

The Day the Bounty Hunters Came to Boulder
Into the Depths of Zurr

Bizarre

Tales

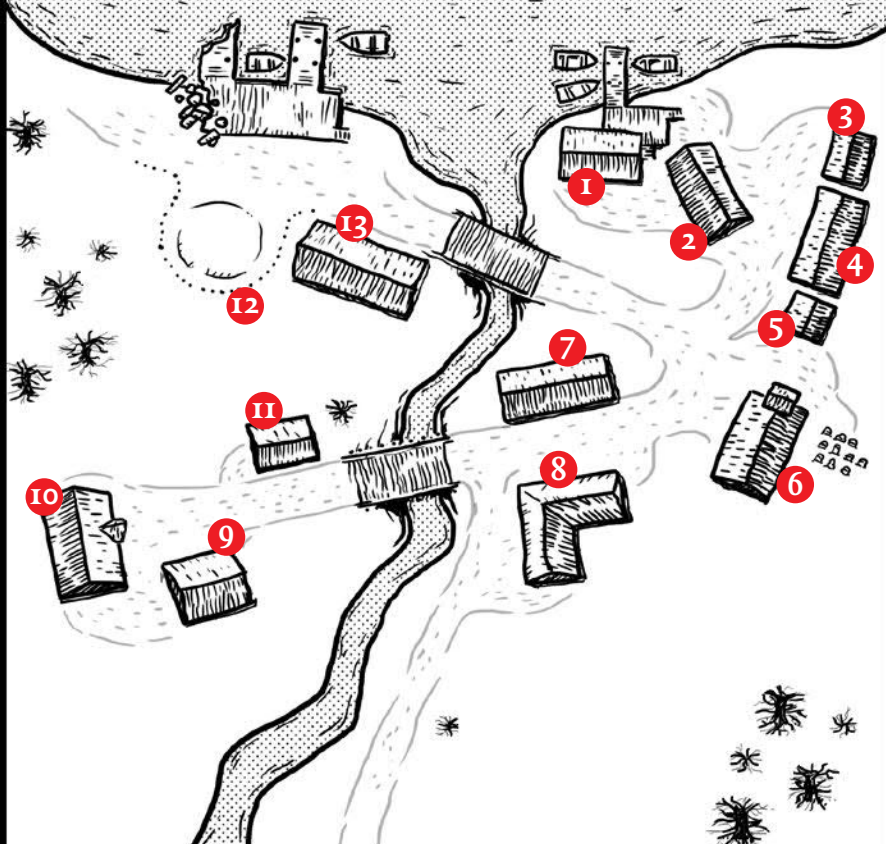
WEIRD OLD SCHOOL
FANTASY ADVENTURES

by Tim Callahan and
Matt Hildebrand



MOON DICE
GAMES

BAULDER



LOCATIONS OF INTEREST IN THE TOWN OF BAULDER

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Bizarre Tales



THE BOOKLET OF WEIRD
AND STRANGE OSR ADVENTURES

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Cover Art.....Matthew Fox, circa 1949
Illustrating a nightmarish hallucination spurred by travel “Into the Depths of Zurr”

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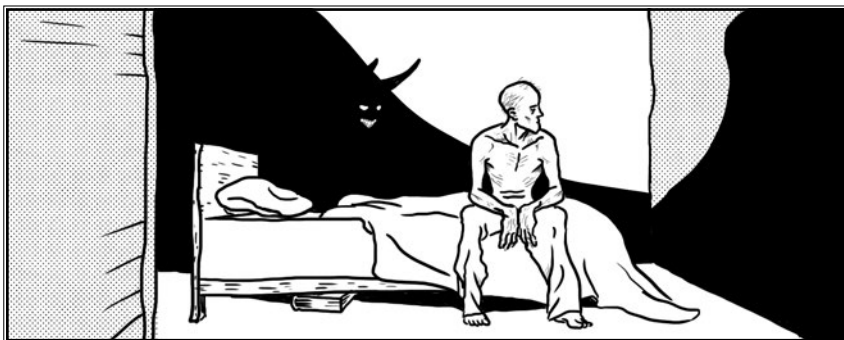
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MOON DICE
GAMES

BAULDER, TOWN ON THE LAKE

by TIM CALLAHAN and MATT HILDEBRAND



1. THE LOCATION OF THE TOWN, AND ITS NATURE

North of the Village of Bad Water, on the southern tip of Lake Overton, lays the once-hopeful town of Boulder. The ominously-named Starvation Creek flows from the hills to the south and trickles into the lake, and this town was once prosperous, blossoming into something that might have been a center of commerce in the region. But a darkness hovers over Boulder, corruption grows within, dangers from outside loom, and children no longer sing and laugh in the dusty streets of the town. Boulder hasn't seen a new child born into its bosom for nearly a decade. Families have moved away. The farms on the outskirts of town have dried up. The once-clean lake water tastes bitter, and the souls of the men and women remaining in Boulder feel burdened by something they cannot quite escape. Perhaps there's a kind of comfort in despair, or perhaps there is, as the sages say, a curse upon the town. Regardless, there's not much left in Boulder other than a dozen remaining structures and the troubled denizens who populate them. The town is nothing more than a way point for most, rowing across Lake Overton to reach the road south to

Woodward. Travelers only stay due to desperation or convenience, but they rarely linger. Not much good remains in Boulder, though some of the remaining townsfolk try to make the best of it.

The PCs may pass through Boulder on their way somewhere else, and get caught up in the strangeness if they stick around. If they need a reason to come to town, or a reason to stay, these rumors have been heard about this desolate town on the lake — roll *1d4* or choose the most appropriate: (1) Ned Hevended, richest man in town, has amassed a small collection of rare artifacts that some say have powerful magical properties, (2) the town bailiff, Gren Mackray, needs assistance, and Sir Glaive of Woodward would look kindly upon those who helped Mackray maintain order in town during these times of trouble, (3) a strange cult calling themselves the "Stormwish" has begun to settle in town and they are surely planning something vile, and (4) treasure beyond belief lies in the depths of Lake Overton, at the edge of Boulder, but everyone who has tried to recover it has drowned.

2. POINTS OF INTEREST, NUMERICALLY DESIGNATED

1. The Lakemaster

Herrot the Lakemaster works for the town bailiff to monitor travel to and from Lake Overton. Everyone who arrives at the docks must pass an inspection and pay a 10% tariff on any goods brought to town for sale from the lake. Everyone who leaves from the docks must sign out with Herrot, and they must declare any goods they export from town. Unusual items must be seized and turned over to the bailiff immediately for inspection.

Herrot is not particularly interested in enforcing any of these regulations, but if he happens to see anyone coming or going from his lakeside home, he will pretend to take a keen interest and will accept any and all bribes that come his way. Most importantly, Herrot is a coward who will back down from any hint of a threat, but fear of his reports to the bailiff keep him modestly-encumbered with bribes from the travelers who arrive from the north to take the long road south to Woodward. He lives alone in his humbly-adorned, rather ugly weathered home on the primary docks, and he stores any collected tariffs in a small locked chest in a locked cabinet in his bedroom. He deposits any collected monies at the end of each week with Gren Mackray. On an average day, Herrot will have 3 sp and 5 cp in the locked chest, and another 8 gp and 35 sp hidden in a pair of old boots near his bed. He keeps a dagger in his waistband to cut ropes and pry open crates, but he will only brandish it as a weapon if he is threatened, or he thinks he will get a larger bribe from a temporary show of bravado.

2. Inn of the Tattered Soldier

One of the oldest and largest buildings in town, the Inn of the Tattered Soldier has an exterior bleached by the sun, and it gets its name from the straw-packed scarecrow in

rusty plate mail armor that stands, lashed to a post, at its southeast corner. Otherwise, the small weathered wooden sign above the main entrance simply reads “Inn.”

The Inn of the Tattered Soldier is run by Betta, a middle-aged widow, and her twin fourteen-year-old boys named Kreg and Jak. The boys, the youngest in town, serve the food and clean the small rooms on the second floor, while Betta tends to the customers in the dining area and spends her nights preparing the pickled fish that is the only edible item on the menu. Betta yells at the two boys constantly, but she treats the few customers well and will happily recount any of the local gossip she has heard. A meal at the Inn of the Tattered Soldier will cost a mere 2 cp, and a night in a humble single room will cost but 3 sp. Common rooms are available if customers demand lower-cost options, at 1 sp per night, but the common rooms lack beds and may be rented to up to 8 patrons per night, though such busy nights are extremely rare in Boulder.

Betta keeps 15 sp and 45 cp behind the bar and her life-savings of 26 gp and 135 sp are kept in a small wooden box beneath the floorboards in the storage room. She also keeps a few possessions of her late husband in the storage room as well, including a full suit of chainmail armor, a wooden shield, a longsword, a warhammer, and a crossbow with 20 bolts. She will not hesitate to retreat into the storage room and return with a loaded crossbow to point at patrons who overstay their welcome or cannot afford to pay their bills.

3. Roon the Fishmonger

Shaggy-haired, foul-smelling Roon is 32 years old, but he looks at least 60 and walks with hunched gait from years of bending over to gut fish, salt them, and pack them

for transport. He has no savings, as he sews all of his daily earnings inside the belly of a fish each night and sneaks off to the northeast corner of town to drop the loaded fish into the lake and watch it sink. Those that have discovered him at the edge of the lake at night do not realize what is inside the fish he casually plunks into the water. It seems like just another strange habit of his, like his refusal to bathe and his unwillingness to look anyone in the eye. He is harmless, though, and only wishes to appease the beings that he thinks live at the bottom of Lake Overton. He has seen them, even if he never tells anyone but General Thorne about their scaly skin and vicious fangs.

4. Breakwater Bench Tavern

This large building was once a warehouse from the days when Boulder was a more prosperous town, but it has been converted into a tavern by brewmaster Kole Norion, an offputtingly-enthusiastic young man who sleeps on a mattress of down in a semi-private back room and concocts strange fermented drinks made from various herbs and lake weeds. Some locals still drink Norion's swill, but the tavern reeks of rotten fish and burning vegetation, and strangers to town tend to be the only patrons likely to be found sitting on the benches of this establishment. Though PCs may suspect that some of Norion's concoctions have magical or hallucinogenic effect, they do not. They are just disgusting beverages that some townsfolk have come to tolerate or even enjoy. Norion has slips of parchment with scrawled ingredients tucked into his mattress, along with his notes about patrons who owe him money.

5. Gren Mackray's House

Gren Mackray is the duly-appointed bailiff of Boulder, reporting to Sir Glaive in Woodward. A seemingly gentle but

muscular middle-aged man, Mackray is a former soldier who maintains law and order in town by quickly addressing quarrels and ensuring that no visitors overstay their welcome (not that visitors have been much of a consistent problem in recent years). Mackray spends much of his time these days sitting in a wooden chair outside his house, keeping an eye on both bridges in town, looking for suspicious activity from townsfolk and keeping watch over every stranger who enters Boulder. He keeps a pet fruit bat inside his house, in a large wooden cage covered by a blanket. He calls the bat "Nan" and feeds it rotten fruit from a barrel.

Though the population in Boulder has dwindled down to a fraction of what it once was, there is something troubling brewing. Perhaps Mackray's increased attention on the comings and goings through town, and his sometimes overzealous enforcement of minor ordinances, stems from the precarious nature of his post. Though he has been the bailiff of Boulder for twelve years, the townspeople held public elections five months ago and appointed Nash Kinman as mayor. Locally-elected mayors are not recognized by Woodward, so Mackray holds the only official seat in town, though his authority has now been undermined by Kinman's strange political maneuvering. What Kinman has to gain by making a power play in a dying town is uncertain, and Mackray assumes that there is something malicious lurking below the surface of Kinman's humble demeanor.

Mackray, a level 4 fighter, wears leather armor under his humble, dirty clothes, and he wears a longsword at his hip. These days he will not hesitate to unsheathe it to encourage strangers to leave town sooner than they might wish. He suspects everyone new to town has been hired by Kinman or is a filthy Stormwish member, and he has no patience for either.

6. Church of the Seventeen Bells

Traylaa the Wise, cleric of the “Corpse-Father” operates this church. Of the “seventeen bells” in the church’s name, only one remains. Traditionally, the members of the church would gather at dawn and seventeen parishioners would ring the bells to signal the birth of a new day, but now Traylaa is often alone in her morning ritual, no longer even ringing the lone remaining bell to signify the morn. Traylaa is middle-aged and reluctant to talk to anyone these days. Gren Mackray visits the church some afternoons, and spends time in the cemetery on the east side of the church grounds, and Betta and her twins show up on holidays and hurriedly pay tribute to the great god of the sky before rushing home, but few others even bother to enter the Church of the Seventeen Bells any more, unless they need to attend another funeral. Traylaa has lost hope for this town, and she sees herself as a kind of custodian of the remaining souls, just waiting for them to die and join the rest in the fields of the afterlife. Though her outward appearance does not hint at her power, Traylaa is actually a level seven cleric, and if her hope for the future of the town is rekindled, she may even be willing to help out an adventuring party in need.

7. The Greatmarket

Run by Hren Daigle and his wife Mirvel, the Greatmarket is what might be called a curiosity shop if it housed anything of value inside, but instead it is a mere cluttered storehouse of possessions once owned by all the others who have moved away from Baulder. Hren and Mirvel are in their 30s and while they still try to maintain their calm resolve to push through the sadness, they are heartbroken about their inability to have children. All six of their children have been stillborn, and their bodies rest in the burial mound with the remains of the boy Sidrik. Hren and Mirvel live in the Greatmarket,

behind the layers of clutter, and they will sell any mundane items they have on hand, and they have plenty. It’s an unorganized mess, but they can usually find what they’re looking for within a couple of hours, and with the lack of visitors in recent years, they don’t have any sense of appropriate prices, so their items for sale are often 500% higher or lower than what one might find in Woodward. Hren and Mirvel keep a small locked chest with 45 gp, 123 sp, and 320 cp in their back sleeping quarters, and Hren has a +1 magic dagger at his waist that belonged to his father.

8. House of Hevended

Ned Hevended, weathiest man in town lives in this large house with his female companion, Jarelle. No matter the weather, Jarelle wears a long fur coat whenever she leaves the house, and while some suspect that she is hiding something beneath, she is actually just flaunting the exotic fashion of her home region. Ned and Jarelle are known for the lavish dinner parties they would host, half a decade ago or more, but they have been increasingly reclusive in recent years. It is said that Hevended is working with agents around the continent to acquire artifacts of great power. The reality is that most of these so-called agents are hucksters who have tricked Hevended into parting with his money. Hevended’s trophy room is filled with “artifacts” that are mere worthless trinkets that are obviously fake to anyone who inspects them closely. Even though Hevended is an incompetent collector, he has managed to spend enough money that he might have accidentally acquired something magical. There’s a 40% chance that his collection features a randomly-determined magic weapon, a 10% chance that one of his “magic wands” is actually a magical rod, a 5% chance that one of his “unique” suits of armor is magical, and a 1% chance that he has a magic ring in his possession.

As far as his fortune goes, most of his liquid assets are in the hands of his unreliable agents spread out across the lands, but he does have a locked steel box in his bedroom with assorted gems worth 750 gp, and coins in the following amounts: 1350 gp, 250 sp. He has spending money in pouches throughout his house, and any random pouch would have 5 gp, 12 sp, and 50 cp inside.

9. The Empty House of the Late Boatwright

Since Earle the Boatwright died a year ago, no one has taken up residence in this house. Earle's belongings have long since been added to the clutter at the Greatmarket, and his body rests in the graveyard next to the Church of the Seventeen Bells. An inspection of the house will reveal loose floorboards. If they are pried up, carved writing will be seen on the underside of the boards. Some of it will seem to be nothing more than shapes, with triangles and squares scattered among what looks to be crazed scrawling that mentions "the city beneath the lake," the "wet stone," "the men who are fish," and "the shape of Zig-Mannoth."

"The only troubling news is word of surrender.
Everything else gives hope for tomorrow."

— GENERAL THORNE, HERO OF THE BATTLE OF FIRE GLADE

10. General Thorne's House

General Thorne, the great hero of "The Battle of Fire Glade" nearly 60 years ago, lies dying in his bed. He has no attendants, though sometimes Roon the Fishmonger sneaks over to visit and offer him some bits of salted fish, which the General can barely swallow, and Traylaa the Wise visits at least once a week to see if he is still breathing. But at night, sometimes the General regains enough energy to consult his volumes of arcane lore. He has been studying, seeking

to extend his life. What he has found seems to imply that if he makes a pact with a demon, he can barter his eternal soul in exchange for another 100 years of life. The books hidden under his bed contain arcane secrets that he shares with no one, but when he has the strength, he chants the words he does not quite understand. The General keeps almost no belongings in his house, other than his bed and clothing, some simple stoneware and his five volumes of magical rituals. The General will tell no one of his magical interests, and he is rarely well enough to talk to anyone about what he knows of the city beneath Lake Overton, but sometimes he will mumble words about the "fish men" and their "water souls."

11. Nash Kinman's House

Nash Kinman was elected mayor by the townsfolk months ago, but Gren Mackray does not recognize this fact as law. The moment of the election was a strange one. It was first proposed by Mirvel Daigle, out of frustration with the drastic decline in the town's population, and everyone assumed that Ned Hevended would become mayor and use his wealth and influence to help bring in men to clean up the town and reinvigorate this once-prosperous area. But, instead, Hevended encouraged Nash Kinman to add his name to the ballot, and the Daigles, Betta, Hevended, and Kyle Norion all voted to elect Kinman to the office, even if it was one not authorized by Woodward. Kinman has strange blisters and scabs all over his legs, and he walks slowly through town, well-aware that he has no legal authority in Baulder, but he is now beginning to push back against Mackray's leadership. Kinman would prefer if Mackray would disappear, and if any able-bodied, well-armed travelers come to town, he may well offer them a handsome fee to make Mackray take a swim from which he will not return. Nash Kinman has 17 gp, 54 sp, and 186 cp in a small locked chest.

Kinman also has a secret. Though he presents himself as a humble shoemaker and leather worker, he has actually made psychic communion with the beings beneath the lake. He is their emissary on land, and has been for several years, helping them capture the souls of the unborn for their aquatic feasts. There were others before Kinman, and there will be others after him, but for now it is his sacred duty to Zig-Mannoth to pour the Dark Water from the crystal cylinder around the houses of those who would give birth. The fish-men of the lake rise up through the burial mound under the darkness of the new moon to give the dark water to Kinman, and he fulfills his duty with a kind of sinister pride. He is not an evil man, but he now knows that god is real, and that god is Zig-Mannoth and he demands the souls of the unborn, and it is better to satisfy his demands than to risk his wrath.

12. Burial Mound of the Boy Sidrik

For a decade, no child has been successfully born in or around the town of Boulder. The last infant who survived childbirth was the boy Sidrik, who lived to be nine months old before succumbing to eternal sleep. His family, a husband and wife who have long since disappeared, buried him in front of their house, then burned their house down before rowing off to the north. Since then, all stillborn children are buried in this same mound, and some say the bones of Sidrik rattle on particularly cold nights. No grass grows on the mound, to this day.

What no one in town knows — other than Nash Kinman — is that the burial mound covers a passage to the bottom of the lake, to the City of Zurr, a displaced extraplanar city of stone where the fish-men, the keepers of Zig-Mannoth, dwell. The fish-men climb up through the burial mound to visit Kinman, and the bones of the children have been taken down into the depths of Zurr

for ritualistic purposes. The burial mound of the boy Sidrik is nothing more than a mound of dirt covering a hole into a cavern that leads to the bottom of the lake.

13. The Five Houses of the Stormwish

This former bunkhouse for a long-abandoned garrison is now used as meeting spot and indoor sleeping quarters for the members of the Stormwish, a loosely-organized religion that worships what they call the five “houses” (or elements) of Water, Dark Water, Wood, Bone, and Flesh. The Stormwish seems to be a deviant cult to many of the Boulder locals, but it is more of a community of believers, some of whom are passionate in their intensity of belief while others are simply looking for meaning in their lives and the kind of community that the Stormwish can provide. The Stormwish first arrived in Boulder eighteen months ago, taking up temporary residence in the empty bunkhouse with permission from the reluctant Gren Mackray. The bailiff expected that the few Stormwish wanderers would leave within a week, but they have not only established a permanent home here, but others of the Stormwish dogma have arrived in the year-and-a-half since. Now over a dozen Stormwish believers reside here, with their patchy beards or braided hair and simple brown robes. They do not seem to have a leader, and they all call themselves “Stormwish” instead of any individual appellation. They are generally benign, though everyone in town assumes they are a devious cult. Most likely, they are drawn to this spot because of the proximity of the portal to Zig-Mannoth beneath the lake, though none of the Stormwish would be able to articulate exactly why they have chosen this location for their residence besides saying, “this is where we belong.”

3. ENCOUNTERS OF AN UNEXPECTED NATURE,
DETERMINED THROUGH RANDOM POLYHEDRAL ROLLS

Conflict may or may not be brewing between the PCs and the townsfolk in Boulder, but regardless of what strangeness and hostility emerges from those interactions, bizarre forces are at play in and around this town,

and every day and night the PCs remain in Boulder, there is a chance for random encounters. If any result is rolled a second time, ignore that result and reroll.

RANDOM ENCOUNTERS IN THE TOWN OF BAULDER		
Roll 3d6	Day	Night
3	Stormwish Zealots	Tattered Soldier
4	Nothing significant	Crazed Brewdrinker
5	Wulfbear	Stormwish Dancers
6-12	Nothing significant	Sea Wraths
13-15	Nothing significant	Bakulphage
16	Scabreous Stalks	The Sound of Rattling Bones
17	Nothing significant	Roon the Fishmonger
18	Spined Cat	Wulfbear

Bakulphage: General Thorne seeks a longer life, and his desperate arcane dabbling has led to the summoning of what he thinks is a demon with whom he can bargain. Instead, what he has summoned is a creature of pestilential energy that lacks the intellect to do anything other than spread disease and death. This Bakulphage creature looks like a demon — with its thin 10’ tall frame, its horns and claws, and its smoldering black and red exterior. But what appears to be smoke and flashes of flame flickering from its shoulders are actually spores and toxic fumes. If the Bakulphage result is rolled, it has appeared in General Thorne’s house, killed the old General, and begun wandering the town. Unless the PCs are at the General’s house at that moment, they likely alerted to this monstrosity by the screams of townsfolk who flee from the beast. If the Bakulphage

is not destroyed, it will march toward the center of town, chase after any living creature it sees, and then wander off to the south. Note, if the Bakulphage result is not rolled after five nights in town, and General Thorne has not died due to other causes, it is recommended that the game master designate the encounter to occur on night five. **Bakulphage:** HP: 31, HD: 6+1, AC: 18, Dam: claw/claw (1d10/1d10), MV: 9, SV: 10, Special: surrounded by 5’ aura of pestilential spores and gases – anyone within that range must save or die with coughing fits followed by a swollen throat in 1d6 hours, unless treated by cure disease.

Crazed Brewdrinker: A guest by the name of Larsen, staying at Ned Hevended’s house this evening, has become intoxicated by the beverages at Breakwater Bench. He is quarrelsome and loud in the streets outside

the tavern, singing slurred sea shanties and shouting phrases like “And that vile fishmonger has a secret!” and “The city of stone, some say, some say.” He will push and throw punches that won’t deal any damage, but he will back down and stagger back to the House of Hevended if any weapon is drawn against him. It’s his nightmares that cause him to talk this way, he will admit if pressed.

Rattling Bones: If the PCs are outside on the western side of the creek at night, they hear the loud rattling of bones from beneath the Burial Mound of the Boy Sidrik. It sounds as if the bones are animating, or something is shuffling them about. If the PCs remain on the eastern side of town at night, they hear talk of the rattling bones the next morning from quickly-spreading town gossip.

Roon the Fishmonger: Roon tries to scurry past the PCs without being noticed. If the PCs are on the north side of town, Roon is carrying a large fish sewn shut with 12 sp and 4 cp inside, heading to the edge of the lake. If the PCs are on the south side of town, Roon is carrying a small sack of salted fish to the house of General Thorne.

Scabreous Stalks: A sparse patch of grass on the ground near the PCs seems to begin to sway as if by a breeze the PCs cannot feel. Then the grass begins to grow, quickly, into vine-like tendrils attempting to grab the PCs and pull them to the ground. This bizarre attack is the result of General Thorne’s arcane meddling in recent weeks combined with the extraplanar distortion effects of the nearby underwater City of Zurr. These grasping stalks attack independently, and can stretch to up to 50’ from their point of origin, but they are affixed to the ground at their shared base. **2d8 Scabreous Stalks:** HP: 7, HD: 2, AC: 12, Dam: lash (1d8) or squeeze (1d6 + special),

MV: 9 (stretch, up to 50’), SV: 16, Special: On successful squeeze attack, target must save or become covered with slow-healing hideous boils and blisters in the grabbed area and pulled to the ground near the base of the stalk.



Sea Wraths: Fog rolls in slowly, and vague humanoid shapes seem to float toward the PCs. Sea Wraths are the souls of the drowned dead, merged with extraplanar energy from the city below the lake. They look like ethereal, lizard-scaled, angry zombies with giant gaping maws filled with gnarled teeth. They will dissipate back into clouds of fog if any one of them is destroyed, the remaining souls retreating to their underwater crypt. **2d4 Sea Wraths:** HP: 13, HD: 3, AC: 19, Dam: bite (1d12 + special), MV: fly 12, SV: 12, Special: undead, magic or silver weapon required to hit,

successful bite attack permanently reduces victim's Con by 1d4 and causes immediate nightmare vision (see Table N-1 on page 12).

Spined Cat: Like a mountain lion studded with thorns, this indigenous creature lives in the forest to the east, but has come to Boulder looking for food. There's a 30% chance that it has already killed and begun to eat a member of the Stormwish collective by the time the PCs come across this creature. It will attack a party of three or more only if threatened, and would prefer its prey not to fight back. **Spined Cat:** HP: 16, HD: 3, AC: 15, Dam: claw/claw/bite (1d4/1d4/1d6), MV: 12, SV: 15, Special: Anyone touching the spined cat immediately takes 1d4 damage from its thorny exterior.

Stormwish Dancers: 2d6 members of the Stormwish dance through the streets in what seems to be a ritualistic fashion. At times, they pause to enact a strange scene. First, they mime the birth of a child, held aloft, then the burial of the child in the dirt, then they run in divergent circles around each other, as if creating some kind of whirlpool of movement, then they all lie down on the ground, before rising up again and continuing their dance through the streets. This show lasts for an hour before they return to their residence, and they will not resist anyone who joins in the dance, though they will never give direction to anyone else as they move through their silent routine.

Stormwish Zealots: 2d4 member of the Stormwish aggressively confront travelers who have arrived at the docks on the north of town. The travelers are Mace Braggath and Charkra Longstretch, masons from the north who have been called to Woodward to join a construction crew. The Stormwish are usually not so aggressive, but they

harass these two travelers and ask them where they have come from and if they "belong" here. Braggath and Longstretch will stay overnight at the Inn before heading south, as long as they feel like the zealots will not pose any additional threat.

Tattered Soldier: A scarecrow in rusty plate mail — just like the one outside of the Inn of the Tattered Soldier — shambles through the town. Any check of the area will reveal that the Inn's mascot is still tied to the post at the corner of that building, but yet this duplicate creature moves slowly through town, as if waiting for something. The townsfolk will ignore it, and pretend that they do not see it. Any attacks against it, even magical ones, will pass through without effect. It almost seems to be a mass illusion, with no physical substance at all. If observed, it will eventually wander back into its physical shell, at the corner of the Inn. If questioned, at night, after returning to its post, the Tattered Soldier will answer any three questions about the town and the areas around it. Each answer has a 20% chance of being false. After three answers, the Tattered Soldier will remain dormant.

Wulfbear: This hulking beast stands 15' tall and comes from the Manatine Forest to the south, where it slumbers. It rarely roams this far north, though the townspeople all remember the last time it came here looking for food, when it killed Gren Mackray's wife before being driven off. Mackray spent weeks tracking the creature, but never found its lair and never gained his revenge. Now, the beast — gray-furred, feral-teethed — is back, hunting anything that moves in town. **Wulfbear:** HP: 53, HD: 9, AC: 18, Dam: claw/claw/bite (1d6/1d6/1d12 + special), MV: 6, SV: 13, Special: On successful bite, victim must save or age 3d10 years over the next week.

THE DAY THE BOUNTY HUNTERS CAME TO BAULDER

by TIM CALLAHAN and MATT HILDEBRAND



1. THE ARRIVAL OF THE STRANGE WANDERER FROM AFAR, AND WHAT FOLLOWS

At some point, early in the PCs stay in Boulder, a wanderer will arrive in town, rowing in from the lake. The game master should determine exactly when this will occur, but it's advised that the arrival of the wanderer coincide with the escalating conflict in town, whether it is just before the General summons the Bakulphage or just as the party allies itself with one faction in town and begins to take a stand against another. The wanderer will be strange-looking, an albino with no eyebrows and no hair on his head, and piercing pink eyes. He will go by the name of Reez Owen, and he will wear a cloak during the day to protect himself from the sun, and he will gladly pay for the swill at Breakwater Bench and offer enough coin to Betta for a week's lodging at the Inn.

One day after his arrival, bounty hunters will come to Boulder. They have rowed to the western outskirts of Boulder and walked to town after stowing their boat away from

prying eyes. They won't immediately make a move to capture or kill Reez Owen, but it should become obvious that they have come to town looking for the wanderer. They may be looking to collect some bounties on the PCs as well, if the party has caused trouble for any authorities elsewhere in previous adventures. Even if the bounty hunters have no reason to come into conflict with the PCs, the bounty hunters should act so rude and disrespectful — and Reez Owen should seem so vulnerable and innocent — that the PCs will have to think about how much they can afford to ignore the bounty hunters. Unlike the random encounters and the strange personality conflicts in town, the bounty hunters are intelligent and tactically-inclined. If the PCs decide to protect Reez Owen, then they will become targets of the bounty hunters, and the bounty hunters will wait for the right moment to strike. They will kill to bring Reez Owen back to the north, dead or alive.

2. THE CHARACTERISTICS AND PERSONALITIES OF THE WANDERER AND THE BOUNTY HUNTERS, EXPLORED

Reez Owen, The Wanderer

This pink-eyed albino is an amnesiac. He speaks clearly and knowingly about his childhood — he can talk about growing up on a mountain top, where the air was clean and crisp, and he was beloved by his parents. He sometimes talks about feeling like he was flying through the air, because he felt so free. But he cannot remember anything of the last few years of his life. He seems young, around 19 years old, but the last thing he remembers is falling asleep against an old stone wall near his home, when he was a child, and then it was like he woke up in the town of Brin, to the north. He felt drawn to the south, to Boulder, but he doesn't know why. While he is in town, he will be respectful of everyone and he has enough money to pay for food and lodging. He doesn't know why the bounty hunters are chasing him, but he knows they have followed him since he left Brin, and he is afraid to go to sleep while they are around.

“You will be dead by the time you turn around.”

— MAZONUS AQUILLARUS, “THE HANGMAN”

In truth, Reez Owen is a Skion, a divine being from the plane of Zurr, displaced like the stone city beneath the lake. He does not know this, though his memory will become clearer if he becomes submerged in Lake Overton, and he will regain his full memory if he touches any of the architecture of Zurr. All he knows while he's in Boulder is that he is confused and frightened, and he wants to stay here, because he feels like he belongs. If he does regain his memory, he will remain benevolent as he attempts to

return to Zurr through the stone city below the lake. On land, as an amnesiac wanderer, he carries a hand axe for protection, but he wears no armor. His belt pouch contains 2 gems worth 100 gp each, along with 15 gp and 12 sp in coins. **Reez Owen (on land):** HP: 11, HD: 2, AC: 11, Dam: hand axe (1d6-1), MV: 6, SV: 15, Special: immune to magical effects, waterbreathing, will enter stasis if reduced to 0 hp and will heal 1 hp hour unless his body is burned. **Reez Owen (in the water of Lake Overton):** HP: 58, HD: 9, AC: 18, Dam: soothing touch (special) or claw/claw (1d6/1d6), MV: swim 12, SV: 9, Special: immune to magical effects, waterbreathing 30' radius, will enter stasis if reduced to 0 hp and will heal 1 hp hour unless his body is burned, victim hit by soothing touch attack must save or fall into a tranquil sleep for 1d6 hours.

Mazonus

Born in the hinterlands and raised in a great city to the west, Mazonus Aquillarus, aka “The Hangman,” worked as a king's executioner before seeking his fortune in the east. He will tell you he left to pursue greater challenges, but when the king was overthrown by the council of lords, Mazonus and his noose were replaced by ritualistic drownings and he needed to seek new employment elsewhere to survive. Tending stables and cleaning up after the blacksmith did not suit him — and stung his pride — so he began committing burglaries. Small ones, at first, but soon he was involved with raids on caravans to the south, and he was forced to flee from rangers sent to apprehend him. Starting over in a new town, Mazonus joined a crew of bounty hunters who had found quick profit in the murder of wanted men.



His skills grew as he helped find and kill more targets, bringing back their bodies for the rewards and sharing the victims' loot with his associates. After years of this work, with some of his compatriots dying or leaving for their own independent operations, Mazonus found himself the de-facto leader of the band of the most prosperous bounty hunters operating in this region. This giant bear of a man is highly intelligent and equally somber, but he's also a drunk and a braggart who wears his own hangman's noose as a memento of his past and a threat to those who stand in his way. In combat, he will speak little. At the tavern, after a few drinks, he will speak a lot, and he'll rarely say anything nice. At times like these, he will tell tales of surviving his own hanging at the hands of the council of lords from the great city to the west. It's all lies, of course, but when questioned, he shows the (self-inflicted) scarring around his neck and tells the story again, but louder. He and his bounty hunters have been hired by a collector from the north to bring back Reez Owen's body. Reez Owen has committed no crime, but this collector has put a 4000 gp bounty on the wanderer's head because he knows that there is something unique about this pale-skinned amnesiac. **Mazonus:** HP: 46, HD: 6, AC: 16, Dam: great axe +1 (1d12+1) or bear hug (1d8), MV: 6, SV: 12, Special:

his great axe is a +1 axe of bloodletting which causes continued bleeding if a victim has been struck by a roll of 19-20, dealing 2 ongoing damage each round after the initial damage until the victim is healed by magical means or until the victim falls unconscious.

Ridle

Master of lockpicking and stabbing witless victims in the back, Ridle is also a master archer who wears a wig to cover her baldness. She has been with Mazonus's team for over a year, and though they know that she sometimes disappears for days at a time, they trust her when it comes to completing a job. She has her share of secrets, like her unannounced, unrequited love for Drig, the other female bounty hunter. Ridle has another secret as well, one that also remains unannounced: she is a shiftskin — a humanoid jackal who can transform into a full human form. But sometimes she needs to prowl and unleash her feral nature. She has never done it while on a job, however, but there's always a first time. **Ridle:** HP: 32, HD: 6, AC: 12, Dam: short bow (1d6+2) or dagger (1d4), MV: 9, SV: 13, Special: can transform at will into her jackal form, though she shares HP between both forms. **Ridle (humanoid jackal form):** HP: 32, HD: 6, AC: 15, Dam: claw/claw/bite (1d6/1d6/1d10), MV: 9, SV:

10, Special: 30% chance to lose control while in jackal form and attack nearest living creature, whether friend or foe.

Poeth

Always dressed in fine, expensive clothing, Poeth fancies himself a scholar and an aesthete. Though he rarely saves any money, he presents himself as a man of exquisite taste who could easily retire to a well-groomed estate if he didn't enjoy the thrill of the chase. This is, of course, all a charade, and the real Poeth is a braggart who is addicted to dream-weed. But with his skill as a swordsman and as a spellcaster, he is useful to have around, and Mazonus trusts him completely, even if the dream-weed sometimes clouds Poeth's mind a bit more than the other bounty hunters might like. **Poeth:** HP: 40, HD: 7, AC: 12, Dam: longsword (1d8) or spell, MV: 6, SV: 11, Special: Has the following spells prepared: *charm person*, *hold portal*, *magic missile*, *invisibility*, *mirror image*.

Drig

Another experienced bounty hunter, Drig presents herself as a barbarian, with a savage streak, but she is actually a nature-lover who communes with animals. Her shamanistic studies in her homeland have given her a variety of spellcasting options, but she taps into the energies of the earth to power her spells, all of which are carved into her own flesh and covered with scarring. She is passionate, loyal, and she will sometimes challenge Mazonus for leadership of the team when they are in the field, but that's only because they have known each other for a long time, and Drig sometimes lacks patience to deal with Mazonus's posturing. **Drig:** HP: 37, HD: 6, AC: 12, Dam: great club (1d8) or spell, MV: 6, SV: 12, Special: Has the following spells prepared: *detect magic*, *strength*, *cure light wounds*, *hold person*, *cure disease*, *speak with animals*.

3. COMMENTARY ON THE BOUNTY HUNTERS, IN PLAY

The bounty hunters are far more intelligent than many of the adversaries the PCs tend to face. Unless there is absolutely no choice, the bounty hunters will not confront the wanderer, or the PCs, during the day, out in the open. Though Mazonus cannot help but make their presence known when they enter town — he wants everyone to talk about them after they have succeeded on the job and disappeared — the bounty hunters will wait until the most opportune moment to strike. They will also dispatch the PCs the same way, if needed, using the cover of night and tactical spellcasting before delivering the fatal blow.

If the bounty hunters do find themselves in a face-to-face battle with the PCs, and

the bounty hunters begin losing, they will disperse and retreat. They will not fight to the death, but will surrender if reduced to less than half their hit points. And if they survive, they will eventually return to get revenge on the PCs. Mazonus, Ridle, Poeth, and Drig should be recurring threats for the party, until the PCs are able to dispatch them for good.

Then again, perhaps the PCs will allow the bounty hunters to take Reez Owen without any resistance. If that's the case, then maybe Mazonus and friends will never be seen again. (Until the PCs do something that warrants a bounty on their heads, which will likely happen if they live long enough.)

INTO THE DEPTHS OF ZURR

by TIM CALLAHAN and MATT HILDEBRAND



1. NIGHTMARES FROM THE DEEP

Sometime during the PCs stay in Boulder, perhaps after Reez Owen comes to town, perhaps earlier, the nightmares should begin. For each PC, roll 1d6 twice (once for each column) of Table N-1 to determine their Zurr-inspired nightmares. This is the

power of the extraplanar city reaching out to their psyche. Many of the townspeople of Boulder have had similar nightmares, but they rarely talk about such things unless they have had too many drinks at Breakwater Bench.

TABLE N-1: NIGHTMARES FROM ZURR

Roll 1d6	A horrible feeling of...	...while...
1	Drowning...	...being torn apart by fish with long-fingered claws instead of fins.
2	Swimming...	...inside a gelatinous purple bubble filled with ooze that reeks of rotting flesh.
3	Falling...	...a sharply-pointed cone is held by a shadowy figure only an inch from your exposed eyeball.
4	Clawing your own skin...	...painful blisters emerge from your shoulders, and out of each blister a centipede hatches out and climbs toward your face.
5	Screaming for help...	...a sack made of sleekly shimmering skin is thrown over your face, blocking your ability to see what is coming.
6	Sinking into the ground...	...seeing ghostly fish-men hover around a cocoon made of gleaming metal.

2. THE SUSPICIOUS SECRETS OF NASH KINMAN AND ENTICEMENT INTO THE DEEP

To fully draw the PCs to even consider descending into Lake Overton, some emphasis on the strange behavior of Nash Kinman and his belief in the god beneath the water is likely necessary. Perhaps the party has discovered hints about Zurr, the City of Stone, and its proximity to Boulder through their interactions with the townsfolk and previous nightly encounters, but that is all background texture for strangeness in and around town, and a more direct hook — or series of strong clues — may be needed to entice the PCs to explore the bottom of the lake. They may not be interested in such exploration, and may have other priorities as characters, but the PCs should be aware of the following information before they leave Boulder, and it is up to the game master to decide how such information would be best conveyed, if the normal interactions in town do not lead the PCs to these conclusions: (1) there are stone structures beneath the lake, not far from Boulder, that seem to be a “stone city” of sorts, (2) this stone city holds great mysteries and vast

that would lead them to become curious about visiting the Stone City of Zurr, the game master should layer in some drunken claims or scrawled notes or strange visions to give the players a chance to ignore or pursue the leads that would bring them under the water.

If they do decide to explore beneath the lake, one major question will likely loom: *how will they breathe under water?*

It's possible the PCs already have some magical *waterbreathing* spells or rings or the like, but assuming they do not, any of these options may suffice: (1) once Reez Owen submerges into the lake, he regains many of his memories and his abilities, which provides a *waterbreathing* effect at a radius of 30' — and he will know that he has this power, and he will want the PCs to escort him down into Zurr so he can discover a way home, (2) Traylaa the Wise has been in this area long enough to know a few water-related rituals, and she can provide a specialized blessing for the party which will grant them the ability to breathe underwater for 12 hours, (3) General Thorne's arcane tomes contain a variety of spells and rituals, and at least one of them will provide the equivalent of *waterbreathing* for a group of adventurers, or (4) in one of Nash Kinman's galleries, a golden bowl holds sparkling crystals — Kinman thinks the bowl is a valuable artifact, but it's a fake, yet the crystals inside, when placed in a character's mouth, will grant a variety of effects, such as temporary resistance to heat, temporary darkvision, and the temporary ability to breathe under water — and any PC with arcane knowledge would recognize the crystals and their potential uses. Regardless of how the game master decides to grant the PCs the opportunity to breathe under water, the inability to breathe underwater

“Below, Zigg-Mannoth feeds.

Who are you to oppose god?”

— NASH KINMAN

treasures, (3) the burial mound is actually a secret passage to caverns leading to the underwater city. The PCs may end up with even more information than that — they may have learned that Reez Owen is somehow tied to Zurr, or that Nash Kinman has been involved with the creatures from the deep, or that Zigg-Mannoth dwells beneath the lake, or any combination of true information and misleading details about what exists at the bottom of Lake Overton — but if the PCs don't have at least basic information

should not be an obstacle to the exploration of the mysteries beneath the water. The PCs should be able to find a way.

A note regarding underwater combat: keep it simple. Bows and arrows don't work, but crossbows do. Spears and other stabbing weapons work as normal, but slashing weapons attack at half damage, and hammers and the like have no damaging effects under water. Spells work as normal, though anything that

would be dissipated or disrupted by water would be extinguished upon casting, and some spells, like lightning bolt, would be amplified by the water. As always, the game master should use his or her best judgment, and to simplify it even more, the game master may decide that whatever *waterbreathing* effects the PCs use may also grant them free movement under water, which would allow them to use all melee weapons as normal.

3. A DARK VOYAGE TO THE BOTTOM OF LAKE OVERTON

The passage to the caverns beneath town begins at the Burial Mound, and any digging down to the bottom of the center of the mound will reveal a strange rubbery film covering a hole leading down below. The rubbery film is a kind of extraplanar technology that allows piercing — PCs could pass through it by first poking it with a stick or a sword, and the beings from Zurr poke it with their claws before climbing through — but it holds a pile of dirt on top of it due to surface tension. The rubbery film can be dispelled, but it cannot be moved or destroyed by physical means, though it's easy enough to pass through without any ill effects. Any PC pushing through the film will find a narrow dark cavern below, winding below Baulder, and within a few feet of its downward slope, the cavern turns into watery tunnels leading out into the lake. It will be dark at first, and the PCs will have to swim down through the tunnels, but **Areas A-D**, as indicated on the map of Zurr, are well-lit due to the phosphorescent glow of greenish-yellow stalactites and stalagmites. The PCs may take a seemingly more direct route to Zurr — it can be accessed simply by swimming down into the lake from the shore — due to the extraplanar distortions, the stone city will take 6 hours to reach by swimming straight down, and only 30 minutes to

reach by following the caverns and tunnels beneath Baulder. That spatial distortion explains why fishermen and travelers on rowboats don't see anything on the bottom of the lake, even though the lake seems shallow enough to see what lies below.

Areas A-D. Passage to Zurr

A greenish-yellow glow emerges from these chambers. Any of the stalactites or stalagmites can be broken off to provide an underwater light source, and these glowing mineral deposits also have additional effects in the City of Zurr itself.

Area E. Lake Overton

The lake is clear and bitter to the taste, but as mentioned, Zurr is six hours of swimming from the surface, yet only 30 minutes from town via the passage, due to spatial distortion effects. Anyone swimming more than 50' above the city also has a 50% chance of becoming disoriented and swimming in a random direction the rest of the way (use 1d4 to determine, 1=up, 2=right, 3=down, 4=left).

Area F. The Stone City of Zurr

The "stone city" beneath Lake Overton is but a fragment of the much-larger Zurr. The extraplanar effect causes only a small

portion of a city, a series of geometrically-designed alien structures, to coexist on the material plane. Touching any of the exterior surfaces of one of the stone buildings causes the structure to “bleed” Dark Water, a vicious black fluid that can be charged with arcane or demonic energies. By itself, it has no magical properties, but if a spell is

cast into a container of the substance, the Dark Water will absorb the spell effect and hold it until the spell is released by pouring the water out of the container. It is exactly this effect that the emissaries of Zurr use to provide “cursed” Dark Water to Nash Kinman in Boulder.

4. THE STONE CITY OF FOREVER, AND ITS INHABITANTS

As mentioned, these few geometric structures are but the edge of a much larger city on another plane of reality, but these buildings are what intersect with the material plane, due to extraplanar distortion caused by the fragment of Zig-Mannoth in **Area F-6**.

F-1: Cube of Penitence

The unlocked door to this two-chambered stone structure is a simple reinforced wooden door with a giant iron ring in the center. It can be easily pulled open to reveal two open rooms, the walls lined with what looks like greenish-gray ivy, flaked with glittering crystals. The crystals have no value, but illuminate the interior completely, revealing three swirling spirits, aquatic-looking and ferocious, like ghostly fish-men with giant yellow fangs. The spirits swim through the interior wall and attack anyone who enters either room. They will dissipate and refuse to reform if any glowing stalactites or stalagmites from **Areas A-D** are brought within 20' of them. **Sea Wrath, Frantic (3)**: HP: 17, HD: 3, AC: 14, Dam: claw/claw/bite (1d6/1d6/1d8), MV: fly 9, SV: 15, Special: undead, magic weapon of +1 or better to hit, any successful bite attack causes the victim to lose 1d4 con points permanently.

F-2: Cube of Contentment

This door is magically sealed, and looks to be the inverse of the door on **F-1**. This one

is an iron door with a wooden ring at its center. Unlocking the door requires a dispel magic or knock spell. Inside, the stone rooms look much like the rooms from **F-1**, though in each of the two chambers sits a floating Zig-Mannoth Acolyte, in silent contemplation. These golden, scaled demonic-looking humanoids with lizard-like tails and bone horns atop their heads are responsible for imbuing the Dark Water with magical effects. 1d6 sealed crystal cylinders rest on the floor of each chamber, and there is a 20% chance that each of them is filled with Dark Water and imbued with the curse that allows the Zig-Mannoth followers to ensnare the souls of unborn children and draw them down to Zurr. The acolytes will not attack unless they are attacked, a PC attempts to touch a crystal cylinder, or Reez Owen is present. They will attempt to capture Owen on sight and bring him to **Area F-5**. **Zig-Mannoth Acolytes (2)**: HP: 7, HD: 2, AC: 11, Dam: claw/claw (1d6/1d6), MV: swim 6, SV: 15, Special: they have no current spells available for combat.

F-3: The Arch of Blossoming

This solid structure is shaped like a great stone arch, and its underside features magical runes which contain a spell that creates a “dome of water” over the land. Any spellcaster with read magic may learn the basic effects and recite the spell while floating beneath the arch, and the

effect will bring about a full year of nearly-constant rain to the region around Lake Overton. The rain will help bring more fertile growth to the area around Boulder, but it may have detrimental effects on other outlying communities.

F-4: The Cone of Awakening

The “door” to this cone shaped stone structure is the same kind of rubbery film as can be found beneath the Burial Mound in Boulder. It allows passage in and out, as long as a sharp object is used to push past the surface of the film, though this one seems to be enchanted to keep water out as well, and anyone passing through from the watery lake into this structure will find themselves immediately dried off and shivering with cold. They will suffer a -1 penalty to all rolls for the rest of the adventure unless they are resistant to cold or have a way to warm themselves up.

The Cone of Awakening is filled with breathable air, and if Reez Owen is present, he knows this as a structure which would allow him to return to his home. It is a kind of extradimensional teleporter, or an anchor point between realities. But it does not seem to be working. Reez Owen expects to be whisked away back to his home plane, but that doesn’t happen, no matter how long he stands here. Some force is blocking its power.

If Reez Owen is not present, this just seems to be a large conical room with no evidence of its use.

Regardless, a locked stone door in the northwest corner of the room leads to the **Area F-5**. The stone door features a webbed handprint in the center. Reez Owen may touch the handprint to open the door. If a PC touches the handprint to open the door, the PC must save to open it. If the save fails, the door remains closed and the PC takes 1d6 damage from the psychic backlash.

The door may also be battered down if 100 damage is dealt to it.

F-5: Altar of Sunken Souls

Like the previous area, there is breathable air in this room, a stepped altar leading up to a 15’ iron door. On the steps of the altar, small bones are scattered and a hooded figure kneels facing the giant door on the top step. Two grotesque greenish-yellow demonic fish-men snarl and charge from the corners of the room, to intercept the PCs as they enter. If Reez Owen is present, they focus their attacks on him, attempting to subdue the Skion and deliver him to Zig-Mannoth. The hooded figure will rise up after the first round of attacks and reveal himself to be a twisted doppelganger of Reez Owen, with glowing red eyes, and throbbing red veins beneath his pale, hairless skin. This warped Skion will attempt to slay the PCs with terrible efficiency. If the PCs seem to be winning at any point, he will open the door to F-6 and release the aspect of Zig-Mannoth, who will attack moving creatures at random (including the warped Skion and the two deviants). **Warped Skion:** HP: 39, HD: 7, AC: 17, Dam: blast of agony (1d10 + special) or claw/claw (1d6/1d6), MV: 6, swim 12, SV: 9, Special: resistance to magic — magical effects are reduced by 50% duration or damage, blast of agony attack is a beam of red-laced darkness that paralyzes its target for 1d8 rounds in agonizing pain of 1d4 damage per round unless a save is made. **Zig-Mannoth Deviants (2):** HP: 8, HD: 2, AC: 10, Dam: spiked whips (1d8), MV: 6, swim 6, SV: 15.

F-6: Chamber of Zig-Mannoth

The great iron door is unlocked, and inside this large chamber, the inside of a pyramid, an aspect of Zig-Mannoth slumbers. Zig-Mannoth, the ashen god, the multi-faceted, the almighty ooze, is not in this

room, but a slice of him has been severed, and captured, and the lumpen, hulking, many-eyed aspect has been fed a diet of souls from unborn children, and he has grown even more twisted and malignant. The warped Skion had hoped to unleash the full-force of Zig-Mannoth on the material plane, and by torturing this aspect of the great god, he had tried to call the multi-faceted one to this plane of existence to bring about a violent rebirth in which the warped Skion could become ascendent. But it did not work. Instead, this aspect of Zig-Mannoth has become corrupted and lost its connection with its full divine self. The original capture of this fragment of the god caused the planar displacement of this sliver of Zurr, and his torment has caused the Cone of Awakening to falter. Once

the aspect of Zig-Mannoth is destroyed, Reez Owen can return home and Zurr will slip away from this plane. **Aspect of Zig-Mannoth:** HP: 76, HD: 12, AC: 14, Dam: suffocation (1d12 + special), MV: fly 12, SV: 5, Special: amorphous form allows it to stretch out up to 30' in multiple directions, and its many eyes give it automatic initiative each round, suffocation attack smothers one target in its hideous elastic grasp and the victim must save or be swallowed into the Aspect of Zig-Mannoth's body — victims inside the aspect's body may attack as normal, but take an additional 1d8 damage per round from contact with the extraplanar creature and may attempt to escape by making a successful save instead of attacking.

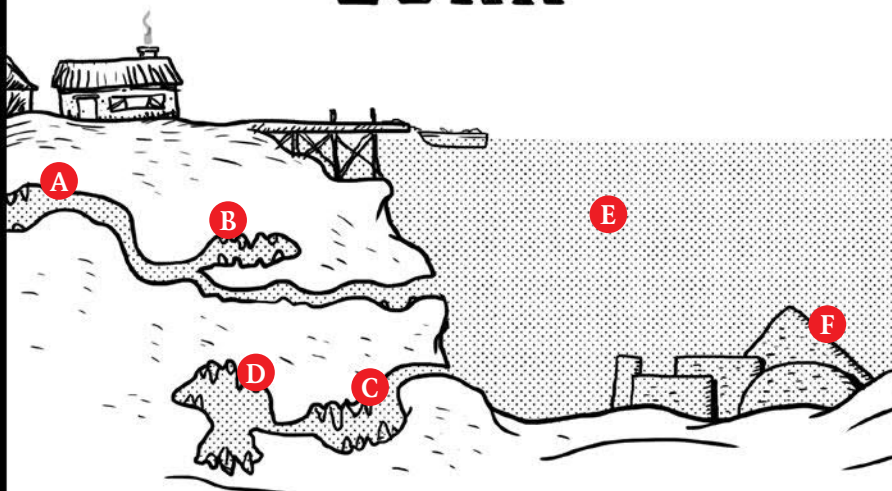
5. THE RESOLUTION OF DEEDS BOTH GREAT AND TERRIBLE

If the party flees **Areas F-5** or **F-6** before defeating the Aspect of Zig-Mannoth, the god-fragment will follow them. If the PCs defeat Zig-Mannoth, the Cone of Awakening will become active and Reez Owen (if he is still alive) will be propelled back to his home plane, and, regardless — without the anchor of the Aspect of Zig-Mannoth to hold it in place — the underwater City of Zurr will phase out of the material plane in 2d10 minutes. Perhaps the PCs remain in the Stone City and travel to the plane of Zurr. Perhaps they have brought about a year of rain

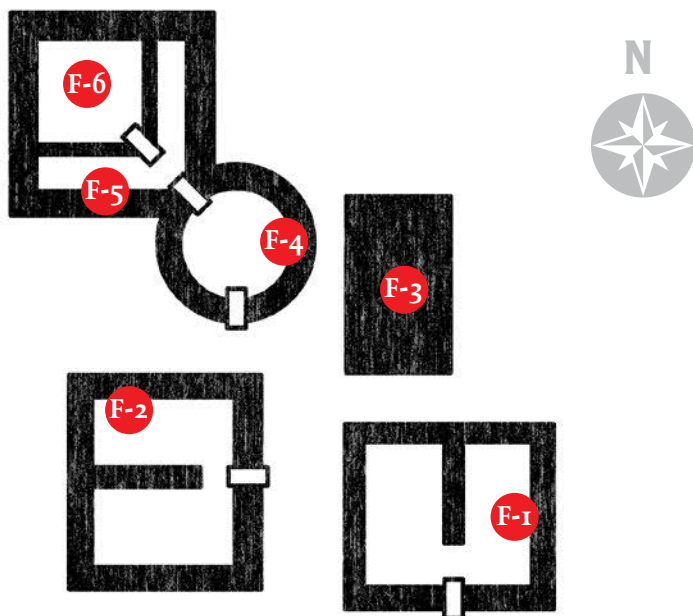
and fertility to the land. Perhaps they return to Boulder and are ambushed by bounty hunters. It turns out that there was no great treasure beneath the lake. Although as the City of Zurr disappears, it oozes Black Water which could be used as a great resource by a capable party of adventurers. If they have survived long enough to know how to use it. Nevertheless, if the aspect of Zig-Mannoth has been destroyed or has departed from Lake Overton, Boulder will no longer remain a barren, childless town. Hope might return.

KEY TO THE STONE CITY OF ZURR		➔
Areas A-D. Passage to Zurr	F-3: The Arch of Blossoming	
Area E. Lake Overton	F-4: The Cone of Awakening	
Area F. The Stone City of Zurr	F-5: Altar of Sunken Souls	
F-1: Cube of Penitence	F-6: Chamber of Zig-Mannoth	
F-2: Cube of Contentment		

ZURR



SIDE-VIEW: PASSAGE BETWEEN BAULDER AND ZURR



THE UNDERWATER CITY OF ZURR

A darkness hovers over Boulder, corruption
grows within, dangers from outside loom,
and children no longer sing and laugh
in the dusty streets of the town by the lake.



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