

Christopher Clark's
The Hidden Prince



For use as a stand alone adventure, or a sequel to
"The Forest of Deceit" and "Strange Allies"
adventures published by Eldritch Enterprises.

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The Hidden Prince



Art

Don Higgins

Christopher Clark

Larry Elmore

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Author

Christopher Clark

Cover Art

Todd Shearer

Graphics

Christopher Clark

Editors

Tim Kask

Frank Mentzer

James M. Ward

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Prologue

...and by way of an introduction.

I know you're likely expecting this sort of thing from me, but this is, again, a rather-less-than-ordinary adventure. If no one else, Mr. James M. Ward writes better 'ordinary adventures' than I do. I would say the same of my other two partners, but I am unsure anyone considers their adventures any more 'ordinary' than my own. Suffice to say that I hope to pique your interest yet again with something a bit less 'normal', and in what I hope might actually amount to an extraordinary fashion.

The Hidden Prince is a mystery, and should your characters hope to survive, they will need to solve it. There will be fighting, and puzzles, and all manner of normal encounters. These are a sideshow; merely incidental to the threat presented. Should this plot unfurl without comprehension by your players, their characters will most likely die.

Do not prepare them for this. Inspire their fear of the unknown. Encourage their creative thinking and intellect. Discourage the easy answers they are perhaps used to finding through proper use of their weapons.

Not everyone encountered within these pages will prove to be either friend or foe. Some may change their status as the story unfolds. Others may deign to choose neither, instead pursuing their own goals, with detriment to the characters only an unavoidable side effect.

If I have thoroughly confused you with this introduction, I apologize. For YOU, as Game Master, all will be made clear before the first player arrives at your table. Once you have read through this adventure, you should also feel free to adapt it to include any Game Master controlled characters that are part of your campaign, or that you would like to have become a part of your regular game. I have done my best to leave some room within this story for that very event.

...and that is my final word of introduction. What is presented here is not a story that your players will have to squeeze themselves into, but rather a framework; a set of intertwining plots all prepared for execution, with only the characters standing between these plots and multitudinous, untimely deaths.

There are varying levels of success, and victory. Be not afraid to reward them for any play you deem innovative, paramount, or just plain good. There is more than enough punishment involved for those who do not play with their heads, but instead rely upon their dice.

Here's hoping that you, and your players, have as much fun with this scenario as I did creating it.



Christopher Clark

At Eldritch Enterprises, February, 2015.

The Hidden Prince as a Solo or a Sequel Adventure

The Hidden Prince is actually the third in a series of adventures that center on the border hamlet of Namar. It is fully playable as a stand-alone adventure, however, and this use will little affect the material contained here; everything you need for this to run as a single, unique adventure is present.

Allies or enemies made in previous adventures in this series will little effect the outcome or play of this adventure. As such, it is unimportant that you play this first, or last, in the series. It is important that this adventure be played prior to the start of the *Bastion* (fourth in the series) adventure.

Statistics Used In All Eldritch Adventures

It is our intention that all of our adventures be played using whatever gaming system you prefer.

Percentile statistics are used in some game systems. When divided by five, each percentile rating also applies to systems designed for a 1-20 range. Both figures are given here. Example: Power 30% (6).

In most game systems, the abilities of player characters in role playing games are usually specified in ranges of either 1-100 or 1-20. Common 'personal' stats include the traits of Strength, Agility (Dexterity), Attractiveness, and Mental ability. 'Tests' of such traits are commonly used in variable situations, and each will specify a percentage followed by the 1-20 equivalent. Example: Strength to open: 110% (22)

Creature information appears in the following order. **AH** indicates a rating that applies to an Average Human (a typical non-combatant), providing a baseline for comparisons.

Appearance is the first impression when a creature is encountered. It may be incomplete (lacking hidden items, for example) but includes general height, garb (if any), and immediately noticeable features.

Demeanor describes the general attitude (and often intelligence) of a creature, which is often helpful in determining its first actions when encountered.

Power is an overall rating describing the comparative degree of challenge a creature presents. For example, a creature with Power 25% (5) presents about 5 times the challenge as one with Power 5% (1). AH Power is 1-5%.

Defense is a measure of a creature's ability to resist an attack and the resulting damage. In most systems, a die roll equal to or greater than the Defense stat indicates that an attack is successful and inflicts Damage (below).

AH Defense is 1-5%.

Note: In some game systems, a defense rating starts at zero (unarmored) and rises; in others, it starts at a positive number and decreases. If your defense system decreases, subtract the Defense rating given here from the starting number.



Health indicates the amount of damage a creature can withstand before dying. Normally this is 1-2 per point of Power. AH health is 1-4.

Move is how far the creature moves per second, measured in feet. AH is 6-12.

Init (short for Initiative) is a bonus or penalty that may determine the sequence of events in a combat 'round' or other segment of time. In extreme cases Init may be listed as an absolute: "always first" or "always last." AH Init is zero (no bonus or penalty).

Damage is the amount deducted from an opponent's Health score if an attack roll indicates success when compared to Defense (above). Each attack form is followed by the dice used to determine the damage. Numbers in parentheses indicate multiple attacks of one type.

Example: "Claw 1d4 (x2)" indicates two claw attacks, each inflicting 1d4 damage. AH (unarmed) Damage is usually 1 or 1-2.

Special is a brief listing of any abilities not explained previously. AH has none.

Other provides all details not fully specified above. Certain Special abilities may be abbreviated above and here described in greater detail.

Scope and Overview

There are three intertwining plots involved in *The Hidden Prince*, and each of these plots, further, have machinations on both sides; protagonists and antagonists that are attempting to achieve their own ends rather than simply to thwart the plot of those they oppose. That being the case, an overview of the players, and their plots, is warranted.

The Hidden Prince takes place in a logging camp located 8 miles roughly southeast of the border town of Namar. The logging camp has been plagued by accidents of late, with two deaths. The more superstitious local folk feel the camp is cursed, but its business yields large enough rewards that men still apply for work there, albeit in lesser numbers and with greater caution than previously. All will be related as to the more recent events at the logging camp a bit later on. For now, it's critical that we concentrate on the various plots that have found their nexus at this location.

The Sprites and Veri Takkari

The 'accidents' with which the camp has been plagued are caused by a group of sprites, small winged creatures resembling fairies (and they are indeed fey folk). These sprites are angered by the intrusion into their forest made by the loggers, but are too small to attempt to eject these interlopers by force. Sprites can effect illusions at will, although only in a very small area (see page# 7 for Sprite details), and have been using this innate ability to cause deadly mishaps during the more dangerous portions of the logging operations.



Veri Takkari

The sprites are aided by Veri Takkari, a man who claims to come from Finscandia, a land to the north. Veri is in fact a *lampyr*; a vampire-like creature that relies on the periodic ingestion of humanoid blood for his continued existence. Veri coordinates with the Sprites, leading his victims (fellow loggers) into areas where the Sprites are able to confuse, mislead, trick, and ultimately kill them. Veri then drains the corpse before alerting the other loggers to the 'accident' that has occurred.

Veri is extremely careful, always ensuring that only individual loggers are targeted by the deadly attacks of the Sprites. For their part, the Sprites often engage in less deadly mischief that Veri has been unable to control. None of the other loggers have yet realized that Veri is usually the first to the site of the mysterious deaths that have plagued the logging camp in recent months.

The Spy from Olemar

Olemar, a land to the west, has been considering an invasion of this territory, with the first step in that process being the capture of the border town of Namar. They hope to do so suddenly, and with a degree of secrecy, in order to use Namar as a staging point for the seizure of the rest of the surrounding territory.

Meer Kov is an Olemarian spy who is passing himself off as a logger. He is here to gather intelligence for his country and to investigate rumors from like agents to the north that fragments of a rather powerful amulet have been discovered in the area. Meer is also looking for traitors willing to join his cause for the right amount of money. He has a hidden refuge within the woods about a mile from the logging camp; carefully concealed in a small recessed dell covered in a dense thicket. A compatriot from Olemar guards this camp, ready to carry information back to Olemar, provide assistance if necessary, or retrieve any needed supplies should the occasion arise.



Meer Kov



Heran Enkle

The Cultists

Heran Enkle is a devout priest of the demonic cult of Succubanem that has its secret societal base beneath the town of Namar. Having heard the rumors surrounding the logging camp, its purported curse, and understanding that a degree of chaos would accompany the accidents that have occurred with frequency of late, Herman signed on to work at the camp in hopes of being able to spirit away victims to be later used as demonic sacrifices. With the help of the cult in Namar, he has had a tunnel constructed beneath the forest that has a hidden exit quite near the long house that is the logging camp's base.

The task of securing sacrifices, however, has proven more difficult than Heran imagined. He requested, and has received, additional help from the cult in town. The cult has called forth a being from the chaos dimension known as a Doppelganger; a creature capable of imitating, near-flawlessly, its victim. The Doppelganger's attack paralyzes the victim, allowing the monster to assume the victim's form and voice until such time as the victim expires. If left unmolested, the victim generally dies only of dehydration, a process that takes a week or more (with care by the Doppelganger).

Heran has used the Doppelganger to snatch his first victim, a logger who now lies paralyzed in the tunnels of the cult. The Doppelganger refuses to allow his sacrifice, however, until Heran helps him to secure a new victim as a replacement so as to avoid revealing his (the Doppelganger's) presence.

The Prince

Attracted by the demonic magics used by the cult, and by rumors of an invasion from the neighboring country of Olemar, two other loggers are also here to clandestinely scry out the happenings at the logging camp. Brand Tyg and his giant friend Bull Mason are actually Prince Brandenberg Grundvarg and his imposing manservant and bodyguard Sir Theodorus Giavalli. They are here seeking information as to any upcoming invasion, and a portion of an amulet.

Brand wears an amulet that contains the power to thwart the power of demons, and seeks a like amulet to which the one he wears is drawn. Having recovered his amulet during the overthrow of a plot to replace his father, the King of Teegan, with a demon, he seeks this second amulet in order to trace the plot to its source; a source he is certain involves demons and a demonic cult. Unfortunately, the amulet in his possession is not precise, and grants him knowledge of only the general area in which a like amulet might be found. Brand knows he will have to uncover the details of this plot, and the sister amulet, by using his wits rather than via arcane assistance. Bull is along to keep the Prince out of trouble, should any arise.

The King and court of Teegan are blissfully unaware of their current whereabouts, as Brand is certain there are spies within the court of his father.



Bull Mason and Brand Tyg



Dorn and Ted Oarsman

The Brothers

Dorn and Ted Oarsman are brothers who have taken work at the logging camp in hopes of discovering the true fate of their cousin, Billy Schenk. Billy was a skilled logger who was inexplicably killed in a purported 'accident' two weeks ago. Ted and Dorn refuse to believe this explanation, and have signed on with the camp in order to discover the truth of their cousin's demise.

While somewhat naïve, both men were equal to the task of a clandestine investigation, and understood the need for secrecy. Both men are also of stout build, and neither is a stranger to a bar fight. Dorn and Ted joined the logging crew three days before this adventure begins, and no one knows them well.

Worse still, Ted has fallen victim to the plots of Heran Enkle, and has been replaced by the Doppleganger. Dorn has noticed that his brother has become withdrawn and distant, but can share this knowledge with no one as he knows not who he can trust.

The Innocents

Buck Nutley (the camp foreman), Jim Warden, and Thomas Pilsner are three veteran loggers who have no plots, and periodically work the lumber camp (season-to-season) to earn their living. The three are good friends, but distrust the newcomers as two of those who have died were their friends (and they blame the greenhorns for the 'accidents' that have occurred).

None of these perpetrators are aware of the designs of the others. All will collide at the logging camp. The characters are thrust into the middle of this whirlpool of subterfuge. Its time we begin.

Opening Encounter: Storm Sprites

As the adventure opens, the characters are travelling through the forest south of the logging camp. There may be many reasons for their presence in the forest, exploring, traveling, or perhaps even fleeing; those reasons are left to you. Preface their presence in the woods in whatever manner best suits your campaign.

It is presumed that the character party is mounted. Should this not be the case (at your discretion), alter the descriptions that follow.

It is late spring and you have been travelling north thru woodlands all day. Although a bit chilly, the trip has been uneventful, but the road you initially followed has slowly become more overgrown, and has finally turned into little more than a game trail. Your horses startle as the sound of a low growl emanates from the nearby underbrush.

The growl is caused by a sprite. This creature will remain 90% invisible, but will loosen the axle nuts on any cart used by the party, or loosen the girth straps on their horses if they stop to investigate. If by chance one of the party 'sees' the sprite, it will be but a fleeting glimpse as the creature scurries quickly to the safety of the overhead forest canopy. If the characters press onwards, nothing further occurs until 20 minutes later.

A tree branch falls across the slim trail directly in front of you.

Again, nothing occurs unless the party stops. Should they stop, either to investigate or camp, the sprites will attack (see right). Ten minutes after the tree branch falls, clouds form overhead, and a light rain begins to fall. Within another ten minutes, this light rain becomes a steady downpour, a bank of clouds can be seen rolling in from the south, and the sky turns dark.

What started as a light rain is steadily increasing to a full-fledged downpour. The sky is darkening, hastening the onset of nightfall, and a large cloudbank appears to be moving in from the south, the direction from whence you have travelled.

Whether the characters decide to camp or travel onward, the storm only gets worse. The wind rises, lightning cracks, and the rain becomes a driving force.

Shelters collapse, and only magical barriers provide any lasting refuge. Travel provides some relief, but the outcome is the same in any case: they have entered the area containing the logging camp. Once the sun has fully set, distant lights are seen to the north.

Through the drenching rain and twilight gloom, several lights can be seen some distance to the north. An inn perhaps? You only dare hope.

The sprites will now 'attack the camp' as they are annoyed by the party's intrusion into their forest. Given the lack of daylight, and the prevailing weather, these sprites will be difficult, but not impossible, to detect.

Sprites (14)

Appearance: Sprites have no appearance 90% of the time as they remain invisible. Small humanoids with gossamer insect wings, Sprites measure no more than 14" in height and weigh less than a pound. They are hairless and naked, with cherub-like faces, and carry small daggers and bows.

Demeanor: Mischievous and highly territorial, Sprites aggressively attack any intruders using auditory and visual illusion, and minor magic.

Power: 10% (2) **Defense:** 40% (8)

Health: 1 **Move:** 16

Init: +5%/+1

Damage: Tiny Bow or Dagger (1 point), or special

Special: Sprites attack using misinformation; leading characters into the ambush of predators, disguising dangerous areas of the terrain, or causing characters to hurt themselves via illusion and strange noises.

Other: Sprites create visual and auditory illusions at will which are limited to either intensity (a fox can appear to be a large wolf, for example, a rainstorm a hurricane) or if pure illusion, an object no larger than the sprite may be created. Groups of Sprites may concentrate on a single illusion to create the image of something larger. Sprites also have the ability to magically trip or push things with a force of 80 pounds.

The sprites continue to harass the party until they seek shelter within the longhouse. This is not the Sprites design, it is merely the only local refuge that the Sprites are afraid to assail. Should the party insist on remaining camped within the forest (on their own), reward them with a miserable night filled with unending pranks.

Encounter Area #2: Inside the Longhouse

If the characters seek refuge via the lights they see through the murk, a 1/8ths mile journey brings them to the clearing containing the logging camp longhouse.

How they approach the longhouse is critical. If they have weapons at the ready, those inside will expect trouble, and (given recent mishaps and the storm current) are unlikely to open the door.

An oversized log cabin made from rough-hewn mud-chinked logs stands in a clearing not 50' from your position. It has large windows from which pour forth the light that attracted you, and a fieldstone chimney emits both smoke and the smell of venison stew, causing your mouth to water.

If the characters sheathe (or pack) their weapons, and knock politely, they are greeted with courtesy. If not, Buck Nutley, the foreman, demands to know why those within are **“being disturbed at this late hour.”**

Once the characters enter, they are given blankets and towels, and a tarp is provided with four posts and four ropes to shelter the horses. (Should no character deign to shelter the horses, they run off in the storm). Bowls of warm stew and mugs of beer are passed around, and then Buck will ask the characters,

“What be yer business in the forest?”

The interior of the oversized cabin has a large table, a dozen beds with straw tick mattresses and blankets, and two long benches. The cabin measures some 45'X30' and has a split-log roof. A fire is burning warmly in the hearth, and several oil lanterns hang from pegs spaced evenly about the room.

Several other pertinent questions (names, skills/occupations, and whether they are looking for logging work), before Buck tells them to

“Make themselves [sic] to home for the night. We'll see what kind of mess this storm has made in the mornin'.”

The characters will then have 20 minutes time to talk with the loggers, during which the storm becomes progressively worse.

Place **Appendix C, The Loggers** picture where all players can see it.

It is suggested that you allow each player, via their character, to ask 3-5 questions of any single individual in the longhouse during this portion of the adventure. Allow the players to do this one-at-a-time, with the other players able to hear the responses. Once the last player has asked the 3-5 questions on behalf of their character, skip to *A Sudden Interruption* on page 12.

The characters may learn any or all of the information listed herein from the current alphabetically-listed occupants of the longhouse.

Brand Tyg

Appearance: Brand is some 5'10" in height and weighs about 200 pounds. His 'work clothes' are fine spun cotton and his well-groomed blonde hair marks him as a man of means. He also wears a pendant (that radiates magic if detected).

Demeanor: Brand is a well-spoken human. He has yet to settle down, likes the company of loggers, and is good friends with Bull Mason. They plan on working the logging camp for the rest of the summer.

Brand is actually a prince from the nearby kingdom of Teegan and Bull is his personal bodyguard. He is here searching (clandestinely) for an amulet that is sister to the one he wears, and will ask the characters:

- * If they know anything about recent disappearances.
- * If they have heard of any 'unusual' local priesthoods.
- * If they know anything of the history of this land.

Power: 25% (5)	Defense: 5% (1)
Health: 38	Move: 12
Init: 0	Damage: Dagger 1d4

Special: Brand has training using bladed weapons and receives +3/+15% to both his chance to score with his dagger, and the damage it causes.

Buck Nutley

Appearance: Buck is a muscular 5'10" human, 35-45 years old, with dark hair (some grey) weighing 220 pounds. His clothing is well-made of heavy construction, and has obviously seen some use. Buck is also the camp cook and carries a cooking knife and cleaver in his belt when indoors.

Meet the Loggers

Demeanor: Buck was hired by the lumber mill in town to run this logging camp last year. He has never seen so many accidents in such a short time, but refuses to be spooked. He trusts Jim Warden and Thomas Pilsner, and he knows Heran quite well but has always felt the man was not quite honest. Heran has never given Buck cause to doubt him though, so Buck has always given him the benefit of the doubt.

Buck also relates that until quite recently, he would have called Ted Oarsman his friend, but that he has been acting strangely; sullen, reserved and introverted, for the last day or so.

Buck will state that the pay is 5gp per week, that they usually run a crew of a dozen, and that he can always use the extra hands. Food and lodging are included.

Within the last month, there have been two deaths at the logging camp. The first victim, Danyl Forschenk, was a solitary woodsman looking for temporary work, and no one has asked after him. His remains lie buried in the forest about a mile from the long house; his grave marked by a simple stone upon which his name is carved. Buck is certain that the second death, that of Billy Schenk, is the reason that the Oarsman brothers have joined his troupe; they are investigating the circumstances of his death.

**Buck
Nutley**



Buck is certain both deaths were accidental — freak occurrences that occasionally plague the dangerous job that is logging. Both men were killed by falling timbers, and their remains were gnawed by wildlife before they were recovered.

Power: 15% (3) **Defense:** 5% (1)
Health: 29 **Move:** 12
Init: 0
Damage: Dagger 1d4 + Cleaver 1d6

Special: Buck is capable of two attacks per combat round.

Bull Mason

Appearance: Bull is a 6'10" hulking brute of a man with a powerful build and long brown hair. He wears a scarred steel chest protector that he says is "normal for when I am doing masonry work", but will reveal little beyond his friendship with Brand, and that he plans to work the camp for the summer. Bull also carries a concealed dirk in his chest plate.

Demeanor: Bull is quiet, but not rude, and will merely shake his head negatively and look away if he does not wish to answer a question. He studiously avoids personal questions, and, if pressed, will move to another bench.

Power: 30% (6) **Defense:** 25% (5)
Health: 46 **Move:** 12
Init: 0 **Damage:** Dirk 1d4 (+2; see below)

Special: Bull adds 2 points to his damage due to his strength.

Dorn Oarsman

Appearance: Dorn is a slightly built 5'9" tall, 32 year-old human. He wears a worn woolen shirt and pants, and carries a knife in a wide leather belt.

Demeanor: Dorn is Ted Oarsman's brother, and joined the camp 3 days ago to discover (if he could) how and why his cousin, Billy Schenk, died. Dorn is suspicious of Buck and Jim, and thinks the two of them might know what happened to his cousin and what has caused his brother to become so sullen and withdrawn. He is acquainted with both Buck and Jim, and will confess that he has seen them with some frequency in Namar.

Dorn thinks Heran is a load of laughs, and knows him to be a handy-man in the town of Namar when he is not working here. He finds Brand to be a man he can trust, and is intimidated by Bull. He knows nothing of Meer, but thinks him a hard worker.

When not brooding over his (younger) brother he smiles a lot, and is always first to laugh at Heran's jokes. Dorn is moderately poor, and somewhat paranoid.

Power: 5% (1) **Defense:** 5% (1)
Health: 11 **Move:** 12
Init: 0 **Damage:** Knife 1d4

Special: Dorn is no stranger to the woods and is able to follow the trail of known quarry 65% of the time, 55% after a heavy rain.

Heran Enkle

Appearance: Heran is a 5'8" human of moderate build weighing some 165 pounds. He wears buckskins and furs and is likely about 45-55 years old.

Demeanor: Heran joined the logging crew 18 days ago. He smiles a lot and studiously avoids personal questions often replying to such inquiries with a joke.

Heran is a cleric of the demonic Succubanem Cult in the local town of Namar, and while passing himself off as a logger, is secretly here looking for sacrificial victims that 'won't be missed'. He is working with a Doppelganger that currently looks like Ted Oarsman. He seems relaxed, and will always ask the characters if they have family or friends in the area (in order to better assess them as potential future victims).

Power: 15% (3)

Health: 19

Init:+1/+5%

Defense: 5% (1)

Move: 12

Damage: Knife 1d4 (+ poison)

Special: Heran is able to cast a **darkness** spell once per day that extinguishes all light within 100 feet of his location for five minutes. Heran's blade is poisoned with a drug that causes instant sleep unless it is avoided by the strong constitution of his victim.

*Jim
Warden*



Jim Warden

Appearance: Jim is a woodsman, slim, about 5'10" in height, and wears buckskins.

Demeanor: Jim is a simple man, and a true friend to Buck Nutley. He used to trust Ted, but no longer does because he has been "acting funny". He suspects everyone except Buck and his friend Thomas, (including the characters!), of orchestrating the recent 'accidents' at the camp in order to take over his friend Buck's job.

Power: 5% (1)

Health: 11

Init:0

Defense: 5% (1)

Move: 12

Damage: Fists 1d2 (x2)

Meer Kov

Appearance: Meer is a small, wiry human measuring 5'7" in height and weighing perhaps 155 pounds. He has dark hair and wears well-made leather clothing

Demeanor: Meer is very talkative, and relates that he does odd jobs in town (Namar) during the off season, but that he keeps mostly to himself and thus knows few of the other townfolk well.

Meer is gathering intelligence for the neighboring Kingdom of Olemar. They plan to invade this land soon and need information as to defenses, troop strength, and local magics and power bases. Meer believes that Brand is someone from the aristocracy of Teegan as his pendant is of great value, and he has an accent.

Meer will calmly relate that he moved to Namar some two years ago, and has been taking 'found work' until he can establish himself and build a house. He will provide whatever spurious details the characters inquire after (concerning himself) but any scrutinizing him, that are able to detect such things, will note that he is constantly lying.

Meer has been working at the camp for a month now, and knew Billy Schenk as a competent, if easily-angered, logger. He also thinks Billy's death was an accident, but was surprised that his body was mutilated by animals before he was found. He knows Veri discovered the body not an hour after they discovered Billy missing.

Power: 15% (3)

Health: 19

Init:+1/+5%

Defense: 5% (1)

Move: 12

Damage: Knife 1d4

Special: Meer is able to make himself invisible to all but magical detection once per day for five minutes.

Ted Oarsman

Appearance: Ted is a sullen, 6' tall muscular human with dark hair and soiled clothing.

Demeanor: Ted never makes eye contact, and will wonder why anyone is asking him questions (if they so do). His most common response is "Well.. what are you askin' me fer?" but he will provide short answers to questions about the food, and the camp. He will answer no questions concerning his past or his family.

Power: 25% (5)

Health: 37

Init:+1/+5%

Defense: 35% (7)

Move: 12

Damage: Special

Meet the Loggers

Special: 'Ted' is actually a Doppelganger, and has no knowledge of 'the real Ted's' past history or family. If being detected for, 'Doppelganger' Ted radiates evil.

Ted's touch causes paralysis (which may be avoided by those of strong constitution) and he may choose to perfectly imitate the body of any victim thus paralyzed. He may only imitate one such victim at a time, and loses the ability to imitate his previous victim when choosing to imitate a new victim. Ted may paralyze only one victim at a time.



*Thomas
Pilsner*

Thomas Pilsner

Appearance: Thomas is a human in his late 40s, with graying black hair that is thinning on top, and a full beard and moustache. He is 5'9" tall, of wiry build, and most often wears furs.

Demeanor: Thomas is a quiet man who gives voice to far less than he hears. He will denounce any accusations aimed at either Jim or Buck, but offers no opinion beyond his heartfelt belief in the innocence of these two men. Thomas knows Meer only as an acquaintance, and feels the man is far too jocular for an adult. He also feels that Ted and Dorn are 'out of line' in their suspicions of any of the current logging crew as he fully trusts his friend Buck's judgement when it comes to hiring new loggers. Thomas also knows Heran, but only from infrequent meetings within the local town of Namar where they, "... never spoke much."

Power: 5% (1)
Health: 10
Init: 0

Defense: 5% (1)
Move: 12
Damage: Hatchet 1d6

Veri Takkari

Appearance: Veri appears to be a human half-breed with an elven cast to his features, some 6' in height and of powerful build. He wears leather clothing that is immaculately clean that fits him well.

Demeanor: Veri knows the exact cause of the accidents that killed Billy and Danyl; he caused them (with a bit of help from his erstwhile allies, a group of Sprites). He then feasted upon the blood of their corpses, a process that requires only a few minutes time. Veri will, of course, hide these facts from the characters and other loggers and refuses to give any details concerning the deaths.

Veri has, in fact, arranged for yet another accident during the height of the storm. Its inception is imminent, and the arrival of the characters thus makes him very nervous; they were not a part of his original plan. He is a consummate actor, however, and only extremely close scrutiny reveals that he is 'uncomfotable in some way'.

Veri will claim that he was driven from the north last year by an extremely harsh winter, and that he hails from Finscandia. He dislikes logging, as he prefers that the forest remain pristine, but, "**the pay is good, and its honest work with a group of honest men.**"

Veri claims to be acquainted with Jim, Thomas, and Heran, and he likes Buck, (espescially his cooking). He only claims actual friendship, however, with Meer.

"No matter how bad things get, Meer is always good for a laugh. He's a great guy."

If asked, Meer will be surprised by this claim from Veri.

Given the chance, Veri will carefully assess local ties, friendships within the adventurer party and the proximity of any family members and friends.

Power: 35% (7) **Defense:** 15% (3 but special)
Health: 51 **Move:** 12
Init: +2/+10% **Damage:** Bite 1d6 + blood drain

Special: After any successful attack, Veri automatically drains 1d6 of Health from his victim, and gains back a single point of Health. Veri only suffers damage when attacked with enchanted weapons or magical attacks.

If killed, Veri will rise 24 hours later, with but 1 Health, hungry and eager to feed. He may only be permanently killed if his head is removed from his body, and his corpse is then blessed by a holy man.

A Sudden Interruption

Once the last player has been answered, a terrific bang is heard as a tree limb, broken off in the storm, slams into the side of the cabin. Although it causes no damage, several of the loggers shout, and everyone is surprised. This the pre-arranged signal that Veri has been awaiting, and he runs for the door.

Your conversation is interrupted by a terrific bang as though a tree has smashed into the side of the cabin. While there is no apparent damage to the structure, everyone is surprised. Several of the loggers jump to their feet, Veri runs for the door, and many oaths are uttered. Chaos reigns supreme. Suddenly, the fire, and the oil lamps, in fact all sources of light, suddenly snuff out leaving you in complete darkness. There is a brief moment of illumination outside as the door is opened and several figures, unidentifiable in the murk, run off into the storm. Buck shouts after them to stop, that they will injure themselves, but it is of little use. Buck slams the door on the howling gale outside, but the darkness within persists.

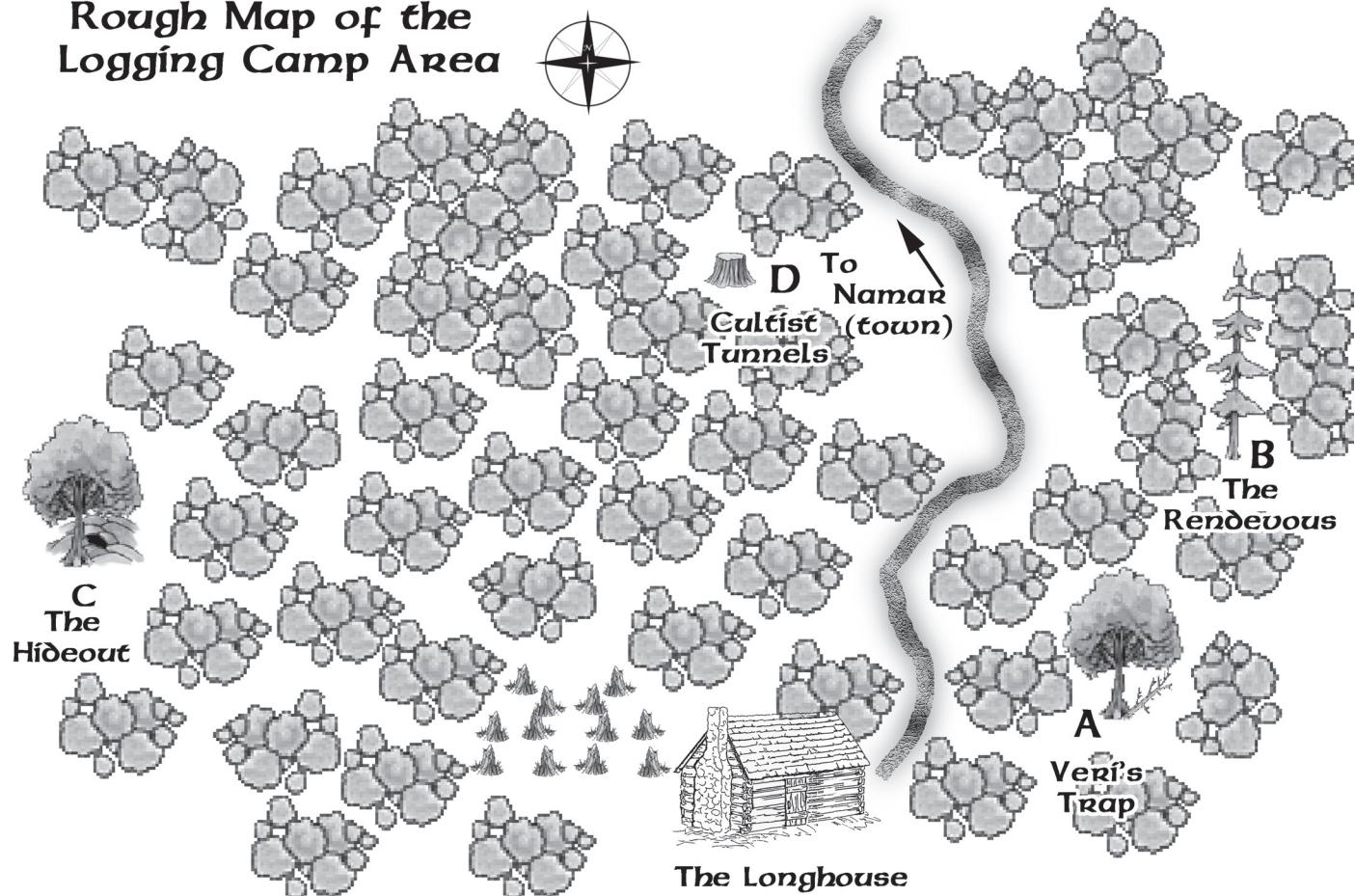
Buck calls loudly for everyone to remain calm.

Allow the characters several minutes to commit whatsoever actions they wish. If they follow the figures outside into the storm, they will need expert woodsman's skills to track them, or special vision skills to see them in the storm. Without these skills, they still see that three men have fled, one being carried by two others, and the direction taken by the fleeing trio before they lose sight of them in the storm (towards B & D).

After five minutes, the fire in the hearth and the oil lamps suddenly relight. For those with the ability to tell, it was not the light that was magical, but the darkness. As the darkness was magical, even special vision (unless it allows seeing through magical barriers) will not enable the characters to see much until the magical darkness expires and the light returns.

The lights suddenly return, restored as if by magic. Buck is slightly wet, and has a fierce look upon his face. Bull is intensely scanning the room. As you do so, you note that Brand, Veri, and Ted are missing.

Rough Map of the Logging Camp Area



Leaving the Cabin

The characters must now make a choice ~ whether to pursue the men into the storm, wait until the storm subsides, wait until morning, or do nothing. The lumber camp employees have specified goals as the lights are restored.

Bull wants to look right away; he wants to go now. If the characters refuse to immediately accompany him, he heads off into the night on his own (within 2-3 minutes of the lights being restored). Bull, if unaccompanied, heads towards Area C on the Area Map, *The Hideout*. He only waits to gain some insight as to who might be behind the disappearance of Brand. He has no intention of leading the characters to *Area C*.

Buck, Jim, and Thomas want to wait until morning, and feel it is foolish to attempt a search given the howling storm outside. Even should it subside, searching the forest at night “don’t show much sense.”

Dorn does not want to search — he wants answers — from everyone else — about what was wrong with his brother. He wants the loggers (and characters) to guard each other within the longhouse while questioning them, one-at-a-time. Due to his level of mistrust, Dorn will accompany any rescue expedition that leaves the longhouse.

Meer claims he has had enough and that he plans to return to Namar in the morning. In reality, he leaves about an hour later. Exiting the longhouse, he visits a fellow spy from Olemar at their standard rendezvous point, a hidden meeting place in the forest not far from the logging camp (*Area D*), regaling him with the tale of the previous evenings unusual events. He will confirm that he suspects Olemar might secure some allies if they can discover the mage capable of dimming fire, lantern and torchlight. It is obvious to him that someone is plotting against the loggers; someone who might find a like cause with those of Olemar... if the price is right.

Meer does not return to the camp, and will not accompany any rescue party, but may be tracked to *Area D* by characters skilled in tracking.

Heran is very confused by the behavior of the Doppleganger, and is far from certain as to his next move. He feigns ignorance, but does his best to keep anyone from exiting the cabin to look for the missing loggers during the storm. He states, “**Its far too dangerous out there tonight, and you’ll just get lost. Then we’ll be looking for you as well.**” If the characters wait until morning, Heran is also found to be missing.

Veri, worried that someone has interrupted his plans, has gone to check his planned ambush at *Area A*. He returns to the longhouse after an hour and suggests that the party wait for a bit to allow the storm to subside before commencing any search. As the storm recedes, he offers to take one other to search for Ted. If no character is amenable to this, Dorn offers to aid in the search, and the two leave. Veri then kills Dorn, feasts upon his corpse, and returns only after daybreak the following morning.

“Dorn and I searched all night, and he was attacked this morning by a wild animal! We have to save him!”

Veri will do his best to assert that he needs only one person to help bring in Dorn, and argues vehemently that the others should scout the surrounding forest for those that have disappeared the previous night. He relates that he and Dorn have thoroughly searched the entire forest to the east of the road leading to Namar, and that the others should concentrate their efforts to the west.

In any case, Veri has ‘reset’ his trap, and he will spring it upon any that accompany him to retrieve Dorn. He acts erratically if a large party approaches the area, and disappears shortly before any search party arrives at *Area A*.

The Doppleganger (Ted Oarsman) gains life energy every time he duplicates a new host, and it has seized upon the opportunity provided by the storm (and Brand’s rash behavior) to seize Brand. He then transported Brand’s paralyzed body to the cultists at *Area D* (see map) for safekeeping.

The Choices of Your Players

If your players decide to pursue those who have left the longhouse immediately, when the lights again return, they face extreme hazard. The storm still rages and will continue to do so for more than an hour.

For every ten minutes spent searching during the storm, there is a 10% chance that the party will either be hit by lightning for 4-48 points of damage (avoidance for half damage is applicable), struck by flying debris for 1-10 points of damage (this can not be avoided), or that they are lost amid the storm, separated from the other characters (unless precautions are taken). You may decide which mishap befalls them. The driving rain limits visibility to about 12', and sound to a mere 30'.

In addition, tracking during the storm receives a penalty of -50% unless a magical light source is used. Normal lanterns and torches are quickly blown out in the raging gale, and the driving rain prevents all attempts at re-ignition.

Bull Mason and Dorn Oarsman accompany this party but Bull wanders off on his own within 3 minutes.

The storm rages, and blackness fills your sight, broken only by occasional flashes of jagged lightning. Driving rain makes vision difficult in any event, and you must shout to be heard by your companions over the horrific wind. You see two sets of footprints in the mud outside the door; one set leading to the north, and one to the east. They are jumbled and indistinct, but you might be able to follow them with skill and care.

If your players venture forth at night after the storm subsides they will notice that sometime during that interval, **Meer** has disappeared. No one will remember seeing him leave, but a thorough search will reveal that he has indeed left the cabin (previously explained under Meer).

The storm seems to let up after about 90 minutes. The wind dies, and the rain reduces to a steady, but tolerable level. With a start, you realize that Meer is missing. Before you can ponder where he might have gone, there is a knock at the door!

The knock at the door is the Doppelganger returning as Brand. He feigns distress, and waves away questions as to where the others might be located. He claims exhaustion, and mentions that searching this evening would be useless. He then promptly lays down to sleep.

A night search conducted after the storm recedes is still difficult, and tracking skills receive a -15% penalty due to the sloppy nature of the ground, and the lack of light. Subsequent searches the following day, however, gain a bonus of +25% as some clues will be discovered during the evening search that will fade to non-existence (due to the continuing, but scattered, rainfall) by morning.

Dorn, Buck and Veri will accompany this search party.

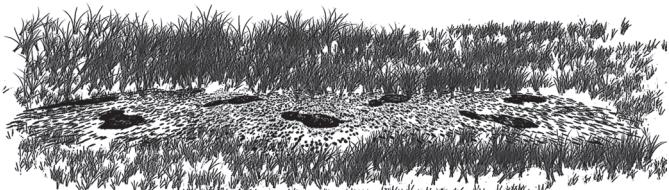
Veri does his best to get a single character or logger to accompany him in a search to the East of the road that leads to Namar. He states that he knows the area, "like the back of his hand," and that the others can cover more ground if he searches to the East with but a single companion. Given the darkness and confusion, the auditory hallucinations from Veri's Trap (Area A) are far more convincing, yielding a penalty of -20% to any attempts to resist their mystic call (see Area A, Veri's Trap). Should Veri be successful in his separation of the party, he will return the following morning (see the description of Veri on page 13).

If no characters agree to accompany Veri, Dorn goes with him to search to the East. In any case, Veri's Trap is set, and will spring no matter how many characters accompany him.

Any search made during this time should fit the following description:

The damp ground beneath your feet has soon covered your footware in mud, making stealth an impossibility. You can see several sets of footprints in the mud outside the door; one set leading to the North, one to the East, and one to the West. They are jumbled and indistinct, but you should be able to follow them with care.

If the characters search for more than 15 minutes that night, the muddy footprints might lead them (50% chance if any character has tracking skills, 5% chance without said skills) to a spot in the forest where they suddenly cease. It is here, hidden beneath a large stump (Area B), that the hidden cultist tunnel lies. Only an absolutely perfect search yields its presence to an intensive scrutiny, given the rain. On the morrow, however, the party will know where to look, and will gain a 25% bonus to any further searches made of the area.



Verí Takkari's Trap



If the characters wait until the following morning, Bull Mason, Heran Enkle, and Meer Kov, Ted Oarsman (and most likely Dorn Oarsman) have left, and Brand (now a Doppelganger) has returned. Veri arrives shortly after the sun rises, offering to take "just one other person" and check the local area in a "brief search of shelters he knows of" while the others try to follow any tracks made the night before. If no character volunteers, Buck Nutley volunteers to "keep an eye on him" and they leave.

Veri will lead Buck to his doom at the trap he has set. If the party immediately heads towards *The Trap*, they catch Veri in the act of feeding on Buck's corpse. If the party goes anywhere else first, Veri has the time to make it look like yet another freak accident. Dorn's body lies next to Buck's body when the party arrives.

If another character volunteers to accompany Veri, Buck accompanies the party in their search for clues, and you may decide to send Jim Warden and/or Thomas Pilsner as well (at your discretion).

The sun shines brightly overhead; the beginning of a fine day. Glancing about, you notice a profusion of fallen limbs and other detritus, but, other than that, it appears as though the storm had never occurred. Unfortunately, it has had a similar effect on any tracks made the night before.

If the characters have tracking skills, and search diligently, add:

You can just barely discern several sets of footprints outside the door; one set leading to the North, one to the East, and one to the West. They are jumbled and indistinct, but you should be able to follow them with skill and care.

In any case, when your characters deign to venture forth, use the description that best fits their choice, and consult the map on page #12 as to the challenges they encounter dependent upon their choice of direction. The party should note few after-effects to the storm other than a few downed branches and the occasional uprooted tree. Small animal and bird life assumes its normal pace on the day following the storm.

Area A: Verí's Trap

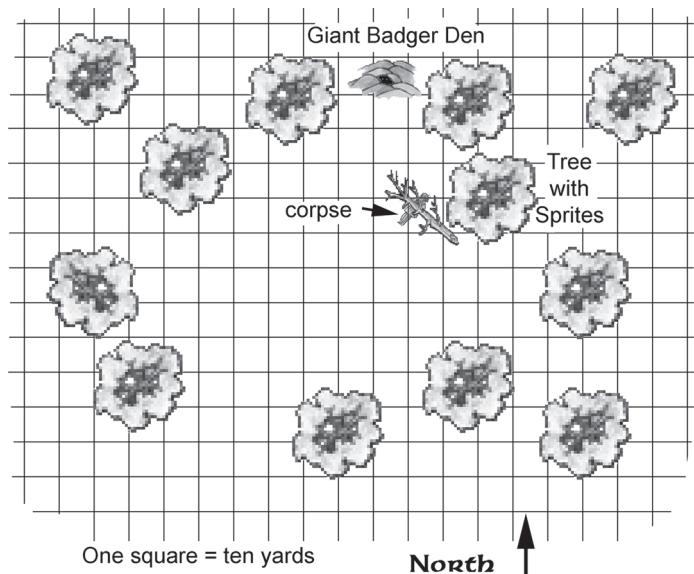
A 15-minute walk to the East from the longhouse brings characters to within striking distance of Veri's carefully laid trap.

Through the trees ahead you can make out a small clearing perhaps 40 yards across. Veri runs ahead as you approach, gesticulating wildly and calling for help. As you scrutinize the area to discover the reason for his distress, you hear a faint cry for help.

The cry for help is an auditory illusion created by several Sprites (see below) that are working with Veri to get rid of the loggers. There is a 25% chance per character that they are unable to resist this plea for assistance, and will run forward heedless of any potential surrounding danger. Those who avoid this 25% chance may proceed forward at their own pace, or not, as they wish.

You now see the source of Veri's distress. A great tree branch lays across a supine human form; the weight of the great limb obviously crushing the hapless victim beneath. You also hear a low and distant growling noise.

Once the first character grabs the tree limb in an attempt to move it (thus discarding any weaponry or shield), Veri springs his trap. The Sprites entice a Giant Badger to attack the party if more than one person is present, and then join the attack themselves. Veri also joins the fray.



Veri Takkari

Appearance: Veri appears to be a human half-breed with an elven cast to his features, some 6' in height and of powerful build. He wears leather clothing that is immaculately clean that fits him well.

Demeanor: Veri is now desperate and attempts to kill any character or logger that is present.

Power: 35% (7)

Health: 51

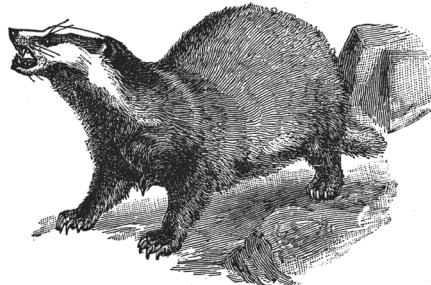
Init: +2/+10%

Defense: 15% (3 but special)

Move: 12

Damage: Bite 1d6 + blood drain

Special: After any successful attack, Veri automatically drains 1d6 of Health from his victim, and gains back a single point of Health. Veri only suffers damage when attacked with enchanted weapons or magical attacks. If killed, Veri will rise 24 hours later, with but 1 Health, hungry and eager to feed. He may only be permanently killed if his head is removed from his body, and his corpse is then blessed by a holy man.



Giant Badger

Appearance: This creature appears as does a normal badger, but twice normal size. (about the size of a large Labrador, 4' long, and about 85 pounds).

Demeanor: Malicious, this badger is in a bad mood as it has been mightily perturbed by continuous prodding by the Sprites. It is enraged, and will little feel any damage inflicted upon it, instead fighting to the death.

Power: 10% (2)

Health: 12

Init: +5%/+1

Defense: 20% (4)

Move: 16

Damage: Claw 1d6 + Bite 1d4

Special: A successful bite indicates that the badger has sunk its teeth into its victim, and it will hold on until either it or its victim dies. This continuing bite does 2 points of additional damage per turn, and the badger also continues to rake with its claws, receiving +4/+20% to hit due to the proximity and debilitation (because of the bite) of its opponent.

Other: The pelt of this beast, if not completely destroyed, is worth the price of a decent bow or dagger.

Sprites (10)

Appearance: Sprites have no appearance 90% of the time as they remain invisible. Small humanoids with gossamer insect wings, Sprites measure no more than 14" in height and weigh less than a pound. They are hairless and naked, with cherub-like faces, and carry small daggers and bows.

Demeanor: Mischievous and highly territorial, Sprites aggressively attack any intruders using auditory and visual illusion, and minor magic.

Power: 10% (2)

Health: 1

Init: +5%/+1

Defense: 40% (8)

Move: 16

Damage: Tiny Bow or Dagger (1 point), or special

Special: Sprites attack using misinformation; leading characters into the ambush of predators, disguising dangerous areas of the terrain, or causing characters to hurt themselves via illusion and strange noises.

Other: Sprites create visual and auditory illusions at will. These hallucinations are limited to either intensity (a fox can appear to be a large wolf, for example, a rainstorm a hurricane) or if pure illusion, an object no larger than a sprite may be created. Groups of Sprites may concentrate on a single illusion to create the image of something larger. Sprites also have the ability to magically trip or push things with a force of 80 pounds.

Should any of the loggers survive this encounter, their superstitions and fear get the best of them.

"We're going back to camp, getting the wagon and the mules, and heading into town for help. You should come with us!"

Only Bull Mason, if he is present, continues to accompany the character party. As the GM, you should run Bull to ensure that the players never completely trust him. A character sheet for Bull is found at the end of this adventure, although you will need to adapt it to whatever system you are using.

If Veri Takari is killed during this encounter, he has on his person several small trinkets and items that belonged to many (but not all) of the loggers that have suffered mishaps over the last few weeks. You may decide to reward characters for returning these items to surviving family members in your own way, as their value otherwise is a mere 100 gold coins. Veri also has on his person a small drawstring sack containing 60 gold-piece value of mixed coinage.

Area B: The Rendevous

This area is only 'active' if the characters approach it on the night of the storm, but after the storm has died down. Should they then approach this area using stealth, they will overhear a conversation between Meer and his fellow Olemar agent.

You hear voices in the darkness beyond; human voices.

Again, if the characters are quiet, and employ stealth to approach, they hear the details of the conversation.

A voice that sounds a lot like Meer's is whispering excitedly. "I'm telling you, there's a mage involved here. No one else makes lights go out like that. We need to find out who that mage is working for, and why, and get them on our side."

A second, unidentifiable voice interrupts him. "Get them to our side 'how' exactly?"

Meer's voice then concludes. "I'm going to need a few more sparklies for bribes. How soon can you get back?"

What follows thereafter is unintelligible, but if the characters attack, Meer flees on horseback while his cohort does his best to delay the party.

Olemar Agent

Appearance: The agent is dressed entirely in black and holds a vicious hand crossbow which he fires with deadly accuracy.

Demeanor: The agent knows that his cover is blown and hopes only to preserve the mission by buying Meer the time for a getaway. He speaks not at all, and fights to the death.

Power: 20% (4) **Defense:** 25% (5)
Health: 31 **Move:** 12
Init: +5%/+1
Damage: Hand Crossbow 1d4 (x2)

Special: The agent is well trained and receives a bonus of +10%/+2 to his attacks with the hand crossbow. Its small size allows him to fire it twice per combat round. He has 24 quarrels for this unique device.

Other: The agent carries two small gems worth 250 gold coins each, and a small vial of suicide poison.

The Agent also carries a leather satchel filled with papers describing the future plans Olemar has for invading the local countryside and seizing the village of Namar. If the characters retrieve these and eventually show them to either Bull Mason or Brand Tyg, they will make a powerful ally in/of Teegan.



Area C: The Hideout

Bull, Brand and several agents from Teegan have concealed their campsite in a small cave in this area. They have been here for more than a week, and it was but recently that Brand decided they should join the local logging camp as 'cover' for their more clandestine investigations in the area. Bull has returned to the cave to alert the other Teegans that Brand has gone missing.

The tracks you were following suddenly cease, as though others had physically removed any signs of passage. The ground is also stonier here, although the density of the forest remains constant; you can see perhaps 20 feet in any direction before your view is fully obstructed by foliage.

The cave is difficult to spot (25% in daylight, 10% at night, if searched for) and several traps have been laid by the Teegan spies to thwart the unwary. Any approaching to within 10 yards of the cave entrance must avoid 3 snares (traps) designed to wrap noose-like around the feet or ankles of the victim and then haul said target into the air several feet from the ground (head down). Just beyond these snares lies a series of small, concealed pits, each 6 feet deep, and each small enough that those falling into them (those that fail to avoid them) are unable to move to extricate themselves, although if of human stature (6' tall), their heads will remain above ground level.

The Hidden Prince

Once either of these traps are sprung, Bull advances from the cave mouth calling loudly for the surrender of any in the party.

A large man wielding a large broadsword suddenly appears as though from the forest floor. He brandishes the sword menacingly and yells commandingly at your party. "Surrender all of you!"

At this point, Bull probably (the characters may have established this trust) has no reason to trust any of the characters, and, in fact, is uncertain they are not involved with the disappearance of Brand, his prince. If the characters are deferential, they have an opportunity to make a powerful ally. If they are aggressive, however, Brand and his fellow Teegan agents attack.

Bull Mason

Appearance: Bull is a 6'10" hulking brute of a man with a powerful build and long brown hair. He wears a scarred steel chest protector and protective black leather armor.

Demeanor: Bull accepts only surrender at first, but will reason with the characters if they are not aggressive. Should the characters befriend Bull, he will join them if they continue the search for the missing loggers. He explains his identity as Prince Brand's bodyguard, Brand's true nature as a prince of Teegan, and sends the other agents back to Teegan to bring help. If attacked by the party, he fights to the death, or until the surviving characters surrender unconditionally.

Power: 30% (6)

Health: 46

Init: 0

Damage: Oversized Broadsword 1d10 (+2; see below)

Special: Bull adds 2 points to his damage due to his strength.

Teegan Agents (3)

Appearance: These teegans are tough customers. They are each armed with short swords and crossbows and wear black leather armor.

Demeanor: The agents are concerned that their mission remain secret (no witnesses). They obey Bull's commands, however, without question or hesitation.

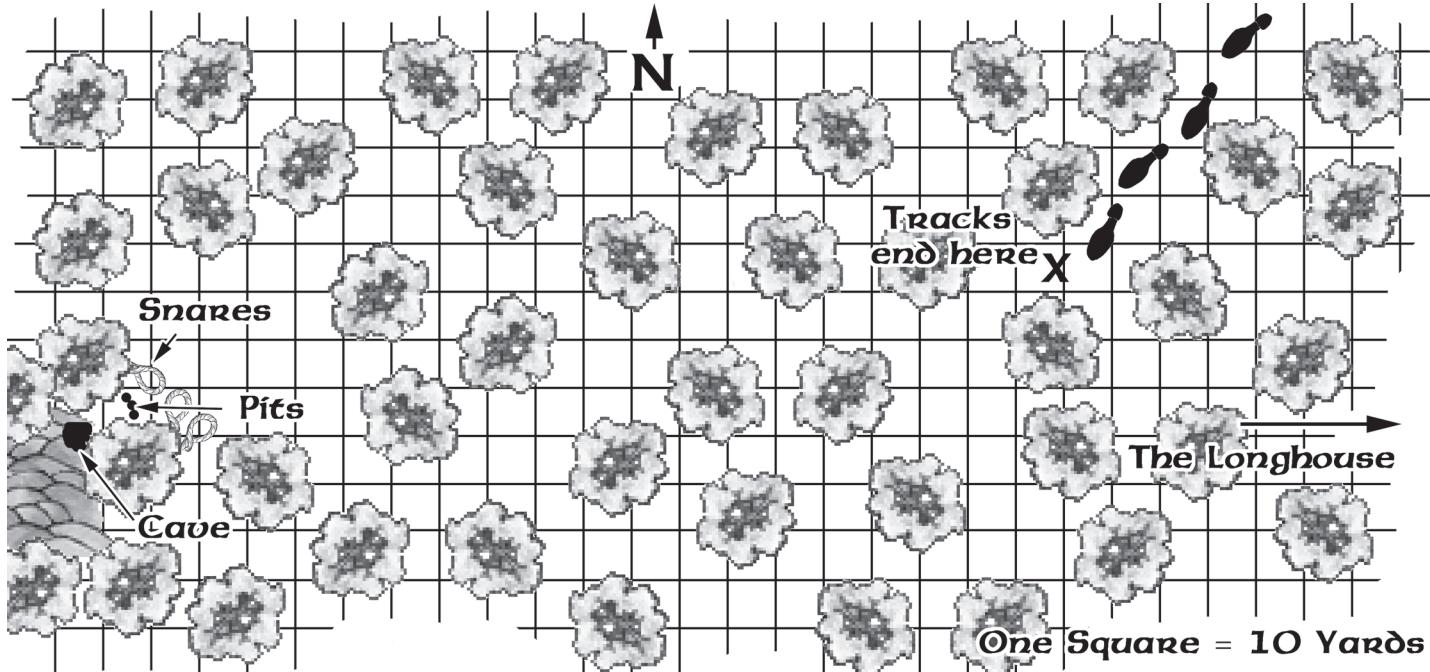
Power: 20% (4) **Defense:** 20% (4)

Health: 22 each **Move:** 12

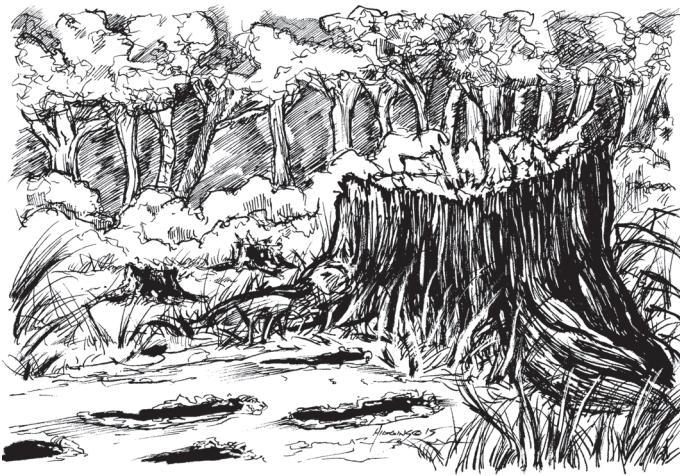
Init: 0 **Damage:** Short Sword or Crossbow 1d6

Special: Skilled in spycraft, the Teegan Agents gain a bonus of +2/+10% to their attacks 50% of the time as they stealthily fade from view or attack from an unexpected direction. They are also able to use this stealth ability to become invisible 50% of the time if fleeing.

Should the characters kill Bull and the Agents, the cave contains food for three weeks for 4 men, several crossbows and 48 bolts, and a small leather drawstring sack containing 65 golden Teegan coins, and an assortment of bedding and camping supplies. Should they gain Bull as an ally, provide them with Bull's Non-Player Character Sheet (see Appendix A).



A Secret Entrance



Area D: The Entrance to the Cultist Tunnels

As the characters approach this area, likely following the tracks of the Doppleganger carrying the paralyzed body of Brand made during the storm, the tracks suddenly end near a large boulder and the large stump of a dead tree. Beneath this stump lies the entrance to the cultists tunnel.

The tracks you have been following cease altogether near a large boulder flanked by an equally large tree stump. Grass and weeds grow thickly in the area, but it would appear your quarry grew wings at this point and took to the air.

6" beneath the large stump (and its surrounding weeds) lies a heavy steel plate that covers the entrance to the tunnel below. This plate is hinged, allowing those requiring egress to pivot the stump backwards as though it were a door, when necessary. The stump is latched from below, currently, and a guard stands nearby (below) to open this lock should there be need. The signal for this operation to occur is five short raps upon the stump with a metal object, followed by a pause, and then two further raps.

The odds of finding this entrance, due to its ingenious camouflage, are slightly lower than normal. Those seeking secret doors are 15%/-3 less likely to discover this one. In addition, due to the inaccessibility of the latch (it is a deadbolt worked from below), this lock is 10%/-2 harder to pick than a standard latch.

Three strong characters using a large lever might readily destroy the bolt that holds this door closed. Two strong characters have some chance as well, but it is slight (20%- 35% at your discretion).

Should the characters manage to open this portal, the guardian, a servant demon of little intellect and massive ferocity, waits below. It will not make itself readily apparent, nor does it attack until it is able to visibly scan the approaching characters as it checks them for the tattoo given all members of the Succubanem cult. Any entering the tunnel either not displaying this symbol, or at the least in the company of one displaying this symbol, is attacked.

As the tunnel cover is removed:

Through dint of effort, you open the concealed portal. An iron-lined 4'-wide square tunnel lies below the portal. A ladder riveted to the side of the tunnel leads directly down into darkness.

The tunnel descends vertically for 35'. Any viewing this using a light source, or with the ability to see in darkness is able to discern the stone floor of the tunnel 35' below.

After further observation you note a stone floor some 35' below. It appears that this is nothing more than a large pit.

The characters will be unable to see that a tunnel proceeds north-westwards from the bottom of the pit from their vantage above. Once the first character descends, however, they are thoroughly scanned by the door warden, and most likely attacked (unless they bear the tattoo).

The tunnel now exposed, Jim, Thomas, Veri, and Meer, if still with the party, now balk at the prospect of descent into the tunnel and offer to 'go for help'.

If you feel the party requires assistance to survive the cultists tunnels, Buck can be sent with the party as a non-player character. Otherwise, he accompanies those headed to Namar for assistance.

The Doppleganger impersonating Brand does accompany the party.

Bull Mason will catch up to the party when they approach Room #3, *Bones of the Dead*.

Character-use sheets for Bull Mason, Brand (the Doppleganger impersonating him, although the sheet does not reflect this), and Buck Nutley may be found at the end of this adventure in *Appendix A: Non-Player Characters*. Distribute copies of the sheets for any character accompanying the party now.

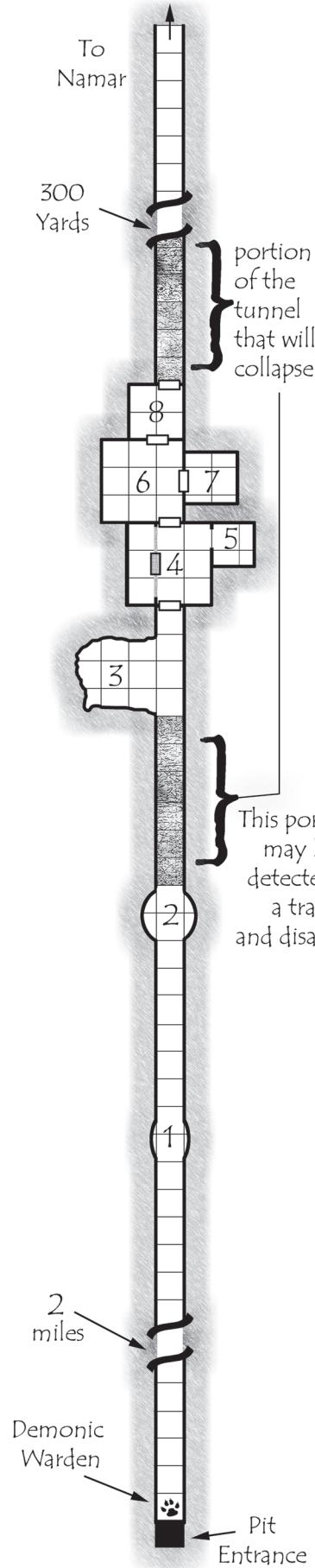
The Hidden Prince

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Tunnel
from the
Logging
Camp
to the
Succubanem
Cult in
Namar



One Square
equals
ten feet



The Demonic Warden

Within the Cultist Tunnels

The underground complex of the demonic cult of Succubanem is being constructed with aid from the demonic realm. The entire area radiates a evil aura, and as the characters proceed forward into its territory, an increasingly powerful magical aura.

Heals, cures, and other spells based upon holy prayer or magic are only 50% effective in this evil place. Summoning spells (other than those that summon demons or unquiet spirits) are likewise affected, and function at only half their normal power.

The demons that populate this area have been summoned to perform specific tasks (with a few rare exceptions) and generally ignore the party members unless provoked. They are bound to obey the commands of anyone bearing the arcane tattoo of the cult. Clever characters that ascertain this bit of information might attempt to copy this mark, but unless it is enchanted using the rites of the cult, imitation tattoos have little likelihood of deceiving demonkind. The human cultists viewing these counterfeit tattoos, however, are another matter entirely.

The iron lining the sides of the pit the characters are descending promotes condensation, giving the tunnel a dank, unwelcoming feel. Further, it makes the iron rungs of the ladder slippery. You might wish to cause your players to make periodic checks based upon their agility or like ability as they descend.

The entrance pit is dark, and there are no available light sources. Those requiring light for vision are descending into complete darkness. As the bottom approaches, for those who can see, however, a surprise awaits.

As you approach the stone floor of the pit you can now see a 10' square passage that leads off into the blackness to the North. A grossly fat humanoid currently occupies this passage, and, after looking you over intently for a moment, it attacks!

Demonic Warden

Appearance: This grossly fat humanoid is naked, and covered in warty, leather-like skin. It has two arms but no neck, and its head has three eyes, no nose, a mouth with the protruding mandibles of an insect, and a single horn in the center of its hairless head. It stands 5' tall and weighs perhaps 350 pounds.

Demeanor: Nearly mindless, this demonic servant is less powerful than a true demon, although it hails from that plane. It has been instructed to attack any group wherein none bear the symbol of the Succubanem cult. Its death results only in its return to its own plane, it has no fear, and attacks until killed.

Power: 20% (4)

Health: 22

Init: 0

Damage: Claw 1d6 (x2) + Horn 1d6

Defense: 25% (5)

Move: 4

Special: Due to its demonic nature, this beast is affected only by weapons of iron (not steel), silver, and those magically enchanted.

Other: This demon may only be destroyed by magical means (fire, electricity, or like agents) and if defeated is otherwise merely banished to its own plane.

If the Warden is defeated, the characters will note a 10'-wide passage with a 10' ceiling leading off into the darkness in a northwesterly direction. This hallway extends for more than 2 miles, and its walls are unfinished; hard-packed earth and stone. No light sources are present, and the hall is currently deserted.

Use this long, dank and dark hallway to unsettle your players. Foster feelings of impending doom, and fears of the unknown. The walls are damp, and dripping water echoes, occasional groans as earth shifts in the unsupported tunnel, and subtle settling noises are regular occurrences that should be used to get your players jumping at every shadow.

Played properly, this level of tension should cause your characters to over-react in their next encounter with servants of the cult.

Noises in the Hall

As the characters traverse the 2-mile long tunnel, they will note that its sides are a mixture of rock, bedrock, and dirt. If they appear to be having an easy time of it, add the following encounter during the trek.

The interminable passage seems to be nothing more than miles of rock, bedrock, and dirt. You feel as though this might never end when you hear the faint sound of clinking in the distance.

260 yards ahead in the tunnel, a pair of demonic imps are lining the tunnel walls and ceiling with bricks and mortar. They work with incredible speed, and the clinking (the sound of the bricks being laid) will sound much like the approach of machinery due to the rapid use they make of these bricks. The 'clinking noise' gets gradually louder as the party approaches, until eventually the characters catch sight of the bricklayers in the passage ahead. The distance they discern these demonic workers is left to your discretion, and is likely dependent upon the mechanics of the game system you are using.

In the distance ahead you see two red-skinned, squat humanoid figures mortaring bricks into the tunnel walls at an amazing speed. The bricks make a distinct 'clink' as each is laid, and is the source of the sound you heard.

The imps have been tasked with lining the tunnel with bricks, and are eager to complete their task and return to their own plane of existence. If the characters ignore the imps, nothing further occurs; the imps simply continue their brick laying. Regardless of the provocation provided, they will NOT communicate with the characters. If the characters attack either imp, however, the imps will gleefully engage them in a fight.

Demonic Imps (2)

Appearance: Imps appear to be red-skinned, ugly, hairless dwarves. They wear no clothing and their muscular bodies are covered by red-tinged leathery skin. The Imps have protruding fangs but otherwise resemble dwarves in most respects. Imps stand 3'-4' tall and weigh 140-200 pounds.

Demeanor: Moderately clever, imps delight in chaos and mayhem. They also fear the higher echelon demons they serve. These have been tasked with finishing the cultists' tunnel, and ignore any outside influence unless attacked. If attacked, they are automatically granted a reprieve from their current task, and joyfully join the fray with those attacking them. Bear in mind as well that 'defeat' generally means not death, but a free trip home and a suspension of their toil.

Power: 10% (2)

Defense: 15% (3)

Health: 9

Move: 12

Init: 0

Damage: Claw 1d4 +poison (x2) + Bite 1d4

Special: The claws of Imps exude a poison that saps the strength of their victims by 5%/1 point per 10 minutes for one hour or until the poison is cured. The poison can be resisted/avoided by those with poison resistance.

Other: Imps are immune to all fire-based attack forms.

Once the imps are defeated, the characters find a bucket of standard mortar, and a wheel-barrow filled with bricks. The wheel-barrow is enchanted, and is of demonic origin, radiating both magic and evil. It is forever full of bricks, and would be worth a significant sum of money to the right party.

The entire tunnel complex beyond the imps encounter is sheathed in laid brickwork.



Room #1: The Glyph

There is a circular widening of the tunnel at this point, its normal 10' width expanding to 15'. Cultist guests and visitors to this area are instructed to walk around the outside edge of this area as the center holds an invisible, magical glyph. Unless the approaching characters have some means for detecting magic, this glyph will remain invisible to their scrutiny.

30' feet ahead, the tunnel widens to 15' in a gradual, circular fashion, before returning to its standard 10' width some 12' feet farther on. There seems no apparent reason for this architectural departure. The walls, ceiling, and floor are covered in uniform brickwork of good quality.

Any character stepping into the middle of this area will trigger the glyph. It causes the character to glow with *Corpse Fire*, a sickly green illumination that will emanate from the character and his equipment. This green radiation both increases the ease with which the character is targeted by foes (Defense -5%/-1) and alerts the Ghosts in Room#3 (Dead Bones) that these are foes that may be attacked. Any magic that is capable of removing curses, or of dispelling magic, will effectively negate this effect if cast upon the victim. The glow lasts for 2 full days before its magical energy dissipates (if it is not dispelled).

Should any characters radiate *Corpse Fire* after leaving this area, it also alerts the Hell Hound in Room#2 that enemies approach. They will hear the battle howl of this creature as the glyph is activated.

A green glow creeps up your person from the very floor, rapidly covering your feet, legs, torso, arms, and then head. As the glow envelops your body, a hideous howl can be heard from the north end of the passage.

The *Corpse Fire* glow causes no damage to its victim or anyone nearby, but it does radiate a faint presence of evil to those sensitive to such auras.

Brand (the Doppleganger) seems suddenly quite nervous in this room, and runs off down the hall, deserting the party while muttering in a non-sensical manner. He runs to Room#4 to alert his erstwhile partners that something is amiss, and that their sanctum has been invaded. As they are about to begin a ritual sacrifice, they ignore the warnings of the Doppleganger (as we shall see).

Room #2: The Hell Hound Guardian

The passage here widens to 20' as the Hell Hound chained here has a 20' chain. A cultist handler regularly feeds and cleans up after this hellish canine. The characters see him well before they arrive at this juncture, and they will not like what they see.

60' in front of you perhaps the most ferocious canine you have ever seen strains at the end of a stout iron chain. He growls horrendously, and occasionally spits fire in your direction, the flames travelling nearly 20' from its fanged maw. This hound appears to block the passage ahead.

Fortunately for the characters, the chain that holds the Hell Hound is enchanted to be exceptionally strong.

Hell Hound

Appearance: This canine is of enormous size, stretching more than 8' from its nose to the tip of its tail. It stands 4' high at the shoulder, and is covered in thick black fur. Its red eyes gleam with an unholy light, and its massive fangs promise violence on a grand scale.

Demeanor: This hound is well trained, but vicious and territorial. It recognizes any character glowing with *Corpse Fire* as an enemy, but will ignore all others unless they attack.

Power: 25% (5) **Defense:** 20% (4)
Health: 27 **Move:** 18
Init: 0

Damage: Bite 1d10 or Fiery Breath in a 20' long by 10' wide cone causing 1d8 to all who fail to avoid.

Special: Hell Hounds are unaffected by normal weaponry unless this weaponry is blessed by holy magic. Magic and enchanted weapons are both highly effective.

Other: The Hell Hound may breathe only 6 times per hour.

The chain the restraints the Hell Hound is enchanted to be exceptionally strong, it radiates magic, and will fetch the price of draft horse if sold in Namar. It weighs 60 pounds. The pelt of the Hell Hound is worth nearly twice that amount if it is carefully removed and prepared by a character with the appropriate skill.

Characters searching for traps in the area of the tunnel beyond the Hell Hound will discover that the tunnel has been 'rigged to collapse' although the control mechanism for causing this collapse is remote; it is not in this area. With care, additional props can be used to reinforce this tunnel, although this operation requires both materials (wood or metal props), and about half an hour's work. While this work commences, the ghosts from Room #3 might decide to pay a visit (at your discretion) if any of the characters have been afflicted with *Corpse Fire*.

If Bull Mason is not already with the party he catches up with them at this point. He is still wary of the characters and should be run by you (as Game Master) but acts on behalf of the characters. He is very concerned when told that Brand has run off (see Room #1, *The Glyph*).

Room#3: Dead Bones

Once the characters have passed the Hell Hound, they will hear multiple voices moaning piteously, although erratically, from time to time. These voices are the haunting cries of several ghosts who are here kept in thrall by the presence of their bones (cursed) in Room #3. Their curse allows them to draw forth the life force only of victims afflicted by *Corpse Fire*. Should any of the characters suffer from this affliction, the ghosts will attack them as they approach. Characters not glowing from the *Corpse Fire* affliction are unmolested.

Strange moaning sounds intermittently interrupt your journey, their haunting calls both frightening and pitiful to the ear. You could swear that a filmy white torso floats at the edge of your vision from time to time. As you move forward, a large cave opens to your left, the excavation measuring some 30' deep and wide. The floor of this area is covered in humanoid bones.

If the ghosts have no victims to attack (no characters are cursed with *Corpse Fire*), each character must make an avoidance of their fear before they may proceed further northward (further on) in the tunnel. The ghosts leave these characters unharmed, but their voices are, at the least, unnerving. If the ghosts have victims to attack:

Ghosts (5)

Appearance: These apparitions appear insubstantial; non-corporeal in any physical sense. They are visible, however, and will appear as filmy human forms with no legs and sad, pitiful faces.

Demeanor: These ghosts are mindless, bound by their awful curse. They live by feeding on life force but will only attack characters afflicted by the *Corpse Fire* curse.

Power: 25% (5)

Health: 10

Init: 0

Defense: 40% (8)

Move: 24

Damage: Life Drain 1d8

Special: Ghosts ignore armor as they attack by touch. They treat all opponents as though they had a Defense of 5% (1). Magical bonuses may be added to this defense, but the actual armor bonus does not. +15% (+3/+15%) Chain Mail therefore provides a Defense of 15% (3), but not 25% (normal Chain Mail) +15%. Only the magical enchantment provides any defense.

Other: Only harmed by blessed or magical weaponry.

The ghosts may be defeated, but reform given half an hour's time. If, however, their bones are blessed, holy water is splashed upon them, the curse is removed from them via prayer, or they are given a decent burial, the ghosts are freed from their curse. As they leave, their faces now beatific, the last ghost will indicate a small pile of personal items hidden beneath the bones:

A Potion that Heals 2d8 Health

A Potion that Cures Poison

A +5%(+1) Dagger

An enchanted Shield that provides an additional +5% (+1) to normal shield defense

A jeweled ring worth the price of a light warhorse

At the northern end of this cavernous area the passage is blocked by a brickwork wall containing an iron door frame and door. There are no visible hinges, but the door has a sliding viewing panel set 4 feet from the floor of the passage. There is a pull handle on the door.

The door is locked but is heavy and any commotion caused in Room #3 is unlikely to have alerted the residents of Room #4 that something is amiss. The occupants therein are used to the moaning of the ghosts (the cultists, in point of fact, relish the ongoing torture of these souls). The door may be pried open by two or more strong characters with a reliable crowbar, or the characters may use magical means for opening the door. It is also possible for the characters to use subterfuge, fooling the guard on the far side, but this task is difficult, and your players need to be extraordinarily clever to achieve this means of ingress.

Hell Breaks Loose



Room #4: The Jailer

If any character listens carefully at this door before opening it, he hears a rather interesting conversation.

You hear a male voice arguing. "I don't care who this guy is! We have a pact to fulfill! Succubanem demands her sacrifice!"

A second, more subdued male voice answers. "Not this one, I'm telling you. He is someone important. He will be missed."

The first voice, calmer, then concludes the conversation. "Well, ok, but we still have the first one, and he's got to be drained." You then hear the screech of metal upon metal.

Once the door of this room is opened:

A brick-lined 30' x 30' room opens before you. A table and two chairs occupy the right hand side of the room, while a wall of bars sections off ten feet of the room's left side. A large human in black robes and wearing a naked scimitar is opening a door in the center of the wall of bars, and a second human, obviously fearful and clothed in rags, has backed into the far corner of this prison area. Two others stand outside the bars near the table and chairs. To your surprise, it appears to be Heran and Brand! Before you can stop him, Bull runs forward and embraces Brand.

The man in the prison cell is Ted Oarsman who is to be sacrificed on the altar in Room #6 as the Doppleganger no longer needs him alive; he has found a new body to mimic, that of Brand Tyg. Brand's paralyzed body is sequestered in Room #5, while the once-more fully functional but terrified Ted Oarsman (who was paralyzed until the time that the Doppleganger attacked Brand in the cabin) now finds himself imprisoned.

Anything is possible in this room. After hugging him, Bull has suspicions that something is 'wrong' with Brand. Heran, thinking quickly, rushes forward to greet the characters.

"Boy am I glad you're here. This gentlemen, as if his robes weren't a big giveaway, is the constable from Namar. He caught this guy lugger our friend Brand here around like a tied up sack of potatoes. He and I came from the other side of the tunnel when he told me he suspected the kidnappers might bring Brand to their smugglers den here. We can let the constable take care of the felon in the cage. We should get out of here."

Bull quickly agrees. He simply wants to get his prince out of this dangerous situation to a place of safety before concentrating on what might be 'wrong with him'. The Constable is actually a priest of the Succubanem Cult, but, realizing that something is up, keeps his hand off the hilt of his scimitar as he slams the prison cell shut once more. He holds his tongue.

If the characters leave immediately, nothing further occurs until they once again make their way back to Room #2. Bull plies Brand (his prince) with a number of questions concerning the kidnapping and his captivity. As the party approaches Room #2, he asks one final question, "**Just like when they murdered your father, eh?**" before attacking the Doppleganger he now knows to be an impostor.

If the characters hesitate for any reason, Ted, heartened by the attitude of these strangers will yell:

"Please tell my brother Dorn Oarsmen that they're keeping me down here."

If the characters remain and attack, Heran does not fight but does his best to escape into Room#6. If the characters react rapidly enough, he is unable to close the door behind him and will fight in that room.

If they do not react quickly enough (your discretion), Heran quickly escapes to Room #6 while the Priest of Succubanem attacks with his scimitar as he feels his plans now lie in ruin. On the second round of combat, an imp, currently waiting in Room #5 with Brand's paralyzed body, joins the fray.

Bull fights at the side of what he believes to be, 'his Prince' but is in reality the Doppleganger unless the Doppleganger is killed, revealing its native form; a shapeless quadrapedal mass of pink flesh that causes Bull to reconsider his choice and switch sides.

Priest of Succubanem

Appearance: This male human priest stands 5'10" tall and has a muscular build (210 pounds). He has black hair that extends to his shoulders, and wears a black robe with a cowl, black leather boots, a black leather belt, and a large naked scimitar.

Demeanor: Arrogant to a fault, this priest gives no one his name, and feels no one is his equal in combat. He attacks furiously, enraged that any might upset his plans. His dabbling with demonic power has made him quite mad, although he can speak rationally when not thwarted in his plans.

Power: 10% (2)

Health: 21

Init: 0

Defense: 20% (4)

Move: 12

Damage: Huge Scimitar 1d10

Special: This priest knows several demonic prayers he can use once per day. Each is invoked through the use of a single (but hideously inhuman) word.

Hellfire: This prayer causes any single target to be surrounded by flames for 2d6 per combat round and for the space of 2 combat rounds (whatever that length of time is in your system). It can be avoided by those of strong will.

Leech: This prayer draws forth 3 points of any single target's life essence and transfers it to the priest. It will not affect any of holy orders (good holy orders) but will instead rebound upon the priest for 3 damage. Others that have a strong will may avoid this effect with difficulty (at -10%/-2).

Wrack: This prayer causes any single victim to fall to the floor, writhing in pain (and taking 1 point of damage). Those with strong willpower might also avoid this prayer.

Other: The priest's Scimitar carries an evil enchantment and strikes opponents with a bonus of +10%/+2 to attacks made with it. Holy (good) characters touching the hilt of this weapon are unable to grasp it and suffer one point of damage due to the evil of the enchantment.



Doppleganger

Appearance: When not imitating prey, Dopplegangers appear as anthropomorphic quadrepedal blobs of pink flesh with little definition beyond limbs and a head 'knob'. They are thin but tall (6'-ish) and weigh about 120 pounds.

Demeanor: The sole purpose of any Doppleganger is to maintain whatever body they currently imitate. They inevitably seek to escape, occasionally switching one victim for another if such seems to be the best method for so doing. They have low human intelligence.

Power: 20% (4)

Health: 20

Init: +1/+5%

Damage: Touch (x2) causes paralysis

Special: The paralysis of this creature is magical, but functions as a contact poison. It is possible for any victim with even minimal magical resistance to avoid this effect, although the creature attacks repeatedly, and each attack must be separately avoided.

Other: Dopplegangers often carry jeweled trinkets and gold coins to leave behind them to distract pursuit.

Rescuing Ted Oarsman



Demonic Imp

Appearance: Imps appear to be red-skinned, ugly, hairless dwarves. They wear no clothing and their muscular bodies are covered by red-tinged leathery skin. They have protruding fangs but otherwise resemble dwarves in most respects. Imps stand 3'-4' tall and weigh 140-200 pounds.

Demeanor: Moderately clever, Imps delight in chaos and mayhem. They also fear the higher echelon demons they serve. These have been tasked with finishing the cultists tunnel, and will ignore any outside influences unless attacked. If attacked, they are automatically granted a reprieve from their current task, and will joyfully join the fray with those attacking them.

Power: 10% (2)

Health: 9

Init: 0

Damage: Claw 1d4 + poison (x2) + Bite 1d4

Defense: 15% (3)

Move: 12

Other: Imps are immune to all fire-based forms of attack.

If the characters pursue the 'escaping' Heran into Room #6, the occupants therein are unable to close the door. The characters, thus rushed, also bypass the paralyzed body of Brand in Room #5. Skip to Room #6 now.

If the characters do not immediately pursue the fleeing Heran, the other occupants of Room #6 close, and lock, the door behind him (see Room #6 on page 29) as rapidly as they are able. The characters will then have time to explore Room #5.

The man clothed in rags in the cell is indeed Ted Oarsman, and he is extremely grateful to the characters if they are able to secure his release. He is in no condition to fight, but offers to anyway just before passing out on the floor. The characters need to find a refuge for him where he can rest until consciousness returns or else risk his recapture.

Room #5: Jailer's Pet

This room has no door; only a doorway. It is lit from within by an oil lantern, allowing an immediate inventory of its contents. If the Doppelganger is killed, the priestess here casts an illusion upon the 'real' Brand who will begin to shake off his paralysis, causing him to look like the priest from Room #4.

This 15' square room contains a sumptuous bed, a chest, and a nightstand/table. A statue stands in the southwest corner and a rather fetching female human peers at you fearfully from beneath a large comforter that covers the bed. The statue moves slightly, and you realize with a start that it looks exactly like the priest you have just vanquished. He wears a long black robe with a cowl, and carries a naked scimitar. The woman in the bed clutches the comforter to her chest and pleads, "Help me! He's a monster!"

Brand requires a minimum of 5 minutes to recover to from the paralysis of the Doppelganger. If the characters attack him (as he now looks like the dark priest), he is easily killed. The priestess then thanks the party, clutches the comforter about her torso, and runs off into the hallway outside. If the door to Room #6 is closed, she heads southwards down the tunnel with the best speed she can muster.

If the party manages to see through the deception of the priestess, she uses her power of illusion to attempt escape. She will escape unless the characters are able to cancel or fully counter (in an arcane fashion) her power of illusion.

Succubanem Priestess

Appearance: This woman is a scant 5'2" in height, and of slight build. She wears only a comforter (bedcover) and is quite fetching.

Demeanor: The priestess realizes that her best possible chance for survival lies in flight.

Power: 10% (2)
Health: 7
Init: 0

Defense: 5% (1)
Move: 14
Damage: none (illusion)

Special: The priestess is able to cast surface illusions (changing not the actual form but only the outward appearance) 3 times per day due to her demonic pact. In a pinch, she changes the 'look' of her skin to match the brick pattern of the tunnel walls and conceals herself in Room #2.

Other: If captured, the information this priestess has concerning the cult and its machinations would be of great value to many in Namar.

NOTE: If Bull is with the party, he does not recognize the illusionary priest as his leige-lord, Brand. The illusion covering Brand dissipates ten minutes later, and it is possible that the characters might choose to capture the illusionary priest, Brand, rather than kill him. Brand is motionless, and offers no threat, but appears as an enemy. It is also important that the characters rescue Brand as he becomes a powerful ally, but an aggressive party may kill him despite your best efforts. This room requires some delicate role playing on your part, but exclude no possibilities in this room.

Whether the priestess escapes, or the characters pierce her deception and kill her, this room was the residence of the dark priest and his lady. The chest contains several fine black robes in two different sizes, a small drawstring leather satchel filled with assorted coins (total value of 300 gold coins) and two potions that restore 2d6 health to the imbiber.

The nightstand contains a bottle of fine scent (35 gold value), a book bound in blackened skin with a single sigil on the cover, and a fine dagger.

The book is the Prayer Book of the Succubanem Cult, and contains the priests favorite demonic prayers: *Hellfire*, *Leech*, and *Wrack* (see page #26 for a description of these prayers). The book radiates evil and causes one point of damage to any holy character type that simply touches it. For those with a more neutral outlook, the book causes feelings of unease. Its value to the right buyer would be considerable, and is equalled only by its value as evidence of the evil cult's activities.

The fine dagger is made of silver alloy, and grants its user +5% / +1 to hit when used as a weapon. It also hits for an additional point of damage (1d4 +1).



The Unholy Altar



Room #6: The Sacrificial Altar

The door separating this room from Room #4 is intended for privacy, rather than as a defensive barrier. It is well made from sturdy wood, but may be destroyed by two successful attempts to bash it or kick it in. It is barred with a wooden beam on the far (Room #6) side. It is also possible that this door is open if the party has chased Heran into this area.

In any event, once the door has opened:

A 30' square room lies beyond the door. A demonic altar covers a large portion of the right-hand (western) wall. Upon its surface strange black guttering candles give forth forth a purplish light. From the left-hand wall, a closed door bars egress while from the northern (far) wall an open door frames the form of a Demonic Warden much like the one encountered when first you entered this tunnel complex. Heran is here as well, cringing behind the gigantic form of another man, obviously a priest of this hideous cult. The man confronts you with a truly gigantic scimitar gripped in his right fist, and a demonic charm on a pendant depending from his left. He is garbed in a black robe that shimmers as you view it, and he appears to mumbling some arcane chant.

Heran will dart through the open door into Room #8, closing and locking said door. The Demonic Warden does its best to prevent any from following him. The man, a high priest of Succubanem, stays to punish the defilers (with the help of the Demonic Warden) of this temple.

Once inside, Heran locks the door to Room #8 and, carefully avoiding the trap on the exit door, escapes to the north and Namar. This may only be prevented by the characters killing both the priest and the demonic Warden within the first round of combat. Should this not occur, Heran has all the time he needs to make his escape.

Demonic Warden

Appearance: This grossly fat humanoid is naked, and covered in warty, leather-like skin. It has two arms but no neck, and its head has three eyes, no nose, a mouth with the protruding mandibles of an insect, and a single horn in the center of its hairless head. It stands 5' tall and weighs perhaps 350 pounds.

Demeanor: Nearly mindless, this demonic servant is less than a true demon, although it hails from that plane. It has been instructed to attack any person not bearing the symbol of the Succubanem cult. Its death results only in its return to its own plane, so it has no fear, and attacks until killed.

Power: 20% (4) **Defense:** 25% (5)
Health: 16 **Move:** 4
Init: 0
Damage: Claw 1d6 (x2) + Horn 1d6

Special: Due to its demonic nature, this beast is affected only by weapons of iron (not steel), silver, and those magically enchanted.

Other: This demon may only be destroyed by magical means (fire, electricity, or like agents) and if defeated is otherwise merely banished to its own plane.

High Priest of Succubanem

Appearance: This male human priest stands 6'4" tall and has a muscular build (270 pounds). He is bald and wears a shimmering black robe with a cowl, black leather boots, a black leather belt, and grasps a huge naked scimitar.

Demeanor: Arrogant to a fault, this priest gives no one his name, and feels no one is his equal in combat. He attacks furiously, enraged that any might desecrate the unholy altar erected here. He is cold, calculating, clever, and certain of his victory. He will not surrender as death means only a rebirth in the demonic regions of the abyss.

Power: 30% (6)

Defense: 20% (4) *special

Health: 32

Move: 12

Init: 0

Damage: Huge Scimitar 1d12 (plus curses)

Special: This priest knows several demonic prayers he can use once per day. Each is invoked through the pronouncement of a single (but hideously inhuman) word.

Hellfire: This prayer causes any single target to be surrounded by flames for 2d6 per combat round and for the space of 2 combat rounds (whatever that length of time is in your system). It can be avoided by those of strong will.

Leech: This prayer draws forth 3 points of any single target's life essence and transfers it to the priest. It will not affect any of holy orders (good holy orders) but instead rebounds upon the priest for 3 damage. Others that have a strong will may avoid this effect with difficulty (at -10%/-2).

Impel: This prayer forces any single victim able to hear it to immediately and literally obey any 3-word command spoken by the High Priest. It may be used any number of times but is facilitated by the amulet the priest carries. In addition, each time the amulet is used, it draws forth one (1) health from its user. Those with strong willpower might also avoid this prayer, with difficulty (-10%/-2 to avoidance).

Other: The priest's Scimitar carries an evil enchantment and strikes opponents with a bonus of +10%/+2 to attacks made with it. Holy (good) characters touching the hilt of this weapon are unable to grasp it and suffer one point of damage due to the evil of the enchantment. The priest's cloak is a *Cloak of Shimmering* that causes the first physical attack against the priest in any combat round to unavoidably miss the priest.

Should the party defeat the priest and his followers, any with the ability will sense tremendous evil from the altar. Its top holds both a golden offering dish (450 gp value) and two golden candlesticks with offertory (enchanted) candles burning therein. The candlesticks are worth 100 gp each, while the votive candles increase the chance of an evil summoning or prayer by 5% per candle used and would be of great value (120-200 gp) to the right buyer. Holy characters physically touching this altar or any of the objects thereon suffer 1d6 damage should they fail to avoid the evil contained here.

The door to the north is made of and framed in iron, with both hinges and locking mechanism (key operated latch) on the 'Room #6' side of the door. The door to Room #7 is reinforced wood, and is likewise locked, but has both exposed hinges and an obvious latch mechanism. The key to this door may be found on the body of the deceased High Priest.

Room #7: High Priest's Chamber

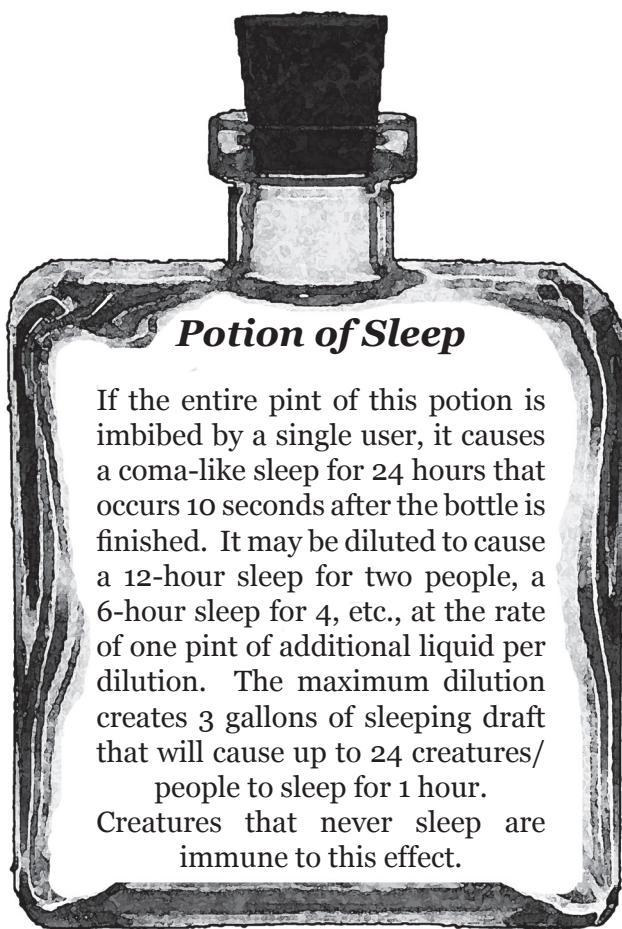
The priest's chamber is empty, and can be both looted and navigated without incident if the characters are simply cautious.

This small but sumptuously appointed room contains a dressing table, a large bed with a velvet coverlet, and a large chest at its foot. The chest has a large padlock. Standing near the foot of the bed is an immobile, grinning demonic imp.

The imp is tasked with obeying the now-deceased High Priest, and only attacks the characters if threatened (see page#29 for stats). The chest lock may be picked with no particular difficulty. The dressing table contains several items of value, a jeweled ring (650 gold value), an ivory-handled hair brush (50 gold value), and a jeweled dagger (250 gold value).

The chest contains a demonic prayer book (all of the prayers listed in this adventure: Hellfire, Leech, Wrack, and Impel as well as a demonic summoning rite) and is worth a considerable sum to the right party, although it is also quite evil and holy characters are unable to touch it. The book radiates evil and causes one point of damage to any character with a more neutral outlook, but may be readily handled by evil characters. The chest also contains a leather drawstring bag with 500 gold in mixed coinage, and a spare black velvet cloak as well 2 additional votive candles, and a *Potion of Sleep*.

The Tunnel Trap



If props were inserted, or similar preparations taken to disarm the tunnel trap south of Area #3 before this trap is triggered, the characters may leave via the route by which they entered. One final encounter awaits them, however, at the entrance to the tunnel. This encounter only occurs if Brand (now rescued) accompanies the party.

The Agents of Olemar

This encounter occurs back at the 'stump entrance' (see page #19, *The Entrance to the Cultist Tunnels*) and only if Brand Tyg, now restored to his original visage and mobility, accompanies the party. In any other circumstance, Meer and his partners note the party's composition, and feel no need to interfere with their exit from the tunnel.

If, however, Brand is with the party, Meer and his fellow agents launch a diversionary attack while attempting to abduct Brand. The order in which the party exits the tunnel is especially important! If Brand exits first, they will grab and immobilize him, then scamper off to the surrounding forest as fast as they are able. More importantly, they will not begin their attack until Brand exits the tunnel.

At long last the exit through which you entered what seems a very long time ago, looms ahead.

Once Brand exits, the three agents assault the other party members (those that have exited the tunnel) while Meer attempts to immobilize and capture Brand.

Olemar Agents (4)

Appearance: The agents are dressed entirely in black and wield twin daggers with great skill.

Demeanor: The agents hope to give Meer the chance to isolate, immobilize, and capture Brand. Once this occurs, they fight a fallback action to cover Meer's retreat, and then do their best to escape into the surrounding forest themselves.

Power: 20% (4) **Defense:** 25% (5)

Health: 31 **Move:** 12

Init: +5%/+1

Damage: Dagger 1d4 (x2)

Special: These agents are well trained and receive a bonus of +10%/+2 to his attacks with their daggers.

Other: These agents carry 50 gold coins each, and a small vial of suicide poison.

Room #8: The Guardpost

Given the fracas that ensued in Room #6, this room should be empty. If the situation is such that it is not, carefully reword the description that follows. The southern door of this room contains a simple, exposed lock that might be picked, and the door may be forced by two or more strong characters with a large crowbar or other prying device.

A spare 20' square room, finished in brickwork, lies beyond the door. There is a door in the north wall that is also made of iron, with a noticeable latch-type lock on this side of the door.

A trip-lever at the top of this door causes the tunnel to collapse in a 55'foot section to the north of the door and in a 60' section of tunnel south of Room #3 (see map). If the characters open this door without disarming this trap (normal chance for so doing) they will need to dig their way out of the tunnel, or find some other similar means of egress. There is enough air in the remaining sections of the tunnel complex to last for 12 hours.

Meer Kov

Appearance: Meer is a small, wiry human measuring 5'7" in height and weighing perhaps 155 pounds. He has dark hair and wears well-made leather clothing.

Demeanor: Meer knows that Brand is actually Prince Brandenberg Grundvarg, and that his political value as a prisoner of Olemar is without measure. Once he has secured the Prince, he is off to a horse that he has sequestered about 1/4 mile away, and a speedy escape back to Olemar.

Meer attacks by first using a Potion of Subjugation on Brand, and then by dropping a smoke torpedo to cover his escape (see descriptions for both of these items below).

If captured, Meer says nothing, but becomes very agitated should the characters surrender his person to either Bull or Brand.

Power: 15% (3)

Health: 19

Init: +1/+5%

Defense: 5% (1)

Move: 12

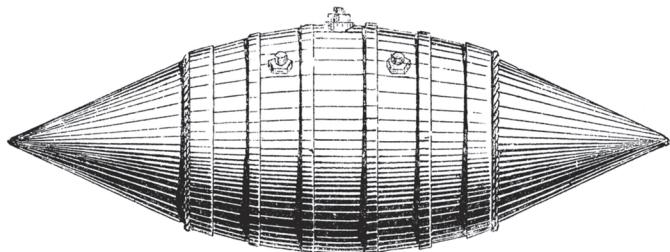
Damage: Knife 1d4

Special: Meer is able to make himself invisible to all but magical detection once per day for five minutes.

Other: Meer carries several rather useful items.

Potion of Subjugation: Unlike most potions, this item is thrown at a target and is made to break upon impact, coating the intended victim in a sticky substance that rapidly hardens (1 combat round or three seconds) into a near-impermeable shell (90% resistant to being broken by the victim, +5% for exceptional strength). It renders the victim completely immobile. The shell created may be removed by a thorough dousing in water. *Meer carries two of these in case he misses the first time.*

Smoke Torpedo: This small oblong (5") device generates an enormous volume of smoke once its shell is cracked on any hard surface. The smoke fills a 1000-cubic-foot area (roughly 10'x10'x10') and is both completely non-toxic and completely opaque. It is destroyed by use.



Aftermath

Many nefarious plots find their nexus at the logging camp that frames this adventure. How you use these plots in your own campaign is up to you, but the effects are fairly generic and are here listed, as well as any specific effects from various rescues as they impact the *Forest of Deceit* adventure series.

If Ted Oarsman has been rescued by the party, his family is extremely grateful. The family resides in the nearby town of Namar (which appears in the sourcebook for this arc: *Bastion*) and they reward the party with 150 gold coins. If you are using this adventure as a single event and have no plans to include the town of Namar in your campaign, the Oarsman family tracks down the party and gives them a satchel containing the 150 gold coins. This should also increase the benevolent reputation of your party locally in any campaign.

Buck Nutley (the logging camp foreman) is likewise impressed with the characters and their abilities, and now considers them to be trusted friends. As with the Oarsman's, the reputation of the party should increase amongst all local residents. In addition, if you are playing this as part of the *Forest of Deceit* campaign, Buck is well known, and respected, in the town of Namar. He tells you that anytime you're in town, "**...see Sam over at the Haven. Tell him to put your rooms on my bill.**"

The rescue of Brand (Prince Brandenberg Grundvarg, a.k.a. the Hidden Prince) has the greatest effect on the party. If Brand is rescued, the entire ruling class of Teegan becomes aware of the party, and, should the party ever visit this land, they are welcomed as heroes of the realm. Brand personally rewards the party with a golden pendant that makes it impossible for a demonic entity to physically touch the wearer, and the meager sum his agents had stored within the cave at *Area C: The Hideout*: 65 gold coins.

His last gift is the most precious: a rolled parchment and charcoal pencil that are magically endowed. Any message written upon the parchment using the charcoal pencil causes it to disintegrate 1 minute later. The parchment then, message intact, magically appears in the private chambers of Teegan's King. Although this parchment can be used only once, it carries with it the force of a royal decree, and its message is heeded regardless of other circumstance.

Brand also requests that Meer be given to him as hostage, and for interrogation. How this might play out, if granted by the characters, is left to you.

Appendix A: Non-Player Characters

There is a strong possibility that non-player characters (NPCs) accompany the party at various times during the adventure. These NPCs may be run either by you, or by the players, at your discretion. To aid in this process, character reference sheets are here provided for ease of use. Permission is hereby granted to photocopy any of the pages that appear within this appendix. Brand, as he appears here, is actually the doppelganger. Veri appears here as though he were human so as not to tip off your players to his true nature.



Bull Mason

Appearance: Bull is a 6'10" hulking brute of a man with a powerful build and long brown hair. He wears a scarred steel chest protector and protective black leather armor.

Demeanor: Bull accepts only surrender at first, but will reason with the characters if they are not aggressive. Should the characters befriend Bull, he will join them if they continue the search for the missing loggers. He explains his identity as Prince Brand's bodyguard, Brand's true nature as a prince of Teegan, and sends the other agents back to Teegan to bring help. If attacked by the party, he fights to the death, or until the surviving characters surrender unconditionally.

Power: 30% (6) **Defense:** 35% (7)

Health: 46

Move: 12

Init: 0

Damage: Oversized Broadsword 1d10 (+2; see below)

Special: Bull adds 2 points to his damage due to his strength.

Brand Tyg

Appearance: Brand is some 5'10" in height and weighs about 200 pounds. His 'work clothes' are fine spun cotton and his well-groomed blonde hair marks him as a man of means. He also wears a pendant (that radiates magic if detected).

Demeanor: Brand is reclusive, irritable, and avoids conversation. He stays near the back of the character party.

Power: 20% (4)

Health: 20

Init: +1/+5%

Defense: 10% (2)

Move: 16

Damage: Dagger 1d4

Special: none



Dorn Oarsman

Appearance: Dorn is a slightly built 5'9" tall, 32 year-old human. He wears a worn woolen shirt and pants, and carries a knife in a wide leather belt.

Demeanor: Dorn is highly suspiscious of everyone, and therefore trusts no one. He is concerned for his brother, but only reluctantly supports the rest of the adventurers.

Power: 5% (1)

Health: 11

Init: 0

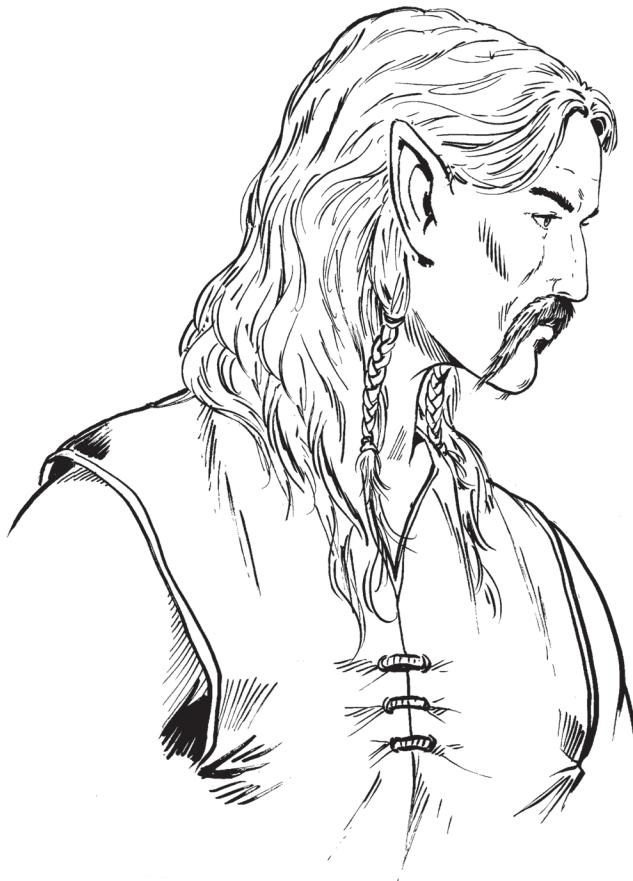
Defense: 5% (1)

Move: 12

Damage: Knife 1d4

Special: Dorn is no stranger to the woods and is able to follow the trail of known quarry 65% of the time, 55% after a heavy rain.





Veri Takkari

Appearance: Veri is a human half-breed with an elven cast to his features, some 6' in height and of powerful build. He wears leather clothing that is immaculately clean, and fits him well.

Demeanor: Veri is now thoughtful, even circumspect, and relies on stealth when making his attacks.

Power: 35% (7)

Health: 51

Init: +2/+10%

Defense: 15% (3 but special)

Move: 12

Damage: Dagger 1d4 (x2)

Special: Veri is quite stealthy and is able to hide so that he is neither targeted by an attack nor defended against when he attacks. Check at the start of every combat round for this ability with a 35%/7 chance for success. If success is indicated, Veri is affected only by area of effect weapons and magics, and receives a bonus of +15%/+2 to his attacks.

Other: Veri is not terribly trusting and retreats if the odds seem to indicate that he will be killed during any combat.

Buck Nutley

Appearance: Buck is a muscular 5'10" human, 35-45 years old, with dark hair (some grey) weighing 220 pounds. His clothing is well-made of heavy construction, and has obviously seen some use. Buck is also the camp cook and carries a cooking knife and cleaver in his belt when indoors.

Demeanor: Buck is longs to find a reason for all of the recent deaths at the logging camp, and is eager for some retribution. He engages wholeheartedly in any combat that seems to involve those that might be responsible. Buck is superstitious, and fears all dark arts and religions.

Power: 15% (3)

Health: 29

Init: 0

Damage: Dagger 1d4 + Cleaver 1d6

Defense: 5% (1)

Move: 12



Special: Buck is capable of two attacks per combat round.

Appendix B: Bestiary

In the event you might wish to throw in either additional, or random encounters into the adventure mix, a listing of all of the monsters found within this adventure is listed here alphabetically.

Demonic Imp

Appearance: Imps appear to be red-skinned, ugly, hairless dwarves. They wear no clothing and their muscular bodies are covered by red-tinged leathery skin. The Imps have protruding fangs but otherwise resemble dwarves in most respects. Imps stand 3'-4' tall and weigh 140-200 pounds.

Demeanor: Moderately clever, Imps delight in chaos and mayhem. They also fear the higher echelon demons they serve. They are always assigned specific tasks, and perform only those tasks when encountered outside their own plane of existence.

Power: 10% (2) **Defense:** 15% (3)

Health: 9

Move: 12

Init: 0

Damage: Claw 1d4 +poison (x2) +Bite 1d4

Special: The claws of Imps exude a poison that saps the strength of their victims by 5%/1 point per 10 minutes for one hour or until the poison is cured. The poison can be resisted/avoided by those with poison resistance.

Other: Imps are immune to all fire-based attack forms.



Demonic Warden

Appearance: This grossly fat humanoid is naked, and covered in warty, leather-like skin. It has two arms but no neck, and its head has three eyes, no nose, a mouth with the protruding mandibles of an insect, and a single horn in the center of its hairless head. It stands 5' tall and weighs perhaps 350 pounds.

Demeanor: Nearly mindless, this demonic servant is less powerful than a true demon, although it hails from that plane. Demonic Wardens are assigned specific tasks, and perform only those tasks when encountered outside their own plane of existence.

Power: 20% (4) **Defense:** 25% (5)

Health: 22

Move: 4

Init: 0

Damage: Claw 1d6 (x2) + Horn 1d6

Special: Due to its demonic nature, this beast is affected only by weapons of iron (not steel), silver, and those magically enchanted.

Other: This demon may only be destroyed by magical means (fire, electricity, or like agents) and if defeated is otherwise merely banished to its own plane.

Doppleganger

Appearance: When not imitating prey, Dopplegangers appear as anthropomorphic quadrepedal blobs of pink flesh with little definition beyond limbs and a head 'knob'. They are thin but tall (6'-ish) and weight about 120 pounds.

Demeanor: The sole purpose of any Doppleganger is to maintain whatever body they currently imitate. They inevitably seek to escape, occasionally switching one victim for another if such seems to be the best method for so doing. They have low human intelligence.

Power: 20% (4) **Defense:** 10% (2)
Health: 20 **Move:** 16
Init: +1/+5%
Damage: Touch (x2) causes paralysis

Special: The paralysis of this creature is magical, but functions as a contact poison. It is possible for any victim with even minimal magical resistance to avoid this effect, although the creature attacks repeatedly, and each attack must be separately avoided.

Other: Dopplegangers often carry jeweled trinkets and gold coins to leave behind them to distract pursuit.



Ghost

Appearance: These apparitions appear insubstantial, non-corporeal in any physical sense. They are visible, however, and appear as filmy human forms with no legs and sad, pitiful faces.

Demeanor: Ghosts are cursed to remain 'between worlds' until a particular set of circumstances occurs. Until these circumstances are satisfied, they harbor an intense hatred of the living.

Power: 25% (5) **Defense:** 40% (8)
Health: 10 **Move:** 24
Init: 0 **Damage:** Life Drain 1d8

Special: Ghosts ignore armor as they attack by touch. They treat all opponents as though they had a Defense of 5% (1). Magical bonuses may be added to this defense, but the actual armor bonus does not. +15% (+3/+15%) Chain Mail therefore provides a Defense of 15% (3), but not 25% (normal Chain Mail) +15%. Only the magical enchantment provides any defense.

Other: Only harmed by blessed or magical weaponry.

Giant Badger

Appearance: This creature appears as does a normal badger, but twice normal size. (about the size of a large Labrador, 4' long, and about 85 pounds).

Demeanor: Giant Badgers are highly territorial, and easily aggravated. If enraged, they little feel any wounds they suffer, instead fighting to the death.

Power: 10% (2)	Defense: 20% (4)
Health: 12	Move: 16
Init: +5%/+1	Damage: Claw 1d6 + Bite 1d4

Special: A successful bite from this beast indicates that the badger has sunk its teeth into its victim, and it will hold on until either it or its victim dies. This continuing bite inflicts 2 points of additional damage per turn/combat round, and the badger also continues to rake with its claws, receiving +4/+20% to hit due to the proximity and debilitation (because of the bite) of its opponent.

Other: The pelt of this beast, if not completely destroyed, is worth the price of a decent bow or dagger.

Hell Hound

Appearance: This canine is of enormous size, stretching more than 8' from its nose to the tip of its tail. It stands 4' high at the shoulder, and is covered in thick black fur. Its red eyes gleam with an unholy light, and its massive fangs promise violence on a grand scale.

Demeanor: Hell hounds are often trained as vicious and territorial guardians. They are of demonic stock and are difficult to control (other than by their fellow demons). If not encountered as guardians, 'free range' Hell Hounds hate and attack all non-demonic life forms with supreme aggression.

Power: 25% (5)	Defense: 20% (4)
Health: 27	Move: 18
Init: 0	

Damage: Bite 1d10 or Fiery Breath in a 20' long by 10' wide cone causing 1d8 to all who fail to avoid.

Special: Hell Hounds are unaffected by normal weaponry unless this weaponry is blessed by holy magic. Magic and enchanted weapons are both highly effective.

Other: The Hell Hound may breathe only 6 times per hour.

High Priest of Succubanem

Appearance: This male human priest stands 6'4" tall and has a muscular build (270 pounds). He is bald and wears a shimmering black robe with a cowl, black leather boots, a black leather belt, and a huge naked scimitar. Only one is known currently to exist, although there may well be others (at your discretion).

Demeanor: Devotees to the Succubanem Cult, these priests are arrogant and highly misogynistic. They view women as tools, and non-priestly types as, at best, second-tier humanoids. The feel their unholy power is a match for any situation.

Power: 30% (6) **Defense:** 20% (4) *special

Health: 32

Move: 12

Init: 0

Damage: Huge Scimitar 1d12 (plus curses)

Special: All Succubanem High Priests know several demonic prayers which they can use once per day. Each is invoked through the pronouncement of a single (but hideously inhuman) word. You may wish to add to the list found here.

Hellfire: This prayer causes any single target to be surrounded by flames for 2d6 per combat round and for the space of 2 combat rounds (whatever that length of time is in your system). It can be avoided by those of strong will.

Leech: This prayer draws forth 3 points of any single target's life essence and transfers it to the priest. It will not affect any of holy orders (good holy orders) but instead rebounds upon the priest for 3 damage. Others that have a strong will may avoid this effect with difficulty (at -10%/-2).

Impel: This prayer forces any single victim able to hear it to immediately and literally obey any 3-word command spoken by the High Priest. It may be used any number of times but is facilitated by the amulet the priest carries. In addition, each time the amulet is used, it draws forth one (1) health from its user. Those with strong willpower might also avoid this prayer, with difficulty (-10%/-2 to avoidance).

Other: The priest's Scimitar carries an evil enchantment and strikes opponents with a bonus of +10%/+2 to attacks made with it. Holy (good) characters touching the hilt of this weapon are unable to grasp it and suffer one point of damage due to the evil of the enchantment. The priest's cloak is a *Cloak of Shimmering* that causes the first physical attack against the priest in any combat round to unavoidably miss the priest.



Lampyr (Veri Takkari)

Appearance: Lampyr appear to be human half-breeds with an elven cast to their features, ranging from 5'-6' in height and of powerful build. They wear a variety of clothing but are always immaculately clean.

Demeanor: Lampyr have human intelligence and are both thoughtful and crafty, preferring to kill anonymously rather than having their true nature known.

Power: 35% (7) **Defense:** 15% (3 but special)

Health: 51

Move: 12

Init: +2/+10%

Damage: Bite 1d6 + blood drain

Special: After any successful attack, Lampyr automatically drain 1d6 of Health from their victims, and gain back a single point of Health. Lampyr only suffers damage when attacked with enchanted weapons or magical attacks.

If killed, a Lampyr will rise 24 hours later, with 1 Health, hungry and eager to feed. Lampyr may only be permanently killed if the head is removed from the body, and the remaining corpse is then blessed by a holy man.

Olemar Agent

Appearance: These agents are dressed entirely in black and use vicious hand crossbows with deadly accuracy.

Demeanor: Highly secretive, these agents fear exposure more than death or the loss of a battle.

Power: 20% (4) **Defense:** 25% (5)

Health: 31

Init: +5%/+1

Damage: Hand Crossbow 1d4 (x2)

Special: These agents are well trained and receive a bonus of +10%/+2 to their attacks with the hand crossbow. Its small size allows them to fire it twice per combat round.

Other: Each agent carries the equivalent in various valuables of 250 gold coins, and a small vial of suicide poison.



Priest of Succubanem

Appearance: These male human priests are humanoids and their appearance varies dependent on the type of humanoid (they can be of all races). All wear a black robe with a cowl, black leather boots, a black leather belt, and a large naked scimitar.

Demeanor: Arrogant to a fault, these priests still recognize women as capable (unlike the High Priests), but look down upon non-priests as lesser humanoids. Their dabbling with demonic power often endangers their sanity, and they fear naught but Succubanem priests of greater skill and power.

Power: 10% (2) **Defense:** 20% (4)

Health: 21

Init: 0

Move: 12

Damage: Huge Scimitar 1d10

Special: All Succubanem Priests know several demonic prayers which they can use once per day. Each is invoked through the pronouncement of a single (but hideously inhuman) word. You may wish to add to the list found here.

Hellfire: This prayer causes any single target to be surrounded by flames for 2d6 per combat round and for the space of 2 combat rounds (whatever that length of time is in your system). It can be avoided by those of strong will.

Leech: This prayer draws forth 3 points of any single target's life essence and transfers it to the priest. It will not affect any of holy orders (good holy orders) but will instead rebound upon the priest for 3 damage. Others that have a strong will may avoid this effect with difficulty (at -10%/-2).

Wrack: This prayer causes any single victim to fall to the floor, writhing in pain (and taking 1 point of damage). Those with strong willpower might also avoid this prayer.

Appendix B: Bestiary

Sprites

Appearance: Sprites have no appearance 90% of the time as they remain invisible. Small humanoids with gossamer insect wings, Sprites measure no more than 14" in height and weigh less than a pound. They are hairless and naked, with cherub-like faces, and carry small daggers and bows.

Demeanor: Mischievous and highly territorial, Sprites aggressively attack any intruders using auditory and visual illusion, and minor magic.

Power: 10% (2) **Defense:** 40% (8)
Health: 1 **Move:** 16
Init: +5%/+1
Damage: Tiny Bow or Dagger (1 point), or special

Special: Sprites attack using misinformation; leading characters into the ambush of predators, disguising dangerous areas of the terrain, or causing characters to hurt themselves via illusion and strange noises. Sprites create visual and auditory illusions at will. These hallucinations are limited to either intensity (a fox can appear to be a large wolf, for example, a rainstorm a hurricane) or if pure illusion, an object no larger than a sprite may be created.

Other: Groups of Sprites may concentrate on a single illusion to create the image of something larger. Sprites also have the ability to magically trip or push things with a force of 80 pounds.



Teegan Agents (3)

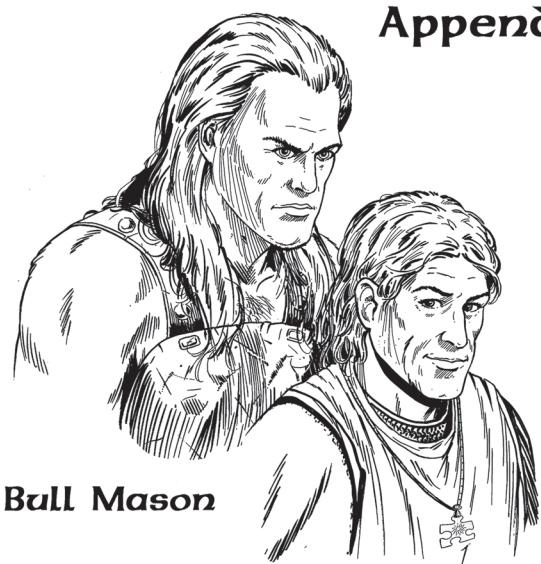
Appearance: These Teegans are tough customers. They are each armed with short swords and crossbows and wear black leather armor.

Demeanor: The agents are concerned that their mission remain secret (with no witnesses). They obey commands without question or hesitation, but only from those they recognize as part of the Teegan command hierarchy.

Power: 20% (4) **Defense:** 20% (4)
Health: 22 each **Move:** 12
Init: 0 **Damage:** Longsword 1d8

Special: Skilled in spycraft, the Teegan Agents gain a bonus of +2/+10% to their attacks 50% of the time as they stealthily fade from view or attack from an unexpected direction. They are also able to use this stealth ability to become invisible 50% of the time when fleeing.

Appendix C: The Loggers



Bull Mason



Dorn Oarsman

Ted Oarsman



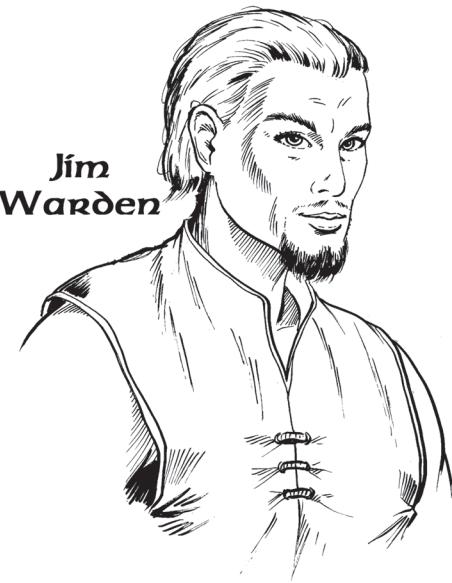
Heran Enkle



Buck Nutley



Meer Kov



Jim Warden



Thomas Pilsner



Veri Takkari

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COPHER CLARK
dition adventure for use with
role playing games.

are for 5-7 players of moderate level
role playing systems

The storm rages unabated...

...but the warm lights of a friendly cabin beckon through the driving rain.

As lightning crashes to the ground, splitting a tree and filling the air with the smell of ozone, the appeal of the cabin becomes irresistible.

You enter the welcoming warmth of the large log structure, and meet its inhabitants: a group of friendly loggers who greet you with dry blankets and hot food.

...and then the lights go out.

People are missing, and the game is afoot. With luck, you might just survive.

The Hidden Prince is intended for exploration by 3-8 characters of power levels in the 10%-25% (2-5) range possessing only standard equipment and a few magical items of lesser power.

It is written in generic language that should readily convert to most fantasy role playing systems.



Fatality Rating: 30%