Highcliff Gard hangs in the balance. This heart holds a key to saving both realms.

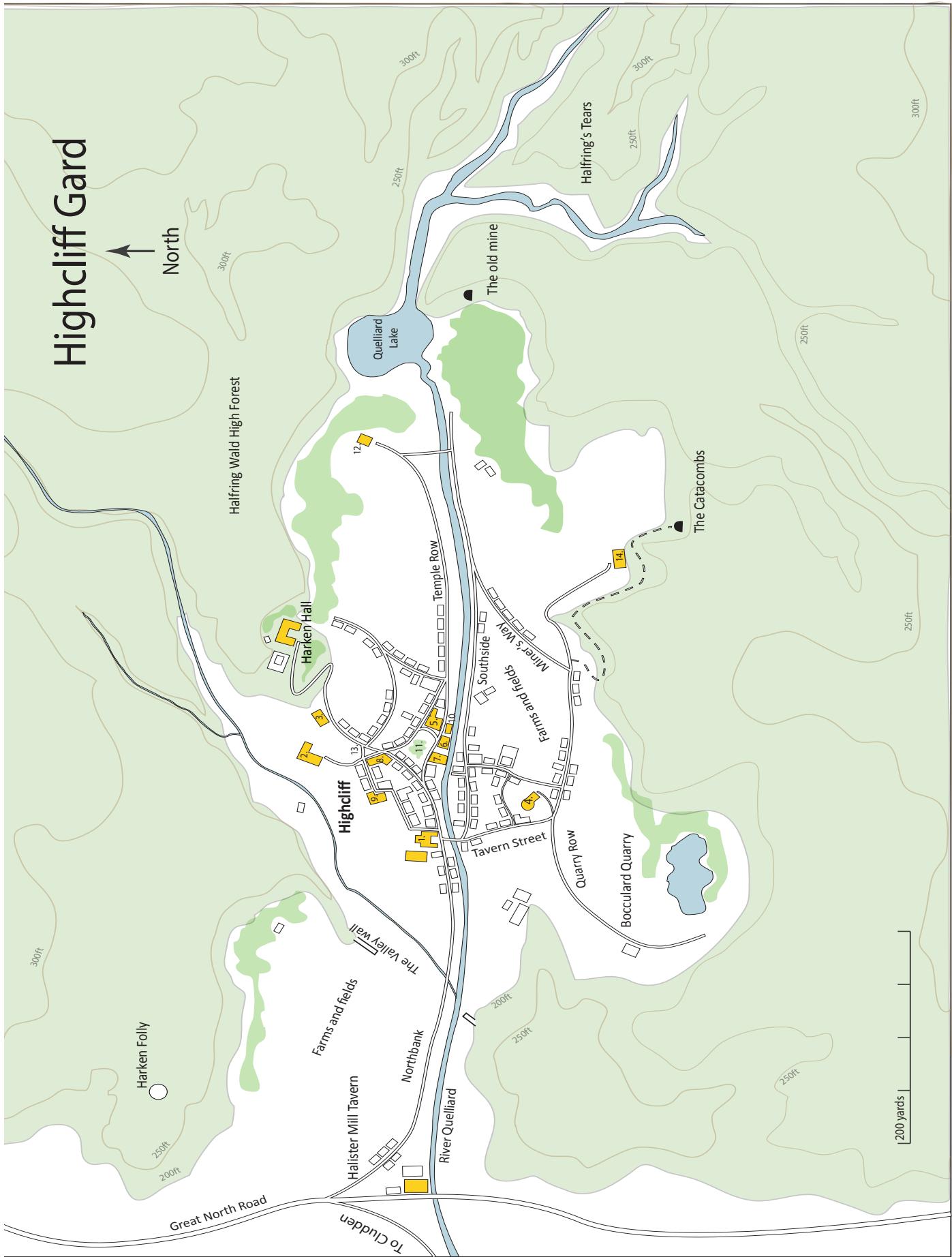
## CREATING CHARACTERS

The players will start their characters at 1st level.

## CHARACTER RACE

Due to the xenophobia of the valley toward Erle Folk it is recommended that characters are human, dwarf or halfling especially for short term sessions such as convention play.

# Highcliff Gard



## Valley Map & Character Races

### Highcliff Gard Map Key

#### 1. Quelliard Arms.

The main tavern, brewery and public barns for Highcliff Gard.

#### 2. The Garrison.

The military headquarters.

#### 3. The Tithe Barn.

The secure barn for all payments of tithe and rent.

#### 4. Cumfrey Swails Herbery.

The herbalist and potion shop. Sage and dealer in magics.

#### 5. Jake's Wainwright.

All things wood from carts, wheels to building materials.

#### 6. Harcourt Smithy.

All things metal, from horse shoes and nails to weapon repair.

#### 7. Erndale's Mill and Ovens.

The flour mill and public bread ovens.

#### 8. Milliner's General Whole Store.

All miscellaneous products sold here including imports and weapons.

#### 9. The Artillator, Fletcher and Hunting Store.

Manufacturer of bows, arrows and dealer in all products to do with hunting.

#### 10. Cathgrove's Wool and Yarn.

The general tailor for the valley folk. Processes wool and produces wool and sheep skin clothing.

#### 11. The Village Green.

The location for meetings, public celebrations and festivals.

#### 12. The Ithunnian Temple.

The religious centre of the valley.

#### 13. Uruuk's Corner.

The gallows are placed here. They have not been used for over 4 years but are kept in good condition.

#### 14. The Gatekeepers Cottage.

The home of the keeper of the valley catacombs.

### Dwarves

Dwarves have a history of living with humans in other areas of Thorambadt and have visited the valley as part of a company. If players wish to play dwarves then they are visitors from Vereland to the east of the mountains, probably a mercenary accompanying a merchant caravan. As long as dwarves stay with their human companions then the valley folk will be satisfied.

Dwarves have the ability to identify rocks and minerals in the area based on sight and touch. Thus they are able to take a look at any natural surface of rock and know what it is made of and what possible valuable ores and minerals may be found there.

Dwarves are limited to 60 feet vision outdoors due to their life underground but have heightened hearing. With this superior hearing they can use echoes and resonance to detect the approximate size of the space they are in, the proximity of water and hidden spaces, the quality of walls including their structural strength and their thickness. This also applies to locating secret doors.

### Half Elves

They would need to hide their identity from the village and possibly from the other characters as well. If their identity is known then they would be considered with deep suspicion by the village, they certainly will be shunned and never served in any shop, tavern or any other public location. It is up to the GM and other players how they will function within the party. It is likely that other party members have come from Highcliff Gard and will start the campaign deeply suspicious of anything Fae.

### CHARACTER CLASS

A broad balance of character classes is recommended and should include a mage, cleric, a thief and at least two fighters. Although a druid is acceptable there will be plenty of undead so a specialist able to turn these evil beings is advised.

### A note on clerics

Clerics within the campaign are polytheistic, they make offerings to a range of deities according to the local parishioners. For concise play the cleric will worship Ithunn, the goddess of nature's harvest but will also make offerings to Skaadi and Klepper. The temple has altars dedicated to Ithunn, Skaadi, Hurundai and Arlor.

A cleric of the local temple will have access to the following spheres of divine spells:

All, Divination, Necromancy, Astral, Elemental, Healing, Plant, Protection and Weather.

### Halflings

Halflings will be acceptable as there are communities of Forest Halfling who do dealings with the valley people. Halfling do not possess Fae Sight but have weak infravision (30').

## Major Deities of Thorambadt

**Ithunn:** goddess of nature's harvest

**Skaadi:** god of winter and the hunt

**Kern:** god of the forest, Sylvan Lord

**Herakki:** goddess of destruction

**Arlor:** god of the earth, decay

**Hurundai:** god of the sky

**Shimmoa:** goddess of sorcery

**Siquanna:** goddess of the waters

**Gildor:** god of towns, cities and artifice

**Klepper:** guardian of the Final Path

## LET THE GAME BEGIN!

*Show the players the map of Highcliff Gard so they can familiarise themselves with the locale.*

In the early afternoon you are gathered in the Quelliard Arms listening to a troubadour by the name of Galliardo. The bard glances around the audience and begins . . .

**"My friends, I beg your indulgence for I spy strangers in our midst and so I shall begin by acquainting all with the tale that is known throughout this noble Vale, the tale of the Curse of Harken Hall.**

**"Long ago the great and noble knight, Sir Agrail de Harken settled in this valley. He commanded a great castle to be built that would rival the fort at Yeorlingard and he retrieved gold that, in those days, lay for the taking within the valley caverns and used it set about his plans. But he angered the Erle Lord, Macklevan, who caused a great calamity to befall the castle even as it was being built.**

**So Sir Agrail banished all Erle Folk from the valley. The Erle Folk left without complaint yet Macklevan, so full of vengeful pride condemned the valley people with a dreadful malaise.**

**In the years that followed the valley endured famine, floods, and a devastating fever that took many lives yet Sir Agrail remained determined until the death of his first born son, Hengus de Harken sent him into despair.**

**Sir Agrail went into the Halfring Forest and confronted Macklevan once and for all. Neither were seen again but the curse on the valley was lifted.**

**Even so, ever since that time, as Sir Agrail died in his 40th year, so no man of Harken birth shall outlive this age. Such is the curse of the Harkens."**

As you listen to Galliardo tell his tale a messenger arrives baring an urgent letter of summons from Harken Hall.

**"You are summoned to attend Harken Hall as soon as you receive this message. Your attendance will be to your advantage and that of the valley, but speak with no one of this summons. Arrive ably equipped and accompany my stationer lest you be troubled by the Guard. A handsome reward is guaranteed should you complete my errand but make haste!"**

*The party may be allowed to buy any further items from the general store as it is on the way to the Hall.*

## LADY KARLINA HARKEN

**Within the hall you find Lady Karlina Harken seated on the left of two thrones accompanied by a single guard and two servants. You notice the servants hold large empty sacks and some tools.**

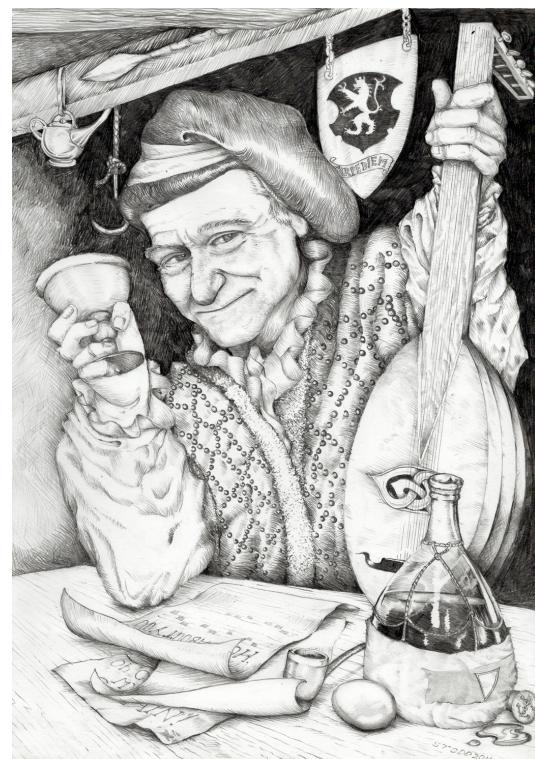
**Lady Karlina is dressed in white with exceptionally long black hair and a rich red sash about her waist. As you approach you notice she looks tired. She coughs and her brow is pale. Her countenance is one of defiance.**

**The west wall has a large fireplace, filling the hall with welcome warmth. The back wall to the north behind the thrones is hidden by red curtains.**

**If the party ask about her condition, Karlina will say**

**"This malady can not be cured by simple cleric craft, pay no matter to it but I thank you for your concern."**

*In fact Karlina's malady is a symptom of a greater crisis facing the valley and the Erle Folk. This crisis reaches back to the acts of Sir Agrail and may only be resolved later in this saga. For now no worldly act will cure Karlina's ailment but neither will she succumb to it for a while.*



## The Game Begins & The Cellars room 1

She will then say:

**"What I am about to ask of you is against the wishes of my husband. This regards our family curse . . . "**

She bids her two servants pull the curtains back behind her to reveal a mural. *Show the players the mural hand-out.*

**"What you see before you is Sir Agrail de Harken in mortal combat with Macklevan. As a result of this combat the curse was placed upon our family. By this curse my husband will be dead within six months and he has forbidden anyone from attempting to remove the curse. But I cannot stand by and watch my husband or my sons die of it."**

She shows the party the stain indicating where a hidden doorway is highlighted by a brown stain to the right of the mural.

**"Recently the damp from the ill-maintained roof of this old hall has revealed this doorway behind the mural.**

**"I want you to discover what lies beyond. Whatever you discover here, you will be rewarded for your trouble. I have 300gp for each of you out of my own purse payable once you return to me with any news. If you discover anything of importance I will reward you further."**

**"The guards are loyal to my husband so you must not to be discovered. I cannot aid you as I must carry out my daily duties as normal. Once you return we will meet at the Halister Mill. Go there and I will have my servants look out for you. I feel that what lies beneath us will provide a clue to the curse and how to remove it."**

*Emphasise to the players that they will be rewarded for information they find the in the cellars, remind them to make notes as these could result in gold and experience points at the other end of the adventure.*

The door will be cut free from the plaster by the servants and the plaster is be collected up quickly.

Clovis will return from hunting in six hours. If the party ask if they can take any extra treasure from the cellar, Lady Karlina will say that they may take anything they carry unless it is a family treasure.

### THE HALL GUARD

Should the party risk straying into the main area of the hall beyond the cellar, they encounter the Hall Guard.

1 x Captain AC5 HD2 hp 12, long sword (1-8)

4 x Guard AC7 HD 1 hp 6, short swords (1-6) and spears (1-6)

1 x magic user AC8 HD 2 hp 7 Spells: magic missile, sleep

## THE CELLARS

### 1. THE STAIR ROOM

*Show the players the cellar room map.*

**The newly revealed chamber has a musty smell. At the bottom of the stairs, a cluttered room lies untouched for many years. The stone walls are decorated with faded symbols of an occult nature painted on hastily with a brush. The rafters, 10 feet above your head, are coated in cobwebs. There are seven cocoons about two feet long at intervals dangling from the ceiling. They twitch erratically.**

**The floor of the room is 20 feet below. It has a table with chairs in the south east corner. A statue of a lordly figure stands in the North West. A large sheet seems to be covering unknown forms in the north east, standing in a pool of water. One door can be seen along the west wall and a further reinforced door is in the south wall.**

Six of the cocoons contain twitching rat corpses, but the seventh contains a skull wearing a helmet. In the eye is a gem worth 30gp. The rat corpses are in the early stages of undeath.

Three large spiders retreat into the recesses of the rafters unless disturbed as they are well fed.

**3 X LARGE SPIDERS AC: 7 HD: 1+1 HP: 7, 6, 6**

**MV/R: 60 feet Damage: 1hp**

**Sz: small**

- ST vs Poison +2 or 2d6hp extra damage

If the party kills a large spider on the ceiling or dislodge one of the cocoons it will fall to the floor below.

Immediately, rats will come scurrying from the north east corner to investigate.

A cleric, magic user and any character of part elven extraction immediately know the wall symbols to be wards against the Erle Folk. A character of elven blood feels discomfort but nothing debilitating.

The stairway leads from the platform in front of the door from the main hall and descends down the east wall to the floor.

To the north east, a large pool of water seeps from a crack in the wall. A mound of sacking soaking up the water. In front, a small chest is also sitting in the water.

### THE CHEST AND MOUND OF BURLAP (NORTH EAST)

The interior of the chest is lined in pitch and perfectly dry. It contains a scroll and a pile of dried herbs, now little more than dust.

The scroll contains the spells **read magic, detect magic** and **burning hands**.

Inform the player that the spells are instantly readable by a magic user.

There are two flasks containing weak **Prentice Potions of cure light wounds (1-4hp)** and a **flask of weapon oil**. This can be used by thieves to increase their chances of picking locks by +20%.

A cleric, magic user or druid is able to identify the dried herbs as St. John's Wort, a plant used as a ward against fae that can also be used as a bug repellent if burnt.

Anyone who disturbs the cloth releases rats who attack the party.

**8 X LARGE RATS** AC: 8 HD: 1/2 HP: 2 each  
MV/R: 120 feet Damage: 1-2  
Sz: small  
• 5% chance of disease

### THE BANNERS

There are six banners under the sheeting. These depict crests of the Harken family, the Halisters, Kaldemar and that of Yeorlingard, Morbingland and Cludden.

The Harken banners as well as the Kaldemar and Halister banners have ribbons attached to their staves. These are ribbons of valor indicating the flags have been to war.

Morbingland is a state to the north and Kaldemar, a Feifdom to the south. Kaldemar has a history of animosity toward Highcliff Gard.

A concealed doorway appears to be bricked up. It is five feet tall at the keystone. The doorway is opened by twisting the torch sconce on the east wall. The stone door drops into the floor taking one round to do so with a heavy grinding sound. The party is able to tell from the sounds that the mechanism is in very poor repair. The door opens to reveal a dark passageway (**Go to encounter 2.**)

### THE STATUE OF SIR AGRAIL (NORTH WEST)

A 7' tall statue in cracked gold leafed wood stands in the north west corner of the room. In its glory it was highly decorated. It depicts a muscular man of regal bearing wearing a robe and breast plate. He carries a sword in his scabbard. He looks very much like the man in the mural. A crest showing a tower and a shield with an eye decorates the breastplate.

The breast plate has a secret compartment that radiates an aura of protective magic if detected for. It can be opened by pressing Sir Agrail's ruby ring on the chest, which can be found in his secret study (room 15).

With attempts to use force, the breast plate will explode for 2d6 hp damage to all in a 10 foot radius.

Inside is a metallic heart looking like a lady's jewelry box

with ornate patterns on the surface (value 250gp). The delicate latch has a small poisoned pin (ST vs poison +4.) If the save fails then the victim suffer excruciating agony. The character performs all actions at a -2 penalty for the next 6 turns suffering from large swelling around their hand. The top of the heart is an abstract cluster of gems that will make the trap safe if twisted. Inside the silver heart is an amber heart three inches across. Any character touching it will notice it gentle pulses. This is worth 2000gp.

The heart has the ability of removing the effect of the wards against Fae that cover many of the walls. But this is just a side effect of its true importance. (See page3).

*2000xp will be divided between the surviving party members on evaluation or if they show the heart to Lady Harken or announce they will use it to help in further adventures with the Erle Folk.*

### THE TABLE

The table has three chairs round it. The furniture is completely worm-eaten. On the table are **gauntlets** and a **battle axe** with a leather cover.

The gauntlets have a concealed sheath in which is a stiletto knife, still in good condition (10gp). The gauntlets are still usable and flexible and will not penalise thieves but grant a +2 bonus on saving throws vs pin trap poison.

The battle axe is serviceable.

### THE SOUTH WALL

The reinforced door is locked. Next to the south door is a torch sconce and a rusty hook on the wall. The key that had been hanging on it is on the floor amidst the mounds of rubbish and slurry. If the mounds are rooted through, they disturb a giant centipede nest.

**6 X GIANT CENTIPEDE** AC: 9 HD: 1/2 HP: 3  
MV/R: 150 feet Damage: nil  
Sz: small  
• ST vs poison +4 or paralyzed

### 2. THE CONCEALED PASSAGE (EAST WALL)

*Opening the concealed door reveals a crudely excavated passageway. The passage reeks of cold damp soil and appears to head off east as far as any light will show. As soon as the door drops to the floor with a clunk there can be heard many scuttling legs in the distance.*

The giant ants will begin to arrive in the room in three rounds. If the sconce is twisted to shut the door then there is a 60% chance it will function and be sealed in 1-4 rounds. If it fails then there is an agonising sound as the mechanism breaks and the door remains open.

## Room 1 to Room 4

Initially four ants will arrive, then another four two rounds after that, then eight.

These huge ants measure 12 inches long and are instinctively scared of exposed flame.

**4 X HUGE ANTS** AC: 8 HD: 1/2 HP: 2 each  
MV/R: 60 feet Damage: 1hp  
Sz: small  
• ST vs poison +4 or extra 1d4 hp

### THE OLD PASSAGE TO THE TEMPLE

The passage continues eastward for half a mile. Fifty feet in, the party encounter a mass of roots, blocking further access. The roots reach into a pool of water and are difficult to burn but they can be hacked through. A hole large enough for a human can be made. Once the roots have received 30hp damage. Two characters can engage in this labour. The water is eight inches deep but poses no danger.

The sound of the hacking will alert more of the ants who will start appearing two rounds after the sound starts.

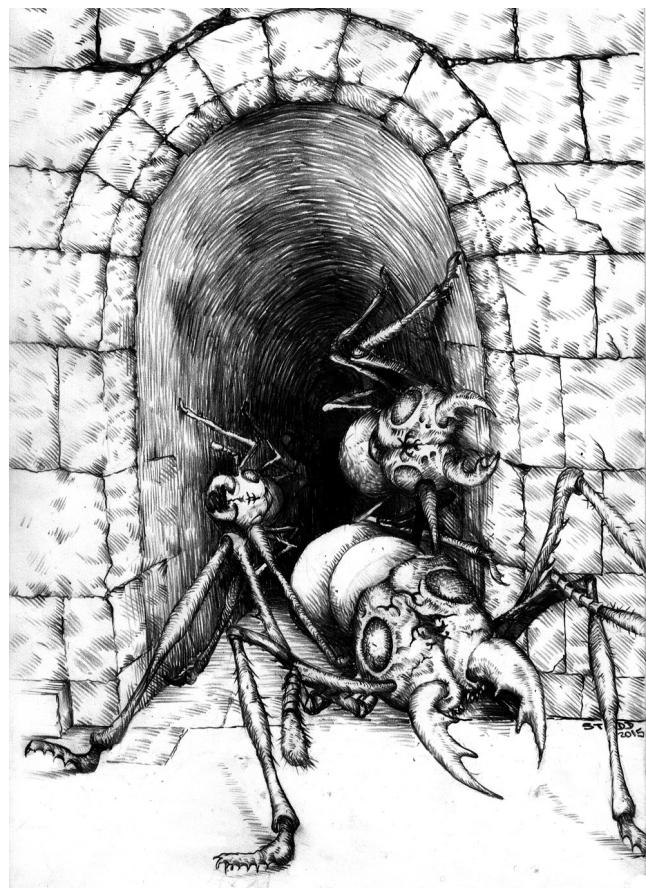
There are six ants initially in the area but 50 feet further down is access to their nesting tunnels. The ants will mount a concerted attack eight rounds later with a hoard of 50 ants pouring through the tunnels. After the ants nest in a further 200 yards is a studded wood door. The door is jammed shut but if opened will lead to the basement of the Ithunnian Temple in the eastern part of the valley.

**50 X HUGE ANTS** AC: 8 HD: 1/2 HP: 2 each  
MV/R: 60 feet Damage: 1hp  
Sz: small  
• ST vs poison +4 or extra 1d4 hp

### 3. THE PASSAGE SOUTH (WALL SPIKE TRAP)

A short corridor leads to a further reinforced door. In the northern part of the corridor is a torch sconce on the east wall. A similar sconce can be seen on the west wall near the south door.

The sconce operates the spike trap that runs along the east wall. Studying of the wall reveals the regular holes along its length. The levers are currently set to "off" mode so twisting them once will activate the trap. Anyone caught by the spikes will receive 1d6hp damage.



### 4. THE GAOLER'S QUARTERS

A fireplace is set in the middle of the east wall. A skull suspended from a noose hanging from the middle of the ceiling. Beneath it is a pile of rags and bones that twitch and clatter for no obvious reason. There are six beds in the room all sorry rags with powdered straw mattresses.

On one bed is a scrap of parchment with faded crude writing:

'He made us stay. The others keep going but I can't take any more. May Ithunn forgive me and send me into Klepper's care.'

Under one of the beds is a leather pouch containing 13sp.

On approaching the fireplace, there is a sudden loud clatter as if something is making a hasty escape up the chimney flew. Dust scatters down into the fireplace but no creature can be found there.

Either side of the fireplace are two chests, one filled with logs, coal and tinder. There is a tinderbox flint and steel, still usable. On a table in the south west corner are parchments, a rusted saw blade, a cleaver and a key ring with four keys on it. One key opens the gaol room, the rest open the cells.

The spidery writing on the blood spattered parchment reads:

**'It hates the iron bars and won't go near them even for food so we put the grub just out of reach.'**

**'It asked for water from the Halfring's Tears today...who does it think we are! Bloody fairy'**

**'Won't eat and looks really weak... had to force it to eat. Hate even touching the thing.'**

Under the beds are suits of studded mail and six short swords. Behind the central bed on the south wall is a loose stone behind which is a pouch containing 30sp and 6gp. The armour is beyond repair due to age and the short swords are rusted.

## 5. THE GAOL

**In front of you is a wooden 4' x 4' trap door in the floor with a ring handle. Two grotesque skeletons are torturing the remains of a third by turning the winches of a rack. The victim lies squirming on the floor minus its arms that still clatter on the rack. A further skeleton mindlessly chops at the air with a cleaver above a pile of wood that may once have been a table. That is until they all turn their attention you.**

The armless skeleton will also attack but does no damage.

**3 x Skeletons** AC: 8 HD: 1 HP: 5 each

MV/R: 90 feet Damage: 1d6

Sz: Medium

- Turned as 1 HD monster
- Edged weapons cause half damage
- Missile weapons cause 1hp damage

50xp should be rewarded to anyone who makes puns about the skeleton being 'armless'.

The gaol has a series of vaulted ribs rising up to shadowy corbels from which hang chains and hooks. The middle of the room has a 5'x 5' solid pillar with manacles hanging on 3 sides. On the east side is a rack with a winch at the top.

The wooden trap door has an inset ring handle rusted in position. The sound of running water comes from underneath it. This was a sluice hole and a solid iron grill covers hole beneath the trap door. A subterranean stream can be seen flowing from east to west.

A soaking leather pouch that is snagged on the south east corner of the grill out of sight. The pouch contains **two gems worth 25gp each, set of weighted dice and 8gp.**

Next to the north door is an open chest containing rags, hammers, tongs and knives.

There are two chain mail curtains to the west, between which is a small fireplace in the wall. Supplies of wood are stacked near this.

## The curtained alcoves

As soon as a character peaks beyond a curtain a skeleton will leap from both the north and south curtained alcoves.

**2 X SKELETONS** AC: 8 HD: 1 HP: 5 each

MV/R: 90 feet Damage: 1d6

Sz: Medium

- Turned as 1 HD monster
- Edged weapons cause half damage
- Missile weapons cause 1hp damage

The southern alcove is a toilet. Water can be heard running constantly from the hole as it feeds straight into the passing stream.

The north alcove is filled with more torture implements, a brazier and a helmet with spikes on the inside. A chest contains rusty tongs, pliers, clippers and saws. All these line the south edge of the alcove providing room to access the west wall.

Any party member can find a 'secret' door here but only one with Erle blood will sense the secret door without searching (3 in 6 chance).

The two smaller cells on the east side of the gaol have basic cots and wooden bowls but are empty.

## 6. THE FAIRY CELL

The larger southern cell contains a cot and a wooden bowl. A small immobile skeleton lies curled up under the cot. A cleric, magic user or one who has experienced the Erle folk will recognise that it is a true fae.

Sir Agrail was experimenting with a Spirit Trap and succeeded in capturing the spirit of this poor Fae, which still resides in the trap in room 10.

## 7. THE SECRET PASSAGE

The short cut from the prison to the Agrail's study once had a range of traps through it but they now stand inert.

**7a** Two rusted axes hang a dangerous angles either side of the passage.

**7b** Two large demonic faces leer from the north and south. Dark smudges on the mouths hint that these might have once breathed fire.

## Room 5 to Room 8

**7c** A pit trap is stuck open with a thin plank of wood suspended over it. When a character crosses the plank it will break on a 1-2 on a d8, double that chance if two characters decide to cross at once. Falling into the pit causes 1d4hp damage. The bottom is swimming with shallow water and **three undead rats**. A players roll their Dexterity or less at +2 bonus on a d20 to avoid falling in. If they run across they do not receive the +2 bonus.

**3 X UNDEAD RATS** AC:9 HD: 1/4 HP: 2, 2

MV/R: 60 feet Damage: 1-3hp

Sz: small

- Turned as 1 HD
- Edged weapons cause half damage
- Missile weapons cause 1hp damage

### 8. AGRAIL'S SECRET ROOM

You can hear the sound the scratching of a quill on parchment. Looking toward the south wall a man sits at his desk writing feverishly. His appearance is similar to the statue in the stair room, clad in adventuring gear. He of unaware of your presence and soon you know why as the whole desk is visible through his shadowy body.

As soon as the party enter he will turn and look toward the door but will look straight through the party. His hideous face bares a look of perpetual terror and anguish. This is so traumatic that the party need to make a saving throw vs spell or suffer from the effects of fear.

If they fail they will run away in panic for three rounds, dropping anything in their hands 60% of the time. Erle Folk apart from halflings in the party are 90% resistant to this.

There is a bed in the south east corner, a desk along the south wall, a stove against the north wall and a cluttered table in the middle of the room. The walls are covered in crudely daubed symbols warding against Sylvan intruders.

A character with Erle Folk blood needs to make a saving throw vs spells +4 or be at -2 penalty in all actions while in the room.

#### The ghost at the writing desk (South)

Sitting at this desk is the ghost of Sir Agrail de Harken. The spirit is nothing more than a phantasm unaffected by any turning attempts and not radiating evil. He continues to write some forgotten script without any awareness of the party's presence. On his hand is the ruby red ring and a signet ring.

#### The screaming skull of harken hall

Sitting on the desk is a skull covered in symbols. The warding skull will rise up shrieking as soon as any come within five feet of it unless they wear the red ruby ring of Sir Agrail that currently sits on the desk in the laboratory (room 21).

**WARDING SKULL** AC:6 HD: 3 HP: 15

MV/R: 30 feet Damage: 1d4+1/ 1d4+1

Sz: small

- Shrieks 1/day. Any spell caster within 15 feet needs to make a save vs paralyzation at +2 or be unable to cast a spell. Other characters, on failing their save will be at -1 to hit for the encounter.
- Attacks with Magic missiles from its eyes once every other round for 2 x 1d4+1
- Uses magic missile attacks for 6 attacks

The skull will fire two magic missiles from its eyes at one or two targets at a time as long as the targets are within 30 feet. The skull's missiles can only function once every other round as it needs to recharge. It will seek to avoid direct combat by flying up toward the ceiling. The skull will never go beyond 10 feet of the desk.

A character could attempt to grab the skull and control it, though they need to make a **to hit role vs AC 2** to do this. If pulled away from the desk area it will cease to attack. Its levitating magic is weak and a character will be able to control it on an **open doors** check.

The skull will lose all its charges after six attacks with the missiles. It will then fall to the floor. The skull can be recharged and if kept as treasure alongside the ring will fetch between 1200gp.

The skull is worth 30gp as a curiosity without its magic. If the skull is smashed it has within it a red ruby worth 250gp.

#### Exploring the desk

The writing desk is covered with sheaves of parchment. One document gives **instructions on how to create a flute to summon a fairy**. This is a main quest item and will also be found in Agrail's laboratory (room 21).

A quill and a dried ink pot sits on the desk and it appears as if the writer has left in a hurry. Nearby are two tomes on the floor on **Folklore of Hundreness** and the **Heraldic families of Vereland**, both worth 50gp. Beneath these are parchments written in Vivaine's hand. One is a description of changelings.

A secret drawer in the desk is accessed with a lever on the underside. The secret drawer has **three potion vials, a healing potion and two holy water**. There is a **+1 dagger**, ivory handled with inlay in the form of a



sinister faun. The scabbard is in red leather and is still in excellent condition. **There are also a key** for the iron west door.

The desk has pages from a diary on it. They read:

**'With the decision of my people to leave the valley and seek salvation in Vereland, I am determined to harden my resolve. Those spiteful and petty Sylvans will not see me retreat from the field of their chosen battleground. These last few years have been a trial for my people who by the testament of the Priest Andreus have lost to the elf pox 283 souls, spread by the Night Imps. They have met with famine that has taken more lives and such hardships as can only be the deeds of these evil sprites. I am determined to bring these imps under my leash and I am close to it. The captured fae greatly fears cold iron and my Elf Trap is now complete. I will test the device soon. I will have my way.'**

**'I fear for Esmarelda's sanity. That good woman cares where the caring is unwarranted. I caught her attempting to aid the people, which is not her place and is most unseemly...'**

**'My good son Hengus has fallen foul of the pestilent elf pox and lies swooned. Esmarelda has fallen to weeping so I have secured her in her quarters lest her weakness be seen. A calamitous event has occurred**

**as the good lady Vivaine de Malavanche has passed this day, her plans unfulfilled and with her passing, the vale is weakened and I shall have no army. She is to be placed in our catacombs with high honour among her secrets. That beast, Macklevan shall now pay. I have the instrument with which to summon him and command his presence and I shall have full measure of my revenge. May Skaadi the hunter and doom bringer, strengthen my cold wrought blade.'**

#### **Bed (south east)**

This originally had expensive bed sheets but these have suffered with age. Under the bed is a greened brass bed warmer. There is also a chamber pot and a pair of old slippers. Under the dusty pillow is a **cold wrought dagger** (**damage: 1-3**) still untouched by rust which is effective against sylvan folk. At the end of the bed is a pair of shoes placed in an orderly fashion facing north.

#### **Chest (North East)**

Leaning against the chest is a long large sack with shoulder harness. This contains a lute. It will need restringing but is still worth 200gp. Inside the hollow of the lute is a small spell scroll with the following spells; **detect magic, read magic, shield, silence 15' radius and phantasmal force.**

#### **The stove (north wall)**

A pot-bellied stove is filled with congealed wood ash. The cauldron on top of the stove has a dried crust of some past concoction, now of no value. Near the stove is a crate with a supply of kindling and firewood.

### **9. THE WEST DOOR**

The door is locked and encased in iron and is also covered in Sylvan wards. Anyone of Erle Folk blood needs to make a **saving throw against spell** or be unable to pass through. There is a key to this door found in the secret drawer of the desk.

### **10. THE SPIRIT TRAP**

**The walls have a large elf ward and glow luminescent blue from the fluctuating light of a large dome on a table in the middle of the room. The ornate glass hemisphere is three feet across and is strapped to a base by bands of iron. Ribs of iron also arc over the dome attached to a chain hanging from a pulley in the ceiling. A winch in the north wall is used to raise and lower the dome.**

The dome radiates magic if detected for. It can be released from the base table using the clamps at three points round the dome. To finally release the spirit, the dome needs lifting using the winch.

## Room 8 (Continued) to Room13

A Fae spirit still resides in the dome but its body is now a pile of bones in the prison cell at area 6.

If the spirit is released it will seek its bodily remains, ignoring the party unless they try to stop it. If the iron door is closed then it will be repelled from the east door and become enraged if not allowed to leave.

Sir Agrail was planning to use this trap he devised on Macklevan. It is an evil torture devise designed to imprison the spirits of Erle Folk. If this is recounted to Karlina the party will receive 300xp each.

### True Fae Spirit

Essentially the True Fae Spirit is the equivalent of a ghost for beings with a soul. The spirit has usually been forced to stay beyond its time in the world and is seeking a way to escape its earthly bonds. The spirit takes the appearance of a floating luminous form of its former self.

The Fae spirit is extremely chaotic in its alignment and will swing dramatically between good, neutral and evil depending on how it is treated. Thus if helped during the encounter, the spirit will be bound to return a favour before it disappears. It will not attack anyone who does not stand in its way, but will transform into a minor Banshee toward those who stand against it.

**FAE SPIRIT**      AC: 6      HD: 2+2      HP: 15

MV/R: 120 flying      Damage: 1d6. See below.

Sz: Small

- Attacks as a 3HD monster
- Hit only by +1 or cold wrought iron weapons. 25% magic resistance
- Wail of terror. All within 30 feet make a saving throw vs death magic or be affected as if struck by a fear spell.
- Frenzy. This takes place following a wail of terror. The spirit becomes rapidly more aggressive, increasing its attacks per round for the next four rounds, adding an extra attack each round to a maximum of five attacks. Each round it also becomes harder to hit gaining one AC bonus each round to a max AC1.
- Turned as a 4HD undead.

If let free through the door the spirit will fly passed the characters and head south through the trapped passage (area 7) until it finds its body in the prison. It will fly through the active traps with no harm and for the next 10 rounds remain in its animated bones.

The time between the spirit being released and its final passing is 15 rounds. If the party arrive before the animated bones collapse then it will answer any questions they have by way of gratitude, one question per round.

The spirit of the True Fae, named Tombrite, speaks common as well as Elvin. It will know the following information but has no concept of the passage of time so it will speak of what it knows in the present tense:

- Agrail had carved a special bone flute to summon Macklevan.
- Agrail plans to kill Macklevan.
- Agrail's men tortured him with iron and refused to get him spring water from his home, at Halfring's Tears.
- Agrail had been given the plans for the spirit trap by the necromancer Vivaine.
- Macklevan's portal is near the Harken Tower.

### 11. THE WEST PASSAGE

**A 30' long passage with an arched ceiling has three doors on the north wall, two doors on the south and one at the far end. From one of the north doors there are scuffling and scraping sounds. You can hear some muffled barking and the voices of men trying to placate the dog from beyond the western door.**

The door at the end of the corridor is secret from the west side. After two turns (20 minutes) the guards and their dog will have returned to normal duties.

### 12. CLOSET

The simple door is unlocked and grey with age. Behind it are stacks of wood and planking. There is also a wooden horse on a stand, coloured and measuring three feet in height. A knight in dark grey armour sits askew on its back. The horse has wide saucer like eyes and a look of terror on its face, the mouth is open with the tongue pointing outwards.

Under the saddle is a metal lined square hole. A thief can use a pick locks skill to wind up the horse. It will then rock by itself for six rounds.

On the floor is a folded rotten tapestry that was once a work of art but is now sodden and worthless.

### 13. CLOSET

**This closet contains a mound of coal and split logs. There are also tools including a shovel, a coal scuttle a low slung cart and some large burlap sacks.**

## 14. THE RAT ROOM

You are immediately struck by the reeking stench of stale urine and the incessant scuffling and twittering of large rats that race toward you to attack!

**6 x GIANT RATS** AC: 6 HD:1/2 HP: 2 each

MV/R: 120 feet D: 1-3 hp

Sz: Small

- 5% chance of disease

The room was once used to store furniture for the manor and stacks of benches, trestles and table tops fill the east side of the room.

There are also two chests. One is filled with pewter tableware, enough to furnish 50 place settings and the other has other table furniture, candle sticks, eating knives, bowls and wood punch bowls.

There are 20 silver knives, effective weapons against creatures requiring silver weapons to hit. These knives would do 1-3hp damage but are -1 on the attack role if thrown. They are worth 2gp each.

One of the punch bowls is intricately carved with the face of Kern the forest god and is lined with silver. This has 30gp value.

Even after the immediate threat is dealt with, further scurrying can be heard from behind the walls to the north east if any furniture is disturbed.

The sounds of the occupants of a the main cellar (area 18) can be heard more distinctly through the rat run in the west wall, as two hall guard and a hunting hound looking for rats.

## 15. THE CLOTH ROOM

**There are three large black studded huge chests in here. From within the southern chest you can hear irregular thudding sounds as if something is trapped inside.**

Each has a padlock of basic design with a +20% chance to pick by a thief. Each padlock can be forced with a **bend bars check** or a successful bend bars check with a 40% bonus if a crow bar is used.

### The southern chest

The chest is much like the other two, constructed of dark metal studded oak and clasped shut by a padlock. A runic seal is present on the lid that holds powerful magic.

If the chest is opened it contains a writhing rolled up carpet. Unless a cleric successfully turns the spirit, the party will feel a terrible evil zephyr rush past them.

If the turning succeeds, the spirit is kept within its decayed corpse inside the carpet which continues to writhe about. In this form it will be unable to act unless the carpet is removed or until the cleric stops concentrating.

**VENGEFUL AC: 4 in body, HD: 2 HP: 10**

**SPIRIT AC: 8 as spirit.**

**MV/R: 120 D: 1d4**

**Sz: Medium Xp: 560**

- turns as 2HD undead.
- Hit only by +1 or cold wrought iron.
- Possession. On a successful hit the victim makes a saving throw vs spell or be possessed. For the rest of the encounter, unless turned, the spirit attacks with the new body using their AC. In this form the spirit can exorcized back out of the host body by a successful turn. Turning can be attempted once per round.
- Holy Water causes 2d6 hp damage.

**If the carpet is hacked** at then the corpse will disintegrate after 20hp damage has been inflicted on the carpet. Damage will only affect the spirit if produced by a +1, cold wrought or silver weapons.

Holy water will be soaked up by the carpet and will not affect the spirit, though it will prevent it from leaving the chest until it has dried in six turns. The spirit will still be housed within as long as the cleric continues to concentrate or any holy water still soaks the carpet. The carpet will be destroyed and worthless if hacked at. As soon as the cleric stops concentrating then the spirit will attack the party for standing in its way.

**If the party lift and unroll the carpet** it reveals a desiccated corpse animated by the undead spirit. This moves away from the cleric if turned. If attacked, it will be released from the turning attempt.

**If the chest is shut again** then the spirit will still continue on its vengeful purpose eventually escaping into the upper chambers of the hall.

The carpet, if unharmed is worth 800gp due to its immaculate state.

This is the murdered spirit of Manfred Kaldemar, the ancestor of Lucian Kaldemar who currently rules the lands to the south of Highcliff Gard. He was murdered by Sir Agrail during a private meeting who hastily hid the body here in the locked chest.

### Southwest chest

This contains vast heavy dinner table cloth, now mostly worm eaten and of little value.

## Room 14 to Room 17

### North Chest

This contains a collection of curtains that, though damaged with age will still fetch 600gp due to the elaborate decorations on them. Careful study of these pictures show unicorns, Pegasus, and frolicking fauns in woodland settings.

### The east wall

There is a small sconce in the wall in the shape of a grinning faun. This can be simply twisted to open the secret door.

### 16. THE WEAPON LOCKER

This room's walls are lined with an array of weapons hanging off hooks. A cloying smell hangs in the room.

The walls are lined with 12 hooks holding a range of weapons. 1-6 are on the east side, 7-12 on the west.

**1. Long sword in scabbard**, slightly pitted with rust. The scabbard is of pale tan leather decorated with antlered stags. (Value 8gp).

**2. Three spears** in a holster, each with black staves (Value 4gp each).

**3. A war hammer**. This has exotic knot-work designs on the head. The handle is cracked making this in great need of repair. (Value 20gp).

**4. Glaive**. This long weapon is rotten at the base and unusable. (Value 5gp).

**5. Long sword in black scabbard**. This is clogged with rust and of no value.

**6. Long sword in black scabbard**. Slightly pitted, but is in good condition with an unusually thick blade. (Value 15gp).

**7. A quiver with 12 arrows**. These huge arrows are about five feet long with flint heads.

**8. A giant bow**. The gut string has snapped but the bow still precariously hangs from the hook. The length of the bow is nine feet and four inches thick. At the ends are carved two gurning orc holding the remains of the gut string.

**9. Empty hook**

**10. A backpack**. Inside are the desiccated remains of rations, a coil of rope (30'), a small sack with 12gp and 35sp, 12 loose sling stones and a ring of silver with a dull amber stone (value 120gp) In a side pocket is a potion of diminution.

**11. A double headed axe**. This is dwarven make without blemish, though not magical, it does +1 to damage due to its quality.

**12. A crossbow**. This is inlaid with bone and has the head of an angry elf at its head. (Value 30gp)

### 17. EMPTY ANTECHAMBER

This chamber has nothing of note.



## 18. THE MAIN CELLAR

The vaulted roof is suspended by sweeping arches that emerge from two thick pillars. Supplies for the manor are kept here including hung flitches of ham and gammons, a cold slab for preparing the meats in muslin, root crops, cereals, pots and tubs of spices and preserves. A well stands to the south of the room surrounded by rope and buckets. A spiral stairway heads up from the north east corner of the room.

This is known cellar for the hall. In the north west a chute is used to send sacks and barrels down into room. The well drops down 20 feet to fresh water.

Two guards and a guard dog are hunting rats in the room and are keeping silent, listening out for the gnawing and scraping. They will stay in the cellar for two turns after they were first detected after which time the dog will be tethered in here.

**2 x GUARD** AC: 7 HD: 1 HP: 6 each  
MV/R: 120 feet. D: 1d6  
Sz: Medium Xp: 35

**GUARD DOG** AC: 8 HD: 1+1 HP: 7  
MV/R: 180 feet D: 1d4  
Sz: medium Xp: 35

If they are faced with superior foe the guard will run to get help. The dog will bark manically during the encounter. Any hearing this will think the dog has found rats but they may hear any fighting.

### The sign

In the middle of the room is a large arcane sign partially hidden in the dust and straw on the floor. A spell caster will know it is the symbol is a **Circle of Sorcery**, enabling any character class with a spell scroll to be able cast spells.

On the west wall is faded writing that reads:

From pixies and fairies, from Fir Bolg and night elves,  
From long eared nunc-horns and crook backed  
panjumblers  
And from the great goat legged Macklevan and his  
meddling menials  
May the good goddess Ithunn and her noble consort  
Bragir preserve us.

On the west wall to the south west is an old horned "Viking" helmet with a tag on the inside that reads;

'The possession of Olaf the Hairy, One size fits all, so try me for size. Upon the rune, Speak the poem true and you shall know my secret.'

If a character dons the helmet, stands on the sign and speaks the poem, the west wall opens. The wall, the sign and the helmet all show a magic aura if detected for.

## 19 THE SKELETON ROOM

A short set of stairs descends to a broad room 30 feet long. In the middle of the north wall is an arched gap and similar at the far west end of the south wall.

As soon as the doors open eight skeletons shudder into life, holding short swords and shields. The shields bare the Harken crest.

**8 x SKELETONS** AC: 8 HD: 1 HP: 5 each  
MV/R: 120 feet. D: 1d6  
Sz: Medium Xp: 35  
• Turned as 1HD  
• Edged weapons cause half damage  
• Missile weapons cause 1hp damage

The double secret doors can be closed using a simple lever on the south wall.



## Room 18 to Room 21

### 20 THE MODEL ROOM

An octagonal chamber is accessed up a small flight of steps and has an ecclesiastical quality with classic Gothic architecture. In the centre of the room is a heavy stone table about 10 inches thick upon which stands an impressive model of a castle. The east wall of the room is covered in scrawled musical notation. A portrait hangs on the north west wall. You can hear the faintest sounds of distressed cries coming from the model. The model shows the castle design was to include a large three storey manse, an inner tower rising up six storeys, a Temple dedicated to Ithunn in the rotunda style and an outer curtain wall to include five towers, a gate house and a superior watchtower.

The music written on the wall is the tune required to open the portal at the folly on top of the cliffs.

*Faithfully recording this music will gain the party 100 xp each on leaving the adventure.*

The watchtower is all that was built of this huge edifice. Should the party approach the distressed sounds will increase and strange lights will be seen moving about from some of the windows. If the model is touched, the sounds and lights vanish instantly.

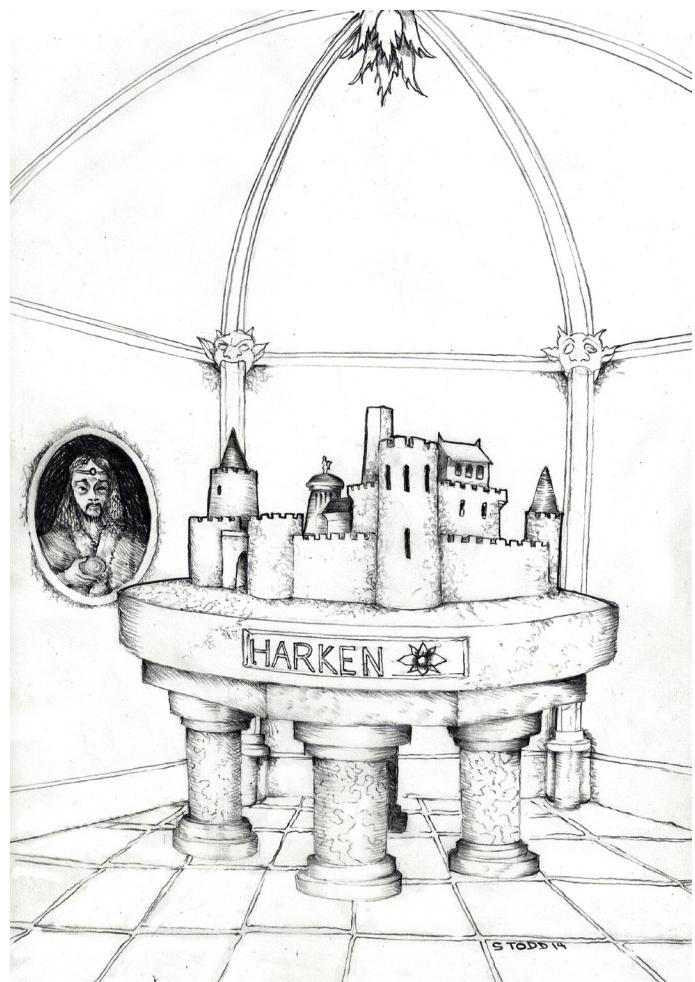
Some of the roofs can be removed and the interiors can be inspected. The gate house floor has a mysterious symbol on it indicating an extra-dimensional portal location in the real world.

*Recording the location of this symbol in some manner will give the party 100xp each at the end of the adventure.*

#### The portrait

On the northwest wall is an ovoid portrait of a man with long black hair held back by a slender coronet and a serious countenance holding an amulet baring the crest of the Harkens in the old style depicting crossed swords over the sea. His hand has two rings, one with a red stone, the other, a signet ring, shows the same crest as the medallion. The painting is on wood and can be lifted from the wall. On the reverse is "Erle Agrail de Harkensire, La-aksoria Eren" This is in Sylvan and reads, "Sir Agrail son of Harken, Lord of the Valley"

*The painting was originally by the master painter Nerian Grunwald and if taken to Lady Karlina will give the party 200xp each. If sold it will fetch 800gp.*



### 21. THE ARCANE LABORATORY

This room appears to be a dishevelled study for a sage or alchemist. There are many pots, containers, skulls and bones, scrolls, caskets and chests scattered about the room, on shelves, on a writing desk and on the laboratory table to the south. An impressive belly stove in the form of a dragon stands near the west wall. For a brief moment you see the fading shadow of a figure seated at the desk, whittling something with a knife before it fades away.

If Detect Magic is cast into the room then there will be many auras detected.

- The ruby ring on the table
- The crate under the laboratory table to the south
- Some bottles on top of the laboratory table
- The dragon stove

#### The Desk (east)

This rests against the east wall covered in papers. A ruby ring is left on top of the documents.

## The ruby ring

The ring is Agrail's ring as seen in the picture in the octagonal chamber and worn by the ghost. If worn it will prevent the warding skull in the bed chamber rising up and will open the breast plate in the statue in area 1. **It functions as a +1 ring of protection.**

*If the party intend to continue with the adventure beyond The Curse of Harken Hall, the ring will be great value as it will prevent attacks from some of the undead created by Baazathon.*

*The experience point value of the ring is 150xp as treasure for each party member if not identified, but 500xp for each party member if they realise its further importance to Sir Agrail's history.*

## The parchments

Parchments are covered in pale shavings and a fine whittling knife made of silver (value 20gp). This is where Sir Agrail made the bone flute he used access Typhon the demi plane of Faerie. The shavings are bone.

The documents are journals and scrolls describing how to make and use a spirit trap. **Sir Agrail has also transcribed Vivaine's notes on making the flute here.**

*If the party have already found a copy of this in the private rooms (room 8), then this may be omitted here.*

The rest of the documents include accounts of the day by day proceedings of Highcliff Gard. If the party just give a cursory glance over the writings they will spot something 25% for each turn reading, thus 50% after two turns. Further, a bard, magic user or cleric will be able to add their highest primary ability score to this % role.

Information gathered from the text are listed below, which give each party member 50xp on discovery

- The Forest Lord Macklevan had initially been a cautious ally of Agrail, welcoming humans into the valley. The sylvan had initially aided humans in developing the settlement.
- Sir Agrail de Harken fell out with Marduke Halister, the original owner of the Halister Mill Tavern, particularly over the stores of gold that had been excavated from the caverns. He believed Halister had held some back.
- He refers to Marduke as Sir Halister at one point, possibly hinting that Marduke was of noble blood. This information will be of value to the current landlord of Halister Mill, Arno, who will immediately allow the party free food and lodgings thereafter.
- Sir Agrail had arrived in the settlement after he had destroyed the reputation of a rival Lord at the court of Yorlingard, Sir Rebdon de Hallivoy who was rendered without lands, tithes and retinue and sent

in ignominy from the court as a result of Sir Agrail bribing the Court Herald and other clerks. This was then used against Sir Agrail himself by Hallivoy's cousin, Lord Treeving. Agrail was given an ultimatum to leave or be exposed.

- Sir Agrail and the necromancer Vivaine were lovers, and he had no love for his wife Esmerelda, apart from her function of giving him male heirs and running the hall.
- Sir Agrail had specifically been told not to mine the gold in the east caverns by the King under the Mountain, King Lox, as it was sacred. He ignored this. Agrail became increasingly frustrated by the rules imposed by the Erle Folk and began to ignore them.
- Sir Agrail sent messengers out to all corners of Vereland and into the Forests of Hundreness looking for Sylvan lore, specifically so he could foil them. He equipped his men with weapons and wards to combat and expel Sylvans.
- Elf wards may be removed using a paste of ground dried fairy bonnet, elf ear, silver birch bark and fermented wine vinegar. (All may be found on the shelves of the laboratory. It takes three turns to mix enough to remove four wards, once the fire is heated up.)
- Sir Agrail took his relationship with Vivaine further and has planned to build an undead army to protect the borders of his land with her help.

*The game master will note the amount of different pieces of information the party think are valuable. These will count toward the experience points at the meeting with Karlina at 100xp per piece of information per character.*

## The Shelves (north)

To the north is a rack of shelves laden with alchemy vessels, ingredient jars, and small chests. On the shelf are also 3 humanoid skulls.

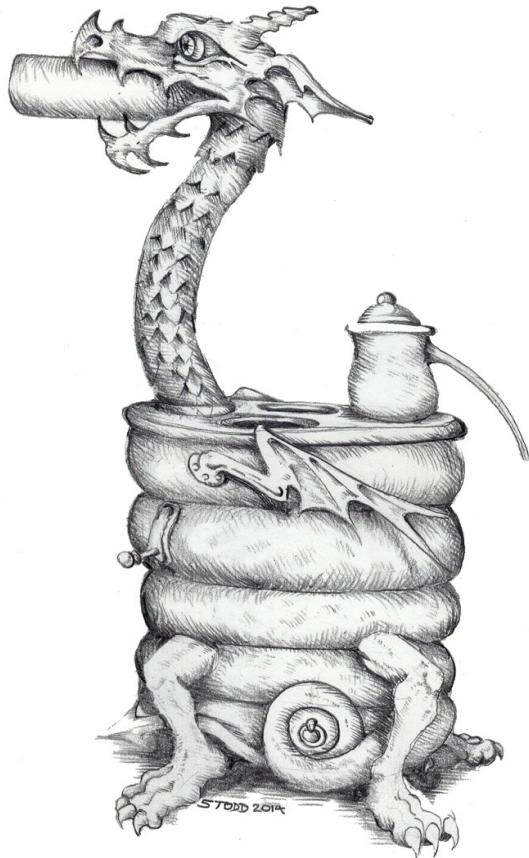
The skulls are Horned and about the size of a human child, (a night elf), Large and with exaggerated ape-like features (an orc) and a third which appears human.

## The Dragon Stove

Next to the west wall is an exotic stove in the form of a dragon, with four hot plates. This is a specialist alchemist's stove. The stove has a magic aura.

It is of the highest quality and adds 20% to the success rate of creating magic, being capable of adjusting temperature from subtle warmth to fire pottery. There are symbols on the stove that hint at its potential.

## Room 21 The Laboratory



### The Mixing Table

To the south is a lab table with glassware, pestles, lab utensils and a thick wrinkled book, suffering from the effects of age and water damage. Some ancient plant samples sit on a dish and one flask contains the separated remains of an unknown concoction.

*Any magic user in the party will be able to brew potions here. If they decide to do so then the GM needs to note the time that Sir Clovis will be back from hunting and decide what he will do about the newly discovered door in the main hall, whether Karlina takes steps in to prevent him discovering it and send the guards down after the party.*

To quickly calculate the magic users success in making brews.

50% chance of success + 5% per level + 20% for using the dragon stove.

For calculating time taken. 2 hours + 1-2 hours. These will be weak potions known as Prentice Potions.

A magic User will receive 200xp for brewing a potion and will be able to brew 4 doses of each.

There are over 100 ingredients in the room on shelves in small crates and chests and under the lab table. A detect magic will reveal only 16 vessels containing magic.

- 12 x flasks of Aqua Conjurum under the bench. (Value 50 gp each). This aids novice mages in making Prentice Potions, see below for further information.
- 1 x Fae Sight potion
- 1 x Glibness potion
- 1 x Cure Light Wounds potion
- 1 x Change Self potion

There are a further eight recipes in the book, but it would take a month to read and transcribe the text. All the recipes are for weak potions. But more importantly it provides a step by step guide to brewing and enchanting potions.

#### Recipes:

- Immune to poison (ingested)
- Slow poison
- Plant growth
- Glibness
- Healing
- Enrage
- Fae sight
- Dragon tongue
- Beast of the forest

On the lab table is a recipe for pigment used in producing elf wards. Five pots on the table contain the ingredients and if the party follow the recipe they will be able to make 6 vials, each able to create elf wards which will be effective against Erle Folk. It would take six turns to make a vat of pigment.

Any fresh ward will prevent a sylvan creature from coming within 30 feet of the ward (saving throw vs spell.)

There are a collection of three oddly shaped non magical vials and bottles on the table.

1 x fermented vinegar

1 x fungus ink

1 x venom (only effective in wounds able to coat a weapon 3 times)



## A NOTE ON POTIONS AND OTHER CONCOCTIONS

A few of the potions mentioned in the adventure are to be found in core rule books but others are described below.

### Aqua Conjurum

This liquid is prepared by master alchemists of 7th level or above for use by potion producers. It is used as an activating agent in the majority of potions produced by lower level mages. The results are low level potions perfectly adequate for most purposes. Even so, at 50gp per flask, Aqua Conjurum is expensive. Without access to a laboratory and equipment, plus recipes and high quality ingredients, Aqua Conjurum remains a non-toxic slightly sweet liquid, often mistaken for a liqueur and is often used to make cocktails with extra magical sparkle at mage meetings. It radiates magic of a low order.

### Immune to Poison

The imbiber is immune from the effects of ingested poisons. It lasts 2 hours plus 1-2 turns. It also acts as an antidote.

### Enrage

When added to someone's drink, this will cause the victim to immediately become enraged at the slightest pretext if they fail their saving throw against poisons. They are vulnerable to this effect for 3 turns plus 1-3 turns. A small sip of this concentrated liquor is enough to cause the drinker to fall into a rage for 1d6 rounds as soon as provoked. Enraged characters attack at +2 to hit, but -2 on their Armour class.

### Fae Sight

This paste is placed directly into the eyes for an immediate agonising burning sensation. The burning can be reduced with an eye bath of clean water without losing the effects of the paste. For the next 6 hours the user will see the world as if seen by one of the fairy folk. This has the following effects:

- Infravision 60 foot radius: this effect takes place in daylight as much as night. The world effectively takes on a multihued quality based on the broader spectrum than normal human sight. Unless a saving throw vs spell is made the user will be at -2 for to hit rolls and any other activities which rely on sight.
- Detect magic auras: 30 foot radius
- Detect extra dimensional portals: 30 foot radius

### Dragon Tongue

Duration 4 turns plus 1d4 turns. The imbiber will be able to speak with all reptile types from lizards to dragon and wyvern.

### Beast of the Forest

Duration 4 hours plus 1d4 hours. Each potion contains four doses. The imbiber on drinking the potion will immediately become a beast of the forest. Each type of this potion is linked with a specific creature. Typical creatures include wolf, bear, squirrel, pine marten, deer, fox, badger, bat, wild boar. Adaptations of this potion depend on the local climate to include more exotic forest beasts such as monkey, panther or tiger.

Any who take this potion suffer from the same conditions as a polymorph spell. This potion does not effect the mind of the drinker. All possessions are left unaltered by the transformation and are discarded during the polymorph.

This potion is addictive. With each use the character makes a saving throw vs spell with a -1 penalty cumulative for each subsequent use. If they fail they will crave to return to the animal shape seeking further ways of doing this.

## ESCAPE, REWARDS AND TREASURES

The party have been instructed to meet up with Lady Karlina at Halister Mill Tavern on escaping from the manor.

### If the Party were undetected during the adventure.

If the party managed to get through the cellars without alerting the guard then they can sneak away via the chute in room 18. Although the ramp of this chute is steep, it can be negotiated using spikes. The guard will be patrolling in pairs round the manor but will not be on the alert and will walk round the manor once a turn.

### If the guard are aware of the party.

If the guard are actively seeking the party then they will bring reinforcements from the Garrison. There will be two groups of patrols, one at the front of the manor, the other at the rear. A further patrol will be investigating the cellars, trying to find the party.

If the party are captured then use the following section. If they manage to evade capture then they will be safe once they get away from the manor.

### Rewards

If the party are captured, they will receive the experience points for all the knowledge gained but not the monetary wealth.

If the party escape undetected, they also receive experience points from the monetary wealth, from all the information they have gathered and any identified magic. They will also get extra experience points if they notify Arno Halister of his family banner.

## Potions, Escape, Afterwards and Harken Hall

### AFTERWARDS

#### Linking to NECROMANCER'S BANE (MD3)

##### If the players escape undetected

Once they have left the confines of Harken Hall grounds then the party can move relatively freely. They will need to meet Lady Karlina at Halister Mill Tavern where they will receive payment and discuss the outcome of their adventure.

Lady Karlina will suggest that the party attempt to open the portal leading to where Macklevan was summoned as surely this is where the curse was caused.

For this the party will need a bone from a Harken male to be used to make a bone flute according to the parchment found. A suitable bone may be found in the Harken mausoleum in the catacombs but she understands that there has been trouble there recently and the doors have been sealed and guarded.

She suggests this to be a welcome opportunity for the party to volunteer their services to her husband, which should place them in his favour.

##### If the party are captured

If the party is caught then they will be presented to Sir Clovis. Lady Karlina will volunteer her role in the adventure and pretend that she thought she had only heard rats behind the wall and had sent the party in only as rat catchers. She will plea with her husband for the party to absolve themselves by clearing the valley catacombs of the evil that is abroad. He will agree to this. She will say nothing of the curse during this meeting.

##### The truth about Sir Clovis

Lord Clovis will be fully aware of the cellar door as soon as he returns from the hunt six hours after the party have got into the cellar.

As soon as he knows of its existence he will personally investigate the cellar after he has summoned Lady Karlina and the House Master for an explanation.

This may completely change his outlook on Sir Agrail. How much he finds out will depend on how much of evidence has been left in the cellars. But his feelings about the curse will remain. Whatever else, Sir Clovis will allow the party to adventure into the catacombs to clear the place of the evil lies within.

He is secretly delighted that his wife is taking bold steps to take control. She will need such authority when he has died of the curse. He is also impressed by the adventuring party and wants to train them ready to help hold the valley after his death.

Before further adventure, the characters should have ample opportunity to train, return to full health and buy anything that they

### HARKEN HALL

#### GROUND FLOOR

##### 1. THE MAIN HALL

The earliest construction in the Hall, the moot hall, holds valley banquets four times a year during which times the populous are formerly heard by the Lord. Sir Clovis also gives this opportunity to bestow favours or levy demands during this time. The rest of the time this room is rarely used. The north wall is decorated by an impressive mural depicting Sir Agrail de Harken in combat with Macklevan. In the background is a depiction of the valley.

This hall has viewing galleries accessed from the upper floor, across the north wall and the northern section of the west wall. During banquets, groups of minstrels will sit here discretely accompanying the feast.

The east wall has three tall arched windows which floods light into the hall. During colder months, these windows are covered with heavy curtains.

The secret area (8) has only recently been discovered by Karlina Harken as damp from the roof has seeped down into the mural causing the secret doorway's lintel to become visible as a stain. As the mural is usually covered by a red curtain, the Lord has not seen this yet.

##### 2. THE STAIRWAY

This is the heart of the Hall affording access to the kitchens, the moot hall and into the west wing. A broad stone stairway leads to the upper floor and the west gallery overlooking the moot hall.

On the ground floor, the hall is decorated with 4 stuffed heads, a giant boar, a wyvern, a stag and a young green dragon.

Two huge chests of black wood and studded iron are filled with the dining ware and plates used during the banquets including four huge dining cloths.

##### 3. THE KITCHEN

The kitchen has doors leading out to the rear of the building (not on the map) as well as to the west wing, where the chef or his assistant can fetch ingredients from the west wing cellar.

This is Malvo's room and he maintains rule over all that occurs here even over the orders of Sir Clovis. The room has an oven, an open hearth and a hot plate stove, as well as shelves filled with kitchen utensils, tools, herbs and spices, bowls and plates. The ceiling has an array of hooks from which hang cured meats.

##### 4. SIR CLOVIS'S ARMOURY

Sir Clovis uses this private chamber to entertain his guests. The room has the combined function of being his study where he keeps the accounts and official documents of office and an armoury.

The room has a hearth on the south wall and below the window a escritoire and chair neatly set for writing. On the desk is a sealing stamps and wax. A drawer contains the usual accoutrements required for writing; quills, inks, pen knives, spare sheaves of parchment. A small bag in the drawer contains 18 gp and three red gems (50gp each).

There are two grand chairs that sit near the fire and on the North wall is a large painting of Sir Clovis's father on board.

There are two suits of armour on display either side of the fireplace on the south wall. One is a full suit of field plate covered in intricate filigree, in black metal and ivory white decoration (4000gp), the other looks like a ragged piece of banded mail with a battered leather helmet. This was Sir Clovis's first armour and he holds it dear to his heart.

A black chest is covered in obvious and complex locking bands requiring four keys. It is trapped and kept in pristine condition, as well as being bolted to the floor. Each lock has a pin trap (st vs paralyzation -2 or paralysed) and if any draw or lid is forced open the chest releases a gas trap (st vs poison -2 or death 10 foot radius). The chest contains the following:

**Long Sword +2 "striker", Long Sword +1 "heartswound", war axe +2, hand axe +1, dagger +2, 2 x daggers +1, gauntlets of arrow catching, ring of protection +1, ring protection vs fire.**

## 5. LADY KARLINA'S DAY ROOM

This room is sumptuously covered in tapestries round the walls. There is a large fireplace in the north wall and a small spinning loom sits near the west window, where Lady Karlina spends free time producing ornate and luxurious hangings. A corner of the room is dedicated to music and she possesses a lute in black and gold that sits on a stand in a silk bag. (850gp).

A small escritoire and chair sits against the south wall. Here she conducts her correspondence with everyone who has dealings with hall, from suppliers and tenants to Lords and Dignitaries from across Thoranbadt. She also keeps a secret diary which is filed in a secret compartment to the rear of the drawer where she has expressed her hopes, pride and fears for both her sons and husband but also for the valley itself. She describes her husband's wilful obduracy for the curse, her loneliness in her concerns and her yearning for her home in Hundreness where her mother, the Sylvan lady Melusine still lives.

## 6. STORE ROOM

This large store room contains baskets used for clean and soiled laundry. A trap door in the ceiling is used to drop laundry down from the upper floors. There are all the necessary tools used by the servants to do their work here and also a small fireplace in the west wall and a couple of chairs. This room is often used by the servants when they are having a break.

## 7. THE CELLAR CHUTE

This chute is outside the building. The chute is covered by double padlocked doors and is used for deliveries of barrels and sacks of grain and cereal.

## 8. THE HIDDEN CHAMBER

The hidden chamber has remained undiscovered until recently and is better described in the main section of this adventure.

## UPPER FLOOR

### 9. THE GALLERY

The gallery provides access to the private chapel (10). The gallery lit during the day by two deep set windows overlooking the rear courtyard. The walls have a collection of small miniature portraits of many members of the Harken family from over the years, with many identified in gold script on the paintings themselves.

### 10. THE PRIVATE CHAPEL

The private chapel doubles as a retreat for the minstrels during banquets. The room has a stained glass window in the north wall and a Glass is placed to the east end of the room.

The floor covered in rich carpets of Karlina's own creation. The chapel is dedicated to Ithunn, to Gildor and to Skaadi. There are also memorials to each of the previous Harken ancestral generations. A libation bowl on a stand in the corner is embossed with images of the gods around its sides. (400gp).

### 11. THE LORD AND LADY'S CHAMBER

Lord Clovis and Lady Karlina share this bedroom, with an elegant four posted curtained bed, a small fireplace and access to an external veranda on the south wall.

### 12. THE DRESSING CHAMBER

This room holds the clothing for the main members of the family in large walk in closets.

### 13. DEMETER AND BERTRAM'S CHAMBER

The sons of the Harken family share this room.

### 14. STORE AREA

The servants use this area to store bed clothing, cleaning equipment and all that is required to maintain the bed rooms on a daily basis.

## Harken Hall

### TOP FLOOR

#### 15. LEONORA'S ROOM

Leonora has been given a room in the top floor with the servants. She enjoys their company and having a room away from her brothers. She keeps all her treasures here. Natural finds she has gathered when out on walks with Cumfrey.

#### 16. HOUSE SERVANTS QUARTERS

##### a. MENDING ROOM

The room is filled with all the equipment needed to iron and mend clothing. There is a sewing table, chairs, boxes of thread and needles. A small fireplace is used to heat up the flat irons.

##### b. AGREITHA, THE HOUSE MISTRESS' CHAMBER

Kept meticulously tidy with a couple of chests, for clothes and personal belongings. Agreitha has a deep knowledge of Erle Folk and secretly understands their true part in the world. She does her best to hide her beliefs but her room has various charms to encourage the right aspect of the Seelie Court.

##### c. MALVO, COOK'S CHAMBER

Malvo has many clothes in his chest and goes through a fresh outfit every day due to his passionate approach to cooking. He has a collection of wooden spoons in the wall and a book of recipes by his bedside.

##### d. DEMETRI, LORD'S DRESSER'S CHAMBER

This room is extravagant with curtains, tapestries, sheets and throws. The chests contain enough clothes of high quality to satisfy a noble's dressing chamber.

##### e. UNDER SERVANT'S CHAMBER

2 beds. Plain cots and small chests for clothes and the few personal possessions.

##### f. CLEANING CHAMBER

This room smells of strong cleaning unguents and pastes concocted by Agreitha to ensure all objects within the manor are scrupulously spotless. There is usually half a dozen items in here in the process of being cleaned or renovated.

##### g. BED LINEN CLOSET

This room is filled with bed linen, mainly for the servants but also there are supplies for the main bed chambers as well.

##### h. STORE

This room is filled with all the tools and equipment required to maintain the manor's tidy appearance.

##### i. ROWENA, HOUSE STEWARD'S CHAMBER

Rowena is the House Steward and manages all aspects of maintaining and protecting the manor. She has an authority that almost gives her a status of nobility in the village and reserves her sharp humour for her close

friends. For all others she is a serious and humourless individual who does not suffer fools gladly. Her room has a desk for accounts, a dressing area with a full wardrobe for both martial and stately dress. She has a pet cat named Percy that spends much of its time chasing pigeons from the roof.

#### 17. SERVANT'S LIVING QUARTERS

This is the servant's common room where they can spend their brief periods off duty. It has a decent fire, a table and chairs and even shelves with books, mainly concerning household matters and etiquette.

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## **Changers, contrary folk and glimmerlings a guide to identification.**

*True Fae can transform to human form, can only be identified in this form by their loathing of iron and human religions.*

*Alven semi translucent creatures who are seen near night wort and elf leaf, who have been known to congregate to produce displays of beautiful natural light...harmless.*

*Berg Monche cave dwarves capable of changing scale alarmingly from small dwarf to stone giant.*

*True Fir Bolg may take on the form of humans, their tell tale mark is their stoutness and their hatred of iron.*

*Orculli master shapechangers, only identified by their earthen slightly decayed smell, these robust creatures believed to be the earliest species of Orc, not as evil, yet they have no love of humanity and once they have been wronged by a human, will patiently plot their revenge even if it is finally realised generations later in the human's family, they are often known as the hounds of the earth or Eardvulf.*

*Night Elves or NachtShee these shapechangers are so fickle that as yet their true natural form is unknown. They are capable of infesting human regions, often taking the form of itinerant workers and gypsies, They are unscrupulous and have no care for human law or justice. On occasion they have been known to take extraordinary measures in protecting a human even sacrificing themselves, but it is just as likely that they will leave a village devastated with the "elf pox".*

*Lutin able to transform into many forms from small mischievous boys to spiders webs or gusts of wind. Vary dangerous and constantly travelling to different human settlements.*

*Baraboa like the Lutin can change into just about any form, extremely curious and a gatherer of knowledge as long as it is useless.*

*Servan In their usual form can be mistaken for small children but can take on the form of goats. They can be identified by the smell of smoke.*

*Kornbock can transform into any creature, in its natural form may be mistaken for a Faun or Satyr, as it wears goat horns and a distinctive goat like face, does not possess goat hind quarters. Is known to always carry a staff and a sack containing ashes.*

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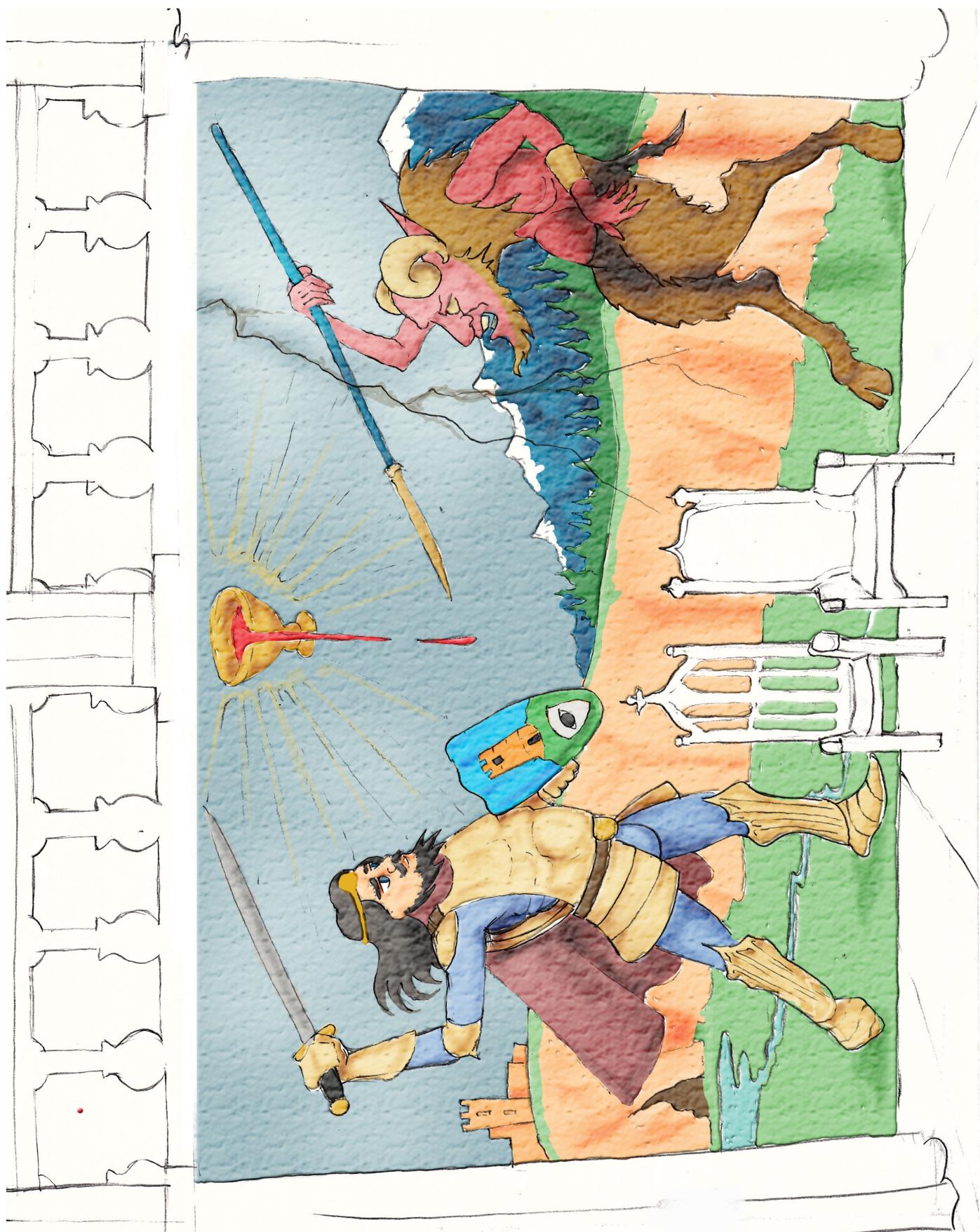
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# **The Summoning of Sylvannes**

The conjuring of Sylvannes be they Sidhe, Erle, Seelie and Unseelie is performed in a like manner and requires of the summoner great skill, fortitude and worth, for the Sylvannes will meet the summoning with temper much wroth, for no Sylvannes, especially Unseelie of nature come to this world without dues paid by its terms and nature. For this quest most fearful a portal to their realm need be tapped.

The following conditions are to be fulfilled:-

No wards be upon the summoner, or the questing place.

The summoner be possessed of a bone of one harnessed to the purpose, formed as a flute. The bone part need be taken from the remnant of one pertinent to task be they bloodline of the erstwhile Erle touched in life.

The melody of summoning be known, practiced and performed in flawless manner.

The summoner be at a known portal of the Erle folk, or like beings.

A seemly offering according to the manner of Erle folk is provided as payment.

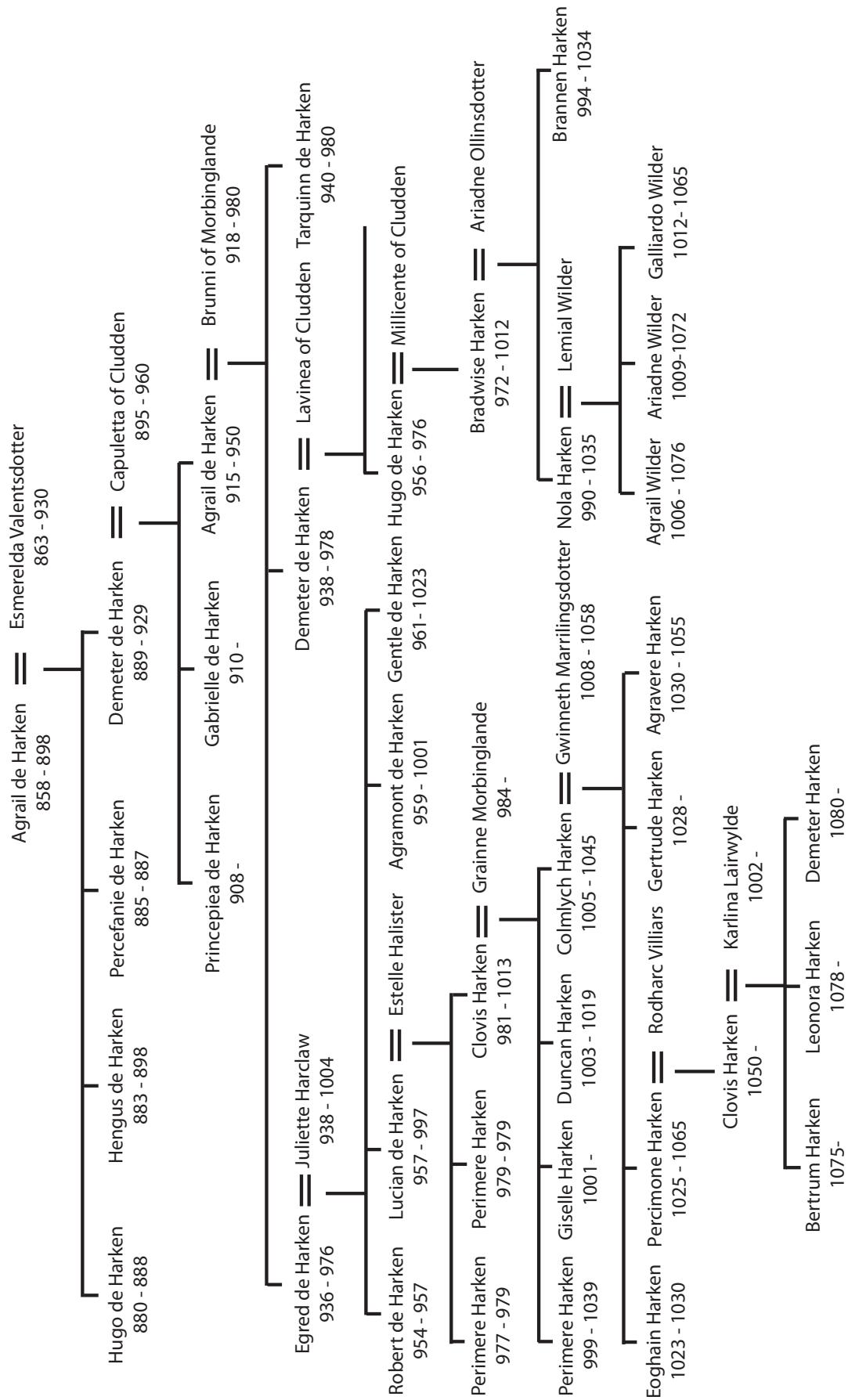
The bone need be cleansed yet not touch holy water, priestly praise, nor the trappings of iron, all fittings be made of silver or like pure metal of worth. On entering the house of the gods this instrument will be worthless for all Sylvannes hate the gods of man.

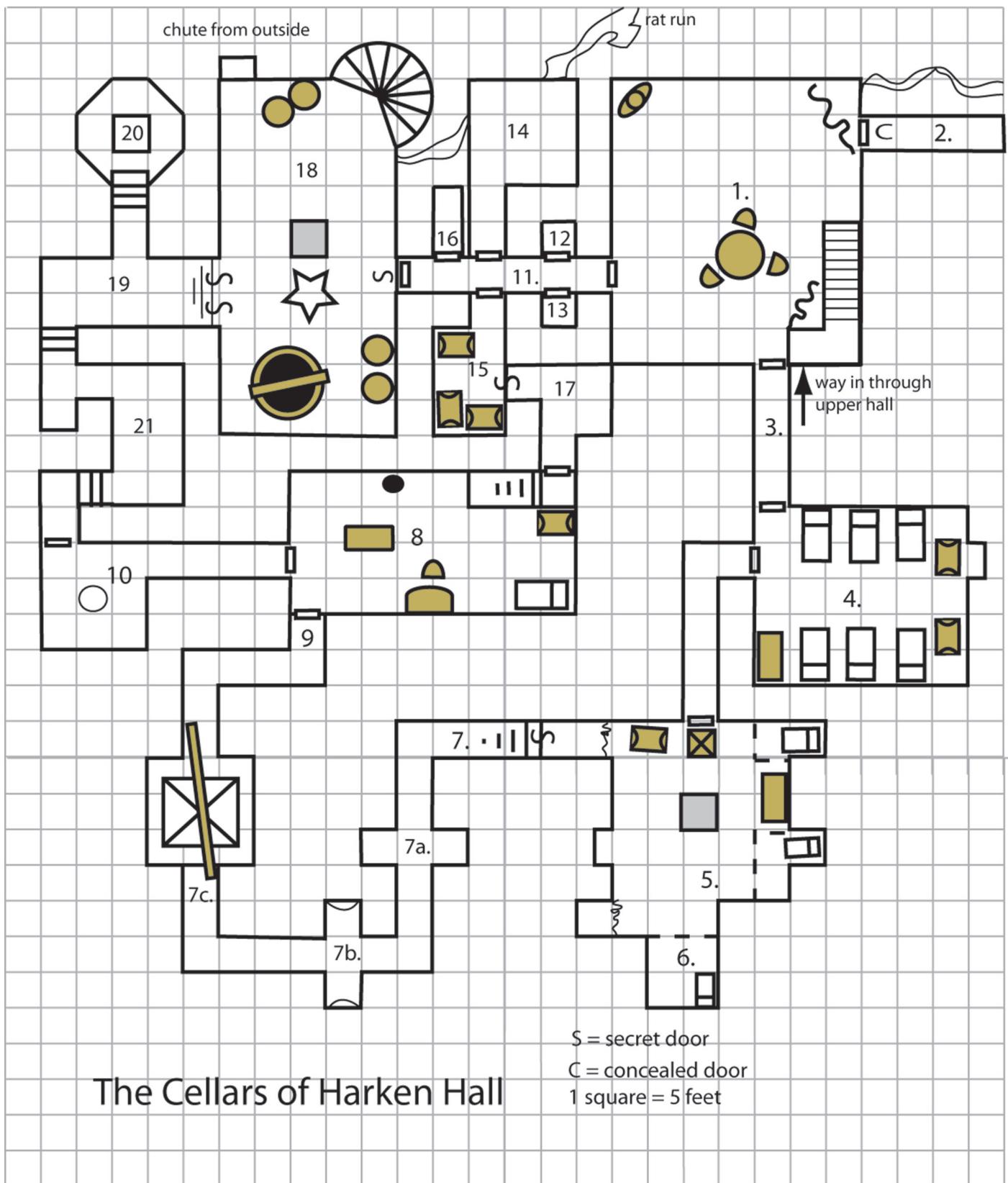
1x vital bone marrowed ~ 1200 grains pure silver untainted ~ 4 x gems one of each ~ diamond ~ emerald ~ ruby ~ sapphire

A goblin Coin will grant entry!

TIMELINE: - THE PAST TO PRESENT DAY.	
252 - 250 years ago	Sir Agrail de Harken destroys the reputation of a rival Lord at the court of Yeorlingard. Sir Rebdon de Hallivoy was rendered without lands, tithes and retinue and sent in ignominy from the court as a result of Sir Agrail bribing the Court Herald and other clerks. This is used against Sir Agrail himself by Hallivoy's cousin, Lord Treeving. Agrail is given an ultimatum to leave or be exposed. He occupies Highcliff Gard together with his family and a small court. Discovers gold in the east caverns. Agrail is forbidden from mining the gold by Lox the King under the Mountain. Agrail's adventurers, the Cazadori settle here; the necromancer, Vivaine de Malavanche, the master thief, Marduke Halister, Andreus of Ewermire, the Fighter, Sir Boromun de Vengalli and the henchman, Dillan.
246 years ago	Ignoring King Lox, Agrail commences mining to fund the construction of Highcliff Castle. The watch tower is almost completed, but has been beleaguered with disaster. Agrail blames the Erle Folk for the ill-fortuned tower and thus begins growing animosity. Highcliff Gard is a fast-expanding community founded on gold. Work is commenced on the catacombs importing black marble from Morbingland to line the walls. Sir Boromun returns to Yeorlingard with Dillan. Harken Hall is constructed together with the Halister Mill and the Ithunnian Temple.
243- 238 years ago	Five years of poor crops, harsh winters, fever and flooding. Gold dries up and the remaining miners meet with disaster. The mine in the east caves is known as an evil place and deserted. Much of the population desert and head for Yeorlingard and south to the newly formed state of Kaldemar. Vivaine de Malavanche is turned by the demon Baazothon toward evil ends and with the aid of Agrail plans the construction of a large dungeon beneath the catacombs to use to build an undead army. Vivaine dies with her plans unfulfilled battling Baazothon. Hengus de Harken succumbs to the fever and Sir Agrail hunts down the lord of the forest of Halfring, Macklevan after revenge. He is never to be seen again. Macklevan convinces Agrail to beg forgiveness from King Lox in order to end the valley curse. Sir Agrail finds Lox and Lox lays the curse onto the Harken family alone instead of the whole valley. Thus the curse begins that no Harken man shall live past his 40th year.
244 years ago	Demeter de Harken marries Capuleta from Cludden in Hundreness.
238-218 years ago	Demeter de Harken becomes lord of Highcliff Gard. There follows 20 years of prosperity and Highcliff Gard thrives once more. They have 2 girls and a boy, Vivaine, Hengrida and the son, Agrail. On his 40th birthday Demeter dies suddenly, fulfilling the curse.
218- 206 years ago	Agrail Harken aged 17 becomes Lord of Highcliff Gard. He is controlled by his widowed mother Capuleta and his two sisters. Agrail marries Brunni of Morbingland daughter of the forest chief Ector. With the help of Brunni, Agrail takes control of court and by the end of his rule earns great respect. He dies prematurely in combat before the age of 40. Agrail has three sons, the eldest, Eged assumes power under the guidance of his grandfather Ector. During the age of Eged all crimes and acts of treason on the Harken name were forgiven by the court of Yeorlingard.
206-182 years ago	All three brothers succumb to the curse. Over a period of 6 years all three brothers die on becoming Lord. This period of tragedy is when the tale of the curse is realised in full and becomes public knowledge.
182-20 years ago	The years of settlement. Throughout this period the family continues to thrive despite the curse. The valley becomes the meeting place for merchants and adventurers taking advantage of the valley's location on the edge of Hundreness and on the road south toward Kaldemar.
20 years ago	Sir Clovis Harken assumes rule from his father Lord Pellin Harken who died ingloriously, spending the last 6 months in his private chamber waiting on the curse. Sir Clovis is already known as a "firebrand" determined to find a heroic death rather than be cheated by the curse, he spends much of his youth adventuring and seeking dangerous quests, all of which he achieves. He takes to wearing the garb of this forest ancestry and wears his hair long in like manner. Soon he is seen as one of the most powerful fighters in Vereland and is feared. He equally gains a reputation for his humourless demeanor.
Present day	Lady Karlina secretly hires a party to investigate a newly discovered cellar system.

## THE DESCENDANTS OF SIR AGRAIL DE HARKEN



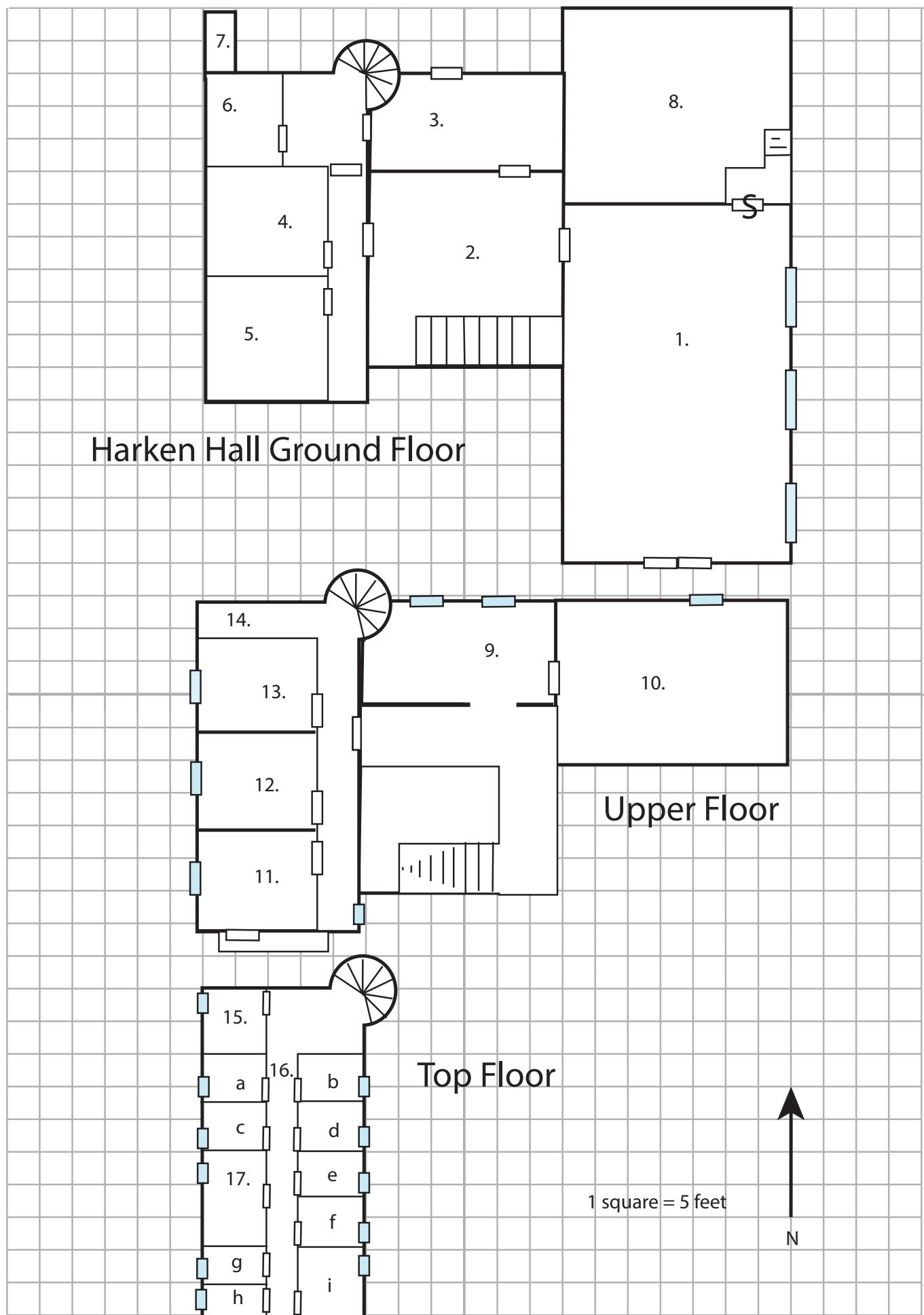


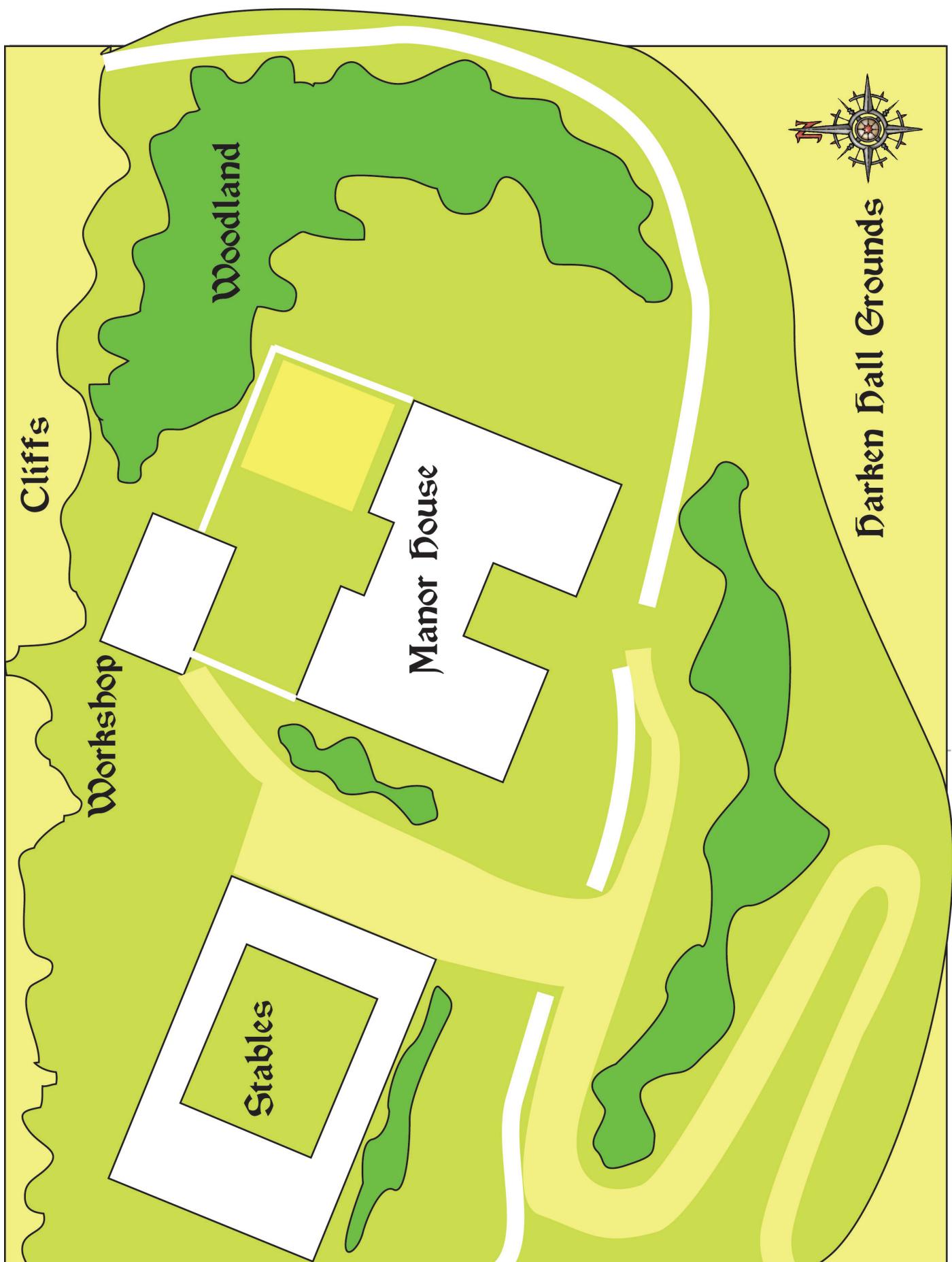
## The Cellars of Harken Hall

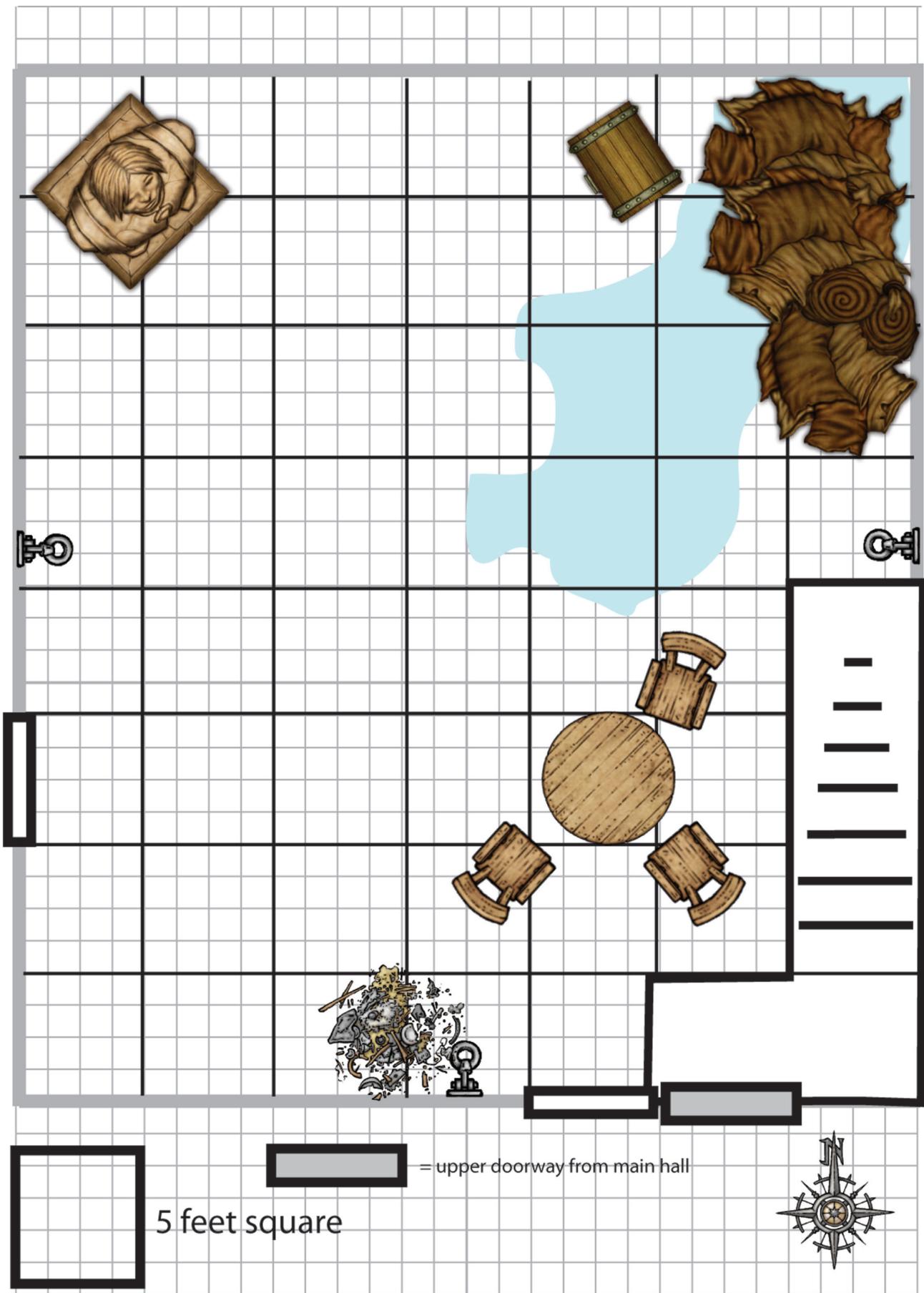
S = secret door

C = concealed door

1 square = 5 feet







# Highcliff Gard

↑ north

Halfring Wald High Forest

The Temple

300ft

250ft

200ft

250ft

300ft

250ft

300ft