



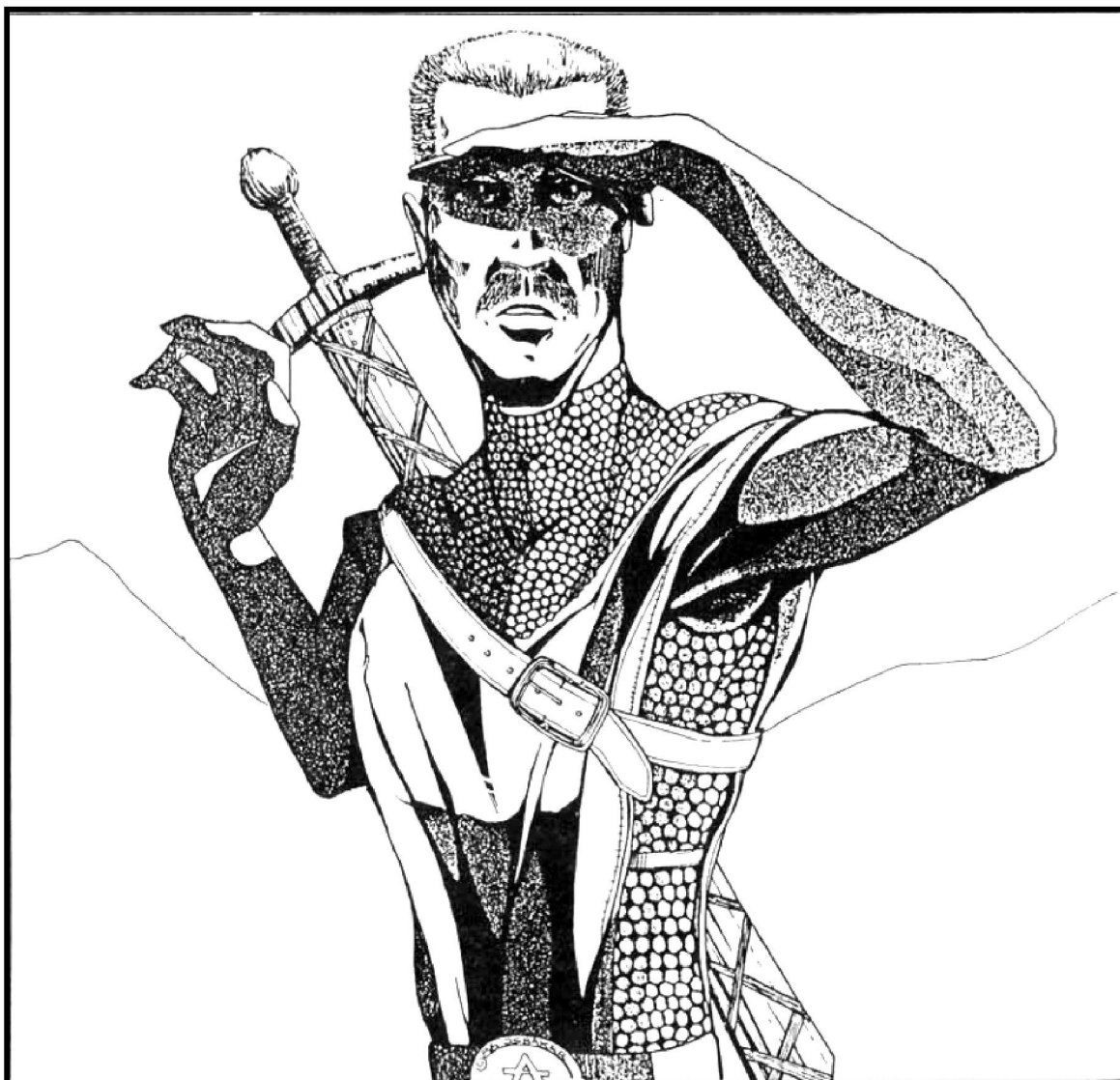
# IN SEARCH of NEW GODS

By Paul Cockburn



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## CREDITS

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## SECTION ONE:

### INTRODUCTION

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**In Search of the New Gods** is designed to be played by up to 8 players, with character levels 4-7. It can be used for a smaller number of adventurers, possibly even just one. The DM will find certain key encounters have variables to take account of different party sizes. It is assumed PCs have a reasonable number of magical items, but that these do not provide faster transportation than is possible on horseback. PCs equipped with supersonic carpets of flying will severely restrict the potential of this scenario.

Whatever the size of the party, it should contain a higher than normal proportion of clerics. At least a third of the party should be clerics or druids, and the DM may wish to limit the number of MUs to the minimum accordingly.

At the end of the module, information is provided which allows this scenario to be played as part of the Pelinore or campaign. DMs should read the relevant pages and familiarise themselves with the appropriate campaign background thoroughly before proceeding to the next section of this module.

The action is based in a well-settled area, at the heart of which is a great city. Certain areas nearby contain features normally associated with the wilderness, and it is here the early part of the adventure will take place. The PCs will journey over great distances. Each decision they make will have enormous repercussions for the success of their enterprise.

If you wish to play In thls module, stop reading now! The remaining information should only be made known to you by your DM, and to read it now would spoil the adventure.

## CONVENTIONS

The DM should note the following gaming conventions, used in this scenario, but not part of the normal AD&D set-up. If these clash with your own conventions, alteration will have to be made to the scenario before it can be played.

### CLERICS - SPELL LISTS

NPC clerics and druids are servants of specific deities. Because of the differing natures of these deities, their servants have different powers, which may mean that certain abilities and spells are gained at earlier or later levels (or not at all) than the rulebook allows. Player-character clerics should operate under the same rules. In the sections **Servants of Tarmenel** and **Servants of the Green Man**, there are spell lists for the two named deities, these being the gods the PCs are most likely. to follow. After looking at these sections, the DM should know which PCs will be able to take part in this campaign, and to find replacement deities from his or her own campaign, if desired.

### CLERICS - WEAPONS

The absolute restriction on the use of edged weapons is not used. The DM should refer to the text, and inform the players of any restrictions on their choice of weapons.

### THIEVES - ALIGNMENT

The normal restrictions on the alignment of Thieves is altered. Thieves may be of any non-Lawful alignment. DMs familiar with the concept of Locks and Locksmiths from **Imagine** #24 may allow Lawful Thief-Locksmiths to take part in this adventure.

### THIEVES - WEAPONS

Thieves may use any type of bow.

## ALIGNMENT - NEUTRAL AND NEUTRAL

Certain characters are described as having a neutral (small-n) alignment. In such a case, the character has no particular feelings one way or the other, but ignores the struggle between Law and Chaos. Most such characters are low-level, ordinary people getting on with their lives. This compares to those of Neutral (big-N) alignment, who believe in balance between the forces of Law and Chaos, as defined in the relevant rulebooks. Small-n neutral cannot be applied to the Good-Evil axis in the AD&D game.

## NPCs - PRESENTATION

NPCs are presented in the format developed for the Pelinore campaign. That is, say, major NPCs are shown as:

**NAME**; Class; Alignment; hp; AC;

Normal weapons to hand

Race Sex

<b>S</b>	▪ Physical description, normal clothing, important possessions
<b>I</b>	▪ Profession, rank or other status
<b>W</b>	▪ Character description, moods, temperament, style
<b>D</b>	▪ Contacts, knowledge, skills, accomplishments
<b>C</b>	
<b>Ch</b>	

Lesser NPCs are presented in abbreviated form; only those attributes, possessions or characteristics which are unusual or expected to play a part in the adventure are detailed - the DM can flesh-out any other details if they are required.

## FREEMAN

Certain NPCs are described as being of the Freeman class. This is an NPC non-adventurer class giving a broad indication of the rank of an individual, and allows NPCs some advantages in terms of hit points etc, not normally available to NM/F0 types.

## MONSTERS

Monster stats are presented in the form: **Name**; **AC**; **Movement**; **Hit Dice** or **Class/level**; **hit points**; **#ATtacks**; **Damage**; **Special Attacks** or **Defences**; **Magic Resistance**; **Intelligence**; **ALignment**; **THACO** (the 'to hit' roll needed to hit AC0); **experience points**; **Source** (where applicable)

## ABBREVIATIONS

The following abbreviations are used for NPC stats, in addition to the normal: **Assassin**, **Cleric**, **Druid**, **Freeman**, **Illusionist**, **Magic-User**, **Ranger**, **Thief**

Races (where not covered by the above: ½- **Elf**, **Human**, ½ **Orc**

## BACKGROUND

The information in this section can be released to the players at any time, even prior to the commencement of the adventure. It IS information that would be common knowledge to the PCs. However, the information given assumes that this module is to be used as a one-off adventure; if the DM is intending to use this module with the Pelinore or campaigns, he should consider their circumstances and histories before giving the players any kind of introduction.

Men and women have lived in County Cerwyn for as long as anyone can remember. They draw their living from the good soil and abundant rain, for which they give regular thanks to their ancient deities, the Sky God, Tarmenel and the God of Earth, the Green Man. They have never lived entirely peacefully, for others desire this land, and the humanoids of the surrounding mountains and forests have tried hard to get it. The outer settlements are walled against the raids of gnolls, bugbears, trolls and giants, while at sea to the north, warships have been built to provide some protection against pirates.

They have been led by Counts, good and bad, each wrestling with the problem of their enemies. Now, a young woman has just come to the throne, who many believe will be a warrior like her grandfather. The army has been strengthened, new roads built, and the shipyards on the coast hum with the sound of building.

Everyone knows the costs of these actions is horrendous. The greatest burden has fallen upon the temples and institutions of the Old Gods. Though the majority of people still worship these two deities, there are many lesser deities to whom others have turned. The Countess herself is said to have no time for the Old Gods, and has chosen to follow the martial deity, the God of War and Weapons. She has shown no compunction,

therefore, in stripping the Old Gods' temples of their wealth.

So, the worship of Tarmenel and the Green Man have declined. Many humble yeomen and their families have followed the example of their Countess and turned to other deities. In High Lygol, at the heart of her domains, all manner of gods and spirits are followed, and it is quite normal for a man to declare that he believes in ten or twelve, or for a woman to say she worships at the shrines of half-a-dozen.

Against this trend, clerics and teachers of the Old Religions have laboured to keep the countryfolk pure in their devotion. The clerics wander from place to place, setting up shrines and donative temples, converting, reassuring, healing and worshipping.

For many years, the greatest of these wandering clerics was Feyr-Panniras, which means Brother of Sky-Wrath. Feyr-Panniras was a modern man, who used the methods of the New Gods to show how mighty were yet the Old. He gathered a group of adventurers, men and women of great skill, and journeyed all the by-ways of the County; into the mountains and forests, and across the sea to other lands.

He found treasure and fame, and brought both back in the name of Tarmenel. The Cerwyn-folk thought of him almost as highly as they thought of the God himself, and many stayed true in their worship through respect and admiration for Feyr-Panniras. Many others, who did not see things his way, were hastened along the way to meet whatever spirit they served instead.

Inevitably, he could not go on forever. One week past, Feyr-Panniras was brought back from one such journey, slain by an illness none could cure. His Followers attended the funeral, and then left the City. For many, his death marks the end of the time of the Old Gods.

## INTRODUCING THE ADVENTURE

If you are using this adventure as part of an existing campaign, you may have to alter this introduction to fit the current situation. The PCs need to start the adventure in either the City League or High Lygol, or some other location in which they might find a Temple to Tarmenel. The clerics in the party who belong to the Church of Tarmenel or the Green Man will be approached at their current residence (which may be the Temple, of course) and asked to attend Feyr-Fordannic immediately. Any other party member who has made some public donation to either God's temple may attend also. Feyr-Fordannic can be introduced as a high-level cleric in the service of Tarmenel, who oversees the training of lesser members of the church. The PCs will know him well.

If no PCs are servants of either deity, the DM will need to introduce some motivation for Feyr-Fordannic to hire them rather than to use brothers and sisters of the Temple. Quite possibly, the hostility of the Countess to the Old Gods might make him feel the adventurers will move around more easily. The DM will also need to devise their reward.

Feyr-Fordannic, whose name means Brother of Grey Clouds, will be delighted if the PCs attend swiftly. He is very distressed. Greeting rituals will be impolitely brief, and non-cleric PCs will be barely acknowledged. Feyr-Fordannic will only insist that the non-clerics be sworn to secrecy, and that a detect lie be cast on them while this is done.

Feyr-Fordannic is accompanied by three other clerics of the Tarmenel Temple, and by four brothers of the Green Man. The most senior of these is Barranus. The meeting is conducted by Feyr-Fordannic, but Barranus is on hand to

provide any help followers of the Earth God may require. Feyr-Fordannic will introduce the adventure as follows:

*"Brother clerics, kinsfolk druids, honoured guests I must tell you of a calamity that has befallen this house. It is a calamity that threatens everything we have achieved in the centuries since this Kingdom came into being. You do not need me to tell you of the loss we have suffered in the last few days. The death of Feyr-Panniras has injured the church most gravely. And now we learn that the wound has been poisoned!"*

*"On his last journey, Feyr-Panniras travelled further than ever before, to the Lands of the Priest-Kings. There, as you know, they worship different gods to those we know here. To them, a God is not a spirit of air or fire, nor of water or earth, but a mere symbol of the emotions that wrack men. Thus, they call their Gods Rage, Love, Patience and Hope. How they magnify the trivial! There are many different Gods, and the Priest-Kings use them to bend their subjects' knees; for where a man here can follow but one God, in that far-off place they must worship them all. No man can deny that Lust lives within him, nor Rage or Pride. Each must acknowledge all the Gods, or none of them. And those who acknowledge no god perish in the dungeons of their rulers."*

*"When Feyr-Panniras walked their lands, he found many poor people ready to be converted to a truer way. They adopted Tamenel and his kinsman, the Green Man, and the more the brother preached, the more he converted. The Priest-Kings uttered curses against him, and sent soldiers to hunt him down. And so, Feyr-Panniras determined to go to the Citadel of the Priest-Kings at Jrebb, and to cast them down."*

*"But in that City, the Followers became separated, and were hunted down one-by-one. They were placed in the hands of*

*the High Priest, Cavarnhissern. Each thought lingering death awaited them, for there was no escape. But Feyr-Panniras was taken before the High Priest, and when he returned, he said a great mistake had been done to the Lands of the Priestkings, and they must convince the people to return to the ways of the past."*

*"One of the Followers, the druid, Oakfriend stood up and asked: "How can this be? Will you deny your own God?" Feyr-Panniras did not answer. but took each aside and privately begged them to follow him in his task. And all agreed. They were released. For five weeks they toured the land, retracing their steps, releasing all they had converted from their vows. Sometimes, one of the Followers would falter, but Feyr-Panniras rallied them to their strange cause. When the journey was done, they were taken to the borders and all their belongings restored - even some of the treasures they had found in the Lands of the Priest-Kings."*

*"Five days after they crossed the frontier, Feyr-Panniras sickened. His fever consumed him quickly. Though his colleagues rushed him back, they were too late. In this Temple, we laboured long to bring him back, but Tarmenel chose to take him from us. And thus, three days ago, we buried him as well you know. The Followers attended briefly, then packed up their belongings and left the City."*

*"Then, yesterday, a letter was delivered here. It said Feyr-Panniras had exacted one last duty from his Followers as he lay dying. He called each to his side, and asked them to carry the message of the New Gods here, to the County of Cerwyn. Each of them he converted on the spot, and made a missionary for the New Gods, granting each a gift from the treasures he owned as a symbol of his trust. I say each; but one man refused. The druid, Oakfriend, would not turn his back on the Green Man, and forsook*

*his fellows instead. Though he returned with them, he then disappeared. The only sign of him is this letter, for it bears his mark.*

*"Brothers, I beg you solve this most unwholesome mystery. Find the Followers of Feyr-Panniras; find the truth of what this letter has said; and if it be the truth, use all your powers to undo that which has been done and bring back those items the Followers carry as part of their mission, that they too may be laid beside the great hero."*

## DMS' INTRODUCTION

The introduction to the Adventure is a guide on how to present the scenario to players, but it is not an entirely accurate representation of the last journey of Feyr-Panniras. Essentially, all the details in the Background and introduction are correct, but certain details are missing.

## THE CITADEL AT JREBB

The story as told by Feyr-Fordannic is accurate up to the point where Feyr-Panniras reached Jrebb. The Followers were hunted down and imprisoned, but the process took longer than might be apparent from the way Feyr-Fordannic tells it. Feyr-Panniras was captured first, having been turned to stone by a deadly trap in the laboratory of the High Priest, Cavarnhissern. While his comrades were hunted down, Feyr-Panniras was restored to flesh, and used by Cavarnhissern as the subject of an experiment to create a replica-golem. The powers of this strange creature (see **The Mausoleum of Feyr-Panniras**) allowed it to subjugate the minds of the Followers.

Thus it was the replica which ordered the reconversion of the Lands of the Priest-Kings, and began the journey back to County Cerwyn. Once out of range of Cavarnhissern's magicks, the replica began to 'die', and made its final request of the Followers. They - helpless before the undetectable magical onslaught - agreed.

'Feyr-Panniras' was brought back to the Temple of Tarmenel, where lesser clerics found they could not trace the soul naturally enough, for it remains within the body of the real Feyr-Panniras), and declared the cleric lost. With all the pomp one would expect, Feyr-Panniras was laid to rest.

All this is according to the plan devised by Cavharnissern. It is his intention Feyr-Panniras should 'come back to life' in circumstances which will cause the wholesale conversion of the Cerwyn-folk. First, the Followers of Feyr-Panniras, each carrying the item which marks them as a chosen disciple, are to tour the Kingdom, stirring up talk by converting the more gullible. Then, returning the items back to the body of the fallen hero, they will cause the Replica-Golem to rise - restored - and to overthrow the Old Gods at the very seat of their power. In the confusion, the New Gods will take over. Even though they know nothing of it, this is the plan the PCs must defeat.

## AID FROM THE TEMPLES

At the conclusion of his tale, Feyr-Fordannic will ask the PCs if they will help. PC clerics and druids of the Old Gods must do so, but Feyr-Fordannic will offer wealth and magical items to tempt the others. The DM should also allow PCs to seek assistance from the Temples as they wish.

Within reason, any request will be granted. They will be given the very best horses. If they ask, a limited number of scrolls and potions may be provided.

The DM must place some limit on this, and it may be that a limit of three scrolls or potions per character for a party of 4-6 would be ample. The scrolls should be for spells up to a maximum of 4<sup>th</sup>-level, and appropriate for the deity concerned (see the sections **Servants of Tarmenel** and **Servants of the Green Man** which follow).

The following potions will be put at the PCs' disposal: *control animal*, *control plant*, *fire resistance* (2 max), *growth* (1 only), *healing*, *heroism* (1 only).

In terms of further information, there is not much the Temples can do. At this time, there can be no question of the PCs being allowed to disturb the body of Feyr-Panniras.

Oakfriend's letter contains no more than described by Feyr-Fordannic. His whereabouts are unknown, although the Temple might be a starting point in the search for him (see **Section Four, Oakfriend The Druid**). The other Followers have left a perfectly followable trail from the Great City, and it is this which will occupy much of the early part of the adventure. The DM should give no clue of what is to follow beyond those few to be had from the sections above - for the time being the players should believe this is no more than a hunt for four NPCs.

**Feyr Fordannic**; C10; NG; hp 42; AC 10;

**Javelin +3**

Human Male

<b>S</b>	9	▪ Tall, handsome and authoritative; pale skinned; wears robes of sky blue; carries javelin fastened to
<b>I</b>	14	
<b>W</b>	17	<b>staff of command</b> ; wears <b>ring of spell storing</b>
<b>D</b>	14	
<b>C</b>	14	▪ Patriarch for the Church of Tarmenel in County Cerywn
<b>Ch</b>	18	▪ Disciplined, ordered, dedicated; brooks no interference in the work of the Temple, demands much of brother clerics; moves easily among the aristocracy of the State and among other clerics of equal stature; knows the Countess and respects her, though he fears what she intends; also knows many other monarchs and nobles



**Barranus;** D8; N; hp 40; AC 3;

**Scimitar +2**

Human Male

<b>S</b>	16	▪ Bulky, overweight, but still very nimble; old, worn features, beard and stringy white hair; wears craftsman's leather jerkin; carries scimitar almost all the time; also carries darts; wears <b>bracers of defence AC 4</b> and <b>cloak of protection +1</b>
<b>I</b>	12	
<b>W</b>	18	
<b>D</b>	13	
<b>C</b>	12	
<b>Ch</b>	16	▪ High Druid of the Temple of the Earth God
		▪ Likeable, although often noisily drunk; careless attitude hides great commitment to deity. Solitary when sober, but still known by most high-ranking clerics and druids and a favourite patron in many isolated taverns

## SECTION TWO

### SERVANTS OF TARMENEL

Tarmenel is an ancient deity, worshipped since first there were men. His chosen sphere of influence means he is an even-handed, if slightly beneficent deity, overseeing the daily lives of his subjects. Followers of Tarmenel therefore find no difficulty in interfering in just about anything, and this leads many of them to follow the path of the adventurer. PCs of virtually any class - except, possibly, Thieves - would find it simple to continue their adventures as followers of this 'deity.

In alignment terms, the God himself is NG, but will admit virtually any alignment among his followers that is not Evil. Clerics bound to the God will find they have a strong array of spells to do with weather, flight, air and suchlike. DMs following a campaign with an elemental theme - as described in GM1's article by Bryan James - should treat the God as concerned with the element of air.

### CLERICS' SPELL LISTS

**1<sup>st</sup>-level:** *bless, ceremony, combine, command, create water, cure light wounds, detect evil, detect magic, endure cold/heat, light, portent, precipitation, protection from evil, resist cold, sanctuary*

**2<sup>nd</sup>-level:** *aid, augury, chant, cloudburst, detect charm, detect life, enthrall, hold person, holy symbol, know alignment, messenger, resist fire, silence, withdraw*

**3<sup>rd</sup>-level:** *continual light, create food & water, cure blindness, dispel magic, locate object, magical vestment, negative plane protection, prayer, remove curse, slow poison, wyvern watch*

**4<sup>th</sup>-level:** *abjure, air walk, cure disease, cure serious wounds, detect lie, divination, exorcise, imbue with spell ability, protection from evil 10' radius, rainbow, remove paralysis, spell immunity, tongues*

**5<sup>th</sup>-level:** *aerial servant, atonement, commune, cure critical wounds, dispel evil, flame strike, magic font, plane shift, quest, true seeing*

**6<sup>th</sup>-level:** *control weather, forbiddance, heal, heroes' feast, neutralise poison, wind walk, word of recall*

**7<sup>th</sup>-level:** *astral spell, exaction, gate, holy word, regenerate, restore, resurrection, succour, symbol*

Only 1<sup>st</sup>-2<sup>nd</sup> -level spells may be relearned if the cleric is not in sight of the Sky, and there is a 50% chance that any spell of 3<sup>rd</sup>-level or higher will fail if cast underground.

In addition, certain powers are granted to clerics of Tarmenel as they attain certain class levels. At third level they gain the ability to *feather fall*, at sixth the ability to *fly* and at 11<sup>th</sup> to *call lightning*. Each ability may be called upon once a day.

Clerics of Tarmenel prefer to use hand-hurled missile weapons in combat, particularly javelins. Finally, clerics must

take extreme care when handling items made of metal, since these attract lightning, favoured by their God as a means of chastising unbelievers. All metal items used by the clerics of Tarmenel must undergo lengthy magical processes to render them less susceptible to the conduction of electricity. Essentially, this means all metal items obtained by clerics must be presented to the Temple to undergo a process which costs four times the original purchase cost. This means few clerics of Tarmenel romp around in full plate.... It also means they will also not carry coin, preferring to pay in gems. Apart from the usual 10% loss in value converting wealth into gems, this also becomes expensive when they can't accept change in an inn for a 50gp ruby.

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## SECTION THREE

### SERVANTS OF THE GREEN MAN

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The God of Earth and Nature is worshipped in many different lands in many different guises. In each, the God fulfills the same role, representing the power of the land to grow and be abundant. The God takes no side in trials of strength between other gods, except where they interfere with the continuance of life. This does not mean the God's followers protect life at all times, since their faith says life and death are the same, each coming from the other. So, reducing the ranks of less Neutral spirits through the scourge of mace or staff is perfectly acceptable. Also, druids are not forced into the protection of life in the extreme fashion normally associated with the class. Some life must cease that other life may continue. Only wanton or pointless destruction excites their anger.

On the other hand, the creation of life is very important to them, and one bar on a lengthy adventuring career is that clerics and druids cannot advance beyond fifth level until they have produced offspring of their

own, and additional children are required for each level rise thereafter.

The Green Man is True Neutral, and so must be all followers. In elemental terms, the God is indisputably earthy.

Clerics and druids may select from the full range of weapons, but may only ever have one weapon as a proficiency, which will be learned at the commencement of the individual's career.

### CLERICS' SPELL LISTS

**1<sup>st</sup>-level:** *bless, ceremony, combine, command, cure light wounds, darkness, detect evil/good, detect magic, endure cold/heat, invisibility to undead, magical stone, penetrate disguise, portent, protection from evil/good, purify food & drink, resist cold, sanctuary*

**2<sup>nd</sup>-level:** *aid, augury, chant, create water, detect charm, detect life, dust devil, enthrall, find traps, hold person, holy symbol, know alignment, light, messenger, resist fire, silence, slow poison, snake charm, speak with animals, spiritual hammer, withdraw*

**3<sup>rd</sup>-level:** *animate dead, cure blindness, death's door, dispel magic, feign death, glyph of warding, locate object, magical vestment, meld into stone, prayer, remove curse, remove paralysis, speak with dead, wyvern watch*

**4<sup>th</sup>-level:** *abjure, cure disease, cure serious wounds, detect lie, divination, exorcise, giant insect, imbue with spell ability, lower/raise water, neutralise poison, protection from evil/good 10' radius, speak with plants, spell immunity, spike stones, sticks to snakes, tongues*

**5<sup>th</sup>-level:** *animate dead monsters, atonement, commune, cure critical wounds, dispel evil-good, golem, insect plague, magic font, plane shift, quest, raise dead, spike growth, true seeing*

**6<sup>th</sup>-level:** *animate object, blade barrier, conjure animals, earthquake, find the path,*

*flame strike, forbiddance, heal, heroes' feast, speak with monsters, stone tell, word of recall*

**7<sup>th</sup>-level:** *astral spell, excation, gate, regenerate, restore, resurrection, succour, symbol*

## **DRUID SPELLS**

**1<sup>st</sup>-level:** *animal friendship, ceremony, detect balance, detect magic, detect poison, detect snares and pits, entangle, faerie fire, invisibility to animals, locate animals, pass without trace, predict weather, purify water, shillelagh, slow poison, speak with animals*

**2<sup>nd</sup>-level:** *barkskin, charm person or mammal, cure light wounds, feign death, goodberry, heat metal, locate plants, neutralise poison, obscure merit, precipitation, reflecting pool, summon insects, trip, warp wood*

**3<sup>rd</sup>-level:** *create water, fire trap, flame blade, hold animal, know alignment, plant growth, protection from fire, pyrotechnics, snare, spike growth, stone shape, tree*

**4<sup>th</sup>-level:** *animal summoning I, call woodland beings, cloudburst, cure disease, cure serious wounds, dispel magic, hallucinatory forest, hold plant, plant door, protection from lightning, speak with plants*

**5<sup>th</sup>-level:** *animal growth, animal summoning II, anti-plant shell, commune with nature, control temperature, insect plague, pass plant, repel insects, spike stones, sticks to snakes, transmute rock to mud*

**6<sup>th</sup>-level:** *animal summoning III, anti-animal shell, conjure earth elemental, cure critical wounds, feeblemind, fire seeds, live oak, transmute water to dust, transport via plants, turn wood, wall of thorns, weather summoning*

**7<sup>th</sup>-level:** *animate rock, changestaff, chariot of Sustarre, confusion, control weather, creeping doom, finger of death, reincarnate, transmute metal to wood*

One peculiarity of the worship of this deity is that spell-casters must be mildly intoxicated before they can learn their spells. This normally makes them -1 on all 'to hit' rolls, and may cause them to suffer additional hazards.

## SECTION FOUR

### OAKFRIEND THE DRUID

In many ways, Oakfriend is the easiest of the quintet to find. The druid is not crusading on behalf of the New Gods, being the only one to resist the power of the Replica-Golem (see **Introducing The Adventure, DMs' Introduction** and **Section 7 The Mausoleum of Feyr-Panniras**). After bringing the body back to the City League, Oakfriend sent all his belongings to his father's house - including the rin given to him by 'Feyr-Panniras' - and then lapsed into complete despair. Only his daughter, Ramanai, has seen him. A group of dryads, living beyond the City walls, might also lead the PCs to Oakfriend.

It is possible the PCs will not find Oakfriend, though there are three good reasons why they should try. First, he has an item of Feyr-Panniras'. Second, he has many clues to offer as to the anticipated plans of the other Followers. Third, Oakfriend can supply vital information about the Citadel at Jrebb, where the PCs will have to go to defeat the menace of the Priest-Kings.

If the PCs do not seek Oakfriend, however, the DM must have him found before **Section 7** commences. The Servants of the New Gods are as keen to find him as anyone, and at this time they do so. Oakfriend's body will be discovered in the river, and his belongings given to the Temple by his distraught father. In this way, the item given to Oakfriend by 'Feyr-Panniras' will return to the replica-golem.

Oakfriend is living in a shanty town to the north of the City League, holed up in a rank drinking house. The Carpenters' Guild Club (see **Section 4.6**) is a little-frequented hovel in an alley, where Oakfriend has 'friends' helping him drink away his wealth. These down-and-outs resist if their meal-ticket is taken from them.

The obvious starting point in the search for Oakfriend will be to ask the druids attending the initial meeting where their brother might be. Roll a d4 and give them the location thus obtained from the table below:

1d6	Location
1	The Temple of the Green Man
2	The Gardens of Garenikes
3	The House of Maernarka
4	The Fallen Stone
5	The House of Prassel the Huntsman
6	The Carpenter's Guild Club
<b>Note:</b> The map of the City League shows the locations mentioned	

#### 4.1 THE TEMPLE OF THE GREEN MAN

*"Surely he will return to the Temple of his God; to seek guidance and solace In this time of trouble...."*

The Temple of the God of Earth is a mixture of building an cave, being built into a hillside. it's impressive entrance hides a simple interior, with much space given to offices for the administration of the religion. Public spaces include an open courtyard, shrines and guest quarters.

This may seem the most obvious place to look, but it is the wrong one. Though the brothers of the Green Man will offer the PCs a place to stay within the Temple, Oakfriend is not to be found here. However, if they talk with the servants at the Temple, they will receive another suggestion. Roll d4+1 for each druid they question, to obtain another location.

#### 4.2 THE GARDENS OF GARENIKES

*"If he is still in the City, you can be sure he will visit the Gardens of Garenikes. It is his favourite place in the whole City. Find the guide, Jarry - he knows Oakfriend well."*



A freshwater-spring on the slopes of a hill feeds the Gardens, a beautiful collection of flora from all over the known world. People are free to roam as they will, so long as they do not harm the plants. Several guides are employed to show visitors around; one of these is Jarry Gladeoak.

**Jarry Gladeoak:** Fr 2; AL nG; hp 2; AC 9; CON 6

Jarry knows Oakfriend well, but has not seen him since his return to the City. He does know he is missing, however. Both the Temple and some strangers (**Servants of the New Gods**, see below) have sought him here. Jarry will be encountered tending the White Rose of Borniaris, and at first he will stall - explaining the finer points of gardening - until he can think of a plausible lie. He knows Oakfriend well enough to know that if he is hiding, there must be a good reason.

Certain PCs might think roughing him up will get hold of the information they require. The DM should note Jarry's low CON and lower number of hit points. One good d3 punch might put him in a coma. in a public place like the gardens, killing Jarry will be a serious business - the DM should refer to **Section 4.6** concerning the actions of the Watch.

If the PCs question Jarry, he will suggest the Temple as a place to look. If offered a bribe in excess of 10gp, Jarry will send the PCs on a wild goose-chase, while he lies low for a few days.

Only if the PCs convince Jarry they are trying to help Oakfriend will the Garden Guide tell them anything useful. In such circumstances, the DM should roll d4+1 and reveal the location shown to the PCs. He will only reveal one location, even if it is one the PCs already know.

An additional element of the plot begins here. If the PCs question Jarry in the Gardens, they will be observed by one of the

Servants of the New Gods. Hidden in the bushes is a cleric of the God Doubt, Tartham.

He it was who questioned Jarry earlier, having orders to find out why Oakfriend did not leave the City with the others. He will not be able to hear what Jarry says to the PCs, but it is his nature to Doubt, and he will disbelieve everything the guide told him. Wanting to be sure of the facts, he will follow the PCs from this point. He will try to get one of the PCs on his or her own, by sending a street urchin along with a scrawled message saying "Come alone to the gardens tonight". If a PC follows these instructions, Tartham will have arranged for another Servant of the New Gods to be there. Carvanak, a very dangerous customer, has orders to poison the PC and find out if they know where Oakfriend is by offering the antidote.

**Carvanak:** M; A5, AC 5, hp 25; STR 17, DEX 16; **leather armour +3**; uses **shortsword +2** smeared with poison. if the blade hits and does damage of 7 higher, the target must save vs. poison at -2 or die after 4 rounds.

Tartham's stats are in Section Seven, Servants of the New Gods. Under no circumstances will he reveal himself to the PCs at this point. Carvanak has no idea of where he might be found.

## 43 THE HOUSE OF MAERNARKA

*"Seek the house of Maernarka. If anyone knows where he is, she should. They've lived together as man and wife for ten years, on and off."*

Maernarka lives in a slum by the river, scratching out a living in various ways, mostly shady or immoral. She is tough and unyielding, unless money is involved. She is a great actress, and difficult to trip up in her fantasies.

The PCs can reach her two-room hovel up a long, rickety stairway. She lives with three children she had as Oakfriend followed

the dictates of his deity. Once a beautiful and talented stage actress, Maernarka now lives in the most abject poverty. Small wonder she has little affection for Oakfriend.

No persuasion works on Maernarka, not even money, because she doesn't know where Oakfriend is. The druid has only seen his daughter, Ramanai. Maernarka becomes abusive if pressed, and if the noise is too great, neighbours will investigate. If offered money, she is charming, and will offer to sell the location of either Oakfriend's father's house (a lie, she doesn't know) or the location of his friend, Jarry (see **Section 4.2**) for 100gp. As the interview ends, there is a 50% chance that she tries to pick the pocket of whoever paid her this money, having watched carefully where it came from. It is then a 90% certainty that her youngest, 'Tozz', will try to copy his mother if she succeeds.

**Maernarka:** ½E; T3; hp 12; Dx 18, Ch 17; Pick Pockets 55%

**Ramanai** (her daughter): Fri; hp 3; INT i6

**Maerlar** (her eldest son): Frl; hp 2

**'Tozz'** (her infant son): T0; hp 1; Pick Pockets 25%

In a disturbance, 2d4 neighbours run towards her hovel.

**Neighbours:** Fri; hp 3; AC 9; use knives (1-4) or fists (1-3)

If the PCs melee with these, the DM should use the guidelines in **Section 4.6** to see how the City authorities will react.

Finally, if Tartham (see **Section 4.2**) has started following the PCs, he will not interfere until after they leave. He has already spoken to Maernarka and learned nothing, but one drawback with being a cleric of the God Doubt is that he is not so convinced after the PCs visit. After they leave, other Servants of the New Gods torture Maernarka to find out what she said, and then kill her. The orphaned children then appear at the Temple of the Green Man,

where Ramanai will tell the PCs where her father is, and lead them to the **Carpenters' Guild Club**.

#### 4.4 THE FALLEN STONE

*"There is a place outside the City where he would go and talk to himself when he was troubled. A ruined wayside tavern, it is. I'm sure he will go there."*

Journeying to and from the Fallen Stone will take one day. The inn lies off the main road south of the City League, amid a stand of oaks. The building has been open to the elements for 25 years, and is in dangerous condition. A broken-down fence surrounds the greater part of the grove. At the far end from the broken-down inn, partly covered in moss and vegetation, is a stone plinth, some 8' long, 3' wide and 4" thick. The stone is cracked, but still has a curious light about it, as if it were once far more than the landmark by which a pub was known. It will radiate a faint aura if *detect magic* is cast, but the only property left to the stone is that anything metal left on the stone will immediately receive a razorsharp edge. Embarrassing when you're sitting on it wearing chain mail.

The oak trees are inhabited by dryads. There are four of these wood creatures, and it was to them that Oakfriend came when he 'spoke to himself'. An incident long ago convinced the dryads that Oakfriend could be trusted, and they love him dearly.

The dryads are unlikely to show themselves unless they hear the PCs speak of Oakfriend, or the trees are harmed in some way. If the latter occurs, the dryads will use their *charm* spells, spiriting away male PCs with 16+ Charisma, and immobilising the others. Any who resist the spell and continue their aggression will be resisted with daggers.

The dryads will make themselves known to a party which speaks concernedly

about Oakfriend, offering a means to find him. The dryads possess a small amulet, which combines the powers of an **amulet of inescapable location** with the power of two-way *clairaudience*. The holder of one of the twin amulets (Oakfriend wears the other) can hear everything spoken or heard by the other. The PCs will be pointed accurately to the **Carpenters Guild Club** by this device.

**4 Dryads:** AC 9; Mv 120'; HD 2; hp 20 each; #AT 1; Dmg 1-4; SA charm; SD dimension door; MR 50%; Save as F4; Int High; AL N; THACO 16; xp 165 each; (MM)

## 4.5 THE HOUSE OF PRASSEL THE HUNTSMAN

*"Not many people know this, but Oakfriend's father lives in t'League. Prassel the Hunter, he's called. They don't speak much, but he might know where his son is."*

There are two circumstances in which the PCs might visit the house of Prassel. In the first, they will be trying to find Oakfriend. In the second, they will be seeking to recover his possessions, as he has requested (see **Section 4.6**).

Prassel and his son are estranged, since there have been several hearty arguments which have driven a wedge between them. Oakfriend had decided he could not tolerate the taking of life for food when there were alternatives, and he begged his father to cease his trade. The silence between them has continued, even though Prassel has long retired, having become wealthy through his quests after rare game.

If the PCs call at his home looking for Oakfriend, Prassel will be polite, but uninformative. He will invite them in for food and wine - he keeps a very fine cellar - and will ask why his son is sought. If this information is not forthcoming, he will show the PCs to the door.

If the PCs are honest about their motives, and reveal the threat to the Old

Religions, Prassel will be more cooperative. In such circumstances, he has two pieces of information. First, he knows of the Fallen Stone (**Section 4.6**), and he will reveal this location at once. If pressed, he will also reveal the existence of Maernarka and the children, and direct the PCs to them.

If Tartham is following the PCs (see **Section 4.2**), he will not interfere with the interview. As soon as they leave, however, he will arrange to have Prassel's house searched. This will take place between the time of the PCs' two visits. Three hired louts will break in - and Prassel will kill all three.

Because of this intrusion, Prassel will take precautions to protect his home from further break-ins. If the PCs seek to enter (secretly in accordance with Oakfriend's wishes - the second of the circumstances which might bring them here (see **Section 4.6**) - they will meet all the locks and traps he has had installed. Since Oakfriend can give no warning, these will come as a nasty surprise. The DM should note that none of these will have been installed in the event of the PCs making a break-in attempt on their first visit.

Tartham will not know of the PCs' burglary, unless they are remarkably noisy about their plans....

## PRASSEL'S HOUSE

### a) Entrance Hall

Behind the main double doors is a tiled foyer, with plants and ceramics for decoration. The major feature is the arched doorway. The doors are of stout, thick wood, fastening with metal bars. The lock is hideously complicated (Level 4, if you are using the Imagine Locks system from #24, or open at -20% chance), but this will only matter if the PCs do not have Oakfriend's key and if their plans do not include ringing the doorbell. The new security arrangement is that a stone at the side of the entrance must

be pressed whenever the door is opened, or a false keystone will fall from the arch - anyone in the doorway must *save vs. wands* or take 2d6 damage.

### **b) Reception Room**

This is Prassel's favourite room, and the one where he will entertain the PCs if they come asking about his son. There are several items of comfortable furniture, wall-hangings worth 5,000gp, and some attractive pieces of crystal worth 8,000gp as a set, or 250gp for each of the ten pieces.

A huge, bronze-handled, two-handed sword hangs over the fireplace, as does a **shield +1** emblazoned with a stag's head. There are five bottles of wine in a cabinet worth 25gp each, and a hidden compartment in the south wall with deeds, titles, receipts, bonds, etc, four 200gp gems and 550gp in assorted coinage.

The room is not adequately protected - even after the break-in. Prassel can find no way to protect these items that will not cost him more than their worth. The secret compartment, however, has a *glyph of warding* so placed that whoever opens the compartment will take 3d6 points of damage.

### **c) Garden**

The garden is attractive and light-filled. The beds in the centre are filled with flowers, and a pear tree gives some shade to the library. A set of wooden steps leads to the cellar. All the doors into the house from the garden are stout and have strong locks (Level 2, or -10% to pick).

### **d) Kitchen**

A very basic room, with simple utensils and a stone hearth. Prassel is a good cook, but it does not involve a lot of fancy preparation. The larder is well-filled, and the room clean. The windows are shuttered, and could only be broken into with the added

benefit of waking up the entire neighbourhood.

### **e) Guest Rooms**

These rooms are plain and spartanly furnished. Neither has been used for a while, although both are clean. Strong shutters bar the windows, fastened with sturdy padlocks.

### **f) Prassel's Bedroom**

If the house is entered at night, Prassel will be sleeping in this room, quite soundly, since it is his habit to consume some wine before retiring. The room is comfortable, with a large bed, lockers, cupboards and a desk. Locked inside the desk, a diary contains the trivia of an old man's life; it will take two hours for someone to discover that it has no clues at all, beyond a fleeting reference to Prassel's granddaughter, Ramanai.

The only windows look into the garden and these are shuttered at night 50% of the time. The door has an ordinary lock, but it is protected by a *magic mouth* which will awake Prassel if anyone approaches the door between dusk and dawn.

A few treasures in this room might tempt PCs of less Lawful persuasion. Prassel's **chain mail +1** is stored in a cabinet, while a locker at the foot of the bed holds his hunting gear: traps, snares, sacks, rope and an axe. All told, this is worth 180gp. A small lamp with a delicate base depicting a dryad emerging from a tree is worth 150gp. Prassel will have deposited his purse by the bed, and that will have 20gp therein, as well as the keys to the various locks in the house.

### **g) Library**

Prassel has an ambition to own a large collection of books, but the shelves are mostly empty. Each bookcase sits on a stout cupboard - there are nine of these in all.



Some comfortable furniture completes the contents.

Numbered clockwise round from the door, cupboards **1**, **4** and **5** are empty; number **2** contains household junk; number **3**, which is locked, a folded-up tent and other camping equipment. The remaining cupboards contain the belongings for which Oakfriend will send the PCs. Each is locked (Lvl 3, -15%), and trapped with a poison needle (*save vs poison* or take d12 damage).

**#6: Hammer +1**, a uniquely-styled **dagger +3** in a silver scabbard (worth 5500gp), a finely chased shield with silver inlay (1250gp), a pack containing sealed bottles filled with herbs and other necessities.

**#7: Leather armour +3**, a sling, bullets, stout leather boots, thick gauntlets.

**#8:** A travelling backpack with many pouches contains 3 small glass scroll cases with **scrolls of animal summoning +1**, **tree** and **plant growth**; 5 sealed pottery vials with **potions of healing, growth, undead control** (x2) and **water breathing**; and wrapped carefully in a lace scarf - a **ring of protection +2**.

**#9:** Three boxes. The first contains a quantity of semi-precious gems of 180gp value (total 800gp). The second has 3 bags of gold dust worth 500gp each. The last - and largest - has a wayside altar with chalices, holy symbol, bowls, incense burners and several flasks of incense, holy water and balsalm, worth 3,500gp.

#### **h) Cellar**

There are many items of household trivia in the cellar, behind the strong door (20hp to break down; Level 4 lock or -20%), but the principle content is wine. Bottles of it. In all, 550 bottles with values of 10-5,000gp (only one of the latter, a special vintage) to a total of 55,000gp. Most of the

dearer bottles were presents from Oakfriend for birthdays, etc.

**Prassel**; R7; NG; hp 56; AC 2;

Two-handed sword

Human Male

<b>S</b>	18	▪ Greyhaired, overweight, but still a rare handful in a scrap; not often armed or armoured, but wears
<b>I</b>	9	
<b>W</b>	9	<b>chainmail+1, shield +1</b> and
<b>D</b>	8	wields a two-handed sword if given time to prepare
<b>C</b>	17	▪ Retired hunter (formerly R9, but age has robbed him of vitality and special abilities
<b>Ch</b>	13	▪ Tough, argumentative, solitary; has soft spot for grandchildren
		▪ Quite lonely, estranged from family, most friends long dead; Rarnanai visits occasionally

Prassel fights vigorously and to the death in defence of his home, even if he recognises his opponents.

#### **4.6 THE CARPENTER'S GUILD CLUB:**

*"Oakfriend Is drunk. He eats, sleeps and brawls his way through each day at a club in the slums. if you can help him, I will show you where he is."*

Ramanai or the dryad's necklace can lead the PCs to Oakfriend at last. The druid is to be found, night or day, slumped over a table or carousing with other rowdy companions in the Carpenters' Guild Arms. He is morose, and close to being sick. His grief at the fate of Feyr-Panniras and the changing faith of the other Followers has driven him to self-pity.

He recognises Ramanai or the amulet of the dryads, but suspected that someone would come for him eventually, and follows the PCs resignedly, stopping only to bawl across the club that he is "being rescued from the bottle" by the PCs. Among the 'good

friends' that Oakfriend has made with some free spending, this will be unwelcome news.

Before they reach the door, the PCs are blocked by club thugs, trying to hang onto their meal-ticket. There are ten Fr1 attackers, armed with clubs, chairs, bottles and fists. Two have daggers - and the Fr2 barman sides with his regulars, wielding a mace with a +2 bonus for strength. The fight is noisy, but should not prove deadly to the PCs unless a dagger strike or two proves so.

**10 Club Thugs:** AC 10; Mv 90'; Fr1; hp 3 each; #AT 1; Dmg 1-4 (x2; daggers), 1-3 (x5; fists) or 1-3 (x3; chairs, jugs); SA-SD none; MR Std; Save as F1; Int Low-Avg; AL nE; THACO 20; xp 13

**Barman:** AC 7; Mv 90'; Fr2; hp 7; #AT 1; Dmg 1-6+2; SA-SD none; MR Std; Save as F2; Int Avg; AL nE; THACO 18; xp 30

If the fight spills out into the street, the club thugs follow, attracting support from the n'er-do-wells of the area, and a huge street brawl will break out, involving 2d10 street roughs.

**Street Roughs:** AC 10; Mv 90'; Fr1; hp 3 each; #AT 1; Dmg 1-3 (fists); SA-SD none; MR Std; Save as F1; Int Low-Avg; AL n; THACO 20; xp 13

The final twist in this episode will come if Tartham has been following the PCs and realises that they now have Oakfriend. As the fight in the club breaks out, he will send two assassins into the fray, men indistinguishable from the other ruffians. These will be able to backstab at +4 'to hit' and treble-damage 25% - of the time. They will look to kill Oakfriend first, the PCs second, but neither will take ridiculous risks, they will flee if the other combatants are beaten off. Nor will they give away any information about Tartham if captured.

**2 Assassins:** AC 7; Mv 90'; A3; hp 12 each; #AT 1; Dmg 1-4+2 (**dagger +1** + strength. *Save vs poison* or take additional d6 damage); SA Backstab, poison, strength; SD none; MR Std; Save as T3; Int High; AL LE; THACO 18; xp

Tartham will also stir up trouble outside the club, so that there will be 3d10 street roughs to join in the affray. Tartham's aim is to cause a bloodbath, with the PCs at the centre, hoping - at the very least, to see Oakfriend killed and the PCs delayed. To this end, he will ensure that the Watch arrive on time to break up the fight outside the club.

## THE CITY WATCH

On a number of occasions in this Section, and particularly in **4.6**, the Watch may become involved with the PCs' activities in the City. The information here relates particularly to events in **4.6**, but can be used to gauge what they will do if the PCs are overly energetic in other parts of Section Four.

After 12 rounds of indoor sport, or 5 rounds in the street, the Watch will appear. Their reaction will depend entirely on the methods the PCs have used to defend themselves. If they are not wearing full dungeon regalia, defend themselves with non-lethal blows, and - most of all - if they are outnumbered, the Watch will come in on their side, chasing off the local braves.

If, on the other hand, heavily-armoured PCs are surrounded by corpses, the Watch will draw swords rather than batons, and try to force the PCs to 'come along quietly'. Help will be summoned, and the DM should deploy a sufficiently powerful force of the Watch after 6-8 rounds to force the PCs to flee or give in.

**Watch Officer:** AC 3; Mv 90'; F4; hp 22; #AT 1; Dmg 1-8+2 (sword + strength); SA-SD none; MR Std; Save as F4; Int High; AL LG; THACO 16; xp 148

**Watchmen:** AC 5; Mv 90'; F1; hp 6; #AT 1; Dmg 1-4 (baton) or 1-8 (longsword); SA-SD none; MR Std; Save as F1; Int Average; AL LN; THACO 20; xp 10/16

The repercussions of any run-in with the Watch will have to be judged carefully. If a system like the *Law & Order* tables from *Imagine* #18 is used, normal processes can

be followed. Otherwise, the DM must judge the reaction of the City authorities, depending on how often the PCs are involved in fracas of this nature, and how many citizens end up cluttering the hospices and mortuaries. If captured, the PCs will face time in a lock-up, maybe even a trial, although the Temples will use influence to get them cleared. The Watch will be particularly upset if any of their own have been stretched out by PCs, but there are also possible mitigating circumstances, like the finding of the bodies of the two assassins....

If the PCs escape arrest, the DM will have to make them feel hunted. Notices will be posted, patrols will start knocking on doors the PCs' freedom to move around will have gone. The purpose of all this is just to make the players feel a sense of persecution and isolation, however; the DM should not make too big an issue of involving the Watch.

## AFTER OAKFRIEND IS RELEASED

With the aid of brother druids at the Temple, Oakfriend begins a process of drying-out. At first, he is a complete ingrate, only likely to be co-operative if his orphaned children are also at the Temple (see **4.3**). In any case, he demands that the PCs recover his possessions from his father's house (**4.5**), insisting it be done secretly so that no-one knows Prassel ever had them. Because his father can't keep a secret, this means breaking in.

He retells the story of the journey to Jrebb, supplying some missing detail (see **DMs' Introduction**). He says he saw the other Followers leave the City (**5.1**). He will not agree to join the PCs if they now go after the other Followers, but will accompany a group of up to four PCs to Jrebb.

**Oakfriend**; Dr8; N; hp 40; AC 4;

**Hammer +1**

Human Male

<b>S</b>	14	• Drawn, pale features; thin, blond hair; slender; wears <b>leather armour +3</b> or robes, <b>dryad amulet</b> , and stout boots
<b>I</b>	10	
<b>W</b>	15	
<b>D</b>	13	• Druid of the Church of the Green Man
<b>C</b>	13	
<b>Ch</b>	16	• Easily-led, easily-confused, but true in his worship; somewhat colourless, though brave and dependable
		• As a Follower of Feyr-Panniras, respected and admired throughout the Kingdom; as a follower of the Green Man a modest under-achiever

### Spells Normally Memorised:

**1:** *animal friendship, detect magic, entangle, faerie fire, locate animals, slow poison*

**2:** *barkskin, charm person, cure light wounds, heat metal, neutralise poison, warp wood*

**3:** *flame blade, hold animal, stone shape*

**4:** *cure disease, dispel magic*



The stats above depend upon the PCs recovering Oakfriend's possessions, in which case he will also have a number of other items. The **ring of protection +2** is the item given to him by Feyr-Panniras, and he will ask for this to be taken back to the Temple of the Tarmenel, and returned to the fallen cleric.

If Oakfriend does not survive the brawl in the club, the information he has (including the whereabouts of the ring) can be passed on by his dying breath or a letter left at the club.

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## SECTION FIVE

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### THE FOLLOWERS OF FEYR-PANNIRAS

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Two days after the funeral of Feyr-Panniras, and the day before the PCs are summoned, four mounted figures left the City through the East Gate, wearing the dark shrouds of mourners. Shirna, the fighter, and new leader of the Followers; Galsted Maceholder, Feyr-Panniras' companion; Haisenna, the 'procurer'; and Kellenides the mage were setting out on their new mission. Their trail is fairly easy to follow, since they have left havoc in their wake. But the DM should not allow the PCs to plunge along after them single-mindedly, since the trail is only so easily followed because of all the harm that has been caused, and the PCs should not pass this by without doing something to help. If the PCs do not use cures on the sick and needy they encounter, the DM should not allow them to renew spells as they are used.

The diagram (see **Map: East of Cerwyn**) shows the route taken by the Followers, with a rough indication of the time taken by them in the form D+x. The number x is the number of days that passed after the Followers passed through the East Gate before they reached the location marked.

#### 5.1 LEAVING THE CITY LEAGUE

*"Aye, I recall; they left the City together. They rode up to the Gate, and one of them said 'This is the Lady Shirna; she has business in the hills.' The Gate Sergeant told them of reports of activity among the murdering humanoids, and the lady pulled back her veil - her eyes were full of tears.*

*And she said: 'We go in the name of the Gods of Love and Yearning, and in the name of beloved Feyr-Panniras, to bring peace to the hills. We hope you will recall why we did this, and that when we return, you will follow us in the worship of the New Gods.'*

*"She didn't have to wait that long. i saw thirty people convert on the spot - the Gate Sergeant being the first."*

The Followers' departure can be remembered by the people at the Gate, and there is a 30% chance of the Watch Sergeant being on duty again. No-one has much information to offer, save that the Followers struck out along the East Road. If the PCs try to find the Watch Sergeant, they will waste a half a day if he is not on duty, and will attract the attention of the Servants of the New Gods (see **Section 6**). If he is not already doing so, Tartham will begin following them from this point.

**Watch Sergeant:** F3; W7, CHA 10; AC 4; hp 15

#### 5.2 PLOUGHVANE

*"She came here with the others, and drew up in the village square outside the Farmers' Yield. We knew who they were, of course, and we stopped to listen. She told about the death of the beloved brother, and how he had spoken of these New Gods as he lay dying, and she said we should all follow them. Some said they would, others said they would not. There was a riot, and the Elders tried to stop it and they were injured...*

*"More said they would stay with the Old Gods than would change, and the Lady and the others were chased from the village; leaving one wounded. The fighting went on all the next day. Them as had converted burned the Temple, and spilled more blood. The Follower left behind, he went about and converted others, and since then it's been civil war!"*



Ploughvane is the first village on the road east from the city, about a quarter of a day's ride from the East Gate. It is also where the Followers tried their first mass conversion to the New Gods and failed, bloodily. In the intervening time, the village has been left virtually deserted, with travellers detouring around it, as survivors battle for the remaining buildings. There are a few hastily built shacks and huts, with frightened, starving villagers, wounded travellers and two dying soldiers; any of these will be able to tell the PCs what has happened. Only die-hard fanatics remain within the village itself.

The map shows the key features of Ploughvane. Two dozen survivors contest the village; eight behind Athe, cleric of the Green Man, the rest behind the leader of the New Gods faction. If there are less than four PCs, this should be one of the Followers - the cleric Galstred Maceholder. If more PCs are involved, the New Gods' leader is the businessman, Pathenard. Most of the combatants are wounded, but the remainder sneak around the village at night, looking for enemies to kill. The streets are strewn with bodies.

The PCs must stop the fighting before they can proceed in all conscience. This almost certainly forces them to take sides; if they march into the village, they will be challenged and asked to declare for one side or the other. If they do not identify their choice, they will be attacked by both sides. If they sneak in, anyone in the village will assume them to be enemies and will defend themselves accordingly.

#### a) The Farmers' Yield

A stout building, from where the New Gods' leader directs his forces. If still in the village, Galstred Maceholder (for stats see **Section 6, Servants of the New Gods**) is here, as are Pathenard and four villagers:

**Pathenard;** F3; CN; hp 20; AC 3;

Two-handed Sword

Human Male

<b>S</b>	16	▪ Old, but still useful; heavily scarred
<b>I</b>	11	▪ Veteran, retired; businessman
<b>W</b>	12	▪ Violent; notorious lecher; ambitious
<b>D</b>	9	▪ A forgotten ex-soldier, though well-known in village; owns smartest
<b>C</b>	9	house and warehouse
<b>Ch</b>	10	

**Villagers:** Fr1; hp d4; AC 8; WIS 9, CHA 9; armed with mace or shortsword

#### b) The Temple of the Old Gods

A badly damaged building, burned and stacked with dead. 1-3 villagers of either side might be found in here.

#### c) Pathenard's House

A substantial rural dwelling, heavily damaged and partially burned. Athe and two villagers will be discovered skulking in here, hoping that Pathenard returns so that they will be able to ambush him

**Athe;** C5; NE; hp 14 (normally 20); AC 10;

Staff

Gnome Male

<b>S</b>	9	▪ Middle-aged, but energetic; wears blood-stained robes
<b>I</b>	12	▪ Cleric of the Green Man
<b>W</b>	13	▪ No warrior, but crafty; prepared to see others do the dying; too enraged to be able to relearn his spells
<b>D</b>	14	
<b>C</b>	9	
<b>Ch</b>	12	▪ A country priest; known only to villagers and a few other clerics; unimpressive

#### d) Pathenard's Warehouse & Shop

Sacked, but still whole. 1-4 villagers of either side will be found in here, waiting in ambush.

Other villagers will be found skulking around the houses and small shops. The situation is fluid and very violent. If the PCs stop the fighting, they can try to re-convert

the survivors, but they should have a singular lack of success until the leader of the faction is caught or killed. In the event of their being only one or two PCs, the DM might reinforce them with some troopers from the Cerwyn Horse, sent to investigate the interruption to traffic (see **5.8**).

### 5.3 A FORK IN THE ROAD

*"I seen her; she passed this way with her henchmen. They tried to make me one of 'em too, but I weren't havln' none of it and I told 'em so, make no mistake about it...."*

After the debacle in Ploughvane, Shirna and the others paused in the woods to the east to make repairs and see if Galstred Maceholder would catch them up. The group needed time to think, and to re-plan their strategy.

They aimed for the next habitation along the road. Late in the afternoon, they came to a fork, where the road east splits into one main route that follows the coast, and another that heads directly east. At the junction, there is a ramshackle hut, where a beggar-hermit, Tredmar, sits and offers herbal tea to passers-by. He hailed Shirna's party, and offered them a drink. While they rested, Shirna took the time to explain about Feyr-Panniras, but Tredmar refused to pay attention. He is, in fact, as mad as a hatter.

Shirna gave up, and the group left. Unknown to them, however, religious conversation hits a raw nerve with Tredmar, and he unleashed some of his spite on them. Cutting through the forest, he ambushed the Followers; casting *levitate* on Halsenna the Thief and dropping her from tree height. He fled, undetected.

When the PCs arrive, Tredmar will make the same offer of herbal tea, as he does to all who travel this road. In conversation, Tredmar will tell a few whopping lies, but be otherwise charming and polite. If the PCs turn the conversation to matters of the Gods,

Tredmar will try the same attack on them. First, however, he will lie about the route the Followers took, saying they followed the coast road. The DM should only allow the PCs a chance to realise their mistake after they have followed this road for two days, if that is their choice.

Tredmar will ambush them along the road a way, just as he did with Shirna's group, casting *levitate* on a party member, and dropping that person from 30' for 6d6 damage. He will not show himself, and will run off as soon as he has cast the spell.

**Tredmar**; MU6; NE; hp 17; AC 10;  
Rusty dagger (d1-4, + disease as giant rats)

Human Male

<b>S</b>	8	▪ Extremely ancient, dirty, ragged old man
<b>I</b>	15	▪ Beggar-hermit
<b>W</b>	15	▪ Spiteful, anti-clerical and atheistic; a thorough liar
<b>D</b>	8	
<b>C</b>	12	▪ Unknown; a recent arrival at this junction from parts far to the east
<b>Ch</b>	5	

#### Spells Memorized:

*light, magic missile, shield, sleep, levitate, web, hold person, lightning bolt*

Tredmar has few possessions. An earthen-ware pot contains 5gp in copper and silver, his spell components and some cheap foreign curios. His most important possessions are his spell books and a **robe of useful items**. Many pages of the former are ruined, but the DM should add 3 common 1<sup>st</sup>-2<sup>nd</sup> level spells to the list above as contents for the books.

### 5.4 THE HOMESTEAD

*"Yes, we've seen the Lady Shirna! She came here with her companions, and rested here for a night. They told us about the New Gods, and showed us the power they have to heal. We all marvelled at it, and asked the Lady if she would accept us into the worship of the New Gods. I serve the Gods Love and*

*Awe. Since this began, I have never felt so in tune with the world."*

The homestead has a high-walled yard with several buildings set back from the road. The Followers brought Halsenna here to be cured the day after the encounter with Tredmar, and converted the family of Aren Durgarr to the New Gods. This simple family have no knowledge of religious discord, but transferred their simple belief to the worship of the New Gods. They offer the PCs no danger, but might cause them some confusion; they are not opponents in the normal way, and have come to no harm from their change of allegiance.

In one sense, people like this are what this whole conflict is about.

However, there is potential danger here. If the PCs number less than four, the DM should place one of the Followers here, making adjustment later on. Halsenna the Thief is recovering from her terrible fall, planning to follow Shirna later. She is a guest of the Durgarrs meantime. Also here to cause trouble is Tartham, if he is following the PCs by now.

The PCs first meet the daughter of the family, Igni, as they approach the homestead. She tells them what happened (although not that Halsenna is still present), and invites them to rest for a while. The rest of the family are cautious if the PCs arrive armed and armoured, but will be pleasant enough if the PCs are friendly. Asking questions about Shirna and trying to re-convert the family do not count as friendly actions....

The PCs may take a meal with the family, or spend the night if they wish. Halsenna (for stats, see **Servants of the New Gods**) is hiding upstairs, aware of everything that happens. She tells the eldest son, Rodren, to hide their horses, while she rigs a mechanical trap behind the door which will trip the first PC through down the stairs (unless a saving throw is made vs wands at -

4) for 1-6 damage. This allows her to slip away.

**6 Homesteaders:** AC 10; Fr 1; hp 6, 5, 4, 4, 2, 2; use shortwords, spears or daggers.

Halsenna should only escape if the PCs allow her more than 5 rounds start (assuming they believe someone other than the homesteaders is responsible). If the PCs use excessive force against the homesteaders, the DM may wish to penalise the clerics by denying them spells, or what-ever.

Tartham, if on hand to cause trouble, will observe any goings-on at the homestead. If the PCs rush out of sight of the rest of the Durgarr family, he will slay Rodren in the woods, to lay the blame squarely on the PCs. Apart from the enmity of the homesteaders (who will try to harm the PCs in any way they can that is not suicidal), this will also lead the PCs to be accused by the homesteaders to the Cerwyn Horse, who will start chasing them from this point (see page 35).

## 5.5 WICBOLD

*"You must stay here and help us - all is confusion! Beware; Wicbold may yet declare for the New Gods!"*

The small border town of Wicbold will be in turmoil as the PCs arrive. The Followers arrived on Day+7, and began converting townsfolk. Showing the items given them by Feyr-Panniras, they had some success, though the Temples opposed them at every step. Having brought no more than a minority over to her cause, Shirna was challenged to show the New Gods could do more than the Old to provide for the town, and failed in a show of strength against the clerical magicks of the Temples.

The PCs see the result of this when they arrive. The Temples' clerics provided a gigantic feast, and left-overs are still evident; no-one will sell them food and drink - it is being given away! Shirna could not match

these and other amazing feats, and left immediately after the challenge was settled.

But some damage was done. Many asked why the Temples had not provided such service before, if it were so easy. The simple answer is that all the resources and wealth of both Temples were used for material components and magical paraphernalia for the various offerings. Now the Temples can only offer such minor help as can be provided without cost, and beg the PCs for financial and magical help.

Apart from stripping them of holy water and money, this causes the PCs a delay of 1 day, and they are present when Wicbold is faced with Shirna's revenge - an assault on the town by Razax the Giant and others of the hill-humanoids.

Wicbold is attacked at night by some of the inhabitants of a cave system to the east, stirred up by the Followers. Razax breaches the gate, and the hordes rush in to sack the Temples. If the PCs seek to help, they will be directed by terrified inhabitants to the Temple of Tarmenel, where Razax and some chums are making merry, as in the following descriptions. Where there are only 1-3 PCs, the DM should allow them the assistance of fighting men from the town so that they have to deal with a smaller number of foes. The greatest threats should always be faced by the PCs, however.

#### a) The Plaza

Razax is enjoying the raid by challenging fighting men to take him on outside the Temple. A dozen bodies show he knows how to use the awesome club he carries. He is far too sure of himself. He will challenge a PC to single combat; if more than one rushes in, the hobgoblins from the temple (b) will set fire to the place, then join in on the third round.

**Razax the Hill Giant:** AC 4, Mv 120'; HD 8+2; hp 45; #AT 1; Dmg 2-16; SA hurl rocks 2-16 damage; SD

none; MR Std; Save as F8; Int Low; AL CE; THACO 12; xp 1,440; (MM)

#### b) The Temple Hall

Inside the main hall, several bugbears and gnolls are wrecking everything in sight. The leader, a truly awful specimen, is directing several of them to make a huge bonfire out of furniture, which will be lit d6 rounds after the PCs arrive, and will be totally out of control d10 rounds after that. 6 terrified hostages are tied to the pillars of the Temple.

**Bugbear Leader:** AC 4; Mv 90'; HD 4; hp 25; #AT 1; Dmg 4-10 (**morning star +1** and strength); SA/SD none; MR Std; Save as F4; Int Low-Avg; AL CE; THACO 15; xp 135; (MM)

**10 Bugbears:** AC 5; Mv 90'; HD 3+1; hp 16; #AT 1; Dmg 2-8; SA-SD none; MR Std; Save as F3; Int Low-Avg; AL CE; THACO 16; xp 121; (MM)

**14 Gnolls:** AC 5; Mv 90'; HD 2; hp 4; #AT 1; D 1-6; SA/SD none; MR/Std; Save as F2; Int Low-Avg; AL CE; THACO 16; xp 50; (MM)

#### c) Shrines and Altars

These have been violently pillaged.

#### d) Vaults

A ramp leads down to the vaults, where another leader of the attack is searching for treasure. Magnyar is smarter than the average troll after being a servant for a high-level mage. He learned that the simplest way to get things done was to have others do them, so he has a number of servants with him.

**Magnyar, the troll:** AC 4; Mv 120'; HD 6+6; hp 32; #AT 3; Dmg 5-8/5-8/2-12; SA none; SD regeneration; MR Std; Save as F6; Int High; AL CE; THACO 13; xp 606; (MM)

**Frod, the Blink Pup:** AC 5; Mv 120'; HD 2; hp 9; #AT 1; SA 75% from behind; SD blink; MR Std; Save as F4; Int Avg; AL LG; THACO 16; xp 46; (MM)

**Leucrotta:** AC 4; Mv 180'; HD 6+1; hp 30; #AT 1; Dmg 3-18; SA imitate human voice; SD backward kick 2d6 damage; MR Std; Save as F6; Int Avg; AL CE; THACO 13; xp 465; (MM)

**Su-monster:** AC 6; Mv 90'; HD 5+5; hp 28; #AT 5; Dmg 1-4/1-4/1-4/1-4/2-8; SA psionic (if applicable); SD none; MR Std; Save as F5; Int Avg; AL CE; THACO 15; xp 318; (MM)

**Bugbears:** AC 5; Mv 90'; HD 3+1; hp 16; #AT 1; Dmg 2-3; SA-SD none; MR Std; Save as F3; Int Low-Avg; AL CE; THACO 16; xp 124; (MM)

**12 Goblins:** AC 6; Mv 60'; HD 1-1; hp 5; #AT 1; Dmg 1-6; SA-SD none; MR Std; Save as NM; Int Low-Avg; AL CE; THACO 20; xp 10; (MM)

Frod - too young to realise the evil he works for - has been trained to find secret doors. He blinks behind the portal, scratches at the other side, then blinks back; he disappears as the PCs enter. Frod recognises better owners in the PCs, and will look to one for food after the fight. It will attach itself permanently if shown kindness.

A stylist among trolls, Magnyar rides around on a leucrotta which he has insisted on bringing down the ramp and has tethered to a pillar. The su-monster is a 'pet' and a means for putting the lesser humanoids on their guard. It is out of sight when the PCs arrive, hanging in the gloomy shadows of the roof.

If the PCs attack, Magnyar will send the goblins and bugbears to attack first, to soak up some spells. He will watch to see how quickly the PCs deal with them; if they look to be winning easily, he will jump on the leucrotta and ride up the ramp to escape. If he sees the humanoids holding their own, he will stroll over on his own to see off one of the PCs personally. The su-monster will attack whichever PC first attacks its master.

The hill-beings have precious little treasure that can be taken from them; most of it was looted locally. In crude saddle bags on the leucrotta, Magnyar keeps 3 250gp gems and a gold, agate and emerald ring worth 500gp. Everything else must be returned to the people of Wicbold, who will reward the PCs with 1000gp.

Tartham has little opportunity to cause trouble, in these circumstances. If,

however, the PCs have caused harm to the homesteaders, or if Tartham has made it look that way (see **5.4**), the Cerwyn Horse will arrive in the town, looking to arrest them, and they will be warned to leave by the Temple.

## 5.6 THE RUINS OF WHITEGLADE

*"Make way for the prisoner! We are taking him to Wicbold he was found at the head of the scum that burned our village!"*

The road runs east from Wyrcold, winding into the hills. After a day travelling, the PCs see smoke rising up from a valley ahead. Within half a day they reach Whiteglade, once a horse-farming community, but now razed to the ground. The survivors are camped in the grounds of a large house on the outskirts of the village that remains intact. They saw Shirna, but she did no more than pass through, obviously very angry about something. Then, they tell the PCs, the humanoids - the same ones that attacked Wicbold - destroyed the village on the way through.

However, they say, one of the Followers - Galstred Maceholder - came back this way the day after the attack, and was captured. They believe he was going to Wicbold, to see the effects of the attack there. He is being held by the noble, Nialan di Lygol, and his retinue of fighting men.

Of course, the people of Whiteglade are wrong. Galstred is either ahead with Shirna, or was encountered in **5.2**.

However, the PCs will have no chance to confirm the truth of the matter, since Nialan will allow nobody to see the prisoner, who is being held in a locked room at the inn, surrounded by guards. Nialan is waiting for things to quieten down before taking 'Maceholder' to the Great City.

The prisoner is just an ordinary highwayman, following the trail of pillage

left by the humanoids, looking to pick up what they missed. He has tried denying everything, of course, but he does look like Galstred, and the villagers are not too choosy....

**Nialan di Lygol;** F7; LN; hp 35; AC 2;  
**Two-handed Sword +2**

Human Male

<b>S</b>	16	▪ Tall, elegant, in fine plate mail
<b>I</b>	9	▪ Landholder, Lord of Whiteglade
<b>W</b>	11	▪ Stubborn, haughty, a fighter not a thinker; placed here by the
<b>D</b>	15	Duchess to start building a castle, but hasn't done any work yet
<b>C</b>	13	
<b>Ch</b>	15	▪ Full contacts at court; known by everyone locally

**Nialan's retinue:** AC 5; F2; hp 8; armed with longbows and broadswords

**The Prisoner:** AC 7; TH; hp 12; DEX 17

A problem for the PCs will arise if they try to take 'Galstred' from Nialan. He will resist, fighting until 50% disabled. Needless to say, the PCs will then be hunted by the Cerwyn Horse with remorseless efficiency, and the DM should have them encounter patrols of increasing strength until they have been captured, or complete this part of the adventure (see 5.8).

## 5.7 THE OLD TEMPLE

*"You'll find them up In the hills. That's where the hill filth came from, that valley with the grey mountains on either side. You'll see their Temple first, where they had their abominations as statues; we burned it many years ago."*

The villagers of Whiteglade point up into the mountains, where a trail winds between two gaunt grey peaks, following a small stream. About a day and a half's travel away, the valley narrows, and a narrow track leads up to a building on a small plateau - the former Temple of the Gods of the Hill-beings.

The Temple was sacked by the Duchess's troops twelve years ago, but it is still sacred to the hill-beings. When the Followers arrived, they made use of this fact, by having the mage Kellenides perform certain magicks that animated one of the stone statues.

This revived 'God' soon drew the humanoids together, and Shirna was able to organise the attack on Whiteglade and Wichbold - an attack from which she intended to 'rescue' the town, thus providing her own brand of miracle to counter the clerical magicks of the Temples in Wyrcold.

The plan backfired, because the hill-beings went off like minotaurs in a china shop, and left before Shirna was ready. Horrified at what happened, she tried to destroy the statue-god, and fled. Now her plan is to have Kellenides animate another statue, and for it to defeat the first, proving she is the boss; then to take the hill-beings to another town, which she will 'save' in the name of the New Gods.

So, when the PCs arrive, Kellenides is in the old Temple, preparing another animation. Depending upon previous events (see 5.5), he is either alone, or accompanied by Halsenna (for stats, see **Section 7 Servants of the New Gods**).

The Temple is a solid, three-roomed building with one obvious entrance. The three rooms are identically sized. The first contains a mechanical trap which used to spring mirrors into place that transformed the room into a maze. It is still detectable if a check for traps is made, though it was destroyed when the Temple was sacked.

The second room contains a foul, stagnant pool with a brittle, crystal surface. Once it was the pool in which sacrifices were drowned; now it is occupied by one of the victims as a wight, which will rise, shattering the crystal layer as the PCs pass. It will



attack with surprise in the first round on a 1-3 on a d6.

**Wight:** AC 5; Mv 90'; HD 4+3; hp 22; #AT 1; Dmg nil; SA Level drain; SD Silver or +1 weapons to hit, cannot be poisoned or paralysed; MR not affected by mind-influencing or cold-based spells; Save as F3; Int Avg; AL LE; THACO 15; xp 650; (MM)

All other contents of the room were destroyed 12 years ago.

The last room is where Kellenides has laboured, chanting from a book taken from the Lands of the Priest Kings, which shows how statues can be brought to life. If the combat with the wight was a noisy affair, the room appears to contain only a glowing brazier, three large statues, a makeshift altar with a staff and book on top and the personal effects of one or two Followers as appropriate).

Kellenides (and Halsenna) are invisible. They flee through the secret door, and wait outside the main entrance to attack the surviving PCs. The statues are already animated but have not completed the process. Thus, they move very slowly but are dangerous and armed with magical weapons.

**Bugbear Statue:** AC 1; Mv 30'; HD 11; hp 55; #AT 1; Dmg 10-19 (**two-handed sword +2** + strength); SA/SD nil; MR 25%; Save as MU11; Int Low; AL CN; THACO 10; xp 2,180

**Hobgoblin Statue:** AC 3; Mv 30'; HD 9; hp 45; #AT 1; Dmg 8-15 (**longsword+2** + strength); SA/SD nil; MR 20%; Save as MU9; Int Low; AL CN; THACO 12; xp 1,140

**Gnoll Statue:** AC 4; Mv 30'; HD 7; hp 35; #AT 1; Dmg 5-14 (**lance+2** + strength); SA/SD nil; MR 15%; Save as MU7; Int Low; AL CN; THACO 13; xp 505

Apart from the statues' weapons (which they wield one-handed), there are a number of items here which might interest the PCs. In leaving, the Followers left all their supplies and personal effects and more importantly, Kellenides left the item given to him by Feyr-Panniras, a **staff of striking**. The book is the tome taken from the Land of the Priest-Kings, showing how statues can be

animated. The book is so powerful, it has a personality of its own, like certain magical swords. It is LE aligned, intelligence 17, able to *charm* 3 times a day through a controlled character or *fear* 3 times a day whenever read aloud, and capable of being read as if it were in any human, demi-human or humanoid language. It's Ego is 17. If it could be taken to a sage, it would be worth 60,000gp - but it will force its carrier to take it to an Evil mage as soon as it can take control, killing whoever tries to stop this. If the PCs destroy it, the DM should allow them 10,000xp.

## 5.8 THE STATUE OF THE EARTH GIANT

*"I don't know if she is good or evil, nor what she hopes to achieve. All I know is that all who have seen the lady Shirna say she has been crying every day."*

The trail winds up into the mountains, taking the PCs further from civilisation. After another day, their horses can proceed no further, and they must scale the path on foot. After two more days, they hear a woman's voice, echoing over distance:

*"Enough! Follow me no more, whoever you are! I have learned the falseness of what I have done, and I have chosen to remove myself from the world of men! The hill-folk travel these hills too, trying to take my life, so be warned, I am in no mood to negotiate. Just turn back, for pity's sake!"*

Shirna converses only very briefly after this. She does not intend to surrender, nor leave the item given her by Feyr-Panniras - her honour demands she escape with dignity, to repent in her own fashion.

Assuming the PCs pursue her higher into the mountains, they catch her just one day later. Shirna (and Galstred Maceholder, if he is with her) has been surrounded by the remaining hill-beings and the original 'god' animated by Kellenides, and be at the beginning of a terrible battle. The PCs see

this first from a high ledge and they are able to observe that Shirna seems unable to strike the 'god'. It will take the PCs - who are 120' above and 200' away on the ledge - ten rounds to close to melee, by which time Shirna (and Galstred) will have lost 25hp, and have done nothing at all to harm the god of the hill-beings.

**The Earth-Giant Statue:** AC -1; Mv 120'; HD 13; hp 70; #AT 1; Dmg 12-22 (**giant halberd +2** + strength); SA none; SD needs +2 or better weapons to hit, blunt weapons do no damage; MR 30%; Save as MU13; Int Avg; AL LE; THACO 9; xp 4,010

**6 Bugbears:** AC 5; Mv 90'; HD 3+1; hp 16; #AT 1; Dmg 2-8; SA/SD none; MR Std; Save as F3; Int Avg; AL CE; THACO 16; xp 124; (MM)

**20 Gnolls:** AC 5; Mv 90'; HD 2; hp 11; #AT 1; Dmg 1-6; SA/SD none; Save as F2; Int Low-Avg; AL CE; xp 50; (MM)

**10 Hobgoblins:** AC 5; Mv 90'; HD 1+1; hp 6; #AT 1; Dmg 1-8; SA/SD none; MR Std; Save as F1; Int Avg; AL LE; THACO 18; xp 32; (MM)

If the PCs attack, the humanoids will react by trying to keep them away from the fighting between Shirna and the Earth-Giant statue. They wish them to observe what happens in this conflict - which will show just how mighty their god is - so they will not attack in over-whelming numbers, but will deploy in sufficient strength to keep the PCs away.

Shirna can do nothing to stop the Earth-God, since her weapon is useless against it. She can only be saved by the PCs somehow rendering the Earth-Giant statue vulnerable (stone to flesh would do nicely) or by them attacking it with missile weapons or spells and reducing it that way, or *in extremis* by them getting a better weapon to Shirna.

If she falls, the Statue will render the coup de grace and the humanoids will let out a wild cheer. They will then attack with full weight if there are 3 or more PCs. If, at any time, there are two or less PCs, these will be

herded into a ring of shouting humanoids to face the Statue. The humanoids will flee in terror if the Statue is defeated.

If Shirna is killed or severely injured, the PCs will be able to take the item Feyr-Panirras gave her - the sword Athax. If Galstred is present, he has the shield. If either survives, they will yield the item willingly enough, but will have to be restrained if they are to be taken back to face justice.

One last menace must be overcome before the PCs can retrace their steps back to the City League. If Tartham has followed them to this point, he will know they have Feyr-Panniras' items, and that he must return to make ready for the raising of the Replica-Golem. To buy time, he will order the Servants of the New Gods with him (see **Section 6**) to attack to the death, which they will do willingly. The PCs will be further delayed by encounters with the Cerwyn Horse if they follow the roads back to the city - this too will be the work of their unseen enemy.

For details of such encounters with the Cerwyn Horse, see the following section.

## RETURNING TO THE CITY LEAGUE

Assuming the PCs have the four items from the Followers, they can return to the Temple of Tarmenel. This should be relatively peaceful provided they suffer no interruptions from the Cerwyn Horse (see below). Any Followers taken prisoner accept their fate, and journey back resignedly. They do not speak much, but the DM could describe the worship of the New Gods, providing the PCs with some clues.

If they have obtained Oakfriend's ring, proceed to **Section 7**. If not, they should be encouraged to look for the druid, bearing in mind that if they do not, Oakfriend will be killed by Tartham (see **Section 4, Oakfriend the Druid**). In such a case, the

ring he possesses will be returned to the Temple mysteriously.

This will also be the case if, for any reason, the PCs have not obtained one or more of the items belonging to the other Followers. Once they return to the Temple, they will be told the items have been returned by an unknown benefactor. This should arouse their suspicions, if nothing else.

## THE CERWYN HORSE

As in **Section 4**, the PCs may suffer harrassment from the authorities. In this case, they come up against a much superior force, the Cerwyn Horse. This elite cavalry unit acts as battle shock troops and rural/border police. The troopers are well-armed, excellently trained and dedicated; the officers are resplendant fellows of superior talent.

The Horse patrol all the roads, and 1 officer and 8 men will be encounter on a roll of 1 on a d8 (roll every day while travelling within the Kingdom). Bearing in mind the low esteem in which the Old Gods are held, the PCs can expect harrassment and incivility. They must suffer the indignity of a search, be told that they may not wear full armour on the roads, and face on the spot fines of 100gp for minor offences like speeding or littering....

More seriously, the PCs could find real trouble with the Cerwyn Horse, if Tartham has stirred things up. Assaulting villagers in Ploughvane, the homesteaders, or - worst of all - taking away the prisoner of Nialan di Lygol, are all offences the PCs might be charged with if they meet a patrol subsequently. If they stop in a village or town, a patrol will seek them out; they will be taken back for enquiries and lengthy deliberations, and made to pay damages for any injuries caused. If wanted for murder (real or imagined), the PCs will be attacked

by the patrol, who will want them disabled before they drag them back for trial.

One patrol shouldn't cause the PCs any difficulty, but they will be in more trouble than they know what to do with if a Trooper (let alone an officer!) is hurt or killed. Hopefully, they will have the sense to keep off the roads, but if not, the next patrol will be 20 strong, and the one after that will be 50 men. The idea is not to make the PCs fail, but to give them the idea they are completely alone as they follow the Followers (sic). More importantly, it means keeping away from towns and villages - and nice warm resting places - until they leave the Kingdom. Also it means no reward from the Temples (see next section), who will have enough trouble explaining their actions away.

**Cerwyn Horse Officer:** AC 2; Mv 90'; F6; hp 33; #AT 1; Dmg 4-11 (sword + strength); SA/SD none; MR Std; Save as F6; Int High; AL LN; THACO 14; XP 366

**Cerwyn Horse Troopers:** AC 5; Mv 90'; F2; hp 11; #AT 1; Dmg 1-8 (sword) or 1-6 (bow); SA/SD none; MR Std; Save as F2; Int Avg; AL LN; THACO 20; xp 42

**Cerwyn Horse Horses:** AC 7; Mv 150'; HD 3+3; hp 16; #AT Z/3; D 1-8/1-8/1-3; SA/SD none; MR Std; Save as F3; Int Animal; AL N; THACO 16; xp 124

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## SECTION 6

### THE SERVANTS OF THE NEW GODS

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New Gods is a catch-all phrase describing deities worshipped in the Lands of the Priest-Kings. in fact, these are ancient deities, worshipped in that part of the world for centuries. it is only recently that they have sought to expand their worship, and it is as the New Gods they are known overseas.

There are many New Gods. Each has the aspect of a human emotion; thus exist Awe, Hate, Lust, Misery, Pity, Yearning gods with wholly or partially good sides to them as well as the bad. As handled by the Priest-Kings the pantheon is evil, but clerics or

other worshippers are normally Neutral - the Gods' alignments vary wildly from the CE Hate to the LG Respect.

Clerics draw spells through the agency of one deity, which may or may not cause them to have certain oddities in their spell lists. Hate would not allow a cleric animal friendship, for example. Galstred Maceholder follows Sorrow, a Neutral deity, and has a fairly normal spell pattern.

The following NPCs are the major ones encountered in this scenario. The small print gives some indication of their normal response in combat situations.



## THE FOLLOWERS

**Shirna;** F9; N; hp 54; AC 0;

**Longsword +2 "Athax"**

Human Female

<b>S</b>	18 <sup>71</sup>	▪ Tall, flamehaired, solidly muscled, noble bearing; wears light-weight, elven-made <b>plate mail +1</b> ; carries shield; wields <b>longsword +2 "Athax"</b> - (+4 vs humans & demi-humans, -2 vs conjured or elemental creatures); owns <b>potion of speed</b> ;
<b>I</b>	11	
<b>W</b>	14	
<b>D</b>	13	
<b>C</b>	16	
<b>Ch</b>	17	<b>boots of travelling &amp; leaping</b>
		▪ Adventurer; leader of the Follower
		▪ Thoughtful, passionately loyal to Feyr-Panniras & his memory, wracked with guilt over mistakes made while crusading for New Gods, very proud, merciful
		▪ Known nearly everywhere; a renowned fighter, never surprised; superb horsewoman & climber

If given time to prepare Shirna will distance herself from the bulk of her pursuers, drinking the **potion of speed** if she has any difficulty. She will melee when the odds are 2:1 or better. She will not abandon a comrade. She has no idea of the negative aspect of her sword, and will use it alone. She will surrender to honourable opponents if reduced to less than 10hp.

**Galstred Maceholder;** C7; N(E); hp 33; AC 2;  
**Javelin +2; Dagger +1**

Human Male

<b>S</b>	16	▪ Burly, heavy; huge black beard and long hair; wears plate mail and carries a <b>shield +1</b> (protects from all paralysing attacks and reflects gaze attacks); <b>scarab of protection</b> around neck
<b>I</b>	12	
<b>W</b>	17	
<b>D</b>	5	
<b>C</b>	15	▪ Cleric of Tarmenel; Follower
<b>Ch</b>	13	▪ The irresistible force; very hard to dissuade once started on a course; recklessly brave; morose ▪ A slowly-rising star in the church of Tarmenel; least well-known of all Followers

**Spells Memorised:** *cure light wounds* (x3), *blight* (x2), *hold person* (x3), *know alignment*, *silence 15' radius*, *cure disease*, *curse*, *prayer*, *cure serious wounds*

If given time to prepare, Galstred will cast *blight* on opponents. In combat, he will hurl his javelin, then turn to spells - casting *prayer*, *holds* then *curse* and *silence*. He will finally melee to death with dagger.

**Halsenna;** T8; N; hp 32; AC 4;  
**Shortbow +2;** shortsword & dagger

Human Female

<b>S</b>	14	▪ Small, incredibly nimble; mousy hair and grey eyes; wears fine clothes, <b>bracers of defence AC7</b> and a special <b>displacer cloak</b> which automatically casts a mirror image of itself and the wearer when the subject of an attack; carries a quiver with 10 <b>arrows +1</b>
<b>I</b>	14	
<b>W</b>	13	
<b>D</b>	18	
<b>C</b>	14	
<b>Ch</b>	15	▪ 'Procurer' for Followers ▪ Agreeable, charming, quick-witted; has fine sense of humour; rarely steals now for personal gain ▪ Finest thief of her generation, now devoted to using skills as one of Followers; excellent woodswoman, trapper, snaresetter; can make a trap out of nearly anything

If able to prepare, Halsenna will keep combat at missile distance, using **arrows +1**

against formidable-looking opponents. In melee, she will constantly look to go back to missile range or backstab. She attacks twice each round, at -2 with the dagger.

**Kellenides;** MU9; N(E); hp 25; AC 7;  
**Staff of Striking;** poisoned dagger

Human Male

<b>S</b>	13	▪ Tall, elegant; nearly 65 years old; white hair, dark skin; wears thick robes to ward off the cold
<b>I</b>	17	
<b>W</b>	12	▪ Mage, Follower
<b>D</b>	17	▪ Single-minded, coarse, brutal; a miser and cheat
<b>C</b>	9	
<b>Ch</b>	14	▪ Famous enough as long-term Follower, but ostracised in MU circles for failing to obey Guild instructions and thus pays dearly for training; a supplier of tricks and spells to many rogues

#### Spellbook:

**1:** *charm person*, *detect magic*, *darkness/light*, *find familiar*, *identify*, ***magic missile***, ***protection from evil/good***, *push*, *read magic*, *shield*, ***sleep***

**2:** *continual light*, *darkness 15' radius*, *detect invisible*, *detect evil/good*, *invisibility*, ***levitate***, *locate object*, *mirror image*, *ray of enfeeblement*, *web*

**3:** ***dispel magic***, *haste*, *hold person*, *infravision*, ***invisibility 10' radius***, *lightning bolt*, *phantasmal force*, *protection evil/good 10' radius*, *protection normal missiles*, *plant growth*, *polymorph other*, ***polymorph self***, *wall of ice*, ***wizard eye***

**4:** *transmute rock to mud/mud to rock*

**5:** ***wall of stone***

Kellenides also has **scrolls of confusion**, ***hold person*** and ***phantasmal force***.

If allowed to prepare Kellenides will cast *invisibility* on himself and others on his side, and use *web* and *wall of stone* to restrict movement of opponents. He will *sleep* and *polymorph other* (usually into a frog - he's a traditionalist) - only using

*lightning bolt* or scrolls if in danger of defeat. He will melee - if forced to - until reduced to 15hp or less.

## THE GIFTS OF FEYR-PANNIRAS

**OAKFRIEND** - **ring of protection +2**

**SHIRNA** - **longsword +2** (+4 humans & demi-humans, -2 enchanted or constructed creatures)

**GALSTRED** - **shield +1** (protects from all paralysing attacks; reflects gaze attacks)

**HALSENNA** — **displacer cloak** (casts mirror image of self and wearer when subject of attack)

**KELLENIDES** - **staff of striking** (2-12 damage per charge (3-18 vs Good), 40 charges)



## TARTHAM

Throughout the early part of this adventure, and up until the final confrontation with the Replica-Golem, Tartham is the principle agent of the New Gods in County Cerwyn. If he gets onto the trail of the PCs, he will cause them much difficulty. As a follower of the God Doubt, he tends to learn information gathering spells as first choice.

**Tartham;** C6; CE; hp 25; AC 5;

Glass Knives

Human Male

<b>S</b>	16	▪ Plain-featured, brown hair, medium height; forgotten as soon as seen; wears 3 glass knives under indigo cloak
<b>I</b>	16	
<b>W</b>	16	
<b>D</b>	12	▪ Cleric of the New God Doubt
<b>C</b>	13	▪ Brooding, unsure, constantly inventing and revising plans; a sadist
<b>Ch</b>	9	▪ Hardly known by a soul even in the heirarchy of the Temples of the New Gods; a skilled tracker

### Spells:

*Detect good/evil, detect magic, purify food & drink, cause fear, sanctuary, find traps, hold person, know alignment, silence, speak with animals, dispel magic, locate object*

If forced into combat, Tartham will cast *silence* into area of combat to stifle spellcasters, then retreat beyond 25' and use *cause fear* and *hold person* on first opponent to come out of silence range. His glass daggers (d1-4) break on contact (i.e. if attack would hit AC10); If they penetrate armour, they break inside the wound, causing 1hp a round further damage until removed; hollow tube inside contains acid for another d8 of damage.

Tartham is accompanied at all times by a retinue of lesser priests - early converts to the New Gods from among the Cerwyn-folk. These will be encountered after the duel with Shirna (5.7) and in the final reckoning (**Section 10**).



This retinue will consist of one C3, 2x C2 and 5x C1s. These should be treated as Priest-Officials (see below).

## CLERICS AND OFFICIALS OF THE NEW GODS

Many Servants of the New Gods will be encountered in this module, particularly towards the end when the PCs are in Jrebb. The DM is encouraged to let his or her imagination go when dealing with these meetings. The stats in this section are only the bare bones, and many interesting and amusing events can take place if the different Gods' servants are well played.

Clerics serving any of the New Gods are usually too bogged down in the tedium of administration to be adventurers, and therefore rarely pick up magical items. Very often, they have not bothered to learn a full complement of spells. They are, in contrast, usually very wealthy, and the DM should allocate money to Priests according to the following table:

### PRIESTS OF THE NEW GODS STATS

#### Officials

C1	AC 6	hp 5	30gp cash, 50gp jewelry
C2	AC 6	hp 8	50gp cash, 150gp jewelry
C3	AC 5	hp 11	80gp cash or gems, 250gp jewelry
C4	AC 4	hp 16	100gp cash or gems, 400gp jewelry
C5	AC 3	hp 18	150gp cash or gems, 600gp jewelry

**Note:** 4<sup>th</sup> or 5<sup>th</sup> -level officials should also have 1-2 potions or scrolls or a minor magic item,

#### Guards

C1	AC 4	hp 5
C2	AC 3	hp 10
C3	AC 2	hp 14
C4	AC 1	hp 18
C5	AC 0	hp 22

**Note:** Guards will not carry wealth; 3<sup>rd</sup>-level Guards use +1 weapons; 4<sup>th</sup> -level Guards will have 1-2 potions or scrolls; 5<sup>th</sup> -level Guards will have an additional magical item.

When considering spells for clerics of the New Gods, the DM should first think which God the clerics serve. Normally, all those clerics encountered at one time will be of the same deity - the exception to this is Tartham's retinue, which will be a mixed bag. There is a wide variety of Gods from which to choose - Hate will obviously grant spells like *cause light wounds*, *detect good*, *protection from good*, *blight*, *curse*, *striking*, etc; while clerics of Greed will have spells to make robbery and money-collecting simple, such as *detect magic*, *find traps*, *hold person* and *locate object*.

The same goes for the actions of encountered Priests. Some examples are given in the text, but here are a few more ideas:

**Awe:** Very easily impressed; will listen to lies and tall stories, and ogle magical displays; stop fighting as soon as hit for the first time

**Greed:** Frequently resort to mugging, cheating and being bribed; in combat look to kill and loot corpses quickly

**Hate:** Nearly all the Priest Guards are worshippers of Hate; they have to be locked up when not on duty, and fight for the sheer pleasure of it, provoking a fight when possible

**Lust:** Rude and coarse to members of opposite sex; in combat will try to subdue and make off with potential victims....

**Pride:** Will refuse to speak to those of 'lower orders'; in combat will fight to the death on one-to-one basis

**Envy:** Will take an instant liking to any magical items, gems or jewellery seen, will attempt to buy them at a very low price and will try to steal them if their offer is refused.

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## SECTION 7

### THE MAUSOLEUM

OF

### FEYR-PANNIRAS

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Once the PCs have contacted the Followers, and obtained (or found delivered) the Gifts of Feyr-Panniras, these should be returned to the Temple of the Sky God. Certain clues might give them the idea that something more happened to Feyr-Panniras on that last journey than just a change of heart and his death.

By now, Tartham has played some part in this adventure, even if not directly against the PCs. He realises they are a threat, and acts accordingly. On the night before the PCs return to the Temple, the Mausoleum of Feyr-Panniras is broken into, and certain rituals take place leading to the eventual revival of the Replica-Golem when the items are returned.

When the PCs present themselves back at the Temple, they are interviewed again by Feyr-Fordannic, in circumstances more relaxed than before. As they enter, the PCs may note some additional security precautions - it will certainly not be possible for them to enter the Temple by any secret method.

Feyr-Fordannic is grateful for everything the PCs have achieved so far. If they contacted all five Followers and retrieved the five items, he offers them due reward. If they re-converted those who strayed from the Old Gods, and kept out of

trouble with the Duchess' servants, this reward is all the greater. The items will be collected by a cleric from the Temple, and placed in a casket. Feyr-Fordannic will invite the PCs to attend at a small ceremony at which they are restored to Feyr-Panniras. But before this, Feyr-Fordannic tells them the following:

*"Brothers, sisters; fellow believers - before we go to the final resting place of Feyr-Panniras, I must explain something to you. You will notice many clerics on guard about the mausoleum; this is because intruders broke in last night killing three men and women. Their exact purpose is unknown; they stole into the Tomb, left Indiscipherable marks upon the walls, and drew a circle about the sarcophagus which they did not complete. Perhaps they were disturbed; I know not. in any case, they did not open the tomb, nor leave any magical aura on the place that we can detect. Whatever they came to do, we cannot tell but all seems to be well enough. You will see much of what I have said when we go down to the Maysoleum."*

The ceremony then takes place. The PCs may request Oakfriend's attendance, in which case he is sent for. Otherwise, only the PCs, Feyr-Fordannic and two acolytes proceed to the Mausoleum.

## THE MAUSOLEUM

The resting place of Feyr-Panniras is one of many crypts on the top floor of the Temple. Great clerics from past generations lay here; other crypts await the greats of the future. Each is identical and is simply furnished. Behind a heavy door, a vestibule contains necessary paraphernalia for the preparation of visitors. A second heavy door then leads into the Tomb itself, roofed over with a transparent crystal which allows daylight in and amplifies the faint glow of night.

Feyr-Fordannic leads the way through the Temple. One cleric carries the casket, another lights the way. In an antechamber at the top of the stairs, the PCs are required to remove metal armour and weapons before proceeding any further. The procession then continues along a wide corridor at the very top of the building, before reaching Feyr-Panniras' Mausoleum.

## THE VESTIBULE

This small room is bathed in a soft amber-white glow from two gems set in the wall farthest from the entrance, between which is the door to the Tomb. On the wall to the right, clean robes of blue and white are hanging on pegs, while against the other wall is set an altar, with a small bowl, an incense burner, ten vials of holy water, and other clerical requisites. Feyr-Fordannic instructs each PC to don a robe and the NPCs do likewise. Each person present also washes their hands in holy water, using separate vials. If more than ten people are present, Feyr-Fordannic will have brought sufficient extra vials to make up the difference.

## THE TOMB

The tomb is cold, made of dressed white stone. It is oval, and dominated by the immense sarcophagus. This is made of off-white marble, inlaid with precious stones, and it sits on a plinth. The walls are lined with shelves and display cases, containing many relics and dedications to the life of the fallen cleric; portraits, books, clothes and other possessions.

A few features do not fit into this scheme. At each compass point, the walls are daubed with symbols in a dark green paint. Further, a circle has been drawn around the tomb, which is not quite joined at the side immediately in front of the door. These ritualistic drawings were placed here by

Tartham, the instigator of the break-in. They are completely meaningless, a ruse, placed here to stop anyone making an investigation of the inside of the sarcophagus. Obliging, the clerics of the Temple only checked to see that the coffin had not been opened - it had not - and then puzzled over the meaning of the marks.

Tartham has been given the means to re-animate the Replica-Golem. The original plan was that this should be done after the Followers had converted such a large number of people within the Kingdom, the whole region was aflame with talk of it. Then, with the Replica-Golem seemingly unconquerable at the centre of the Temple of the Tarmenel, the New Gods would surely oust the Old in the hearts of the people. If nothing else, the Priest-Kings have information to make them believe the Duchess will adopt the worship of these deities to quieten the debate.

The PCs have interfered with this plan, but not - as yet - fatally. The Servants of the New Gods have been forced into an alteration in their strategy. The replica-golem itself will have to be the centre of all the talk, as well as causing the eclipse of the Old Gods. It may not be as satisfactory, but in the end, maybe it will serve anyway.

## THE CEREMONY

The replica-golem has been re-programmed to activate when the items of Feyr-Panniras are returned. Feyr-Fordannic will permit the PCs to inspect the room before the items are brought in, but will not allow them to open the sarcophagus. After any such delay, the casket is opened by a cleric standing at the foot of the sarcophagus - and then the lid of the tomb flies back, and the Replica-Golem rises!

The golem knows its first task is to take on the possessions of the man it resembles in such a bizarre way. It attempts

to use its charm abilities on each character in the room in turn, causing each that fails to save vs spells at -4 to bring it one of the items. Those who do not succumb to the first attack must then make a second saving throw, again at -4, or suffer the effects of a fear spell.

It will take PCs four rounds to rush to the ante-chamber at the head of the stairs, re-arm and return, by which time the Replica-Golem has taken on the various items and is virtually invincible. It rampages through the Temple, supplanting the statue of Tarmenel. Many clerics die trying to stop it; others abandon the Temple. The PCs may be rash enough to attack - but the DM can convince them of the terrible risk they face by describing the instantaneous death of a few others first....

As the Temple is evacuated, Tartham and 20 Servants of the New Gods (see **Section 6**) sneak in to occupy the place for its new function, protected by the Replica-Golem which occupies the main hall. It utters words of doom and destruction and prophecies about the ending of the times of the Old Gods, as programmed by Tartham, and demands the subjugation of the Kingdom.

The PCs will probably be driven from the Temple, and find frightened mobs in the street. This state of riot continues for several days, after which most people of influence chose to declare for the New Gods just to preserve their lives. The Duchess, a pragmatist to the last, will do so as well.

## THE REPLICA-GOLEM

A replica-golem is the ultimate transformation of stone into flesh achieved by the Priest-Kings. Essentially, a stone golem is crafted, imbued with powerful magic, and then transformed into a simulacrum of a living human being. The replica-golem looks, sounds and even smells like the

original person, but one final refinement makes it an even better copy. If the original person is imprisoned by a method similar to the djinni bottle or a magic jar, that person's very soul can 'power' the golem, and make it act in the way the real person would. Whoever then controls the original, can make the replica do anything in his guise.

At a cost of 1,000,000gp, the stakes have to be high to make this worthwhile, but Cavernhissern, the man responsible for committing this outrage on Feyr-Panniras, quite rightly believes the capture of a Kingdom is the right sort of prize. He fashioned the golem, captured Feyr-Panniras, and pulled the 'conversion' of the Followers off. Next, he allowed the replica to deactivate as it went beyond the range of Feyr-Panniras' control. Now he has given Tartham the power to re-awaken it, knowing it will act as he tells it to. Fiendish stuff....

The stats below show the Replica-Golem as it is when it arises from the sarcophagus. Note there will be alterations to its 'to hit' rolls, damage and Armour Class once it gets its hands on the items the Priest-Kings generously allowed the Followers to leave with. As for the fate of Feyr-Panniras, all is revealed in **Section 9 - Jrebb**.

**The Replica-Golem:** AC 6; Mv 120'; HD 14; hp 80; #AT 1; Dmg 11-20 (or weapon +10); SA spells; SD not influenced by *sleep*, *charm* or other mind-affecting spells; cannot be damaged by weapons of less than +3 magic; MR 45%; Save as MU14; Int and AL as controller; THACO 8; xp 6,340

The main strength of the replica-golem is its spellcasting ability. It can cast *charm*, *cause fear*, *confusion* or *feeblemind* as desired, one spell per round. All saving throws have a -4 penalty.

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## SECTION 8

### JOURNEY TO THE LANDS OF THE PRIEST-KINGS

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The PCs must leave County Cerwyn in something of a hurry after the reactivation of the replica, but the DM should allow them to make reasonable preparations. The worst problem is the turmoil in the City League as it divides over the matter of the New Gods. The DM should describe riots, civil anarchy and political manoeuvring each day they remain, and involve them in minor brawls and arguments. They are in no more danger than the rest of the population, though; in all the excitement and confusion, Tartham has forgotten all about them.

The only contacts remaining to them after these events are Feyr-Fordannic, Oakfriend and Barranus, leader of the Temple of the Green Man. Quite possibly, Feyr-Fordannic may have been killed in the incident with the replica, but if this occurred, the PCs are contacted by his successor, Seur-Hallentin (the DM should amend the rest of the module accordingly). Oakfriend, too, might have been a victim of that encounter, which removes him entirely from the future course of this adventure.

Whichever of the three are still alive (or Seur-Hallentin) contact the PCs before they leave. If they have not already done so, they urge the PCs to journey to the Lands of the Priest Kings and discover the truth behind the last journey of Feyr-Panniras. If he lives, Oakfriend can provide them with directions; he will accompany the party if it numbers less than four, or if there are no higher level clerics or druids.

Feyr-Fordannic brings the promised reward for the PCs. This consists of one magical item for each member of the party, and high-denomination coinage to the total value of 5,000gp. Clerics and druids of either of the Old Religions should receive no such

(reward, but be promised free training at their next level rise. The following items are available:

**Clerics:** **Scroll - Protection from petrification;** **Scroll - Protection from magic**

**Fighters:** **Bastard sword +1 "Heatseeker"** (+2 vs winged creatures, +2 vs cold-using/dwelling creatures, radiates warmth 5' radius); **Spear +3; Shield +1**

**MUs:** **Wand of wonder;** **Scroll - Protection from devils**

**Thieves:** **Stone of good luck; Gauntlets of swimming & climbing**

Barranus, who knows something about golems himself, offers one additional item - the magical hammer ***Claetera***, enchanted to destroy magical constructs. He promises that if the PCs can remove the lifeforce behind the replica, *Claetera* can destroy it when they return. It will also deal with most normal magical constructs encountered in the meantime (treat as a **hammer + 3** double damage vs golems or other magical constructs).

## THE JOURNEY

The DM should allow the PCs to journey to the port of Borth without special hinderance. Once there, the PCs can hire a ship to take them to their goal. Their journey is one of many miles, following the coast of the continent round to their target. It takes 12 days to reach the Lands of the Priest Kings, and they will make a landfall to take on supplies.

Their ship is the "Phoenix", a small galley capable of 90 miles a day (AC 8, 100 hp, javelin-firing ballista, D 1-6+2). It has a crew of 60 rowers (Fr1, AC 9, hp 3), 10 sailors (Fr2, AC 7, hp 6) and 20 fighting-men (F2, AC 5, hp 10) armed with bows, short swords and daggers. The captain is Laza, an

occasional rum-runner, but a good lass at heart.

**Halsenna;** F5; CG; hp 30; AC 5;  
**Cutlass +2** (1d8+2)

½ Elf Female

<b>S</b>	17	▪ Plaited blonde hair, strong features, big-boned; wears armour under seaclthes, cutlass through sash
<b>I</b>	11	
<b>W</b>	12	▪ Captain of the <i>Phoenix</i> ; smuggler
<b>D</b>	13	▪ Cheerful, lifeloving woman with taste for strong grog
<b>C</b>	17	
<b>Ch</b>	13	▪ Knows a man in every port; many authorities cast a blind eye to her activities

## FIXED ENCOUNTERS

### 8.1 THE FREEPORT

After only one day at sea, Laza pulls in towards the coast and proceeds cautiously into a deep fjord. After a few hours, she docks beside a run-down wharf in a small, hidden town in the mountains west of County Cerwyn. This secret community is made up of 'free traders' - buccaneers, freebooters and others on the very fringes of the law, making a living by smuggling and passing stolen goods.

Laza explains that if she is to go to the Lands of the Priest-Kings, she intends to pick up some 'consumer goods' as profit-making cargo. if the PCs are interested and have some ready money, they too could speculate in a few goods for re-sale.

The PCs can decline her offer, but if they choose to go they can buy the following goods, at the price mentioned in the first column. The second column shows the price the goods will fetch in the Land of the Priest Kings, assuming the PCs get the opportunity to sell them there. The last figure is what they will fetch in County Cerwyn or the City League.

**Gems** 100gp / d8x50gp / 100+d20gp

**Jewelry** 1000gp / 700+(d20x50)gp / 1000+d00gp

**Spell Components** 300gp / 250 + (d6 x 20)gp / 250gp

**Spice** 50gp / d6 x 30gp / 60gp

## 8.2 CORRATICAL

The ship approaches the capital city-port of Corratical in the Kingdom of Korrath sometime towards evening. This port offers a safe haven. The Old Gods are worshipped here, and there has been no attempt to infiltrate this Kingdom by the Servants of the New Gods. All supplies, potions, spells etc purchased here should be at normal campaign prices.

### 8.3 THE BLOCKADE-SHIPS

At noon, Laza calls the PCs to the deck, to point out two ships anchored one mile apart. This is the border-marker between the Kingdom of Adrani and the Lands of the Priest-Kings. These two are in a state of perpetual conflict, manifesting itself more as a 'cold war' than actual armed strife. The nearer ship is an Adrani war-galley, with twin catapults and 250 marines. The further is a magically-propelled warship of the Priest-Kings. Laza insists everyone be very careful; the officials aboard the two ships must hear only what they want to hear.

Coming alongside the Adrani vessel, Laza is ordered to halt. After a short interchange, a boat comes over with an officer and ten F1 marines. He is brusque, and very suspicious. Laza informs him she is trying to make a profit selling the Priest-Kings all the junk she can, at which the officer laughs, bitterly. He then asks who the PCs are (being particularly nosy if they are standing on deck in full armour; a risky business at sea, by the way), and the DM must decide how satisfactory their answer is. if all is well, a small bribe (200gp - to come out of the PCs purse) and the Phoenix can be on its way. If the officer gets suspicious, there is bound to be a fight, and Laza will



have to try and run before the missiles from the Adrani ship sink her. The PCs could find themselves swimming to shore - any that are metal-armoured will drown.

**Adrani Officer:** AC 6; F5; hp 34; armed with **longsword +2**; wears **leather armour +1**

**Adrani Marines:** AC 7; F1; hp 6; armed with shortswords

**Adrani Ship:** AC 7; 120 hull points; 2x catapults; Speed 120'

Regardless of what happens at the first blockade, the PCs (Swimming or otherwise) cannot proceed by sea without being stopped by the second ship. The procedure is the same; a challenge, and a small boat rowed across for an inspection. The Priest-Inspector (a cleric of the God Curiosity) will not need much persuading if the PCs came under fire from the Adrani, and they may proceed after the 200gp is passed over. Otherwise, they must convince the Priest-Inspector of their good intentions, facing similar wrath if there is a struggle.

**Priest-Inspector:** AC 6; C6; hp 33; armed with **mace +2**; wears **bracers of defence AC6**

**Priest Kings' Marines:** AC 7; F1; hp 6; armed with maces

**Priest Kings' Warship:** AC 7; 130 hull points; 1x catapult firing salvo stones with *cause disease* cast upon them. If the PCs' ship is hit, all must make saving throw vs Spells at -2 or fall into a coma for d4 days; Speed 120'

## 8.4 MERCHANT

At this point, the Phoenix meets another vessel coming in the opposite direction. The two crews exchange greetings, and the merchant-captain asks for news of the way ahead. If told about the troubles in County Cerwyn, he is grateful enough to tell the PCs to contact Korap, a merchant in Jrebb, who knows his way around the City. The PCs may also make any trades they require.

## 8.5 NIXIES

At the mouth of the river, as the Phoenix is taking on fresh water, the PCs are attacked by the charm abilities of 20 nixies (since the ship's crew are engaged in other duties, the PCs represent the only target). The nixies are looking to drag two PCs into the water to act as slaves for a year.

If the nixies are defeated, their only surviving prisoner will come to the surface near the ship, coughing and gasping for air. The woman, Jorna, knows where the lair of the nixies is, and can dive to it. She will bring the adventurers 250gp in pearls from the sea bed - a fortune for her, but nothing much to any adventurer. If the PCs give her the money, she will provide them with a safe place to hide while they are in Jrebb.

**20 Nixies:** AC 7; Mv 120'; HD 1-4hp; hp 3 each; #AT 1; Dmg 1-4; SA *charm*; SD none; MR 25%; Save as F1; AL N; THACO 20\*; xp 35

## 8.6 STORM GIANT

Alkegarr, the Storm Giant, lives in a cloud island above the coast, a friendly exile from the ways of his kind. When he sees the Phoenix passing, he sweeps down on his pet roc. If attacked, he will use all his power to destroy the ship, but his intent is good.

If allowed to settle on an island near the path of the ship, he offers to *predict weather* for Laza, or even *control winds* if spoken to with proper respect. In this case, the DM should reduce the journey by four days.

If provoked, Alkegarr casts *call lightning*, and causes the sea to rise violently, swamping the vessel in 4-16 rounds. The storm only abates if he is defeated. While in the grip of the storm, the PCs must make Dexterity checks (at -4 if fighting the giant) or fall overboard. In such seas, there is an automatic 50% chance of drowning for all characters, in addition to

normal chances. If lucky enough to be swept ashore, individual characters will be lifted to the border of the Lands of the Priest Kings and dumped there by a giant roc.

**Alkegarr, the Storm Giant:** AC 1; Mv 150'; HD 15+2-7; hp 75; #AT 1; Dmg 7-42; SA/SD *lightning bolt*, other spells; MR Std; Save as F15; AL CG; THACO 8; xp 7650; (MM)

**Young Giant Roc:** AC 4; Mv 60'; HD 18; hp 90; #AT 2 or 1; Dmg 3-18 + 3-18 or 4-24; SA/SD none; MR Std; Save as F18; Int Animal; AL N; THACO 7; xp 7250; (MM)

## 8.7 MARINE TROLL

This savage, unreasoning creature announces its intentions by biting through the hull! The hideous face - and quite a lot of water - smashes through the side of the ship. If the PCs are below decks, the attack continues like this, with the PCs losing the initiative every round while the monster prepares a fresh attack, until the ship has sustained 30hp.

The DM should allow a 10% chance for each PC to be able to strike back at the troll after each one of these attacks. If they rush to the maindeck, they can fire missiles at the troll as it makes each attack, regardless of whether it hits or not. Once the ship is taking water, the troll comes through the hull and attacks anyone below decks. Each round it wins initiative, it attacks the ship rather than the characters.

**Marine Troll:** AC 2; Mv 120'; HD 6+12; hp 45; #AT 3; Dmg 1-4/1-4/9-16; SA none; SD regenerate 3hp per round; MR Std; Save as F8; Int Low; AL CE; THACO 13; xp 1440; (MM2)

## SECTION 9

### JREBB

After the sea-journey, the PCs land at a wharf near the Citadel of the Priest Kings at Jrebb. If they rescued Jorna from the nixies (**8.5**), they will be led to a safe hiding place she can also lead them to the merchant, Korap, who knows how to move around the city easily. If Jorna is not with them, they can find Korap, as advised by the merchant (**8.4**), but will have no place to stay. If they have been unlucky (or unwise) enough to miss both contacts, they must rely on Oakfriend to find Cavarnhissern's laboratory. And if they don't even have Oakfriend along, the PCs must spend d6 days in the shanty town trying to find it.

Jrebb is a city of contrasts. The central section, on the river, is a fortified bastion - the Citadel. All around, a shanty town of labourers, slaves and hangers-on ekes out a precarious living. The city ferments with revolt, but the Priest-Kings use their powers to cow the population, and kill ringleaders on sight.

In theory, no-one is allowed into the Citadel who is not a member of the priest caste. In practice, senior Priest-Officials are afraid to go out among the people, allowing traders to enter through 'secret' passages. Few are guarded, and astute merchants like Korap know which are. If the PCs act like traders, and not as hot-heads aiming to bring the Priest-Kings down, Korap will show them which entrance leads to Cavarnhissern.

For each day the PCs spend trying to enter the Citadel, there is a 10% chance of them being betrayed to the Priest-Guards, unless they stay with Jorna. This chance is cumulative (ie, 20% on the second day, 30% on the third). If betrayed, a patrol will strike when they are cornered in a building. Men will be left at the main entrance, while

others rush into the building through all the others. They will have cast *bless* on themselves before entering and cast *blight* on the PCs as they spring the trap. The last Priest-Guard to enter each doorway casts *silence 15' radius* at a PC spellcaster. The Priest-Guards use morning stars, but will seek to capture a PC reduced to 6hp or less.

While the PCs are wandering around Jrebb, the DM should arrange for them to meet groups of Priests-Officials of various deities, as suggested in **Section 6**. A typical encounter would be with 1-6 clerics, levels 1-3. The more they encounter, of course, the greater the risk of them betraying themselves by a careless word or action. No detailed encounters in the City are provided here, except for those which take the PCs directly into the confrontation with Cavarnhissern. The DM should use ordinary encounters as he or she would in normal city adventuring; inns, shops, guilds and Temples (lots of Temples!), but bear in mind that only the Priest-Officials have any wealth or real power. For any encounter with NPC servants of the Priest-Kings, see **Section 6 - Servants of the New Gods**.

## 9.1 JOMA'S HOUSE

Jorna lives in a shack near Korap's trading post. She cannot offer the PCs food or other aid, but while here they will not be betrayed to the Priest-Officials. The one-room shack has a small shrine to the New Gods, but PC clerics will have no difficulty in persuading Jorna to change beliefs - she has suffered badly, and owes a debt of gratitude to the PCs.

**Jorna**; Fr1; n; hp 4; AC 7;  
unarmed

Human Female

<b>S</b>	9	▪ Impoverished and tired-looking; wears simple clothes
<b>I</b>	9	
<b>W</b>	18	▪ Unemployed; one-time fisherwoman
<b>D</b>	16	▪ Brave; loyal and forceful
<b>C</b>	8	▪ A complete unknown among persons of note, but has large family and many friends
<b>Ch</b>	15	

## 9.2 THE TRADE-HOUSE OF KORAP

The public mercantile face of Korap's dealings in Jrebb. He sells wine, foodstuffs and basic household goods to the people of the shanty down; business he does at a very small profit to keep his dealings with the Priest-Officials.

**Korap**; Fr4; nG; hp 10; AC 9;  
dagger

½-Elf Male

<b>S</b>	9	▪ Plump, thinning hair; dresses soberly
<b>I</b>	13	▪ Merchant
<b>W</b>	12	▪ Commercially-minded first and foremost; prefers things to stay quiet and good for trade
<b>D</b>	11	
<b>C</b>	11	▪ Contacts in all the trading centres from here to County Cerwyn and the City League
<b>Ch</b>	13	

## 9.3 THE FIVE GODS' INN

Either Korap or Oakfriend can lead the PCs to this Inn, which both know to be the front of the secret entrance into that part of the Citadel where Cavarnhissern has his laboratory. The only difference is that Korap can bring them here immediately, while Oakfriend requires d3 days to find the inn again.

The Five Gods inn is a drinking den on one side of a six-sided plaza. Dark, brooding temples occupy the other sides. Prices should be set at half the campaign norm; this is not a popular inn. Before the PCs can use the secret passage, they must endure

ritualised toasts to the five gods, enforced by four C3 Priest-Guards. First, a toast to Hate – a firey brew followed by 3 rounds fistfighting with other patrons (12 Fr1, AC 9, hp 2). The Guards restore order, and order a second toast, to Doubt. No-one should drink during this toast; if any PCs do, they must make a save against poison, or be sick for 2d4 rounds.

The third toast is to Happiness, followed by a round of jokes [sadistic DMs will doubtless force players through this). The fourth is to Generosity, in which very little drinking gets done everyone passes their mug to and fro and the Guards throw out anyone who ends up with more than he or she started. Last, a toast to Greed, in which spirits pour like water, and everyone consumes to the point of oblivion. The PCs must fake their share of this, to be ready to pass through the curtain at the back of the garderobe at the tenth hour.

## 9.4 THE TEMPLE OF WORRY

Immediately behind the curtain is a small ante-chamber, with a door leading into an enclosed courtyard with a building at the centre. It is shored up with many strong buttresses and covered in warning signs, though it looks sturdy enough. The doors are massive, and covered with locks. Inside, Worry-Priests scamper about, accosting the PCs as they are led through, asking if they are sure their belts are done up tight, if their savings are protected, or if the weather is alright for farmers. If the PCs give soothing answers, the Worry-Priests will become agitated - this is not what they want to hear. Korap tells them about the dangers of death-watch beetles in wood and rises in the price of corn, and the PCs should follow his example. If they get into a fight for any reason, one wounded Worry-Priest will yell out to his colleagues "I told you this would

happen!" and thank the PCs for the salutary lesson in security before he dies.

A broad spiral staircase descends from one end of the hall, partially hidden by a huge statue of a sexless god looking pensively into the distance.

## 9.5 THE SECRET PASSAGE

The secret passages into the Citadel vary from a few dozen yards long to well over 600. All are dark, narrow and winding, with staircases climbing and falling - almost at random. None have junctions, nor doors before their end.

The one which leads to that part of the Citadel where Cavernhissern works, is 200 yards long, sloping down. It falls about 30' over its entire length, but PCs will only be able to tell this if a dwarf or gnome is present. Torches light the whole length.

Inside the Citadel, the passage ends with a stout door. Behind this, 8 Priest-Guards (C5, C4, 2x C2, 4x C1) maintain watch through a spyhole. If Korap brings them in, the PCs can be passed through on his sayso, but without him, some method of arriving at the door unseen will be required if the PCs are not to give the Guards warning of their approach. Given the narrow nature of the passage, their presence at one end is likely to be deadly for the PCs, unless they can be silenced quickly. A Priest-Guard patrol sounding the alarm will summon a second patrol in 2d6 rounds.

Five doors breach the far wall of the Guard room. If Korap brought the adventurers in, he hurriedly departs from them at this point, unless detained by force - he has his own business. His parting words are: *"Here's a tip; you're new here, and nobody knows you, so you'll find it difficult. Go see Xrrora; she upset a lot of merchants with a tax reform last month, so no-one does business with her. She'll buy anything you've got; but be careful not to look into her eyes."*

He points to the righthand door, then goes through the centre himself.

## 9.6 XRRORA'S APARTMENTS

Five Priest-Officials operate from the individual apartments between the Guard Room and the stairway down to Cavarnhissern's laboratory. Xrorra deals with outsiders for the High Priest, never leaving her apartments at all.

A Priest-Official's status determines how large and impressive his or her apartment is. Xrorra is fairly senior; the sort with money to spend. She lives in a five room apartment, attended by four C3 Clerics of Greed (these live in lodging rooms in the city, near the Inn. She will meet the PCs in the front office. The business of Priest-Officials goes on 24 hours a day, with assistants changing all the time. Priest-Officials catch sleep as and when they can, as a consequence of which they rarely have spells memorised. They make time to enrich themselves through visitors like Korap. If the PCs see Xrorra, she will assume automatically that they are merchants with goods to sell. The PCs can either trade, or extract information by force. No other approach will be listened to for more than a few seconds. If the PCs trade, use the prices given in **Section 8.4** for goods purchased in the Freeport. If they have no such goods, she will offer to buy magical items - even cursed ones - for 1½ times the rulebook price. Should she be given any reason to doubt that the PCs are merchants, she will secretly sound an alarm to alert Cavarnhissern and the Guards in **9.7**.

## 9.7 GUARD POSTS & CHAPELS

At the end of the corridor, a wide spiral staircase falls to Cavarnhissern's laboratory. The staircase has three landings, on which are set Guard Posts. Outsiders are not allowed here, so the PCs may only pass

unchallenged if invisible or disguised. 10 Priest-Guards (C5, C4, 2x C3, 6x C1) occupy the three Posts.

At the foot of the staircase, a wide corridor has doors leading into other parts of the Citadel, and into small chapels to many different New Gods. Each chapel has a C1 priest in charge, and 5-10 other clerics. At the end of the corridor, wide double doors lead to the laboratory. Dire warnings are printed on these doors, in ten different languages....

## 9.8 THE CAVERN

Beyond the doors, a short stairway leads down into a large cavern, far underground. The ceiling is 80' high, and the cave is an irregular oval of 200-300' diameter. The walls are hewn stone, the floor is smooth.

At the very centre of the cavern there is a small single-storey building, 80'x50', with a door in each of the four walls. There are no windows, but a curtain hangs still on each wall. The roof is flat. If the PCs cast *detect magic* or *detect evil* in this cavern, the whole area will seem to radiate an aura - but the strongest 'scent' comes from the building.

There is no cover anywhere within 35' of the building, and the area is brilliantly lit by magical means. If Cavarnhissern has any warning of the PCs' approach, he will have a trap ready to spring on them. The four curtains hide garishly-lit alcoves containing medusas' heads. As the PCs reach the foot of the stairs, the curtains will snap back, and the PCs must save vs petrification or be turned to stone. The trap is beyond the range of a *find traps* spell.

The survivors will hear Cavarnhissern's ringing laughter, and his voice will cry: "*And that is just the beginning, you fools! Why don't you come a little closer, and see what else I can do?*"

## 9.9 THE LABORATORY

Cavarnisern will spring no more surprises on the PCs as they approach the laboratory - indeed, he will graciously open the four doors so they can see inside! They will see a single area, with a large vat in the centre of the room, over which a man is suspended by fluid-bearing pipes and tubes. The pipes lead to various jars of fluid around the vat, each different. Also within the room there are six statues to six of the New Gods: these should be instantly recognisable as Hate, Pride, Vengeance, Misery, Doubt and Fear. Before each statue is a small square of blue floor. There is no sign of Cavarnisern.

The man over the vat is Feyr-Panniras, held up by a floating disc and the tubes which pump the chemicals and formulae into his body from the vats. His soul is still a source of control for Cavarnisern for the replica-golem, although at this range he can only order it to follow one preprogrammed order: *DESTROY!*

The vat contains acid - Feyr-Panniras will be dead instantly if the disc is dispelled. The statues are not animated, but are the source of a grim danger for the PCs. Immediately inside the doors are areas of permanent *teleport*.

Characters who enter through a door, will be *teleported* instantly to one of the blue areas before the statues, and have to endure combat with the God for possession of their very soul....

To get in, the PCs must either find a way through the walls, or remove the *teleport* traps. If a character tries to find a trap on the door, the DM should not rule the *teleport* found; these are specifically beyond the doorway. For the purposes of their being dispelled, the magicks in this room were cast at 12th level.

If a *teleport* trap is disarmed, or another entrance created through magic, Cavarnisern will appear and enter into

combat with anyone trying to enter the laboratory. He is a potent spell-caster, and very cunning. He has also read a **scroll of protection from magic** over himself before the PCs enter. Even if he can be overcome, the door traps remain; only the amulet he wears will allow passage through the *teleport* areas. The DM should make the most of this combat, placing as much pressure on the PCs as possible; filling-in with chilling boasts from the High Priest about what experiments he has in mind for the PCs. As a goad, the DM could have overwhelming numbers of Priest-Guards enter the cavern, to force the PCs to act.

**Cavarnisern**; C12; LE; hp 66; AC 1; unarmed

Human Male

<b>S</b>	17	▪ A tall, powerful, ugly man; wears
<b>I</b>	15	<b>displacer cloak</b> of black & red over
		<b>plate mail +3</b>
<b>W</b>	18	▪ High Priest
<b>D</b>	12	▪ Very evil; spiteful, gloating, vengeful;
<b>C</b>	18	dedicated to the domination of the
		New Gods
<b>Ch</b>	18	▪ Quite a lot of people know the
		reputation, hardly anyone knows the
		face

### Spells memorised:

(with scrolls, can cast any 1st-2nd level spell desired), *continual light*, *cause disease*, *dispel magic*, *curse* (x2), *cause serious wounds*, *cure serious wounds*, *protection from good* 10' radius, *insect plague*, *slay living*, *animate object*, *heal*

Cavarnisern will prepare for combat by reading a **scroll of protection from magic** and casting *protection from good*. He will cast spells only to protect the integrity of his laboratory, starting with *slay living* and working his way down. If overwhelmed he uses a **ring of invisibility** to slip away and lead the Priest-Guards in counter-attack. He has a magical amulet to bypass the traps on the doors.



## COMBAT WITH THE GODS!

Should a PC be teleported to one of the blue areas before the Gods' statues or, - incidentally - wander into one while inside the laboratory, the character will immediately be frozen before the statue, while his or her soul fights for its very existence.

Combat with the Gods need not be a matter of AC and hit points - necessarily - but about the resistance a character puts up to the power of the deity. Each God assaults the soul in a different way, as follows:

**Hate:** Hate's test is a very physical one. The God acts as a 20<sup>th</sup> level fighter, wielding a sword. He is AC 2; THACO 5; Dmg 2-16; hp 100, appearing as a stunted, orc-like being. He will attack the PC - who should be made to feel this is an ordinary combat. If a blow from Hate would have killed the PC, the DM should reduce it so that it leaves the PC on 1hp instead. Hate will then offer the PC one chance to strike him without the God striking back - taunting the PC with insults. Only if the PC does not strike this blow (or defeats the God, of course) will he or she be freed from the blue area, complete with soul. For every blow during the combat the PC strikes, the player must make a saving throw against magic; if it fails, the God takes the soul of the character (which effectively kills that PC). If freed, increase the PCs' Wisdom and Charisma by 1 - but from then on, the player should note, that character is incapable of striking the first blow in a combat.

**DM's Note:** Evil PCs should automatically fail this test.

**Pride:** Pride appears as a shining white-skinned elf. He will offer to grant the PC any wish that would increase the stature of the character - a rise in level, great magical items, a Kingdom to rule, innate magical powers. The God will say he does

not require the PC to worship him; this is merely a gift for him or her to use to further a glorious career. If the PC accepts, his or her soul is lost (Pride will have won). If the PC refuses, increase Charisma by 2 - the character is then released from the blue area.

**Greed:** A simple test. Greed appears as a divinely beautiful character of the same race and opposite sex as the PC, sitting on a throne hewn from a gigantic emerald. The God will offer to give the PC any sum of money he or she desires - name the sum. If the character refuses, Greed merely offers more, and keeps on doing so. If the character bids against the God offering his or her wealth, the DM should add +1 to a saving throw against magic for each 20% of the character's wealth or magic item offered. If the throw succeeds, the character is released; otherwise the PC must bid more. Once released, increase the character's Wisdom by 2. The player must decide what the other permanent result will be; either the character becomes obsessed with money, or will never handle it again.

**Vengeance:** This heavily-armed woman will appear chained to the PC. She will demand that the PC fight her, saying "*Whatever you do to me, mortal, Vengeance will do to you.*" This is a clue to the method of escape; if the PC cuts the bond and offers to release the God, he or she will be released. In combat, the DM should mirror strike for strike against the PC - the God cannot be harmed. If released, increase Wisdom and Charisma by 1.

The DM should wait to resolve these combats until sure that there will be no more, then take each player with a trapped character aside to run through them secretly.

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## SECTION 10

### CONCLUDING THE ADVENTURE

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With Cavarnhissern defeated, and the mystery solved, the PCs have fulfilled their obligations to the highest degree. Assuming they have not cast a *dispel magic* too close to the floating disc and dunked Feyr-Panniras in the acid, they can even claim to have done more than expected of them. The great cleric is alive, though comatose, and requires immediate *neutralise poison* once detached from the tubes it he is not to succumb to all the poisons that have been running through his body.

As for the laboratory, the best thing that can be done with that is to destroy it, although the PCs will find much in it that can be taken back as reward for all they have done.

Cavarnhissern has on his person a **displacer cloak**, **plate mail +3**, a **ring of invisibility** and the **anti-teleport amulet** of his own devising. Scattered around the laboratory, the adventurers will find 12 scroll cases, with **12 scrolls of 1<sup>st</sup>-2<sup>nd</sup> level cleric spells**, plus **three** with ***stone to flesh*** and **two** with ***neutralise poison***. In addition, there are all Cavarnhissern's notes concerning experiments with replica-golems and other constructs, which will be of enormous value to the Temples back home. Lastly, the High Priest has various objects of exotic art about the laboratory; a golden statue of a nymph worth 5,000gp, bound works of poetry worth 3,000gp, a crystal chalice and goblets worth 2,400gp, and a ring magically enable to disguise the true nature of the clothes a person is wearing, so that he or she appears to be dressed for an appearance before royalty (something Cavarnhissern used as a short cut to actually getting dressed up).

If Cavarnhissern is not killed by the PCs, but they manage to retrieve Feyr-

Panniras, the High Priest will join the Priest-Guards in the cavern. He will then announce that all within the laboratory are free to go, and he will allow the PCs and Feyr-Panniras to leave the Citadel, and will even go so far as to arrange transport for them back to County Cerwyn if their own transport is lost in any way. This is a genuine offer, made because Cavarnhissern's last act before evacuating the laboratory will be to have Feyr-Panniras unleash the Replica-Golem in an orgy of destruction - the details of which are sketched out below.

The PCs will also be free to leave if Cavarnhissern is dead. The Priest-Kings will order it, and will arrange help if their transport is lost. And so the PCs can leave the Lands of the Priest-Kings behind, making their way back by ship to Borth, and thence to the City League. The DM can allow this journey to be as trouble free as he or she wishes, but it should not be too difficult a journey. As to what they will find when they get there....

Tartham, many Servants of the New Gods, and - of course - the Replica-Golem will still be in the City. if Cavarnhissern died without being able to send the Golem on the rampage, they will be much as the PCs left them, in control of the Temple of Tarmenel. They will have had all the success they expected, with wholesale confusion in the County, and the complete loss of face of the Old Gods. They have not, as yet, won over many converts to their own cause. The final chapter of this story then, is in the hands of the PCs.

The Replica-Golem, Tartham, and a small band of 15 Priest-Officials (C5, 2x C4, 2x C3, 4x C2, 6x C1) must be challenged and overcome in the Temple. In the same way as the overthrowing of Tarmenel's statue marked the decline of that deity, the destruction of the Replica-Golem in the

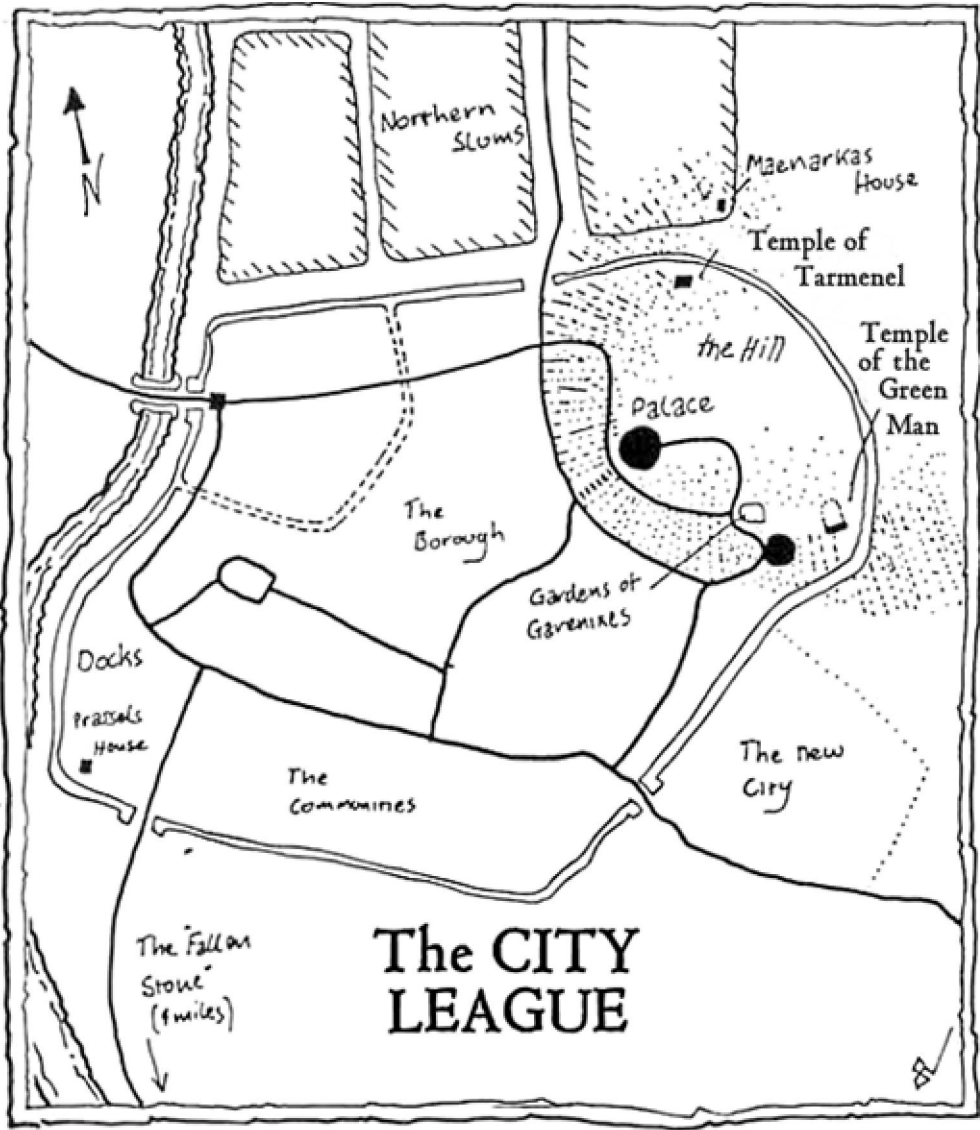
Temple will end the plan to take the County of Cerwyn into the fold of the New Gods.

Or, if the DM prefers, this might be the link to the next adventure for the party. If Cavarnhissern ordered the Replica-Golem onto a vengeful rampage, a trail of destruction will have been left behind, as the monster mindlessly lashes out, beyond the control of anyone. It could even find its way into the mountains, where the humanoid tribes have been so recently robbed of one god. And then who knows what might happen...

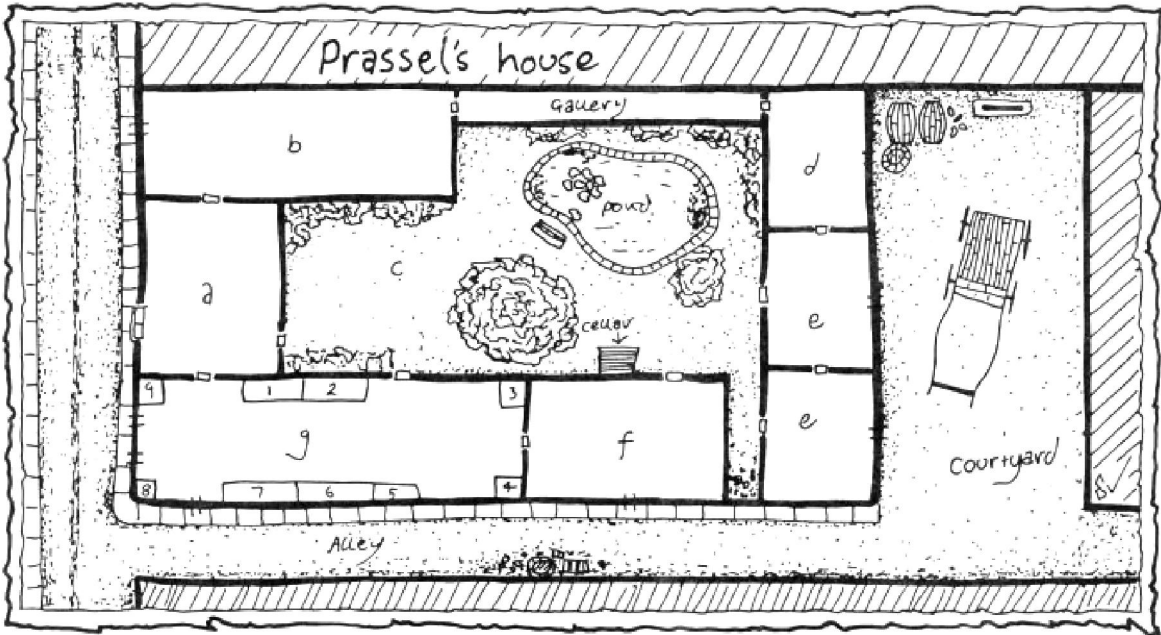
The players, however, might choose not to have this as the end to the adventure in the Lands of the Priest-Kings, in which case this final encounter with the forces of the New Gods will not be in their hands. Feyr-Panniras will travel alone back to County Cerwyn, to deal with it himself (and it would only be fair for him to have ***Claetara*** do it with). The DM can then continue the adventure from there.



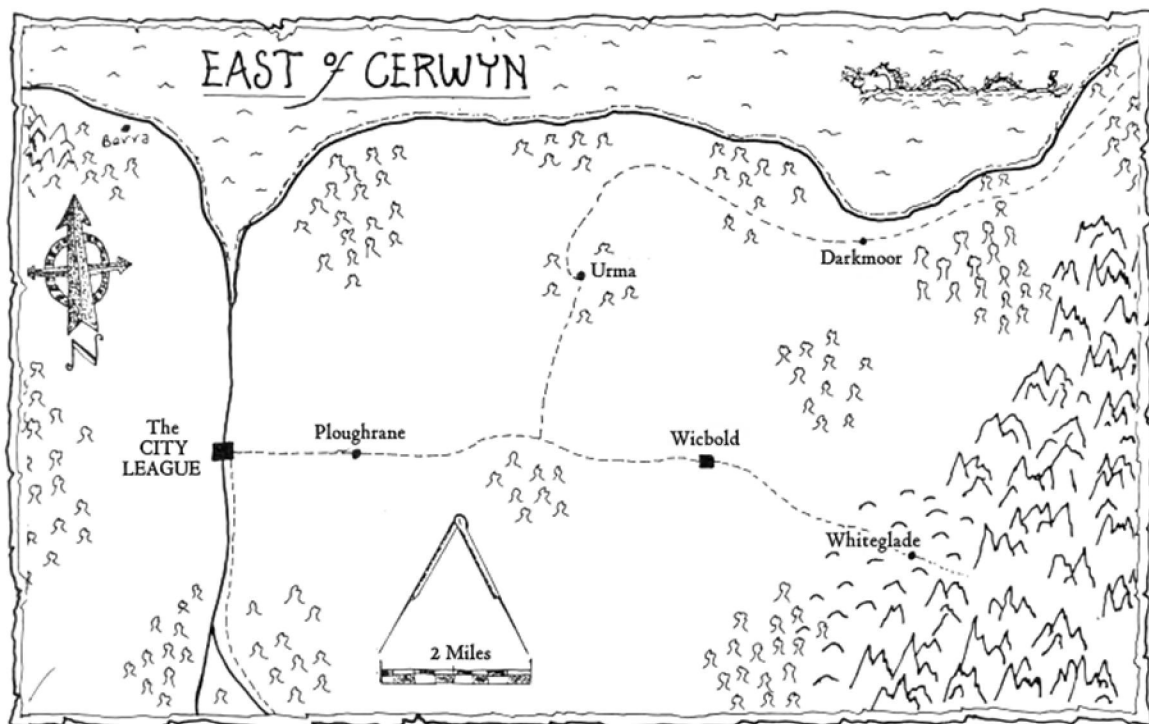
## MAP 1: THE CITY LEAGUE



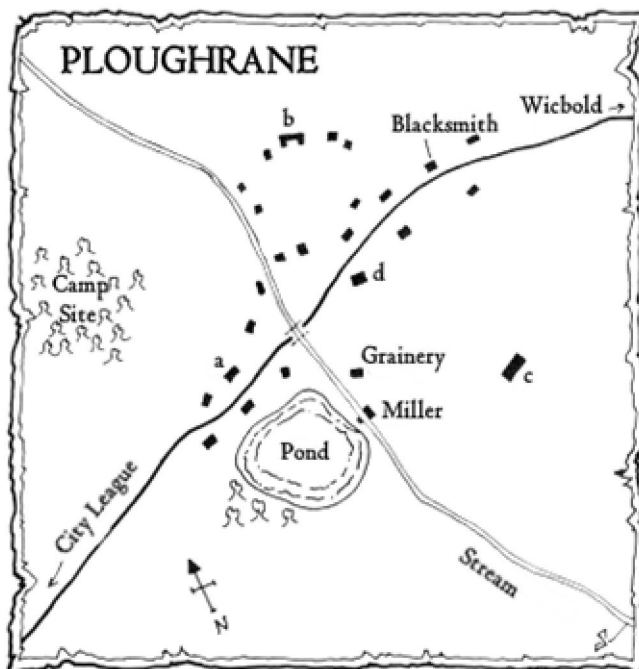
## MAP 2: PRASSEL'S HOUSE



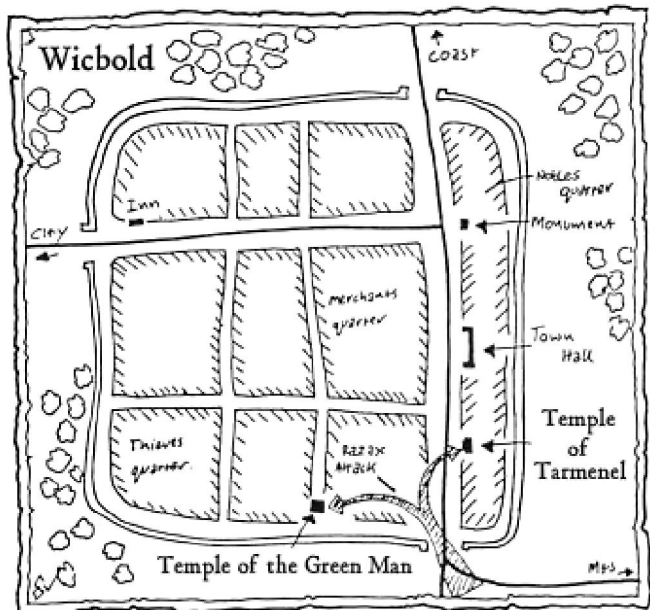
MAP 3: EAST OF CERWYN



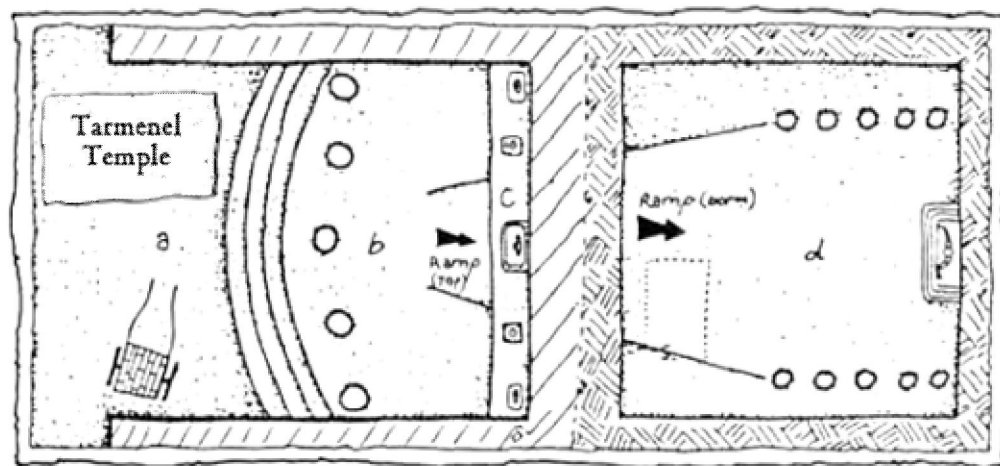
MAP 4: PLOUGHRANE



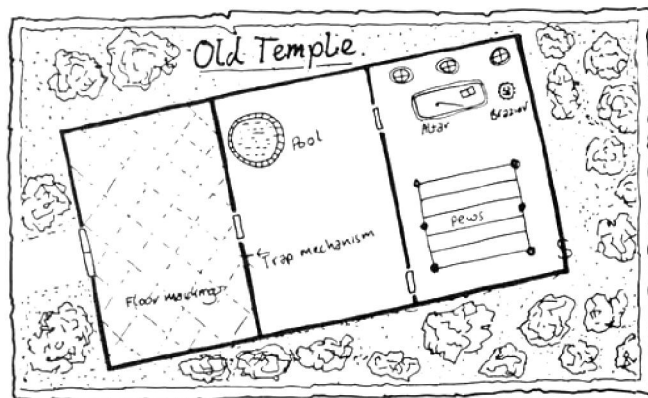
MAP 5: WICBOLD



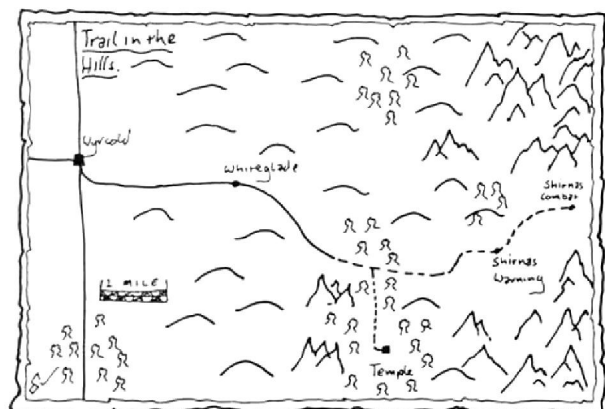
MAP 6: TEMPLE OF TARMENEL



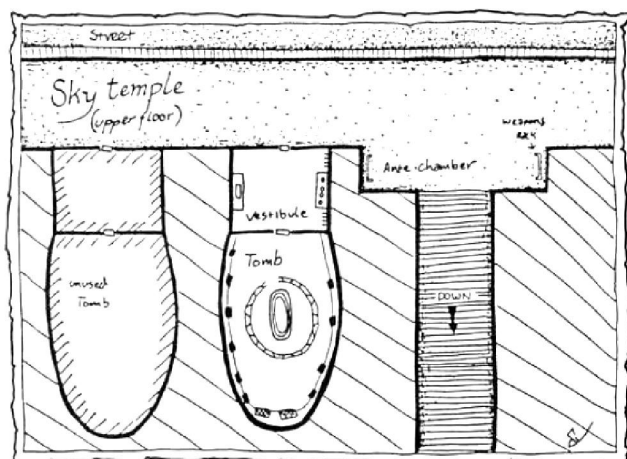
MAP 7: THE OLD TEMPLE



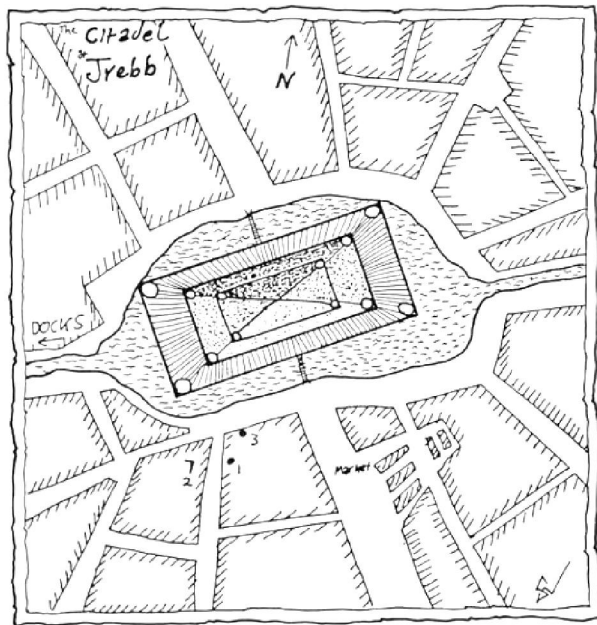
MAP 8: TRAIL IN THE HILLS



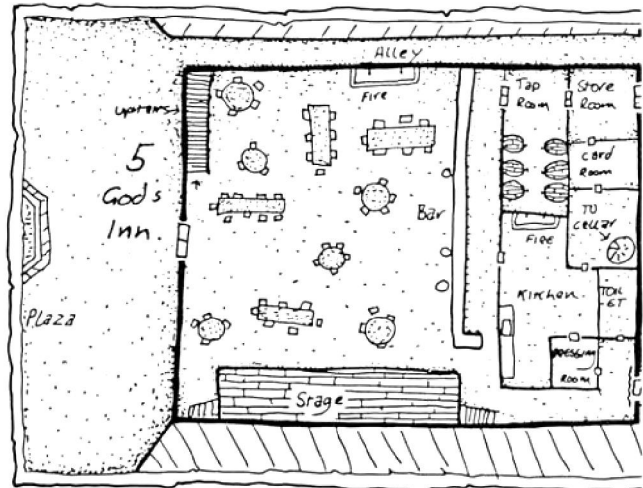
MAP 9: TEMPLE OF TARMENEL (UPPER FLOOR)



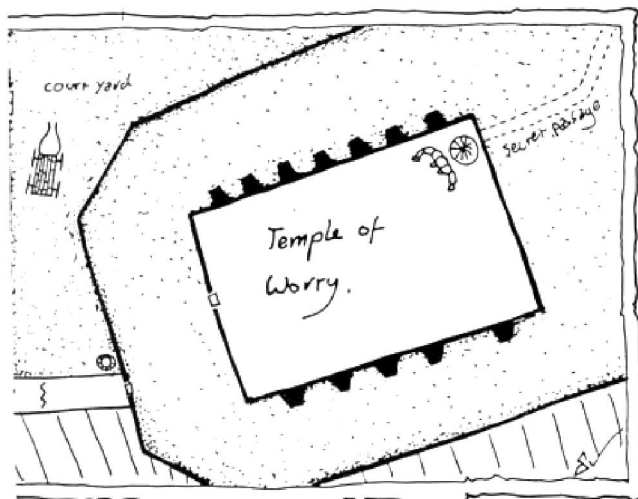
MAP 10: CITADEL JREB



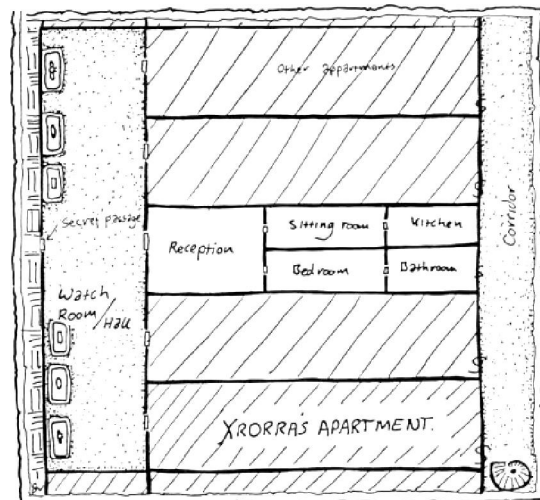
MAP 11: 5 GODS INN



MAP 12: TEMPLE OF WORRY



MAP 13: XRORRA'S APARTMENT



MAP 14: THE CAVERN

