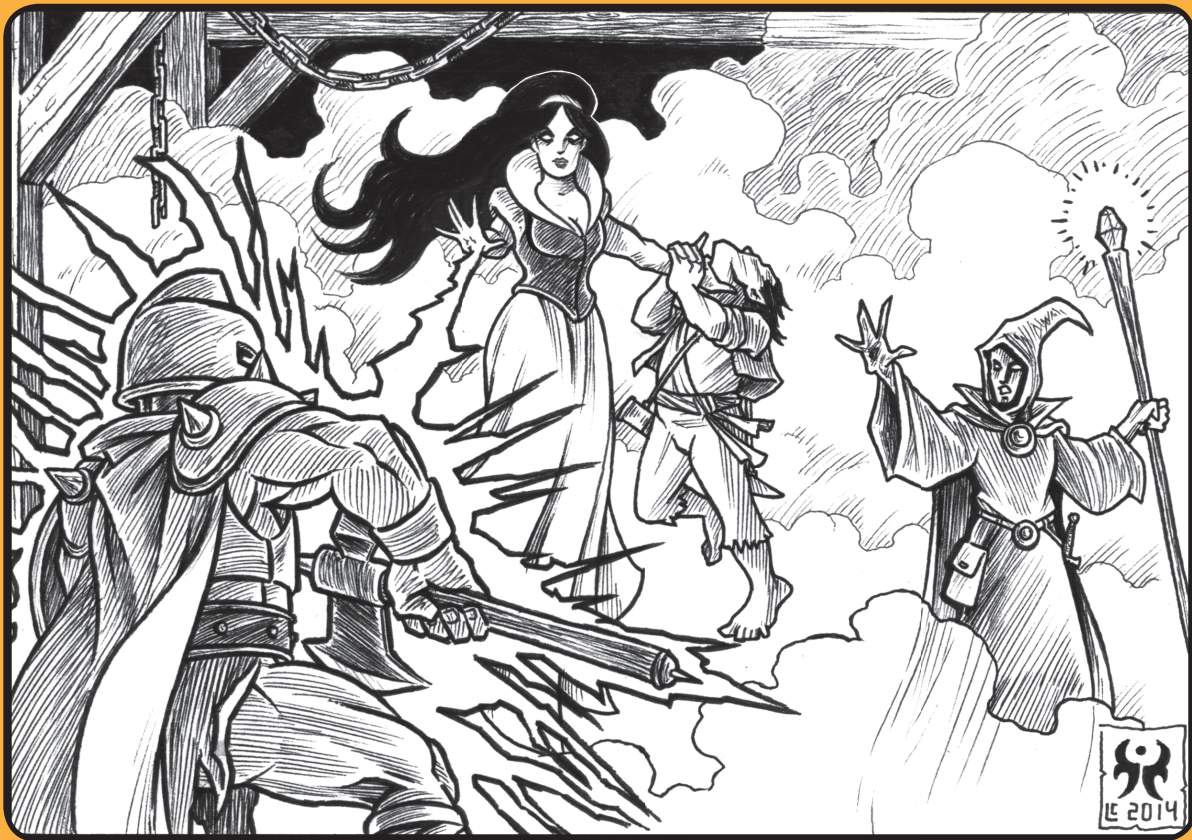


FAERIE TALES FROM UNLIT SHORES

Creeping Beauties of the Wood



Daniel J. Bishop



COMPATIBLE WITH
**DCC
RPG**

FT1: Creeping Beauties of the Wood

A Dungeon Crawl Classics adventure for 4-8 level 1 characters by Daniel J. Bishop

By Daniel J. Bishop • **Cover Design by** Luigi Catellani • **Cartography by** Kristian Richards • **Editing by** Perry Fehr • **Interior Art by** Luigi Castellani, Gary Dupuis, Alexandra Engle • **Layout by** Mark Gedak

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Background

The events in this adventure follow directly from those in *FT0: Prince Charming, Reanimator*. In that adventure, a group of 0-level PCs is forced to seek the Sleeping Beauty in the ruined Sefton Castle, so that Prince Charming can resurrect and marry her. It goes horribly wrong, and the un-dead Beauty pulls off the Prince's still-living head before departing into the dark forest known as the Grimmswood.

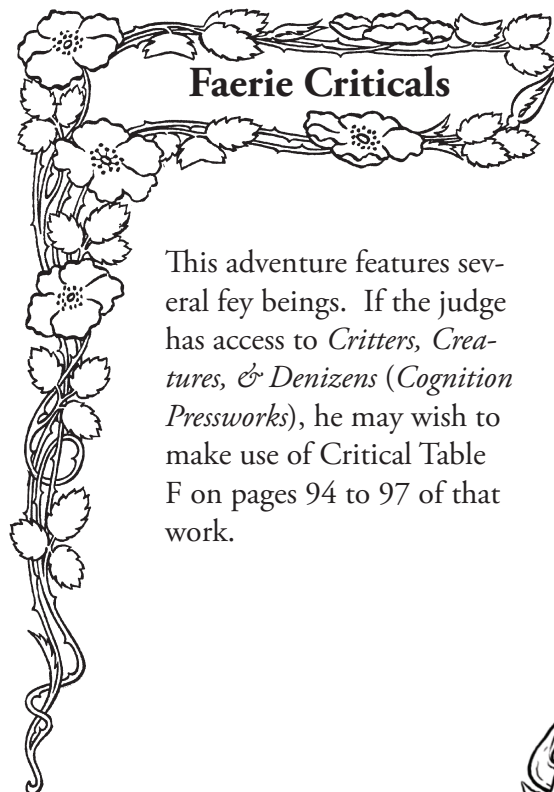
Over the course of the adventure, the PCs had the opportunity to interact with the ghost of Doctor Chapman, once Court Wizard of Sefton Castle, and a potential patron with a vested interest in defeating the machinations of the Desert Faerie (see below).

Prince Charming previously married the Princesses Ella and Snow, both reanimated through the use of a serum he developed, and both of whom later succumbed once more unto death. Now the mausoleums wherein the Prince's previous wives lie empty, and all indications are that they were opened from within. The Grimmswood has become an even darker forest, and roving bands of un-dead waylay travellers, hunters, and woodcutters. A forest that once was greeted with apprehension is now a place of real fear.

Lord Jochim Charming, Baron of Westlake and father of Prince Charming, is left to deal with the terrible

outcome of his son's pursuits. Guardsmen sent into the Grimmswood are seldom seen again – and, if they are seen, it is worse than if they had simply disappeared. Lord Charming suspects that more than one man has simply gone outlaw rather than face the horrors of the Grimmswood. Desperation grows. The common folk demand protection and supplies from afar are going scarce as merchants refuse to travel towards Westlake. Worse, in his private thoughts Lord Charming knows that he should never have turned a blind eye to his son's obsessions.

The Baron's plan to deal with his problems are twofold: First, those who brought ruin upon his house must enter the Grimmswood once more, this time at his behest, to discover what they can before all is lost. Second, he will grant a chest of gold and the hand of his only daughter, the Princess Annegret, in marriage, to whoever can bring him proof that they have dealt with the horrors of the Grimmswood. The heads of the three Princesses, Snow, Ella, and Beauty, would do very well. Whoever marries Princess Annegret would become the next Baron Westlake upon Lord Jochim's death.



Faerie Criticals

This adventure features several fey beings. If the judge has access to *Critters, Creatures, & Denizens (Cognition Pressworks)*, he may wish to make use of Critical Table F on pages 94 to 97 of that work.



Doctor Chapman and the Desert Faerie

The Faerie Tales from Unlit Shores series of modules is driven by the rivalry between the ghost of Doctor Chapman and the Desert Faerie. Doctor Chapman's human form in Castle Sefton was simply a guise, and his contest with the Desert Faerie came about through the enmity and manipulations of a third powerful entity – the Yellow Dwarf. The Yellow Dwarf does not figure directly into this adventure. Doctor Chapman is not aware of his involvement, and thinks him destroyed eons ago. If you do not plan on running the remaining adventures in the FT series, you can safely ignore him.

Doctor Chapman was caught in the faerie curse that placed a century of more of “sleep” upon the Sleeping Beauty, and protected Sefton Castle from intrusion. When Beauty was “awakened”, the curse was partially lifted, so that Doctor Chapman is now able to act on the world beyond Sefton Castle. If you played through *FT 0*, the PCs were part of these events. Now, Doctor Chapman seeks to have Beauty utterly destroyed, so that his full powers can return.

Doctor Chapman is available as a supernatural patron. Basic patron information for Doctor Chapman is provided in *FT 0*; more is provided in Appendix A of this product. More information on the Desert Faerie will appear in *FT 4: The Twelve Dancing Princesses*. Information on the Yellow Dwarf will appear in *FT 5: Within and Upon the Beanstalk*.

Adventure Start

It is a month since the death of Prince Hubert Charming. His third bride, the Princess Beauty, didn't react to his reanimating serum the way his previous brides, Snow and Ella, had done. With inhuman strength, she ripped off his head and carried it into the dark forest of Grimmswood.

Since that time, the mausoleums holding the remains of the Prince's first wives were discovered to be empty – opened, it is said, from within. Fear grips the folk of Westlake, for the dead are said to walk

beneath the shadows of the trees. As merchants suffer attacks, fewer dare the risk of bringing goods to the remote villages, and whatever cannot be made in the region itself is simply not to be had.

Yet perhaps all is not lost. The Baron of Westlake, Lord Jochim Charming, has decreed a chest of gold and the hand of his only daughter, the Princess Annegret, in marriage, to whoever can bring him the heads of the three un-dead Princesses, or other proof that they have dealt with the horrors of the Grimmswood. Perhaps heroes or adventurers can yet be found in time to save this region!

Meeting with the Baron

Any PCs who played through *FT0: Prince Charming, Reanimator*, are summoned before the Baron. The only way to avoid this meeting is to flee Westlake. Those who have not played *FT 0* may still wish to consult with the Baron, and, after only a short delay, their request is granted. The Baron has a vested interest in adventuring types at the moment. Under no circumstances will they be allowed to bear arms or armor into his presence.

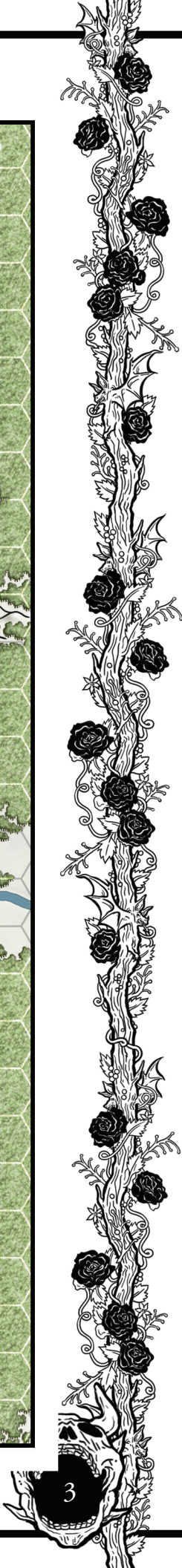
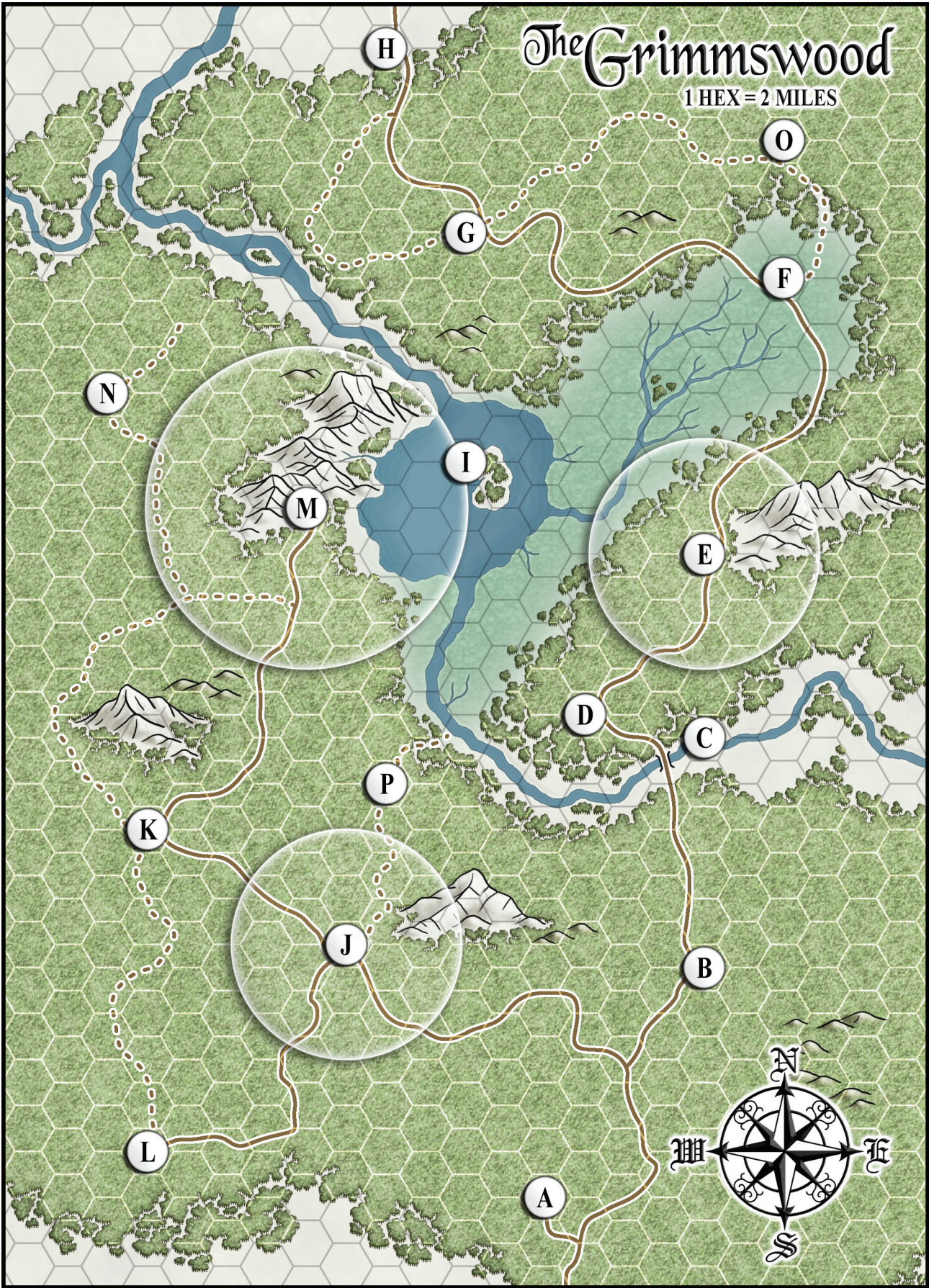
Lord Jochim Charming is a heavysset man who was clearly handsome in his youth, although now age and care have lined his face. Although his muscle has run to fat, he is clearly in better shape than many men his age, through riding, hunting, and feats of arms.

His daughter is slight and pale, being pretty in a rather unearthly way. She is very delicate, well mannered, but clearly distracted by her own inner fantasies. Like the other Charmings, she is blonde with pale blue eyes.

For characters who played through *FT 0*, the Baron wishes only that they scout the near Grimmswood for signs of the un-dead Princesses, to better inform those who will seek to destroy them. If the PCs offer to do more, he will be both surprised and delighted.

Speaking to the Baron may uncover at least the following:

- Obviously, only one character can marry the Princess Annegret, and the Baron reserves the right to choose among the successful suitors if more than one presents himself. The decision will be based upon who would make the best heir to his title, in his estima-



tion.

- Whoever marries Princess Annegret would become the next Baron upon Lord Jochim's death.
- The Princess's mother, Gretta, died when she was young, and the Baron has not remarried. He still loves and misses his wife.
- If confronted about Prince Charming's activities, the Baron acknowledges them with a sigh. *"I know, I know. I was not as firm with the lad as I should have been, but he favored his mother in many ways. I could not bear to discipline him as I should...and some of his mischief but followed my own researches, trying to reach my dear Gretta once more. Pray, let us speak of it no longer, for it pains me."*
- If the PCs demand to see the chest of gold, the Baron laughs and says, simply, *"I do not sit upon hoarded gold, nor have I so much wealth that it does nothing but sit and wait to be counted. Trust only that a chest of gold is not at all beyond my means."*
- If the PCs are well-mannered and willing, the Baron will outfit them with equipment from his own garrison, with a value of up to 100 gp per character, so long as the total does not exceed 500 gp.
- If the PCs demand more, the Baron is in no position to say them nay, but he will grant nothing upfront, and will begin considering how to remove them once they have accomplished their task. He will not marry his daughter to a churlish rogue, although he will allow said rogue to imagine that he will in order to secure his barony.

Meeting with the Doctor

As he grows stronger, Doctor Chapman projects himself into the dreams of one or more PCs. If any PC has taken Doctor Chapman as a patron, he appears to that PC first. Otherwise, he appears to PCs in the following order of preference: wizard, elf, cleric, warrior, dwarf, halfling, or thief. He prefers Lawful characters over Neutral, and Neutral over Chaotic. As the

adventure progresses, Doctor Chapman will increase in power, and eventually appear in waking visions.



Dr. Chapman

In these dreams and visions, Doctor Chapman looks much as he did in life – a tall, stoop-shouldered man wearing half-moon spectacles and yellow-white robes. In the beginning, he has the tendency to reveal his deathly state, changing slowly to the form of a dead man over the course of conversations. However, as he gains greater strength, he can appear as though living for far longer.

If you have not played through *FT 0*, Doctor Chapman introduces himself: *"Greetings, and my sincerest apologies for disturbing your slumber. I am Doctor Chapman, deceased, former Court Wizard of Sefton Castle, wherein dwelt a certain young Beauty before her, and my, untimely demise. As it seems that your path will cross hers soon, and as I wish to see you not only survive, but triumph in such a meeting, I offer you my humble assistance and advice."*

Once he is introduced, Doctor Chapman gets to the meat of his visitation:

“There are three ladies you must face, the former brides of Prince Charming, who have become bound up within a malevolent faerie curse. Because of my residence in Sefton Castle, I was also caught within the same malevolent influence, the most direct result of which is that I can do little to help you now. As each of the fair ladies is restored once more to her proper condition – which, I can assure you, is not walking around the Grimmswood forest frightening merchants and woodcutters – the enchantment that binds us all shall diminish. Perhaps we will be so fortunate as to see it extinguished. In any event, the more you accomplish, the more I can do to aid you in this endeavor.”

Based upon the reactions of the PC(s) contacted, Doctor Chapman may also be able to relate the following:

- Beauty is most strongly entwined in the curse, and is therefore the most difficult to defeat.
- Defeating the Princesses Ella and Snow will weaken Beauty.
- Princess Ella hides in a cottage in the wood, once the domicile of a potent witch. She is a creature of cinders and ash.
- Princess Snow hides beneath the ground, protected by a number of little men. She is a creature of cold and blood.
- He cannot see where Beauty hides.

Note that, even if the PCs have recovered the items in *FT 0: Prince Charming, Reanimator* that allow lies to be detected, Doctor Chapman can still lie if he so chooses, as he appears to the PCs in dreams and visions only – he is not actually present. However, Doctor Chapman knows the properties of the *sword of truth* and the *shield of truth*, and will certainly suggest that they be used to determine his veracity should the opportunity arise. The *golden orb* can reveal Doctor Chapman’s ability to sidestep these items, if the question is carefully phrased. Doctor Chapman is not immune to them; they work normally if he is within their actual presence.

The Three Brides

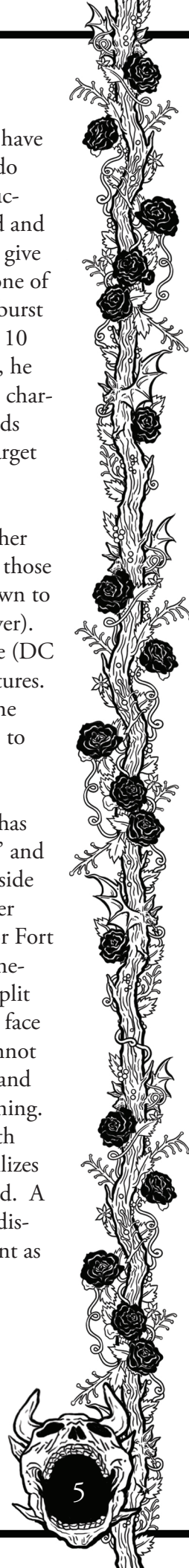
Prince Charming had three wives: Cinder Ella, Snow White, and the Sleeping Beauty. Each manifests in the adventure in a different way, and each has un-dead “brides” and “grooms” who patrol the area where she hides. These creatures consist of the un-dead released from Sefton Castle at the end of *FT 0*, as well as merchants, woodcutters, and others slain in the woods since

Beauty’s release.

Cinder Ella hides in **Area E**. Her “brides” have cinders smoldering in their hair, and they do an extra 1 point of fire damage with any successful attack. Her “grooms” are blackened and charred, appearing extremely brittle. They give off puffs of soot when they move. When one of Cinder Ella’s brides is slain, she gives off a burst of sparks that causes 1d3 damage (Ref DC 10 negates). When one of her grooms is slain, he explodes into choking smoke that prevents characters from taking any action for 1d3 rounds (Fort DC 10 negates). Both effects only target those in melee with the creature.

Snow White hides in **Area J**. The faces of her “brides” and “grooms” always appear to be those of the character they face, or someone known to the character (sibling, parent, friend, or lover). Each character must succeed on a Will save (DC 10) to successfully attack one of these creatures. Thereafter, although they need not make the Will save, they are at -1d on the dice chain to make attack rolls against them.

The Sleeping Beauty hides in **Area M** and has the widest circle of influence. Her “brides” and “grooms” are not physically present, but reside in the plane of dreams. When an encounter occurs, all PCs must make a DC 10 Will or Fort save (whichever is better) or fall asleep immediately. The total number of un-dead are split between the sleeping characters, who must face their allotment alone. These characters cannot be awakened until the combat is resolved, and the damage is not real, fading upon awakening. Even so, a dying character can be aided with even 1 HD of magical healing, which stabilizes his failing heart and bolsters his dying mind. A character saved after reaching 0 hp suffers disorientation and the loss of an attribute point as normal (see the core rulebook, page 93).



The Grimmswood

The Grimmswood is a large, dark, but verdant forest which lies close enough to the borders of Elfland that things from the Faerie Realm spill into the wood. Most folks avoid the Grimmswood for fear of dark fey magic and dangerous creatures; even hunters and woodsmen tend to stay near the borders.

The wilderness map for this adventure is drawn at a scale of 1 hex = 2 miles. When walking along the main paths of the Grimmswood, adventurers can travel 1 hex each hour. This is slower than typical walking pace, but visibility is poor and the paths are uneven, with many roots poking up from the ground to trip the unwary. Smaller trails, indicated by dotted lines, are even more difficult, and PCs taking these routes travel at a rate of 1 hex every two hours. Attempting to move directly through the forest allows characters to travel at a rate of 1 hex per four hours. Travelling in the marsh is no easier, and occurs at the same speed.

If the main paths are examined carefully, it is possible to discover that these roads were once paved with bricks. The main path, leading from the south of the map to the north, was paved with bricks of an orangish-yellow hue, while the branching path leading to **Areas J** and **M** was paved with darker red bricks. If discovered, this “clue” may well lead the PCs to follow the yellow-bricked path first, and then return to examine the darker road. Or it may not; this adventure does not rely upon the PCs following a single path. The yellow-bricked path is deeply rutted by carts which have brought goods from Portsmouth to the north. These ruts, or areas of roots, may also reveal some of the ancient bricks.

Where the main path passes through the swamp, sodden ground is built up into a causeway to allow passage. The trail in the swamp is far less wholesome, although it is passable.

The judge may allow characters to move more quickly (2 hexes every three hours) if they keep to the open along the river.

Likewise, if characters choose to climb the indicated peaks and ridges, assume 5 hours travel per hex. Mounted movement is similarly adjusted, and mounts cannot cross the peaks that jut out of the Grimmswood.

Random Encounters

Check for daytime random encounters morning, noon, and night, with a 1 in 6 chance of a random encounter occurring. At night, check each hour (assuming eight hours of darkness), with a 1 in 8 chance of an encounter occurring each hour. If characters have managed to hole up in a safe area, do not check for encounters during that period.

D14	Day	Night
1	Deer (1d7)	Wolves (1d3)
2	Wolf	Faerie animal
3	Faerie animal	Animated willow tree
4	Cowardly lion	Faerie procession
5	Animated apple tree	Elves (1d4+2)
6	Strangling vine	Big Bad Wolf
7	Jabberwock	Zombies (1d4)
8	Big Bad Wolf	Zombies (1d5)
9-10	Zombies (1d4)	Zombies (2d6)
11-14	Ravens (1d6)	Talking owl

Animated apple tree: This is a bad-tempered apple tree with a face hidden within its bark. It attacks by throwing apples within a 15’ range. Animated apple trees can move, albeit slowly, and they can be easily avoided if they are noticed before characters get in range (Intelligence check DC 10). They are immune to piercing damage, and take half damage from bludgeoning weapons, but take twice normal damages from any type of axe or hatchet. Their apples, if collected, are (roll 1d5: 1-2 hard and bitter, 3-4 passably good, 5 delicious).

Animated Apple Tree: Init +0; Atk thrown apple +2 ranged (1); AC 14; HD 4d12; MV 0’ (10’ per hour); Act 2d20; SP hard to spot, immune to piercing, half damage from bludgeoning, twice normal damage from axes; SV Fort +12, Ref -8, Will -2; AL N.

Animated willow tree: There is an old folk rhyme that goes “*Elm he do grieve/Oak he do hate/Willow do walk/If you travel late*”. In the Grimmswood, this is true, and



willow trees may animate at night and stalk humans within the forest. An animated willow tree attacks with long, thin branches that strike like lashes. They can strike a target up to 10 feet away. Their trunk splits into rudimentary legs to allow locomotion.

An animated willow takes no damage from piercing weapons, and half damage from bludgeoning ones. Their plentiful watery sap grants them a +4 bonus to saves against fire and heat. Like animated apple trees, they take double damage from any type of axe. Although they blend in with trees, they tend to stalk victims with a rustling stride, often losing the element of surprise as a result.

Animated Willow Tree: Init +2; Atk lashing branch +2 melee (1d3); AC 14; HD 4d12; MV 20'; Act 2d20; SP 10' reach, immune to piercing, half damage from bludgeoning, +4 vs. fire, twice normal damage from axes; SV Fort +15; Ref -4; Will +2; AL N.

Big Bad Wolf: This is a singular creature, a wolf the size of a horse. Once per day, it can breathe out a gust of wind spell (core rulebook pp. 219-220, +4 on the spell check). On a natural roll of "19", it can swallow a small opponent (such as a halfling) whole, or snatch a man-sized opponent. A swallowed opponent takes 1d6 damage each round, and can only attack with a small weapon, such as a dagger, if a DC 10 Ref save succeeds each round. A snatched opponent can be carried off, taking 1d3 damage each round, and escaping with a DC 15 Strength or Agility check (using an Action Die). A snatched opponent has a -1d penalty to normal attacks. There is only one Big Bad Wolf in these woods; if he is slain, he cannot be encountered again. It favors snatch-and-run tactics.

Big Bad Wolf: Init +5; Atk bite +8 melee (1d8+3); AC 16; HD 5d6+5; hp 21; MV 40'; Act 1d20; SP gust of wind, snatch, swallow; SV Fort +5, Ref +6, Will +5; AL N.

Cowardly lion: This lion must make a morale check (Will DC equal to damage done) each time it is wounded. If the check fails, it runs away. There is only one cowardly lion in these woods; if he is slain, he cannot be encountered again.

Cowardly Lion: Init +3; Atk bite +5 melee (1d8+5) or claws +3 melee (1d5+2); AC 15; HD 5d8+5; hp 31; MV

40'; Act 2d20; SP cowardly; SV Fort +3, Ref +2, Will +0; AL N.

Deer: Characters encounter a number of deer, which are non-combatants. Deer blend into the forest, and may be heard before they are seen. Only one is a stag; the remainder are does and yearlings. A hunter, forester, or warrior with a bow may bring down a doe or yearling with a DC 10 Agility check (the creature is injured and must be followed for 1d6 x 10 minutes before it falls), or a stag with a DC 13 Agility check. Otherwise, the creatures are AC 12 and have 2d6 hp (yearlings or does) or 4d6 hp (stags).


Deer: Init +5; Atk hooves +0 melee (1d3) or antlers +2 melee (1d5); AC 12; HD 2d6 or 4d6; MV 50'; Act 1d20; SV Fort +2, Ref +5, Will -4; AL N.

Elves: A group of elves is encountered. If the judge wishes the party to gain members, this group consists of 0-level elves. Roll 1d20+28 on the Occupations table (see page 22 of the core rulebook), re-rolling 39-40, or use the Elf Occupation Table on page 8 of *Alternate Occupations* (IDD Company) if you have access to that resource.

Otherwise, the elves are all 0-level save two, who are 1st level elves. The 0-level elves are armed with short bows using flint-tipped arrows, but the 1st level elves wear mithral chain mail and bear mithral longswords. These elves blame humans for the un-dead now haunting the Grimmswood, and are initially hostile, even if they do not immediately attack. They know where each of Prince Charming's brides lurks, although they cannot say which is where, and can pass this information on to the PCs if they can be convinced that doing so is in their interests.

0-level Elves: Init +1; Atk short bow +1 ranged (1d6); AC 11; HD 1d4; MV 30'; Act 1d20; SP infravision, senses, iron vulnerability; SV Fort +0, Ref +1, Will +0; AL C.





1st-level Elves: Init +1; Atk longsword +1 melee (1d8); AC 16; HD 1d6+2; MV 25'; Act 1d20; SP infravision, senses, iron vulnerability, spells; SV Fort +1, Ref +2, Will +1; AL C. These elves have a +1 bonus to spell checks and know the following spells: *animal summoning*, *invoke patron* (The King of Elfland), and *sleep*.

Faerie animal: This is an encounter with a faerie animal, as described in Appendix C. The judge is additional (or replacement) PC. Otherwise, the judge may treat this as a talking animal which can supply information before going about its own business.

Faerie procession: Bobbing colored lights in the distance prove to be a faerie procession.

Roll 1d7: (1-2) The procession is a funeral of diminutive fey – all who witness it roll 1d4–2 and adjust their Luck by the result; (3-4) the procession consists of the evil fey and the spirits of the deal – all who witness it must succeed in a DC 15 Luck check or take 1d8 points of damage from the swirling spirits before the entire procession disappears; (5-6) the procession is a group of elves – treat as “elves”, above; (7) the procession is a faerie parade – all who witness it must make a DC 5 Will save or be compelled to follow the parade. In this case, they cannot be stopped by their comrades as they run into the liminal spaces between worlds, and are never seen again.

NOTE: Lost PCs may potentially be recovered by directly petitioning the King of Elfland, if a PC has this being as a patron, for which the patron will require a suitable task be accomplished.

Jabberwock: This is a long-necked draconic creature with bat-like wings, flaming eyes, and enormous bucked teeth. Its long fingers are able to snatch a target with a successful attack roll (Ref DC 10 avoids), doing automatic damage each round unless a DC 10 Strength or Agility check succeeds (this requires an Action Die to attempt). The creature is considered average size for a dragon. It makes a sound, described as “burbling” which is audible as the creature approaches, negating any chance of surprise. The jabberwock can

breathe smoke once each day in a 10' radius cloud, up to 90' away, obscuring an area for 1d6 rounds. It can pass through vegetation at will, without leaving any trace of its passage. There is only one jabberwock; if it is slain, it cannot be encountered again.

Jabberwock: Init +1; Atk bite +9 melee (1d12) or claw +10 melee (1d8); AC 20; HD 8d12; hp 24; MV 50' or fly 100'; Act 2d20; SP snatch, breath weapon, clear passage; SV Fort +8, Ref +8, Will +8; AL C.

Ravens: These are talking ravens, which act as eyes and ears to the three Brides of Prince Charming. If given the chance, they report all they witness to Beauty at Area M, then to Snow at Area J and Ella at Area E. A raven can be brought down with any successful attack against AC 15. These ravens nest at Area N.

Strangling vine: Have all PCs roll 1d20 and add their Luck modifier. The lowest roll is attacked by an animated vine, which loops around his neck and hoists him 1d12 feet into the air on a successful attack roll (+4 bonus; ignoring armor). The vine does 1d5 temporary Stamina damage each round until cut down, requiring 7 points of damage with a slashing weapon against AC 10. The character being strangled can attack at –2d on the dice chain to both attack rolls and damage.

Talking owl: This is a talking owl from Area L, which may either observe or communicate with the PCs. The talking owls want the un-dead Brides destroyed, and are able to answer any simple question about the Grimmswood that the PCs may think to ask. Because they are primarily nocturnal, their knowledge of daytime encounters is limited. These owls are intended as a means to supply information to the players, so that they can make meaningful decisions while exploring the Grimmswood. A talking owl can be shot down with 2 hp of damage against AC 13.

Wolf/Wolves: These are common wolves. They only attack if it seems advantageous for them to do so (i.e., they will attack wounded, small, or outnumbered characters).

Wolf: Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +3, Ref +2; Will +1; L.

Zombies: These are the un-dead horrors from Sefton Castle, as well as woodcutters, merchants, etc. slain since Beauty's awakening. Many appear as skeletons, a



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Zombies from Sefton Castle

few have some flesh yet clinging to them, and the most recently slain appear as fully fleshed corpses. Within each Bride's sphere of influence, these will have the traits of the related "brides" and "grooms", with a 50% chance of any given zombie being either. See Areas E, J, and M for full statistics.

Zombie: Init -4; Atk claw +1 melee (1d3) or bite -2 melee (1d5); AC 10; HD 1d8; MV 20'; Act 1d20; SP un-dead traits, regeneration 1/round (even after reduced to 0 hp, fire or acid prevents); SV Fort +0, Ref -2, Will -2; AL C.

Encounter Areas

It is assumed that the PCs start their exploration of the Grimmswood at the trail on the southern edge of the map.

A. Ruins of Sefton Castle: This marks the location of ruined Sefton Castle, the location of *FT 0: Prince Charming, Reanimator*. Judges with access to that adventure may allow the PCs to explore areas they missed, or seek additional treasures. It may even be possible to consult Doctor Chapman, whose ghost lurks in an extra-


dimensional space linked to the ruins. In any event, any doses of Prince Charming's reanimator serum that were not recovered at the end of *FT 0* are now missing. PCs which have played through *FT 0* should be told that the side path leads to the castle where they found the Sleeping Beauty.

If the judge does not have access to *FT 0*, this is just a ruin now; nothing interesting can be found.

B. The Forest Anvil: *A burial mound rises to the west of the path here, about twelve feet in diameter and six feet high, and surrounded by standing stones. Green turf grows atop the mound. A path leads to an entrance facing eastward – a low stone opening barely three feet wide, that a man could negotiate only on his hands and knees. Several thorn trees grow in the area, their branches adorned by ribbons.*

The ribbons represent prayers and offerings to Cernharos, Faerie Smith of the King of Elfland. The ribbons are of vari-





ous ages; some have been here for a century or more, and are faded and tattered almost to ruin.

After crawling seven feet, the mound opens up into a chamber seven feet across, which peaks at a height of three feet. The chamber is scattered with old human bones. These are not complete skeletons, but only parts of skeletons, for in centuries past folk would inter the remains of the dead here, and then exchange bones as relics of their ancestors. Characters with appropriate backgrounds may be aware of this with a DC 10 Intelligence check.

A character who inter a fallen comrade here, and takes a bone as a memento, gains a +1 Luck bonus until the bone is used. The bone may be used to force a reroll of any single roll, made by the character or another within the character's line of vision. Only one bone gains this function per character interred, a given character can only have one bone that functions this way, and the character interred must be a true comrade to gain this bonus. This last limitation is left to the judge's discretion, but it is intended that only family, other PCs, and NPCs who have travelled with the PC through multiple game sessions should confer this advantage.

Woe betide the mortal fools who should desecrate this sacred place! They immediately incur a -2 penalty to Luck. Further, all fey creatures gain a +1d bonus to their Action Dice when used against the cursed character(s). This curse can only be undone by divine intervention (DC 10), a *remove curse* spell with a Spell Check of 24+, or an act of contrition. Such an act must undo the damage done to the judge's satisfaction, and include a sacrifice left atop the iron equivalent to 100 of more pounds of iron and/or steel. This sacrifice is traded to the Goblin King. The Forest Anvil will not offer any benefits until the desecration is undone (by the cursed character or another).

C. Goblin Bridge: *The rutted path leaves the forest to approach a river in a deep ravine. An ancient bridge of dirty yellow stones crosses the water here, and the trail enters into the forest about a quarter mile beyond on the far side.*

Elves and Mithral Weapons

An elf who approaches the Forest Anvil instinctively knows that it is dedicated to Cernharos. Moreover, he knows that, once in his lifetime, he may place a weapon and a suit of armor here, and that if left alone until morning, they will be exchanged by Cernharos with mithral equivalents. What he does not know is that the Elf King will then use these iron weapons to trade with Morgorred, the Goblin King, whose people can handle iron without ill effect.

In the *DCC core rulebook*, elves can purchase one mithral suit of armor and one mithral weapon at normal cost when they reach 1st level. The Forest Anvil is intended to allow such an exchange to occur in-character and in-game without devaluing mithral in the game setting. Cernharos ensures that neither the offerings nor their mithral replacements are found or taken by another, but the PC must have faith in the Faerie Smith in order to gain this boon: if the Forest Anvil is watched, nothing occurs.

Canny players may attempt to exchange a magical weapon for a magical mithral weapon here. The judge has three options in this event. The easiest option is to say that it does not work; in the morning the old weapon and/or armor are still there. The second option is crueler; the items are replaced, but the replacements are not magical. The third option is for the judge to devise equivalent magical items that perform differently from the originals. In any event, the originals are passed on to the Goblin King, and may appear in the hands of the PC's enemies at some future date.

During the day, there is no danger in crossing this bridge. If it has rained recently, examination of the ground on the far side of the bridge shows impressions of horseshoes. A character with an appropriate background can determine that the horse was heavily burdened with a DC 5 Intelligence check (this is based

mostly on the depth of the tracks). The tracks go about 20 yards into the wood to the north, and then disappear. There are signs that the same horse rode the same ground in both directions.

In the hours of darkness, this region is haunted by a goblin knight. The goblin knight appears on the northern side of the bridge, and challenges any who would seek to cross it. The knight disappears without a trace as the first rays of the sun become visible. The goblin knight appears as a large man dressed in ornate gold-trimmed black plate armor, mounted on a black warhorse with eyes burning like gold fire. The knight is armed both with black lance and spiked flail.

“Any who would cross this bridge,” the knight in with a hollow voice, *“must first best me in a pass at arms. The winner keeps the arms and armor of the loser. I will fight you one at a time, or all at once. It makes no difference to me.”* If wounded, the knight clearly bleeds, but if the knight is defeated, his armor falls with a clatter, empty. His steed disappears at the same time.

The goblin knight’s armor is enchanted so that it increases its value as the number of foes the wearer directly faces increases. When facing no more than a single foe, the armor grants a mere +4 bonus to AC. For each additional foe that the wearer faces alone, the AC bonus increases by +2. Thus, if the wearer faces a party of six, his AC bonus is +14. As opponents fall, the AC bonus decreases. The armor has 1d12 for its Fumble Die and slows movement by 5’.

The easiest way to resolve this encounter is to simply wait until morning. Should a PC don the armor, Morgorred, the Goblin King, becomes instantly aware of it. His malice is such that the PC suffers an immediate –1 penalty to Luck that remains so long as the armor is kept. In addition, any goblins that see a mortal wearing this armor are automatically antagonized by the sight, although they are more likely to work subtly against the character than overtly – they well know that attacking en masse simply makes their blows less likely to hit!

Although the goblin knight’s steed is unlikely to be in combat, statistics are given below.

Goblin Knight: Init +2; Atk lance +3 melee (1d12) or flail +4 melee (1d6); AC 14 or better; HD 4d6; hp 14; MV 25’; Act 2d20; SP AC increases by +2 per additional

foe; SV Fort +8, Ref +4, Will +6; AL L.

Goblin Steed: Init +1; Atk hoof +5 melee (1d3); AC 14; HD 5d8; hp 24; MV 60’; Act 1d20; SV Fort +7, Ref +4, Will +4; AL L.

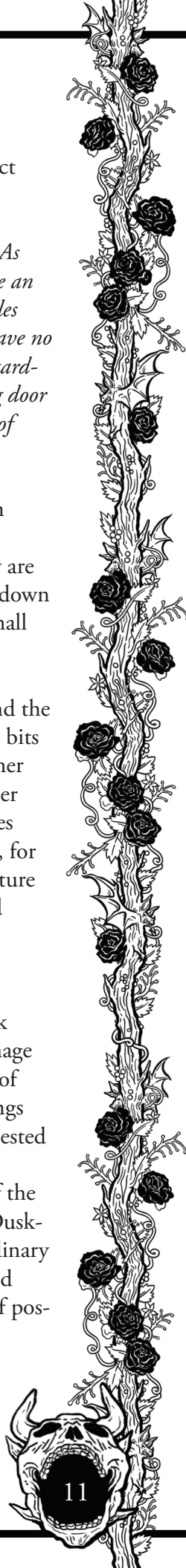
D. The Sign of the Chain and Skeleton: *As the path curves around to the east, you can see an old inn to the west, its yard choked with thistles and vines. The windows in the upper floor have no shutters, so that they gape open beneath a hazardously sagging roof. The sign above the sagging door shows a human skeleton surrounded by links of chain. The whole place appears deserted.*


It is safe for the PCs to stay in the common room of this inn, but they must clean the chimney flue before starting a fire, lest they are smoked out, for drifts of leaves have fallen down the chimney, as well as the odd bird and small animal over the years.

The inn has a stable filled with old straw and the rusted remains of horseshoes and the metal bits from horse tack. What remains of the leather is badly chewed and ragged; there are neither horses here nor bones. Dogs find the stables unnerving, and bark incessantly while here, for there is a lingering scent of hobyahs (a creature first encountered in *FT 0*, and encountered again in Area J of this adventure).

The upper floors are dangerously unstable. Anyone examining them must make a Luck check or fall through the floor for 2d6 damage (the damage is increased due to the nature of the fall). Rotting cots and similar furnishings are still here, and there is an owl who has nested near one of the open windows. This owl is named Duskfeather, and he is a member of the Parliament of Owls in Area L. Although Duskfeather will not speak to the PCs under ordinary circumstances, he does observe the PCs, and reports his observations to the Parliament if possible.

Duskfeather: Init +2; Atk claws +0 melee (1); AC 13; HD 2 hp; MV 5’ or fly 50’; Act 1d16; SV Fort +0, Ref +1, Will +2; AL N.





The cellars are empty of all but shards of dusty broken glass and a few dry beer barrels. One of the beer barrels is a secret door (DC 15), opening into a chamber where a human skeleton can be found. These bones still have a rusted dagger within them. There is a long chain stapled to the wall; the end has been neatly severed (see **Area E2**).

The inn was served by a stone well down a short path to the southwest of the inn, just beyond sight of the inn itself. It is covered by a stone lid, due as much to moss and vines as to its weight, requires a DC 10 Strength check to lift. The water within is cool and sweet, but a few moments after the stone lid is slid away, a calcified head bobs to the surface of the water. This is the head of an ancient warrior with long blond hair and long mustaches hanging down past his chin. The head speaks:

*Wash me, comb me, pleat my golden hair,
Lay me on the bank to dry in the blessed air.*

If asked, the head will give its name as “Hugh”. Doing what it asks requires both cleverness and dexterity, but it is the politeness of the attempt that matters most to the head. Whosoever would attempt it must make a DC 5 Personality check. Characters who have appropriate occupations, such as barbers, and possibly indentured servants and slaves, roll 1d20 for this check. Others must roll 1d10.

If the check succeeds, the head says “*Well done, well done, and you have my thanks. She of the fireplace ashes awaits you, but the bones that once lay in the cellar can aid you well.*” If the PC fails this check, the head instead lays this curse: “*Clumsy wretch! You have pulled out the best part of what hair remains me! So let your clumsiness turn to your woe, when that which is best turns to ashes in your mouth!*” The PC may attempt a DC 12 Will save to avoid this curse. Failure causes the character to fumble each time a critical hit would normally be scored until three criticals have been so lost.

If the PC immediately apologizes, the curse automatically takes effect (even if a

successful save has been made). However, with a DC 10 Personality check, the PC can cause Hugh to reconsider: “*Perhaps I was hasty, but I cannot take back my words. Yet this I can add, that when thrice my curse has struck, then thrice more will your moments of weakness turn to your benefit.*” In this case, after the initial curse, the next three fumbles the character suffers are treated instead like critical hits. Princess Snow gains a +4 bonus to attack rolls with her kiss attack against this PC, unless a DC 15 Will save succeeds.

If the PCs manage to please or mollify all the head, it will add one thing more: “*For your service and your courtesy, carefully attend! The life of the Beauty is bound to her husband’s soul. When one dies, so dies the other.*” If offered violence, the head simply vanishes, laughing. The PC who so dared permanently loses 1 point of Luck.

E. Cinder Ella’s Cottage: Within the Cinder Ella’s range of influence, all zombie encounters are with her “brides” and “grooms” with an equal chance for any zombie to be either. Her “brides” have cinders smoldering in their hair, and they do an extra 1 point of fire damage with any successful attack. Her “grooms” are blackened and charred, appearing extremely brittle. They give off puffs of charcoal when they move.

When one of Cinder Ella’s brides is slain, she gives off a burst of sparks that causes 1d3 damage (Ref DC 10 negates). When one of her grooms is slain, he explodes into choking smoke that prevents characters from taking any action for 1d3 rounds (Fort DC 10 negates). Both effects only target those in melee with the creature.

Zombie bride or groom: Init –4; Atk claw +1 melee (1d3) or bite –2 melee (1d5); AC 10; HD 1d8; MV 20’; Act 1d20; SP un-dead traits, regeneration 1/round (even after reduced to 0 hp, fire or acid prevents), cinders (bride only), death throes; SV Fort +0, Ref –2, Will –2; AL C.

To the west of the path here, a ruined cottage can be seen amid a rank growth of brambles. The thatch of its roof has collapsed in places, leaving great holes through which the elements can enter. You can see a pair of closed double doors in the front of the cottage. Before the cottage, a little downhill and to the left, you can see an old covered well, whose bucket has been drawn up. Despite the dilapidated appearance of the cottage, a thin strand of smoke rises from its chimney.



UPPER LEVEL



LOWER LEVEL

Cinder Ella's Cottage

Examining the overgrown brambles reveals the ruins of a garden. A number of stunted pumpkin vines still straggle among the brambles, but the pumpkins are half black with rot. The cottage can be climbed with a DC 5 check, and characters can enter through great rents in the thatch, emerging into Area E8.

The well, which does not appear on the map, is 5' in diameter, and extends downward for 30'. The last 10' are filled with water, beneath which lie the un-dead remains of Cinder Ella's wicked stepsisters. These stepsisters had been placed in spiked barrels filled with hot coals, and dragged behind horses until they died. Despite the years and their submersion, their wounds still seep black blood, and burning coals remain embedded in their flesh. They are harmless unless the PCs leave a rope in the well (for example, by putting the bucket down) or climb down the well themselves.

Un-dead Stepsisters: Init +2; Atk claw +3 melee (1d3) or bite +5 melee (1d5); AC 12; HD 4d12; hp 22, 23; MV 30'; Act 1d20; SP un-dead traits; SV Fort +0, Ref

+0, Will +8; AL C.

E1. Entrance Passage: A passage about 10 feet wide runs through the cottage, separating a byre to the east and the main cottage to the west. A low rail, 2 feet high, demarks the byre. To the north, a set of double doors is partially ajar. An open arch leads west, at the south end of the passage. This area is thick with old cobwebs and the floor is earthen. There is a strong animal smell here, and the scent of wood ash.

There is nothing remarkable here.


E2. Sorcerer's Bones: The dimly lit byre extends about 15 feet to the east. Old straw and feeding troughs seem to be its only decoration, apart from dense cobwebs representing a decade's spiderwork. The floor is of earth.

If characters enter this area, they begin to notice a greenish-white glow, which grows slowly as they examine this area. A skeleton floats in the center of the byre, the glowing bones cloaked by magic which is broken by the character's proximity. Around its left ankle is an iron shackle and a short length of severed chain.

This is the skeleton of a sorcerer that was imprisoned in the secret room in **Area D**. Long ago, an adventurer found it chained there and set it free. It had been imprisoned by the proprietor of the inn at that location, and eventually revenged itself upon him before coming here. At this point, it wishes nothing more than to be left alone, and will not attack anyone who leaves it alone.

If attacked or threatened, the sorcerer's skeleton will attack. It can cast a black rays from its eye sockets three times per day that do 1d8+2 damage (Fort DC 12 for half) to two targets within 30', and can breathe out a cloud of roiling yellow gas once per day in a 10' radius area (Fort DC 15 or be blinded and choking for 1d6 rounds). It is intelligent, and seeks to escape rather than to kill. If the PCs press it, however, it will react as strongly as possible.





If spoken to politely, the skeleton will lay its hands on each character, who will then begin to glow with a soft greenish light. This lasts for 1d10 minutes, and while the character is affected, she takes no damage from fire-based attacks. Although she can still be blinded by Cinder Ella's ashes (see **Area E4**), she gains a +4 bonus on her Reflex save to avoid this.

Sorcerer's Skeleton: Init +2; Atk claw +0 melee (1d3); AC 9; HD 3d6; hp 10; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, immune to cold, black rays, yellow cloud; SV Fort +0, Ref +0, Will +4; AL N.

E3. Mud Room: *This is a small area with a door to the north. The floor is covered with muddy wood planking, and there are racks to the west where muddy boots could be placed. This area is also thickly webbed, and there are several ancient pairs of rat-eaten leather shoes and boots in the racks. A door to the north leads further into the cottage.*

There is nothing remarkable here. None of the boots or shoes are in wearable condition.

E4. Living Room: *Compared to the outer areas of the cottage, this room appears almost tidy, although the old rocking chair, the small wooden table, and the two straight-backed chairs it contains appear rickety at best. A stone fireplace dominates the north wall – a thin stream of smoke still rises from the wood ash within. A woman sits in the rocking chair, slowly rocking, although she is obviously long dead in her ruined dress.*

This woman is Cinder Ella. If the players immediately react, they can gain 1 round of free actions.

Once each round, in addition to her normal attacks, Cinder Ella can direct the ashes from the fireplace to fly into an opponent's face. This opponent must succeed in a DC 12 Reflex save or take 1d3 damage and be partially blinded for as many rounds (with a –8 penalty to all attack rolls).

When slain, Cinder Ella bursts into flames, and all in melee combat with her must make a DC 10 Reflex save or catch fire (1d3 damage initially, and 1d6 damage per round until a save is successful). The character who struck the killing blow must succeed in a DC 13 save, and takes 1d5 damage the first round if he fails.

As Cinder Ella is defeated, each character must make a Luck check. If all characters succeed, the house does not catch fire. If any character fails, the characters have 10 rounds minus the total number of failures before the entire cottage goes up in flames. Characters can attempt to put out the fire, and each successful check to do so (Agility or Intelligence, DC 10) increases the number of rounds before the cottage is engulfed by 1. If the number of rounds reaches 30, the flames are put out completely and the cottage is saved.

Characters in the cottage suffer 1d3 points of temporary Stamina damage from smoke inhalation while trying to put out the fires each round in which a DC 10 Fort save does not succeed. For every full 3 points of temporary Stamina damage, the character's Action Die is reduced by –1d on the dice chain. Characters in the cottage when it is engulfed in flame suffer 1d8 damage each round, and take an additional 1d6 each round after they leave until they succeed in a DC 10 Reflex save or are otherwise able to extinguish the flames on themselves. In any case, any truly flammable materials carried by a character caught in the inferno are lost.

Cinder Ella: Init +4; Atk claw +2 melee (1d3 plus 1d3 fire); AC 12; HD 4d12; hp 20; MV 30'; Act 2d20; SP un-dead, immune to fire, blinding cinders, death throes; SV Fort +2, Ref +2, Will +6; AL C.

Cinder Ella's dress had many small pearls sewn into it, each worth 1 gp. If the cottage is saved, 10d10 of these pearls are recoverable after the body cools (1 hour).

To the southwest, a wooden ladder leads upward to a trapdoor, which enters into **Area E5**.

E5. Upstairs Passage: *This narrow hall has two doors to the north, and one door to the east. The entire passage is choked with thick cobwebs. Rents in the thatched ceiling allow some light to enter.*

A spider the size of a cat lurks within the thatch. Unless the PCs take precautions, it automatically attacks with



When Cinder Ella Dies

When Cinder Ella dies, Sleeping Beauty instantly loses her highest remaining Action Die.


In addition, Doctor Chapman is able to free himself a bit further from the Desert Faerie's curse. He can now appear in a dream or a vision, telling the chosen PC that he can sense Beauty is hiding in caverns of incredible splendor. If Snow White has also been slain, he can pinpoint the location of these caverns.

surprise. The spider's venom requires a DC 14 Fort save. If this save succeeds, the victim takes 1d3 points of temporary Agility damage. If this save fails, the victim is paralyzed for 1d4 hours.

Spider: Init +4; Atk bite +1 melee (1 plus poison); AC 8; HD 2 hp; MV 20' or climb 20'; Act 1d20; SP surprise, poison; SV Fort +0, Ref +3, Will +0; AL N.

E6. Stepmother's Bedroom: *Beyond this door is a ruined room which was clearly once the well-appointed bedroom of a vain woman. The ruined clothing, the carved bedposts and thick rotting mattress, and the size of the shattered mirror on the cosmetics-strewn vanity all indicate that the one-time owner was a woman proud of her looks.*

This was the chamber of Cinder Ella's stepmother, the evil witch Mallias. She escaped the doom of her two daughters, and fled the kingdom. She will re-appear in *FT 4: The Twelve Dancing Princesses*. Although the clothing and cosmetics in her chamber are long-ago ruined, searching the vanity



discovers 5d7 pieces of jewelry (rings, earrings, necklaces, and the like) which she left behind, each worth 3d5 gp. 1d5+1 shards of the mirror are still large enough to be used against Sleeping Beauty, if the characters do not have mirrors of their own.

If a character slits the ruined and rotting mattress to search inside, a hairless rat demonkin will spring from the opening and attempt to escape. Each character who makes a DC 15 Reflex save may make an attack roll against AC 15. If 5 hp or more are done, the demonkin is slain. Otherwise, it escapes. This is an attack of opportunity; there is no time to draw weapons or make spell checks.

Within the mattress is a slender volume of crackling parchment sheets bound in leather made from human babies. This evil volume is titled *Lessons of Forneus*. With it, a wizard or elf can possibly learn charm person, comprehend languages, patron bond, and invisible companion. However, misfortune and woe follow this tome. Every week, those who are within the owner's company for extended periods of time must succeed in a DC 10 Will save or permanently lose 1 point of Luck. Half of this lost Luck (rounded up) is regained if the book is destroyed.

E7. Stepsisters' Bedroom: *This door opens into a the bedchamber of two women, for there are two ruined beds in here. Whatever other furnishings might have been here are long gone.*

Cinder Ella's stepsisters once slept here, while Cinder Ella slept on the hearth below. There is nothing of value here.

E8. Storage Area: *This large chamber was once used for storing fruit, herbs, and meat, and the smells of old stored food are still strong. Nothing remains in the racks and bins now save patches of mold. Although strings still hang from the ceiling, nothing remains attached to them. Great rents in the thatch have allowed fallen leaves to collect here, as well as rain and other weather. Rat droppings are plentiful.*

There is nothing of value here. Searching uncovers the dried bodies of several rats, a few of which still have strands of cocoon-like webbing wrapped around them.

F. Cenotaph of the Flies: *Rising from the mire is a large black stone, tilted alarmingly to the north. It seems to be carved in a vaguely humanoid shape, with arms crossing its chest, but details are difficult to make out due to the large number of buzzing flies that swarm over its cool surface. The monument rises almost seven feet from the swamp. Based on the scale of what you can see, another dozen feet or more lie below in the muck and slime. A path to the northeast meets the main trail here; the cenotaph appears to mark its location.*

If the image is examined, it will be discovered to be manlike, but with the head of an enormous biting fly. Closer examination notes that the image is itself actually composed of millions of meticulously carved flies, spiders, crayfish, centipedes, worms, and insects of all types. This is a representation of Hizzzgrad, the Daemonic Lord of Crawling Things. There is no reaction if characters brush away the flies enough to make out details of the monument, although the flies return swiftly, but any attempt to damage the statue causes two slime crawlers to emerge from the muck around the statue's sunken base and attack.

Slime crawlers appear to be seven-foot-long segmented worms covered with mauve slime and protected by plates of chitin. The slime is acidic, causing 1d3 damage with direct exposure. Characters must make a DC 10 Reflex save on a successful attack, or be splattered by this slime for 1 damage.

The mouthparts of a slime crawler are similar to those of a centipede, and the creature can inject a virulent poison that causes 1d3 Personality damage unless a Fort save (DC 12) succeeds. Characters reduced to 0 Personality become catatonic until they have recovered to at least 3 Personality. So long as any of this Personality damage remains, the character hears a buzzing, like the noise of insects. Sometimes it is loud enough to drown out all other sound, sometimes so faint as to barely be heard, but it is always present – and at times, the character feels that if he just paid enough attention to it, he could make out words.... A character that becomes catatonic and recovers must make a DC 20 Will save or any link to deity or patron is severed, and the character becomes an adherent of Hizzzgrad. If the period of catatonia is cut

short due to magic or divine aid, the character gains a +8 bonus to this save.

Slime Crawlers (2): Init +3; Atk bite +4 melee (2d3 plus poison); AC 15; HD 4d6; hp 13, 19; MV 40'; Act 1d20; SP acidic slime; SV Fort +8, Ref +4, Will +0; AL C.

Finally, if a wizard or elf studies the cenotaph closely, or if any character attends to the buzzing voices brought on by the slime crawlers' poison, they may gain enough information to potentially learn a random 1st level wizard spell. The manifestation and any mercurial effect of this spell should be modified by the judge to take the source into account: for instance, choking cloud would manifest as a cloud of biting insects, and magic missiles might appear as hornets. The spell still needs to be learned normally (per the core rulebook, p. 315), and non-wizards or elves must make the check to learn the spell using 1d10 unless they have an occupation (such as wizard's apprentice) that is particularly suited to learning spells. This bonus spell does not use up a spell slot.

For more information on Hizzzgrad, see Appendix B.

G. The Goblin Market: This encounter is only present between the hours of twilight and dawn; it is never there when the sun is fully in the sky. During the day, all that can be found is a wooden post at the crossroads, with a sign on it:

*Here Be Found All Delights
To See, to Taste, to Feel
Dreams Untold
Bought and Sold
Lost Secrets We Reveal
The Goblin Market, Open Nights*

If this area is approached at night, it appears quite differently:

The shadowy crossroads area is filled with dark tents, ancient buildings leaning askew, the bustle of moving bodies, and the cries of hawkers: "Come buy! Come buy!" Towers and balconies spire upward amid the trees, and the tree themselves are festooned with buildings of their own, from modest tree houses that look like they were built by children to sumptuous palaces built in miniature. "Come buy! Come buy!" This place is a riot of smells and sounds. The scent of exotic spices and delicious fruits hang heavy on the




The Goblin Market

air. Nude beauties dance in golden cages. The air rings with the sounds of the blacksmith's trade. Pennons in various colors fly everywhere.

Although inhabited, the Goblin Market is both intelligent and malevolent. Although the goblins within it operate under the aegis of Morgorred, the Goblin King, the Market itself desires to cause those who visit it to make deals that cost them more than they gain. The Market is only really happy when everyone involved loses. Although the goblins know that the Market is an entity, they do not speak of it. Some few visitors will speak of it in hushed whispers. They do not wish to offend the Market.

Few transactions in the Goblin Market include the exchange of coin. Favors, memories, first born children, emotions, spells, and other esoteric items are bartered with instead. The judge should attempt to find the tipping point, where the player is no longer certain that the thing sought is worth the cost, but equally not certain that he should just walk away. Terrible bargains are made





here. The goblin sellers are willing to haggle, but such haggling should never reduce the cost of an item to the point where the player seems certain that his character is getting a deal.

The Market need not appear the same to all characters. Some characters can be in the Market while their companions see the crossroads as empty. It is relatively simple for the Market to use this ability to separate companions. The Market does not tolerate violence done to the Market itself, although it will tolerate almost anything the inhabitants wish to do to each other as part of a transaction.

The Market does not tolerate magic that reveals the truth. If the PCs played through *FT 0*, characters baring the blade of the *Sword of Truth*, showing the *Shield of Truth* uncovered, or utilizing either the *golden orb* or the *Mirror of Truth* within the Market instantly find themselves in an empty crossroads. The Mirror of Truth can still show the Market – and reveals that it is an entity itself – but the character can no longer interact with the Market normally.

If a character has been harmed by the Market, and seeks to undo that harm, the Market will simply not appear to her again. This is similar to how, in Christina Rossetti's poem, "The Goblin Market", the Market no longer appears to Laura once she is pining away for want of goblin fruit, even when it is visible to her sister, Lizzie, who stands beside her. The Market can be Turned by a Lawful cleric with a DC 15 check. Doing this causes the Market to disappear for that night, and it will never again reappear for that cleric.

If a character attempts to snatch an item and then cause the Market to fade away (for example, by Turning it or baring the *Sword of Truth*), roll 1d7 and apply the character's Luck modifier: (0 or less) the character not only does not have the item snatched, but all his equipment and clothing have disappeared and the Market never appears to him again; (1-2) the character retains the item snatched, but the remainder of his equipment and clothing disappear in payment and the Market never

appears to him again; (3-4) the character retains the item snatched, but the remainder of his equipment and clothing disappear in payment; (5-6) the character retains the item snatched, but the owner knows where he is at all times, and continually sends creatures to recover the item, beginning immediately with 2d3 Market Guardians; (7-8) the character retains the item snatched, but 1d3 Market Guardians also appear to recover it; (9) the character retains the item snatched, but one item of the character's, chosen by the judge, disappears to pay for it; or (10+) the character snatches the item successfully with no ill effects.

Market Guardians are huge, hulking ogre-like creatures armed with blue skin and stout spiked clubs. If the PCs walk about the Market before attempting to snatch anything, the Guardians will certainly be noticed, and should be described to the players. They use Table G for critical hits.

Market Guardian: Init +0; Atk spiked club +2 melee (1d6+3); AC 12; HD 4d8; MV 30'; Act 1d20; SP crits as giant; SV Fort +10, Ref +2, Will +4; AL C.

Running the Goblin Market well requires that the judge be able to think on his feet. Do not hesitate to split the party, and you may certainly enforce a "no communication" rule between players while conducting bargaining sessions. Remember that the goal is to boost the cost of anything purchased to the point where it becomes too dear to jump at, but not so dear as to immediately walk away. Your goal is to make the players decide how much they really want whatever it is that they seek.

At the very least, the characters should be able to find the following items at the Goblin Market. Remember that the Market can be accessed at any crossroads the judge deems is sufficiently fey in nature, allowing this material to be accessed repeatedly as the characters gain levels.

Standard Equipment: Any item of standard equipment may be purchased here at the normal price. When the character leaves the Market, roll 1d7. On a roll of "1-2" the item is discovered to be junk – turning into a branch, dry leaves, etc. On a roll of "7", however, the item is better than average in some way. If a weapon, it does +1d damage on the dice chain. This item is not magical. These items can be purchased for coin, bartered for similar items, or sometimes bought for a fingernail

From Goblin Market, by Christina Rossetti (pub. 1862)

*"We must not look at goblin men,
We must not buy their fruits:
Who knows upon what soil they fed
Their hungry thirsty roots?"
"Come buy," call the goblins
Hobbling down the glen.*

*Curious Laura chose to linger
Wondering at each merchant man.
One had a cat's face,
One whisk'd a tail,
One tramp'd at a rat's pace,
One crawl'd like a snail,
One like a wombat prow'd obtuse and furry,
One like a ratel tumbled hurry skurry.*



paring, a lock of hair, your shadow, or a severed finger. Although this seems like a cheap way to purchase equipment, such payments are likely to rebound upon the character as his adventuring career continues.

Wizard Spell: The ability to cast a wizard spell may be purchased here, by means of potion, ring, graft, or scroll. The cost is always something personal, and increases with the level of the spell from "your reflection" to "your friend here" of "bonded labor for a year and a day". The price must always be paid before the transaction is complete, and there are usually hidden costs. That grafted arm capable of casting *chill touch* may just belong to an un-dead spirit with its own agenda...and pity the character who allows a witch's head to be grafted to him – it may turn out that she was in the Market for a new body!

Wizard Spell Formulae: The formulae for wizard spells

can be bought here, at various prices depending upon spell level. Note that the purchaser must still learn the spell normally. The character may have to pay something that reduces an attribute by 1 point per spell level, even if that is not immediately clear when the transaction occurs. The Spellburn Actions table on page 109 of the *core rulebook* may be used for ideas.


Potion Ingredients or Exotic Components: If the judge requires something specific for a potion or a spell, it may be found here, available in exchange for a service of some sort. If the judge has no particular service in mind at present, this may always be a deferred payment, with severe penalties if the deal is reneged upon.

Dreams and Memories: These are available throughout the Market, being breathed in through the nostrils, eaten like cakes, taken as a draught before sleep, or even driven like nails into the head. In many cases, these are even trades – a dream for a dream, a memory for a memory, a skill for a skill. Of course, in reality most creatures are only too happy to trade their unpleasant memories and their nightmares. The character making such a bargain may learn a new occupation, or gain information to his benefit, but he also takes 1d3 points of Personality damage. If the dream or memory is particularly powerful, it can be driven in like a nail with an additional 1 point of Stamina damage. Finally, the most powerful memories are phantasms of the being that lived them, and they can attempt to lead the character to complete unfinished tasks related to the memory, or even attempt to take over the character's body (1 in 6 chance each day, Will DC 15 resists for that day; dominance lasts 1 day, the memory phantasm always attempts to retain control on the next day).

Examples of specific items found at the Goblin Market include:

- **Rat on a Stick:** Exactly what it sounds like. 2 cp; no change given if you don't have small enough coins. Fort DC 5 to eat the thing. There is no special effect; it is just disgusting.
- **Goblin Fruits:** Odd-looking fruits





that are delicious to smell and taste even better. They cost no more than a silver penny or a lock of hair! Enjoy! The problem is, once a person has tasted goblin fruits, they must make a DC 10 Will save every day thereafter or take 1d3 points of Stamina damage. Although this heals normally, the odds are good that the character will slowly waste away. The only cure is to taste the fruit again, a remove curse with a result of 20+, or divine intervention (DC 10). Tasted again, the fruit is like wormwood and dust, and the effect is broken. The problem is that the Goblin Market no longer appears to this character....

- **Child:** Whether a lovely boy stolen from an Indian king, the son of a princess trapped in a garden, or otherwise, there is a child here for sale. Perhaps the child was someone else's payment. Perhaps someone foolishly bargained servitude for youth, and here she is! Whatever the case, a child is a valuable thing in faerie circles, and might cost you your reflection, your visage (in which case no one will recognize you), or part of your soul (permanently taking 1d3 Luck). There is a 1 in 7 chance that the child will be nothing more than a wooden dummy once returned to the real world, a 1 in 7 chance that 2d3 faeries will later appear to the characters and attempt to buy or steal the child from them, and a 1 in 7 chance that nothing but another slave will be accepted as payment by the goblins. Check each chance separately.
- **Shoulder Goblin:** This is a small goblin imp which sits on the buyer's shoulder and whispers in his ear. The shoulder goblin grants the buyer a +2 bonus to skill checks, wizard spell checks, and the spell checks of Chaotic clerics (Lawful or Neutral clerics instead suffer a -2 penalty to spell checks). The shoulder goblin feeds off its owner's blood, and causes 2 points of Stamina damage when it first bonds to its new owner, and 1d3 points of Stamina damage each day thereafter. The owner may make a DC 10 Fortitude save each day to avoid this damage.

- **Wax Servant:** This is a wax figure,

as large as a man, which has its legs cut off at mid-thigh, and which has no mouth. Its purchase price is the buyer's name, plus a guarantee to perform an unspecified service in the future (the goblins will grant a stipulation that no one else be harmed by this service, and that it not be lethal to the character). The wax servant can do any task for the character except fight, and those tasks which its lack of legs or mouth would prevent. It must obey its owner. After the first week the servant is owned, roll 1d30 each day. On a roll of "1", the character wakes up in the morning to discover that he himself is a wax servant, forced to obey his new owner until the curse is passed on to his owner, and he is freed. When the owner becomes a wax servant, the current servant regains his natural form.

- **Companion:** A seductive woman or man in a golden cage, usually naked, not always human, sometimes with castanets. The companion beckons seductively, but never says a word. The companion can be bought for a night's pleasure for three pieces of silver, or bought outright for 3 pieces of gold. If purchased, roll 1d7 and add the buyer's Luck modifier: (1 or less) the companion is actually a giant spider disguised by illusion; (2-3) the companion is actually an inanimate manikin disguised by illusion; (4-5) the companion is a hideous, aged, or deformed specimen whose beauty is illusory; (6-7) the companion is exactly what it seems to be; (8 or higher) the companion is so wondrous to the character that he gains +1d3 Luck so long as he sees the companion at least once every three days, and the companion remains healthy.
- **Potion of Long Life:** This vile concoction extends the lifespan of a mortal being to twice its natural span. It effectively halves all natural and magical aging effects. Additional doses further retard aging (to ¼, 1/8, and so on). Each dose also retards personal growth, however, so that the imbiber requires twice the XP to gain a level after each dose (i.e., the first dose doubles XP requirements, the second quadruples them, and so on). The easiest way to deal with the math is to double the character's current XP, as well as future requirements. XP earned thereafter are not doubled, of course. The cost of this potion is a service performed for the Goblin Market.
- **Draught from the Fountain of Youth:** This cold, clear water reduces the age of a creature who drinks it by 6d6 years, possibly causing the creature to become an infant or even to disappear as a result of

regressing beyond the point of its birth. The typical cost is 10 sp and three drops of blood (from which the Market can create a duplicate of the buyer for its own purposes).

- **Eyes in a Jar:** These preserved eyes follow the characters as they pass. They are actually the sensory organs of an extra-dimensional creature, which may influence events to their owner's benefit or woe. Roll 1d7: (1-2) -2 to Luck so long as the eyes are owned plus 3d4 weeks, (3-4) -1 to Luck so long as the eyes are owned plus 3d4 days, (5) no change, (6) +1 to Luck so long as the eyes are owned, or (7) +2 to Luck so long as the eyes are owned. Luck cannot be spent to modify this roll. The eyes can only be gotten rid of by finding a buyer for them, and the buyer must pay less than the character did. The eyes can be bought for 3d3 cp.

Using the Market

If "Quest For It" is the beating heart of the *Dungeon Crawl Classics* game, the players need a means to let the judge know what they wish to quest for, and the judge needs both a means to communicate what such a quest entails. All too often, players would have their characters ask around, but have little idea where to direct such questions. True, the judge can simply allow the players to make out "wish lists" for their characters, and they can then tailor each adventure to supply items on that list. The Goblin Market puts this back into game play, providing a location where the players can be reasonably certain that their queries do not fall either on deaf ears or on those powerless to offer directions.

The judge can and should tailor the costs of items purchased in the Goblin Market to meet the needs of his home game. For example, if you intend on playing through *FT 2: The Portsmouth Mermaid*, the cost for some desired item in the Market might include "a mermaid's tears". Even if an item cannot be bought in the Goblin Market, perhaps information on its location – or the location of one who can provide more information – might be available for purchase.

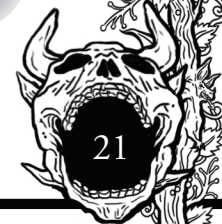
Although the *CE Series* from Purple Duck Games is specifically designed to aid the judge in handling "Quest For It" incidents in the game, any module can be adapted for this purpose. Nor do the PCs need to seek out the Goblin Market to meet their own agendas – a patron, or even a god, might demand that they procure

some item, person, information, or service from the Market.

Take into account as well that making inquiries at the Market supplies information about the PCs. Rival wizards may well risk the Market to learn who is asking about lost artifacts... especially if they are asking about lost artifacts that the wizards themselves are seeking! Similarly, the PCs should gain the opportunity to purchase information about their rivals. Also, the Goblin Market can be used to introduce and remove options to the campaign that the judge would like to see brought into play. If the judge wishes his PCs used patrons more, an item the PCs desire might be held by the King of Elfland, who will only lend it to one of his own minions. If the judge finds that a magic sword introduced to play is making things too easy for the players, that might be the only payment accepted for something that the PCs absolutely need.



King of Elfland



Goblin Market Table

The following table can aid the judge in describing the Goblin Market as it is explored by the PCs. There are 24 descriptions of goblins, visitors to the Market, fairly common items being sold, and prices that might be asked. Use these to spark ideas, and to provide background details as the PCs interact with the Market and its inhabitants. It is expected that some things will be ridiculously cheap, while junk seems to be prized beyond reasonable measure.

D24	Goblin Trait	Market Visitor Trait	Thing Sold & Services	Price
1	Cat whiskers	Bluish skin	Cat pelt	A kiss
2	Rat tail	Greenish skin	Stuffed raven	One dream
3	Slow moving	Yellow skin	Cage of 24 blackbirds	Firstborn child
4	Sly, leering look	Mohawk	Blackbird pie	1d4 cp
5	Hands are rat-like paws	Birdlike wings	Codpiece	1d5 sp
6	Feet are cloven hooves	Dragonfly wings	Bale of hay	1d6 gp
7	Bat-faced	Butterfly wings	Ball of golden thread	1d7 ep
8	Rat-faced	Four arms	Horseshoe nails (“For the want of a nail...”)	1d8 pp
9	Cat-faced	Short	Hot crossed buns	“It’s not for sale!”
10	Mole-faced	Tall	Chairs mended	Three drops of blood
11	Oversized hands	Tiny	Rags	A favor owed
12	Tiny feet	Gigantic	Flowers	One day of service
13	Shrew-like, piping voice	Beautiful	Sulfur matches	One night of service
14	Raven-headed	Beautiful (illusory)	Curds and whey	One week of service
15	Cloaked to hide features	Hideous	A ball of gold-colored thread	A year and a day of service
16	Ambulatory baby with cigar	Hideous (illusory)	A ball of golden thread (value 25 gp)	A spider
17	Obese	Furred (tiger striped)	Dragon dung	The shell of a grandfather snail
18	Skeletally thin	Furred (calico)	Horse manure	A baby’s laugh
19	Tiny useless wings	Furred (zebra striped)	Fiddle	Your joy
20	Ears are bat wings	Furred (spotted)	Silver spoons	Your sorrow
21	Long tail	Cat-like face	Unicorn blood	Your shadow
22	Long nose	Long face	Bezoar stones	One ounce of your friend’s blood
23	Mangy fur	No face	Mummified monkey’s paw	A lock of hair
24	Suckling large ticks	Antennae	Enough straw to make a small house	The shirt off your back

H. The Road to Portsmouth: *The path leaves the Grimmswood here, entering a region of gently rolling hills before reaching the seacoast and the town of Portsmouth, some fifteen miles away.*

The town of Portsmouth is the setting for *FT 2: The Portsmouth Mermaid*, coming soon from Purple Duck Games. If you do not intend on using that adventure, you may place whatever you wish beyond the forest. Characters native to Westlake will know Portsmouth as the wellspring of many traders, who bring goods into Westlake and the lands beyond. Those with appropriate occupations may also know that the folk of Portsmouth are thought to be quiet, serious folk who shun outsiders apart from trade. A cleric, elven sage, halfling mariner, or similar may attempt a DC 12 Intelligence check to have heard rumors that the folk of Portsmouth worship the ancient sea-god Dagon.

I. The Fair Isle: *A misty island rises from the waters of the lake in a series of wooded hills. Wisps of fairy lights – blue, green, and yellow-white – can be seen here and there through the mist. Even from a distance, the isle seems cool and inviting. Music, faint but joyous, reaches you from its shores. You are reminded somehow of forgotten things from your childhood – lost toys, old dreams, moments in time long lost until now. The island seems almost dreamlike in a way, as though it were a piece of another world merely glimpsed in this one.*

The Fair Isle is a part of Elfland, and it is almost impossible to reach from this world. Swimmers or boaters see the island recede before them, until they close upon the farther shore of the lack, when they suddenly discover that they have somehow passed the island, and it is behind them. Flying creatures do not see the island at all. Elves and faerie animals (see Appendix C) are instantly aware of the nature of the island.

If the judge wishes to award particularly inventive characters by allowing them to find a way to the island, the characters may find themselves in a fair land, filled with handsome men, beautiful women, and good things to eat and drink. Although they do not remember much of their visit, each gains a permanent +1 bonus to a randomly determined ability score. They cannot tell if their time on the island was measured in minutes or years, but they find themselves in another location (chosen by the judge or determined randomly (there are 16 major locations in the Grimmswood map, marked A to P).

Alternately, the judge may determine to run *AL 3: Through the Cotillion of Hours*, published by Purple Duck Games, as a representation of what occurs on the Fair Isle.

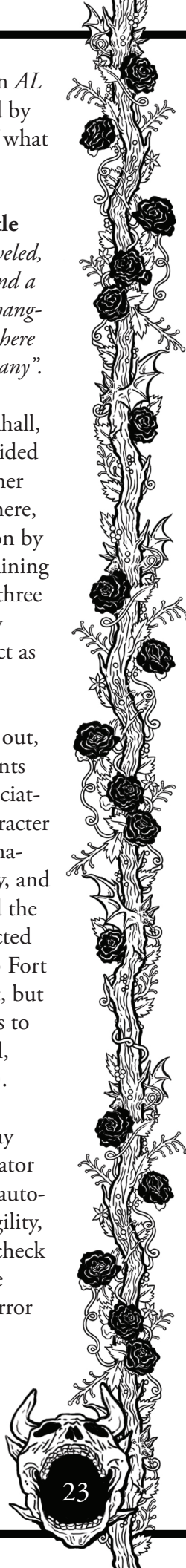
J. The Woodhall and the Mine of the Little Men: *This neck of the woods seems more traveled, with boot-prints common, branches sawed- and a small, crudely-lettered sign by the side-path, hanging down brokenly, so it is impossible to see where it pointed, reading “Woodhall Mining Company”.*


Searching near this area will find the Woodhall, the cottage of seven dwarven miners who aided Snow White when a witch sought to have her killed. Although there is little of interest there, searching uncovers signs of recent habitation by three beings, as well as seven syringes containing Prince Charming’s reanimator serum. The three brides have hidden elsewhere, prompted by knowledge gleaned from the ravens, who act as their spies in the Grimmswood.

If injected into a character who is bleeding out, Prince Charming’s reanimator serum prevents death and the normal ability score loss associated with being reduced to 0 hp, but the character must succeed in a DC 10 Fort save or permanently lose 1 point each of Strength, Agility, and Stamina. If the character has already passed the “bleeding out” stage, and the serum is injected prior to rolling over the character, a DC 15 Fort save must be made to avoid the same result, but the character may attempt two Luck checks to be still alive (and loses 1 Stamina as normal, possibly compounded by a failed Fort save).

Finally, if a character is already dead, he may be injected with Prince Charming’s reanimator serum to restore him to life. The character automatically loses 1 point each of Strength, Agility, and Stamina, and must succeed in a Luck check as if rolled over. If this Luck check fails, the character is not dead, but is an un-dead horror that immediately attacks the party.

Un-dead Horror: Init -4; Atk claw +1 melee (1d3) or bite -2 melee (1d5); AC 10; HD 1d8; MV 20'; Act 1d20; SP un-dead traits, regeneration 1/round (even





after reduced to 0 hp, fire or acid prevents); SV Fort +0, Ref -2, Will -2; AL C.

Within the sphere of Snow White's influence, all other zombie encounters will be with her "brides" and "grooms", with an equal chance that any given zombie will be either. The faces of Snow White's "brides" and "grooms" always appear to be those of the character they face, or someone known to the character (sibling, parent, friend, or lover). Each character must succeed on a Will save (DC 10) to successfully attack one of these creatures. Thereafter, although they need not make the Will save, they are at -1d on the dice chain to make attack rolls against them.

Zombie Bride or Groom: Init -4; Atk claw +1 melee (1d3) or bite -2 melee (1d5); AC 10; HD 1d8; MV 20'; Act 1d20; SP un-dead traits, regeneration 1/round (even after reduced to 0 hp, fire or acid prevents), appear as loved ones; SV Fort +0, Ref -2, Will -2; AL C.

North of the path here there is a opening in a wooded hill, supported by two stone slabs and an unworked stone lintel. The passage beyond slopes downward into darkness. The air within is cold enough that it creates a fog within and immediately without, like breath in winter.

Snow White hides within this mine, which was once worked by dwarves, but is now the domain of hobyahs. These are fey goblin-like things, a quarter the size of men, and seemingly a mixture of humanoids and black fish. They can see in the dark, can worm through the narrowest openings, and can curl themselves into balls to "run". Any dogs with the party will bark incessantly so long as they are kept within the vicinity of this area. This barking causes the hobyahs within the mine to suffer a penalty of -1d on the dice chain to their attacks, but it makes it impossible for the PCs to achieve surprise.

In addition to the tunnels shown on the map, there are many tiny seams far too small for even a halfling to worm his way within. These allow the hobyah's passage, however. Every time the characters

reach an intersection or a tunnel dead end, roll 1d5. On a "1", the characters are attacked by 1d7+1 hobyahs, which come from back down the tunnel, from a random direction, or from cracks in the walls as the judge sees fit. These hobyahs are slightly tougher than the basic hobyahs encountered in *FT 0*.

Hobyahs: Init +1; Atk bite +1 melee (1d3); AC 10; HD 1d6; hp 4 each; MV 20' or roll 40'; Act 1d20; SP infravision 60', afraid of barking dogs; SV Fort -2, Ref +0, Will +0; AL C.

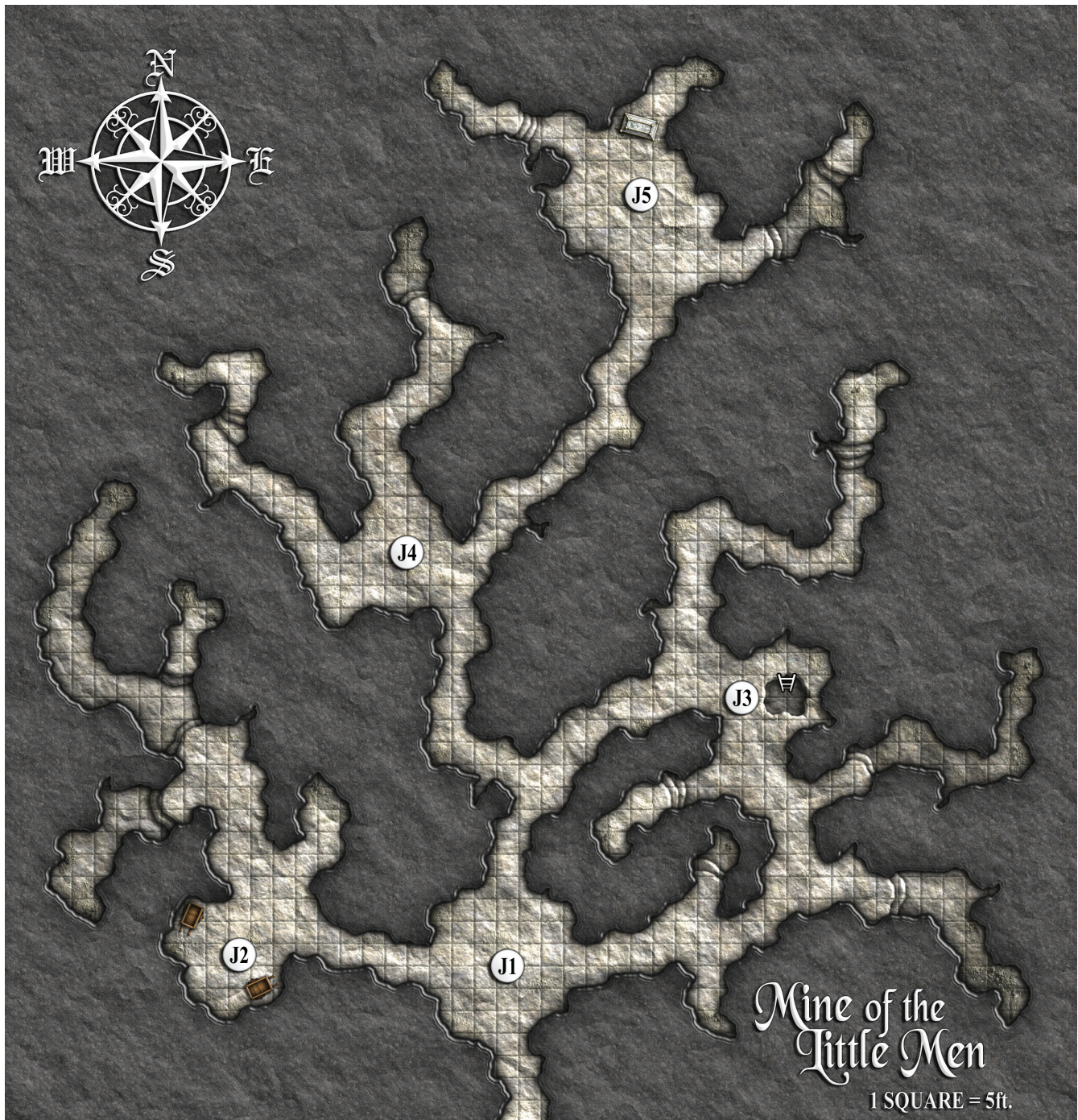
Because of the fog in these tunnels, vision (including infravision) is limited to 20'. The entire time she is within the mine, a dwarf will be able to smell minute amounts of gold in the walls, but will be aware that the mine is largely "played out". That is, the effort to extract further gold exceeds the cost of doing so. The constant background smell of gold, however, plays havoc with a dwarf's sense of smell, and she knows it.

J1. Entry Chamber: *The shaft leads down into the hill at a moderate slope for about 30 feet before coming into a larger area. Because of the cold air fog throughout these tunnels, you can only see 20' ahead of you, even with infravision, making it difficult to determine all that might be here. You can dimly make out a passage to the right and to the left, but there is no way to determine how long this area might be. It could be a long, long gallery or a relatively small chamber. What walls you can see glitter in your torchlight with flakes of mica and pyrite. These tunnels were obviously worked with pick and shovel, following seams of metallic ore deep underground.*

There is nothing of particular interest here.

J2. Old Mining Tools: *The tunnel opens out to the left here, and you can see the remains of old pushcarts and mining tools in that space. You can also make out two passages ahead of you, one slightly to the right, and the other slightly to the left.*

Three small pushcarts, seven picks (1d6 damage), four shovels (1d4 damage), and a wheelbarrow are here. The pushcarts are old and need repairs to be of use; a dwarven miner, wainwright, or similar character could repair one with an hour's time and a DC 10 Intelligence check. Examination of the pushcarts discovers a nugget of gold ore in one (worth 25 gp, weighs 40 lbs.). The wheelbarrow is rusty but serviceable.




The tools have suffered a bit from rust and rot, and if used, roll 1d5 whenever a natural “1” is rolled on a skill check, attack roll, or damage roll. If a “1” comes up on the d5, the tool breaks. Nonetheless, these tools were used by the dwarves who succored Snow White in her lifetime, and they have special power against her – any attack against Snow White using such a tool has its critical range extended by 2 (i.e., a 1st level thief crits on an 18-20, and a 1st level warrior on a 17-20). These are all two-handed weapons.

J3. Pit Junction: Here, the dwarves dug downward to

follow a seam of gold, creating an irregular pit averaging 10’ in diameter and worked to a depth of 20’. A wooden ladder allowed access into the worked area, and still remains on the north side of the pit. The fog in these mines now conceals the pit completely, and characters passing through this area must succeed in a Luck check or fall into the pit, suffering 2d6 damage, any die that comes up a “6” indicating a broken bone.

Precautions, such as prodding ahead with a 10-foot pole, have a 3 in 5 chance of





discovering the pit before it becomes dangerous. A thief who checks for traps discovers it automatically.

One of Snow White's un-dead brides lurks within the pit, a potentially deadly encounter for a character who falls alone, or who breaks a bone. Other characters can attempt to leap (as a move) or drop cautiously within the pit (using a full round). Leaping requires an Agility check on 1d20. If the result is between 10 and 14, the character takes 1d6 damage, with a "6" indicating a broken bone. If the result is 15 or higher, the character takes no damage and can act. A warrior or dwarf may add their Deed Die to this roll.

Un-dead Bride: Init -4; Atk claw +1 melee (1d3) or bite -2 melee (1d5); AC 10; HD 1d8; hp 5; MV 20'; Act 1d20; SP un-dead traits, regeneration 1/round (even after reduced to 0 hp, fire or acid prevents), appear as loved ones (Will DC 10 to attack, -1d on attack rolls against her); SV Fort +0, Ref -2, Will -2; AL C.

A dwarf or a miner who examines the pit bottom discovers a seam of gold that has not been played out - it can yield 1d10 lbs of gold per hour it is worked for 3d30 hours. When the mine is played out, roll 1d7. On a roll of "7", the seam is found to continue for another 3d30 hours. This continues so long as a "7" is rolled. Each pound of unworked gold is worth 5 gp.

J4. Three Grooms: *A chamber opens off to the left of the passage. From out of the fog lurch three shuffling figures - their faces are those of men you have long known and loved! They wear the features of fathers, brothers, and close friends as they reach forward with rotting hands!*

Un-dead Grooms: Init -4; Atk claw +1 melee (1d3) or bite -2 melee (1d5); AC 10; HD 1d8; hp 4, 4, 6; MV 20'; Act 1d20; SP un-dead traits, regeneration 1/round (even after reduced to 0 hp, fire or acid prevents), appear as loved ones (Will DC 10 to attack, -1d on attack rolls against them); SV Fort +0, Ref -2, Will -2; AL C.

J5. Snow White: *The passage opens out into another chamber, even colder than the areas you have already traversed. The fog is thicker here; you can only see about 15 feet ahead. From out of the thick white fog a woman's voice calls to you, "Come then, would-be champions of a living-dead prince, and let me warm you with my kiss." A woman's form can be dimly seen as she glides forward - hair as black as a raven's wing, lips as red as blood, skin as pale as snow.*

This creature is Snow White, who still looks much as she did in life. She can attack with her claw-like nails, but is more likely to use one of her other three potent attacks:

She can cast *charm person* with her gaze, with a +2 bonus to the spell check.

Her kiss drains 1d3 Stamina and 1d3 temporary Personality from her victim, who must make a Will save (DC 10) or stand dazed, losing all actions, for 1 round. A character "buffered" against this attack's worst effects (see **Area D**) takes only 1 point of Stamina damage and need not make a save to avoid being dazed. This attack drains blood, for Snow White is vampiric.

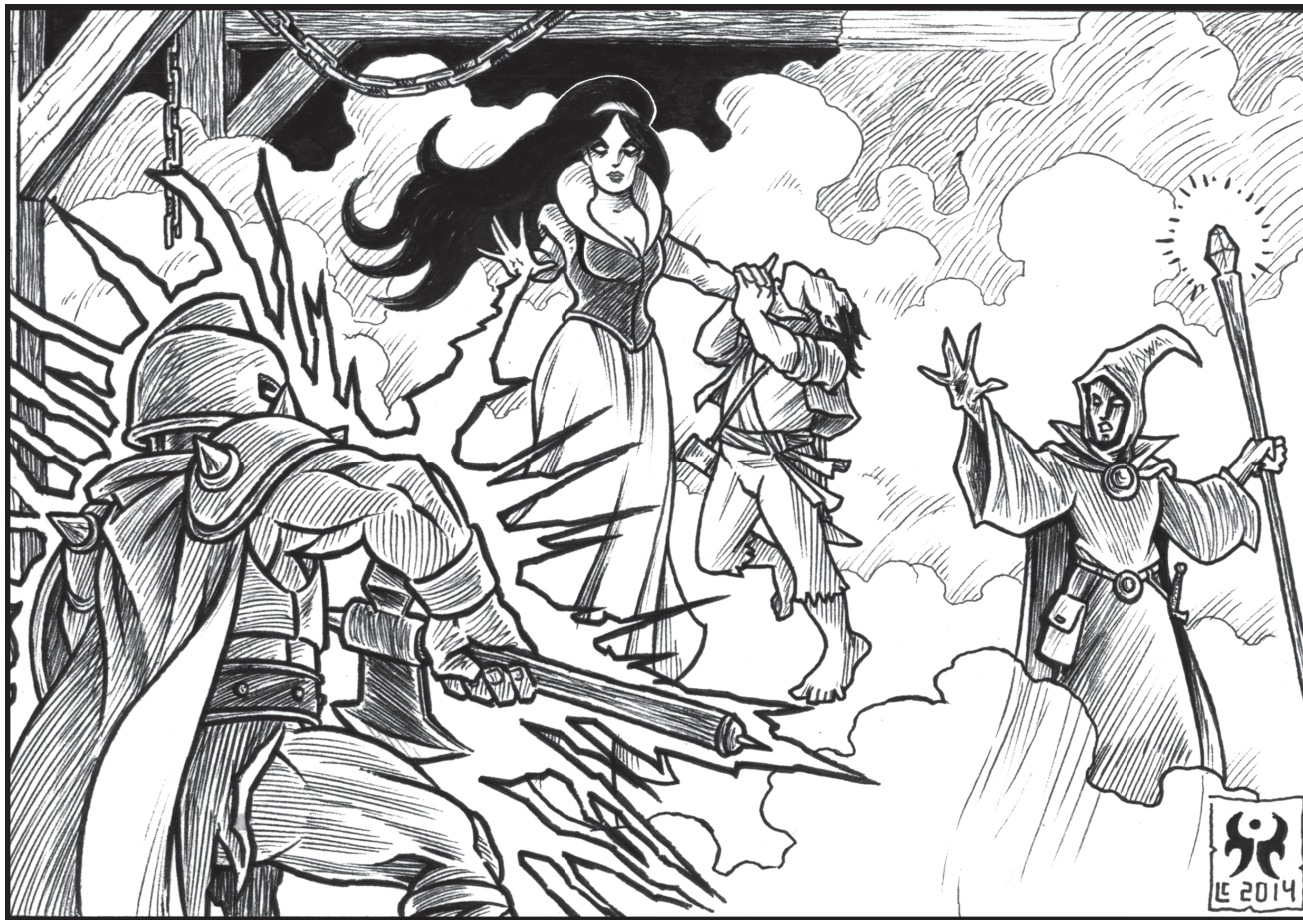
Three times a day, Snow White can send a ray of cold from her outstretched hand, attacking with a +4 bonus to hit, and doing 1d8 damage if successful.

Snow White: Init +0; Atk claw +1 melee (1d3) or kiss +2 melee (special) or ray of cold +4 ranged (1d8); AC 14; HD 6d12; hp 40; MV 30' or fly 20'; Act 2d20; SP un-dead traits, immune to cold and fire, charm person, kiss, ray of cold; SV Fort +8, Ref +4, Will +12; AL C.

Searching this area reveals Snow White's glass coffin in the far northern portion of the room. This is long and heavy, made of clear leaded crystal and gold. It can be sold for 500 gp if the characters can recover it, but it requires two characters with Strength 15+ or four weaker characters to carry. A character carrying the glass coffin can neither run nor fight.

K. Guardian of the Crossroads: A reek of dead flesh precedes this encounter.

Wending your way through the trees, you discover a hideous monstrosity squatting on the path in front of you, perhaps 30 feet ahead. It is a terrible beast, composed of the body of a large bear, upon which the heads of three wolves have




When Snow White Dies

When Snow White dies, Sleeping Beauty instantly loses her highest remaining Action Die.

In addition, Doctor Chapman is able to free himself a bit further from the Desert Faerie's curse. He sends a telepathic warning to the PCs. If Cinder Ella still lives, it is: *"Do not face Beauty yet; I can feel she is still too powerful for you. Rather go back and north, and defeat the Cindergirl where she sits waiting."* If Cinder Ella is also dead, Doctor Chapman's message is *"Down this road, in the glittering caves, will you find the Beauty. You have weakened her much by slaying the other two. Now do what you were sent to do, and finish this curse for all time!"*

In either event, Doctor Chapman concludes, "Go now, and go with my blessing." Every PC gains a permanent point of Luck.

Finally, with Snow White's death, the mines immediately begin to warm, and visibility increases by 5' every 10 minutes until the fog is gone. Frightened by the death of their mistress, the hobyahs cease to attack until the PCs reach Area J1 again. Then 2d4 hobyahs make a final assault on the battered PCs, hoping to kill them or drive them away.



been sewn. It is clearly dead – you can see ribs and places where necrotic flesh has sloughed away – but it rises from its haunches and begins to sway from side to side in a threatening manner. It seems to be guarding a place where paths meet.

The crossroad guardian is an un-dead creation of Beauty's, using Prince Charming's reanimation serum. It will not move until approached or attacked, so clever players may gain two missile attacks against it before it is in melee range (one initial attack, and one while it shuffles forward). If the PCs fire and back down the path immediately, they may gain a third volley before melee. Failure to take advantage of this opportunity may have deadly consequences, for the guardian is a terrible foe at close range. Standing on its hind legs, it swats with two claws and bites with three heads. If it strikes the same foe with both claw attacks, it draws the foe in for a bone-crushing hug that does 1d8 additional damage and traps the foe for automatic hug damage unless he frees himself with a DC 20 Strength check (which uses an Action Die). Worse, the hugged character attacks at –1d on the dice chain, while the guardian can bite with its central head against the character at +1d on the dice chain, with an improved critical range of 20-24. The guardian is immune to mind-affecting spells.

The judge should note that the guardian guards the crossroads only, and pursues those who harm it for no more than 10 minutes. It is possible to use hit-and-run tactics against the slow creature, or even to bypass it by travelling off the path. While the judge should not suggest these options to the players, neither should the judge penalize the players for using them. If the PCs do not rely on "brains over brawn" here, they are not likely to survive.

Crossroad Guardian: Init +0; Atk claw +4 melee (1d5+3) or bite +6 melee (1d8+5); AC 16; HD 10d12; hp 65; MV 20'; Act 5d20; SP un-dead traits, bone-crushing hug, immune to mind-affecting spells; SV Fort +15, Ref –4, Will +0; AL C.

L. The Parliament of Owls: An enormous oak tree at this point is hollow about 25 feet off the ground. The hollow is reached by a hole large enough for a man to crawl through. Within is a carved out chamber far larger than should be possible, the ground littered with owl feathers and the walls decorated with many comfortable places to perch. It is unlikely that anyone will notice the hollow unless they are actively looking for it, although the judge may allow a secret DC 20 Luck check to do so.

Climbing the tree to the hollow is a DC 5 task. If this check fails, roll 1d20 and add Luck Modifier, then subtract the result from 25 to determine how far the PC falls. A character suffers 1d6 damage for each full 10 feet he or she falls, with a "6" indicating a broken bone, as normal.

Under normal circumstances, the Talking Owls of Grimmswood meet here twice annually, at Midsummer and Midwinter, to pass news, discuss the doings of the forest, and pass resolutions. With the advent of Prince Charming's three brides, the owls have been meeting far more often, and there are constantly 1d5+2 Talking Owls to be found here. If the PCs come here as guests, they will find the owls friendly and willing to answer any questions they can, so long as the PCs undertake the defeat of the Prince's three dead wives.

They know the general location where each Princess can be found, although not the interior layout. They can also answer general questions about other encounter locations or wandering creatures, for they know the Grimmswood well. They are not well aware of the daylight activities of any creature, because they are nocturnal by nature, but they do talk to other animals.

The Talking Owls supply the judge with a means to give the PCs advice and information. Under normal circumstances, they will not accompany the PCs anywhere. If the judge desires, though, one of the owls may be a 1st level faerie animal suitable as a replacement PC. See Appendix C for details.

Talking Owl Random Name Generator

First Part of Name Last Part of Name (d8)
(d10)

1. Dusk	1. wing
2. Glim	2. feather
3. Gloam	3. beak
4. Twill	4. talon
5. Murk	5. eyes
6. Hard	6. flight
7. Grey	7. flit
8. Sharp	8. shadow
9. Moon	
10. Star	

Talking Owls: Init +2; Atk claws +0 melee (1); AC 13; HD 2 hp; MV 5' or fly 50'; Act 1d16; SV Fort +0, Ref +1, Will +2; AL N.

M. The Caverns of Beauty: *The trail has been approaching a large outcropping of rock, which rises above the trees of the forest, extending in three peaks from northeast to southwest. Where the path comes to an end, a cave mouth almost 15 feet wide, with an apex twice as high, opens into a passage plunging into the stone face.*

Within the sphere of Beauty's influence, all zombie encounters will be with her "brides" and "grooms", which are not physically present, but reside in the plane of dreams. When an encounter occurs, all PCs must make a DC 10 Will or Fort save (whichever is better) or fall asleep immediately. The total number of un-dead are split between the sleeping characters, who must face their allotment alone. These characters cannot be awakened until the combat is resolved, and the damage is not real, fading upon awakening. Even so, a dying character can be aided with even 1 HD of magical healing, which stabilizes his failing heart and bolsters his dying mind. A character saved after reaching 0 hp suffers disorientation and the loss of an attribute point as normal (see the core rulebook, page 93).

Un-dead Brides and Grooms: Init -4; Atk claw +1 melee (1d3) or bite -2 melee (1d5); AC 10; HD 1d8; MV 20'; Act 1d20; SP un-dead traits, regeneration 1/round (even after reduced to 0 hp, fire or acid prevents), exist on plane of dreams; SV Fort +0, Ref -2, Will -2; AL C.

M1. Entry Passage: *This passage is wide and high, com-*

ing almost to a point some 30 feet above the floor. The heights are furnished with dripping stalactites, and the floor is slick with dripping water. The angle of descent is severe enough to make traversing this passage difficult.

Any character moving at more than half speed in this passage, in either direction, must succeed in a DC 10 Reflex save (DC 15 if running) or fall prone and slide 1d3 x 10 feet towards Area M2.

M2. Cavern of the Flying Un-dead Baboons:

The passage leads down into a cavern some 40-50 feet across, with a ceiling height of 40 feet. The walls glisten with moisture, and flowstone makes the walls slick, except for several ledges upon which baboon-like creatures have been placed. They are obviously dead, with vulture wings sewn to their backs. The floor of the chamber is thick with mud. A narrow passage leads out to the northeast, and a wider passage to the southwest.

The mud in this room is a foot thick, robbing any creature walking in this area of 10' of its movement speed and making running impossible. For every 20 feet traversed, a character must make a Luck check or lose a boot or shoe to the sucking mud.

Worse, the baboons are not actually dead – they are un-dead flying monkeys, and there are 12 of them. They use their wings to avoid the floor, landing on characters that they attack. Because they fly, they suffer no penalty in Area M1 either. These creatures will not pursue into the north-east passage, which is too narrow for their wings to give them an advantage.

Un-dead Flying Monkeys (12): Init +3; Atk bite +2 melee (1d3); AC 10; HD 1d6; hp 4 each; MV 30' or fly 40'; Act 1d20; SP un-dead traits; SV Fort +0, Ref +2, Will +0; AL C.

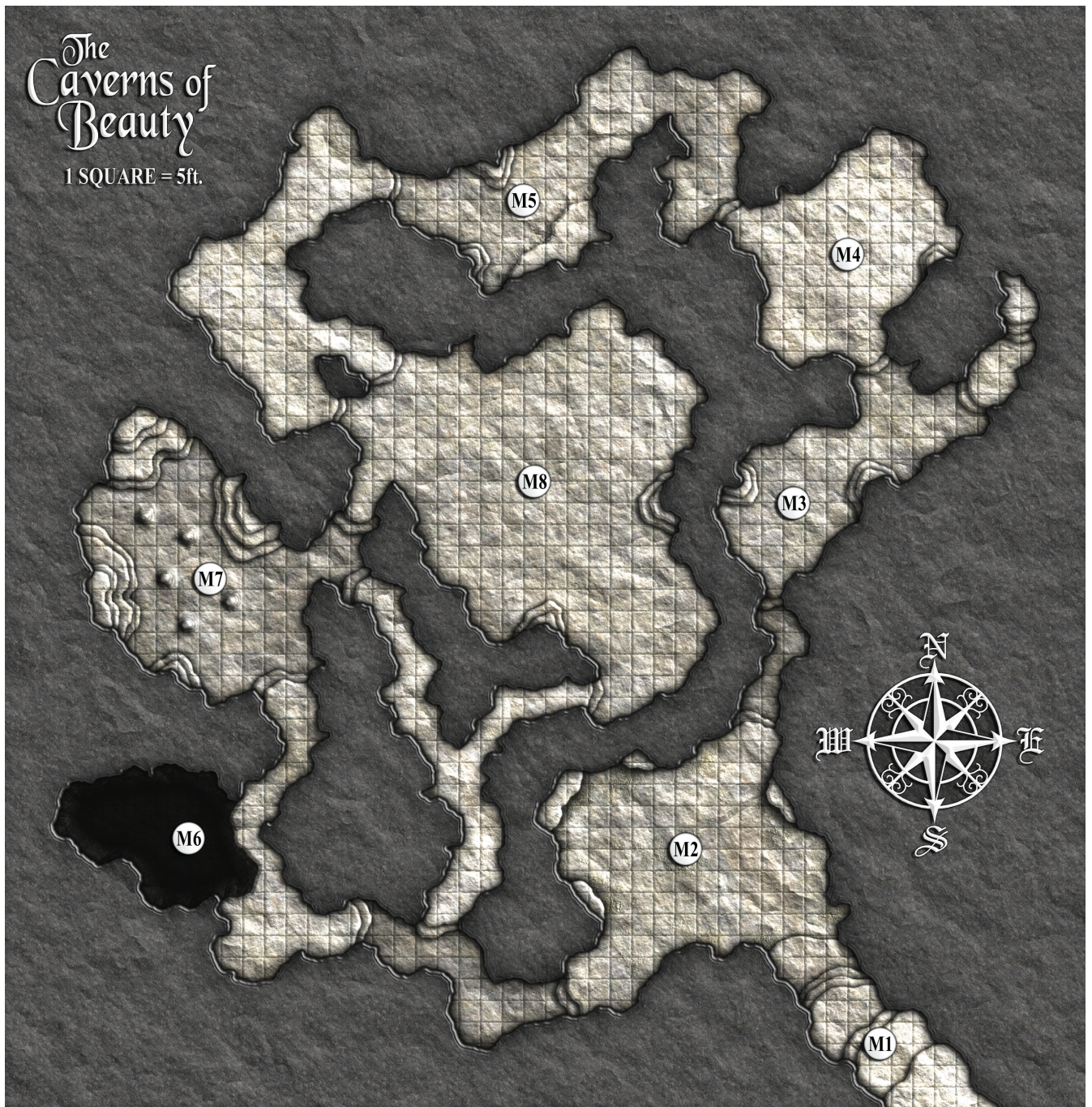
Water trickles out of the north-east passage, adding to the thick mud in this area.

M3. The Stalactite Garden: *This irregular gallery forms an amazing garden of hanging, glittering stalactites, many no*



The Caverns of Beauty

1 SQUARE = 5ft.



thicker than straws. Light glitters off the stalactites and the walls into a thousand fragments of bright color. Minerals trapped in the rock give off emerald, indigo, and rosy streaks of light, as though your torches held sunlight broken into a thousand shards by a many-faceted prism. Even those stalactites that have fallen look beautiful, covered by layers of translucent stone like flower stems frozen in ice. The floor is damp from the dripping water.

Dwarves can smell gold here. There are seams of metal to be found in this cavern, enough to extract 2d24 gp worth of metal

each hour for 5d30 hours, with each “30” rolled adding 1d30 to the number of hours in which these seams can be worked. Extracting this metal would destroy the beauty of the cavern, however.

M4. Cavern of the Gypsum Flowers: *This cavern is filled with stone flowing down its moist walls in bacon-like stripes. Water trickles out from the northeastern wall, fueling the growth of thousands of mineral formations that appear to be almost geometric flowers. The mineral striations on the cave walls take another shape in the stone flowers, appearing as whirls of darker color against a pale backdrop.*

It requires a DC 12 Agility check to remove a gypsum flower without breaking it, and takes about 10 minutes to make an attempt. Few characters will start with a suitable occupation for doing so, but the judge may allow them to move +1d on the dice chain for every three attempts made until they are rolling 1d20 for checks. These mineral flowers are very fragile, and must be transported with care to avoid damaging them. Although there are thousands here, only 3d24 are large enough or perfect enough to be valuable, and each of these is worth 3d5 gp each if harvested intact. The judge may choose to have a mineral flower be the price for an item at the Goblin Market (see **Area M**).

M5. Prince Charming, Reanimated: *The corridor widens out here, forming a natural shelf to the south, upon which you can see the head of Prince Charming, surrounded by severed hands. His mouth gapes and flexes, as if trying to form words. Most horribly, his pale blue eyes are darkened by horror, but still sane. He knows what has happened to him.*

If the head of Prince Charming is slain (AC 8; 10 hp damage to do so), Beauty (see Area M8) can no longer regenerate, and can thus be permanently slain. The prince's head is surrounded by seven severed hands, each the left hand of a witch or a sorcerer that has been reanimated by Prince Charming's reanimator serum. These hands protect the head of Prince Charming, seeking to prevent it from being harmed or carried away. They will pursue any who carries the head if it still lives, but become inert if the head is destroyed.

Each hand can cast a single spell with a +4 bonus to the spell check. If the spell is lost, the hand becomes inert until it is regained on the next day. The spells the hands can cast are: *chill touch*, *flaming hands*, *magic missile*, *sleep*, *ray of enfeeblement*, *scare*, and *dispel magic*. The hand that can cast *dispel magic* uses it to engage enemy casters in a spell duel, if possible.

Severed Hands: Init +2; Atk by spell; AC 14; HD 1 hp each; MV fly 30'; Act 1d20; SP un-dead traits, spells; SV Fort +0, Ref +2, Will +8; AL C.

If the head is destroyed, and a character keeps the inert (but not destroyed) hand associated with a spell, he may use it in a ritual to increase his Intelligence check for learning the associated spell by +2.

M6. The Abyss: *A narrow walkway hugs the eastern wall of this cave, allowing for a 5-foot wide ledge skirting a great abyss. It is impossible to tell just how deep the remainder of the cavern is from here; it is lost in darkness far below. Water trickles down the eastern wall, making the ledge slippery. The noise of trickling water echoes in the chamber, and seems to drop great distances.*

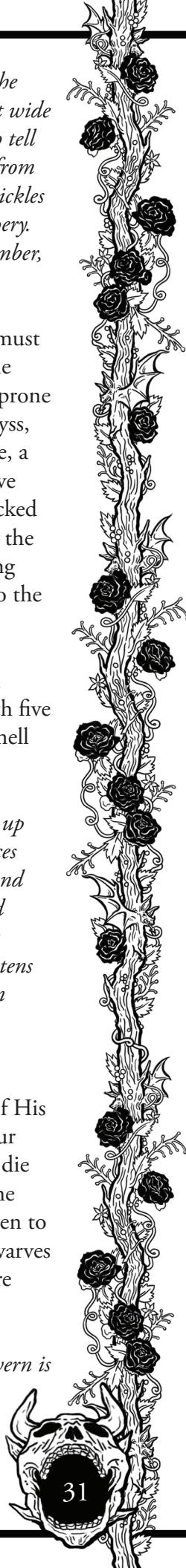
Anyone moving at greater than half speed must succeed in a DC 10 Reflex save or fall prone (DC 15 if running). A character that falls prone must make a Luck check or fall into the abyss, dropping 90 feet for 9d6 damage. Likewise, a character struck in combat must make a save equal to DC 10 + damage taken or be knocked prone, with the same chance of falling into the pit. If the PCs left any of the un-dead flying monkeys in Area M2 alive, they catch up to the PCs here.


A skeleton wearing ruined chainmail is still down here – it has a silver ring studded with five emerald gems (50 gp value); a dwarf can smell the gems from the ledge above.

M7. The Glittering Cave: *A cavern opens up to the west here – a large space of rising terraces draped by shimmering opalescent flowstone, and contained by tier upon tier of columns formed where rosy stalactites grew downward to meet darker rising stalagmites. The entire area glistens and shines, reflecting your light back to you in striking patterns of graceful splendor.*

This cavern forms a natural chapel to Daenthar, the Mountain Lord, and any cleric of His faith or dwarf who meditates here for 1 hour is blessed by the god, gaining one re-rolled die within the next 7 days (take the better of the two rolls, only one such blessing can be given to any given character at any given time). Dwarves and clerics will feel Daenthar's presence here intuitively.

M8. The Cavern of Beauty: *This large cavern is at least 100 feet high, with immense golden-orange stalactites hanging from the ceiling to almost the midpoint of the cave. The walls are all banded with flowstone in soft*





pastel colors, like the brushwork of fairies dwelling deep beneath the earth. Many of the stones appear almost to make shapes, the fantastical forms of unicorns, dragons, and sylphs. Intricate stone formations are everywhere, astounding and delighting the eye. In the center of the cavern stands Beauty, her golden ringlets falling about her shoulders, her fresh face that of an exquisite girl at the threshold of womanhood. She has, however, grafted two other heads to her body – those of an older man and woman, who look on with horror – and two other sets of arms sprout from her shoulders. “I wished to take Mother and Father to see this lovely place,” she says softly. “And now you are here. We can be a family.”

This creature is what remains of Sleeping Beauty, an un-dead creature driven insane by the reanimator serum administered by Prince Charming. So long as Snow White and Cinder Ella are undefeated, she can act with all three heads and six arms, gaining two extra Action Dice. If either Snow White or Cinder Ella have been destroyed, she loses her highest Action Die. If both are destroyed, she loses her highest two Action Dice.

The Beauty regenerates 3 hp damage each round, even if destroyed, unless Prince Charming’s head is destroyed (see **Area M5**); this prevents her from regenerating.

Beauty’s kiss attack, causes 1d3 damage to Strength, Agility, or Stamina (determine randomly), and the target must succeed in a DC 10 Will save or lose 1d6 XP. This does not cause the character to lose levels, but any shortfall must be made up in order to gain additional levels.

If a character presents a mirror to Sleeping Beauty, she must make a DC 10 Will save or be entranced, and unable to take any actions until her next initiative. Regardless of how many mirrors are prevented, she need only make one save, and the DC is not increased unless a character does nothing else (in which case the DC is 15).

When Sleeping Beauty Dies

All characters involved immediately gain a permanent +1 bonus to Luck.

In addition, if all three brides are destroyed, Doctor Chapman is freed from the Desert Faerie’s curse. He immediately appears, seeming alive and real, and causes all PCs within Area M8 to recover 1d6 hp of damage. This happens at the end of the round in which Beauty falls for the purposes of bleeding out.

Doctor Chapman thanks the PCs for their service, and says *“I hope that you are willing to be of some small service to me in the future. Now that the dark faerie curse is lifted, I sense currents in the world that were hidden from me before. Evil is afoot north of here, in the town of Portsmouth. When I have learned more of its nature, with your kind permission I will appear to you again.”*

If any PC expresses an interest in taking Doctor Chapman as a patron, he is clearly delighted. *“Normally such a ritual would need occur at Sefton Castle, but I think there is bond enough between us to forego that formality.”* If the PC does not know the spell, patron bond, Doctor Chapman will arrange to have a scroll with that spell on it find its way into the PCs’ hands over the next few days.

Despite his flaws, Doctor Chapman means well enough at the moment. But by taking service with him, the characters put themselves into the machinations of the Desert Faerie and the Yellow Dwarf in the weeks and months to come....

Sleeping Beauty: Init +0; Atk claw +3 melee (1d10) or kiss –1 melee (1d3 ability drain plus XP drain); AC 18; HD 8d6+8; hp 42; MV 30’; Act 1d30 + 1d24 + 2d20; SP un-dead traits, kiss attack, regeneration, entranced by mirrors; SV Fort +4, Ref +3, Will +4; AL C.

N. A Murder of Crows: *As you approach this area, you can hear the raucous crowing of many dozens of crows. Here, in an area where the forest gives way to twisted pines, you can see a colony of great nests, each several feet in diameter, occupied by a multitude of crows.*

The Talking Crows of Grimmswood are the enemies of the Talking Owls (see Area L), and from both their feeding habits and their connection with Malotoch, they would prefer that the three brides of Prince Charming reign forever. The crows have eyes everywhere in the wood, and know much, but they have no interest in helping the PCs.

Should the PCs attract attention, they will be mobbed by swarms of crows. Each crow swarm fills a 20 foot diameter area in three dimensions, and no more than one swarm can attack any given character at the same time. A swarm attacks all foes in its space. On a critical hit, in addition to other effects, the PC affected must succeed in a DC 5 Reflex save or lose an eye to a crow's sharp beak.

There are 3d10+10 nests in this area, and each nest contains 5d10 piece of jewelry or coins worth 3d5 sp each, with a 10% chance of also containing 2d12 pieces of jewelry worth 3d7 gp each. Climbing one of these trees up to its nest is a DC 5 task, although being attacked by swarms of crows makes it considerably harder – each character damaged by a swarm must make a DC 10 Reflex save or fall for 1d6 damage per 10 feet fallen (assume a climbing speed of 10 feet per round, or 20 feet per round for a thief, and an average nest height of 2d14+10 feet).

Crow Swarms (6): Init +3; Atk swarming peck +2 melee (1d3); AC 13; HD 8d8; hp 40 each; MV 5' or fly 40'; Act special; SP attack all in space, half-damage from non-area attacks, target eyes; SV Fort +0; Ref +3; Will +1; AL C.

O. Buried Treasure and Crawling Things: *There is a great standing stone beside the path, upon which a letter "X" has been clearly engraved, although time has worn its edges. At the base of the stone, to a height of nearly a foot, are piled thousands upon thousands of discarded cicada shells, their backs split to allow the adult insect to emerge from its juvenile skin.*

Dwarves can smell gold beneath the ground here, and anyone who digs through the three feet of soil beneath the cicada husks will find an iron box, banded with thick bronze, and locked (DC 15). Within is a rotting leather pouch containing 200 sp, tarnished black, and a golden bowl 6 inches in diameter with inlaid designs of cicadas, dragonflies, and crayfish done in pearl, topaz, jade, and

turquoise. It appears to be worth 200gp.

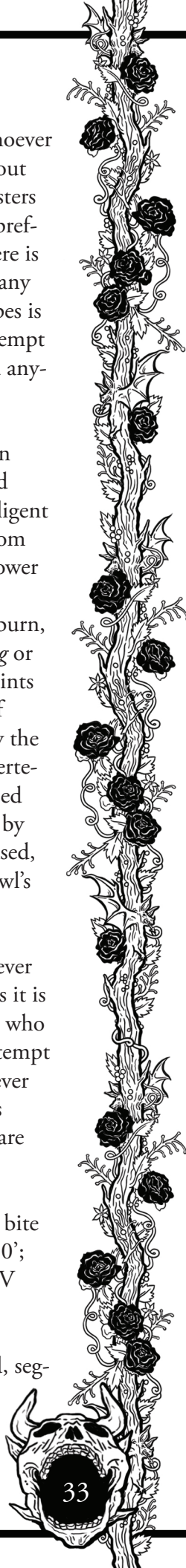
This is the *Bowl of Crawling Things*, and whoever possesses it discovers insects and worms about his person at odd times. Invertebrate monsters always attack the possessor of the bowl by preference (if she has it on her person), and there is a 1 in 7 chance that, at some point during any given day, one of the following monster types is attracted to the bowl's location and will attempt to carry it away, or to kill the possessor and anyone who aids him.

On the other hand, by spilling blood within the bowl (equal to 1 point of spellburn, and which needs to come from a sentient, intelligent being, but which does not need to come from the caster), an elf or wizard can evoke its power to cast *choking cloud*, *magic shield*, or *spider climb*. For blood equal to 2 points of spellburn, an elf or wizard can cast *monster summoning* or *spider web*. Finally, for blood equal to 3 points of spellburn, *transference* can be cast. All of these spells manifest in ways determined by the judge, but which have an insect-like or invertebrate theme. Each point of spellburn so used increases the chance of attracting monsters by 1 in 7, so that if 6 points of spellburn are used, monsters are automatically called to the bowl's location.

The bowl is a powerful artifact, and whosoever possesses it loses 2 points of Luck so long as it is in his possession. Moreover, if others learn who possesses it, other powerful wizards may attempt to claim it from its current owner by whatever means seem most expedient. The monsters potentially attracted to the bowl's location are (roll 1d6):

1. Segmented worms (2d6): Init +0; Atk bite +2 melee (1d3–1); AC 14; HD 1d6; MV 10'; Act 1d20; SP attach, burrow into victim; SV Fort +4, Ref +1, Will +0; AL N.

These foot-long worms covered with a hard, segmented carapace of a sickly mauve hue. They attack with a bite, and then attach to their victim. Each round an attached worm does automatic bite damage, and



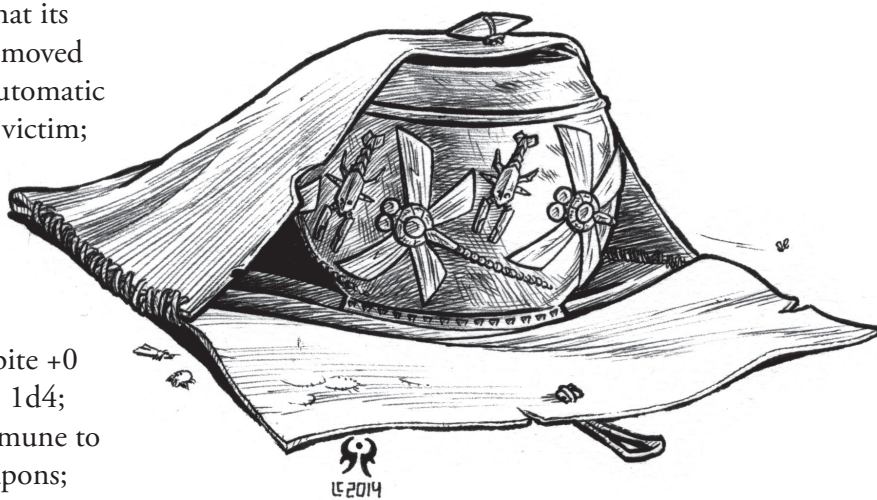
pulls itself into the wound 1 inch per point of automatic damage done (it is possible that its bite does 0 damage). A worm can be removed with a Strength check (DC 10 + total automatic damage done) until it is fully within its victim; then only a Lay on hands (4 Dice or higher) or appropriate magic can save the poor creature, which is consumed from inside out.

2. Demonic flies (3d5): Init +5; Atk bite +0 melee (1d3 plus infection); AC 11; HD 1d4; MV fly 40'; Act 1d20; SP infection, immune to fire, half damage from non-magical weapons; SV Fort +0, Ref +5, Will +4; AL C.

These horrid creatures appear like reddish-brown flies whose faces are a blend of human and fly features. When they bite, they transmit a hellish infection unless a DC 15 Fort save succeeds. The victim of this infection feels as though joints and blood are burning, and must make a DC 5 Fort save each minute or suffer 1 point of damage to Strength, Stamina, or Agility (determine randomly). The infection can be ended by a successful Lay on hands check (3 Dice or better), succeeding in five sequential saves, or appropriate magic including protection from evil and neutralize poison or disease. A victim slain by this infection hatches 3d5 demonic flies 1d3 days later.

3. Devil spider (1): Init +0; Atk bite +8 melee (3d3 plus poison) or claw +10 melee (1d6+3); AC 13; HD 8d6; MV 50' or climb 40'; Act 3d20; SP *spider web*, poison, immune to fire, half damage from non-magical weapons; SV Fort +10, Ref +3, Will +15; AL C.

The devil spider is the size of a small house, and has a cunning and malicious intelligence. It can cast *spider web* with a +6 bonus to the spell check; because this is a spell, it can potentially be countered. Its bite is highly poisonous, requiring a DC 18 Fort save to prevent death, and even if this save succeeds, the victim suffers 1d6 Stamina damage. If the save is a natural "1", half the Stamina damage suffered is permanent.



4. Assassin worm (1): Init +0; Atk bite +2 melee (1 plus narcotic) or wrap +0 melee (special); AC 8; HD 2d6; MV 20'; Act 1d20; SP narcotic bite, strangle, stealthy; SV Fort +2, Ref +5, Will +0; AL N.

This ebony worm is nine feet long and no thicker than an inch at its widest point. Its head is shaped like that of a leech. The assassin worm approaches its victim when he is alone or sleeping by preference, and injects a powerful paralyzing narcotic with its bite (Fort DC 16 avoids paralysis, but the narcotic effects drop all roll for the character by -1d3 dice on the dice chain; every hour that passes reduces this penalty by 1 die). Once it has bitten, it attempts to wrap around a foe, strangling for 1d3 temporary Stamina damage each round until the victim is dead. An assassin worm gains a +8 bonus to any rolls involving stealth.

5. Cockroach marauders (4d7): Init +8; Atk bite +6 melee (1d3); AC 16; HD 3d6; MV 40'; Act 1d20; SP immune to mind-affecting; SV Fort +14, Ref +8, Will +0; AL N.

These are foot-long cockroaches with a nasty bite. They shun bright light, but do not fear torchlight or lantern light, and often attack under cover of darkness. They can fit through even very narrow cracks. They are completely immune to mind-affecting magic.

6. Nightmare fleas (1d3+2): Init +5; Atk bite -2 melee (1 plus itching); AC 12; HD 1d6; MV 10' or leap 40'; Act 1d20; SP profound itchiness, immune to mind-affecting; SV Fort +2, Ref +10, Will +0; AL N.

These fleas are each the size of a rat. They can leap up to

40' as their move. Their bite causes a profound itchiness unless a DC 10 Fort save succeeds; this itchiness reduces Agility by 1 point per failed save, and the character so affected suffers a -1d penalty on the dice chain to all rolls until this Agility damage is healed and the itching ends.

Some of these monsters are very powerful compared to low-level PCs. That is a consequence of dabbling with powerful magic. These attacks cease if the owner of the bowl is *patron bonded* to Hizzzgrad.

P. The Iron Axman: *Standing in a clearing here is a man made entirely of iron. He has an axe in his hand, and appears to have been preparing to cut down a tree when his limbs seized up, for he is very rusty. Several stumps, and the rotting logs that were once standing trees, testify that this strange being has been standing here for years.*

If characters search, they can find an oilcan nearby (containing two flasks worth of oil). If the iron axeman is oiled, he will take some time to limber up, his metal joints screeching at first, as he tells his tale:

“Once I was a simple woodcutter, but I ran afoul of a witch, who gave me this axe as a gift. I must say, had I known she was a witch, I would never have taken it. Well, before long, I was out in the forest when Lop! the axe turns in my hand and cuts off me right leg. Thought I’d bleed to death, but, no, there’s no blood. Instead, a new leg of iron starts to grow, and a few days later I’m as good as ever I was. I go out cutting again, and Lop! it happens again, only this time it’s me left leg. Same thing happened to both me arms, and then me chest, and bit by bit the rest of me body, and finally me head. And all the time, I tried to change axes, or to stop cutting wood, but no, the magic of the axe wouldn’t let me. The axe wants to go Chop! Chop! Chop! and nothing I can do can stop that. So I thought to meself, Nick, I thought, maybe I should make a cottage in the wood, so I don’t have to hurt people no more, but just as I was cutting down me timber, it started to rain, and it seized up me joints, and there I stood with the birds settling on me head, till you came.”

In most cases, players will note the “*so I don’t have to hurt people no more*”. If they ask for elaboration, the axeman says, “*Dreadful sorry about it, with you oiling me up and all, but, well, this axe, it do like to go Chop! Chop! Chop!*” Then he attacks.

Players may think they are wise to disarm the axeman

before applying oil, but taking the *cursed woodsman’s axe*, even for a second, transfers its curse to the character that does so (Will DC 20 negates).

Nick Cutter, the Iron Axeman: Init +0; Atk cursed woodsman’s axe +1 melee (1d8); AC 17; HD 8d4; hp 16; MV 30’; Act 1d20; SP detect humans; SV Fort +0, Ref +0, Will +0; AL N.

The *cursed woodsman’s axe* does 1d8 base damage and is a two-handed weapon. It has a +1 bonus to hit, communicates via simple urges, and has an Intelligence of 12. The axe urges the wielder to attack humans at least once per day, and to go out chopping wood at least once per week (DC 15 Will to resist in both cases). Its wielder can automatically detect humans within 200 feet, even if they are hiding or invisible, and there is a 1 in 10 chance that any time a new opportunity presents itself, the axe will attempt to force its owner to kill whoever it can. The weapon is Chaotic.

There is a 1 in 7 chance each time a character goes woodcutting, and a 100% chance each time the character fumbles an attack, that he will lop off one of his own limbs or body parts (1d7: 1: left leg, 2: right leg, 3: left arm, 4: right arm, 5: lower torso, 6: upper torso, 7: head), until all are replaced by iron. Each body part takes 1d5 days to regrow as iron. An iron body part increases AC by 1 and hit points by 1d4, but every two parts replaced decrease Agility by 1 (for a total of 3 points lost). If the character is an elf, as each part is replaced by iron, he permanently loses 1d3 Stamina. If he should survive completely being replaced by iron, he is no longer vulnerable to the substance. Finally, the judge should consider any other complications of having an iron body that he deems appropriate – for example, requiring regular oiling and possibly becoming frozen with rust.

Ending the Adventure

With all three brides defeated, the player characters may return to Westlake victorious. They will have time to nurse their wounds, enjoy their rewards, learn spells, or whatever else they need to do. If you are not planning on using the rest of the



FT series, the Goblin Market, Doctor Chapman, Princess Annegret, and other elements remain “in play” to help you build your campaign world.

If you are planning on using the next module in this series, *FT 2: The Portsmouth Mermaid*, assumes that the PCs are 2nd level at the start of the adventure. This is likely the case, but if not, the judge may wish to run a short adventure between the two installments. *The Portsmouth Mermaid*, coming soon from Purple Duck Games, will embroil the PCs in an intrigue with the followers of Dagon, mermaids, the Sea Witch, and Cthulhu cultists as Hans Christian Anderson meets H.P. Lovecraft in a *Faerie Tale from an Unlit Shore*.

Doctor Chapman

Doctor Chapman was the Court Wizard of Sefton Castle, and is now a potent ghost. He appears as a tall, stoop-shouldered man wearing half-moon spectacles and yellow-white robes, although he sometimes loses concentration on his form and begins to appear more corpse-like over the course of a conversation. He can be found in an extra-dimensional room attached to Sefton Castle, over which he has perfect control.

Normally, the ceremony to bond with Doctor Chapman would need to take place in the castle ruins, but for those PCs who have met Doctor Chapman’s ghost this is not necessary.

Invoke Patron check results:

- 12-13** Doctor Chapman hears the character’s plea, but can do little to help the character at the time. He can allow the caster to recall one lost spell or send an animated broom to aid the caster for 1d6 + CL rounds (judge’s determination). **Animated broom:** Init +4; Atk swat +2 melee (1d2); AC 13; HD 2d6; hp 7; MV fly 40’; Act 1d20; SP immune to critical hits; SV Fort +4, Ref +6, Will +8; AL N.
- 14-17** A door opens to an extra-dimensional space. The caster and up to three allies may enter the space, where they can cast spells or otherwise act as normal. At the end of the five minutes, the space expels them and disappears. No time has passed outside.
- 18-19** As 14-17, above, except that the ghost of Doctor Chapman appears to the characters while they are in the extradimensional space, and they can ask questions and advice of him. Doctor Chapman is by no means omniscient, but he is relatively wise, and has a good fund of general and magical knowledge.
- 20-23** The power of Doctor Chapman flows through the character, giving him the equivalent of 10 points of spellburn that must be used within the next hour or be lost.
- 24-27** As 20-23, above, except that the character gains the equivalent of 20 points of spellburn, and has a full day to use them.
- 28-29** Doctor Chapman casts a random 1st level spell through the character, although the character can choose any variables he could choose were he the caster. Reroll if a patron spell, patron bond, or invoke patron are rolled. The spell is cast with a +6 bonus.
- 30-31** Doctor Chapman casts a random 2nd level spell through the character, or the character’s choice between 2 random 1st level spells (i.e., two random spells are rolled, and the character chooses which is actually cast). Reroll if a patron spell, patron bond, or invoke patron are rolled. The character can choose any variables he could choose were he the caster. The spell is cast with a +6 bonus if it is 1st level, or a +8 bonus if 2nd level.
- 32+** Doctor Chapman casts a random 3rd level spell through the character, or the character’s choice between 2 random 2nd level spells (i.e., two random spells are rolled, and the character chooses which is actually cast), or the 1st level spell of the character’s choosing (not including invoke patron, patron bond, or patron spells). Reroll if a patron spell is rolled. The character can choose any variables he could, available to the caster. The spell is cast with a +6 bonus if it is 1st level, or a +8 bonus if 2nd level, or +10 if 3rd level. The caster suffers no ill effects in the event that the spell check results in a natural “1”.

Patron Taint: Doctor Chapman

Those who would bond with Doctor Chapman suffer milder patron taints than with many other patrons. When patron taint from Doctor Chapman is indicated, roll 1d4. When all four taints are gained at all levels of effect, there is no need to roll any further.

1. The wizard begins to physically appear more like Doctor Chapman, first becoming stoop-shouldered, then developing a need for half-moon spectacles (costing 5 gp, and causing a –1d on the dice chain penalty to all rolls when not worn), and then finally taking on a bluish tinge to the skin when this taint is rolled a third time.
2. The wizard develops a need for greater privacy. When this taint is first rolled, he requires four days each month to conduct his own researches. If rolled a second time, he requires eight days a month. If rolled a third time, he requires sixteen days each month. If these needs are not met, he suffers a –1 penalty to Will saves for each day he has failed to take, until the deficit is made up for.
3. The wizard gains a bonus when dealing with fey. If the target of his attack or hostile spell is a fey creature, he gains a +1 bonus to the attack roll or spell check each time this taint is rolled, to a maximum of +3. Elves and faerie animals count as fey for this purpose.
4. The wizard gains a distaste for fey creatures, including elves and faerie animals, making them difficult for him to work with. When this taint is first rolled, he must roll a DC 5 Will save each day in order to associate with such creatures, or he takes a –1d on the dice chain penalty to all rolls if he does so. When this taint is rolled a second time, the save DC is raised to 10, and the penalty for ignoring failure becomes –2d on the dice chain. If rolled a third time, the character gains an additional penalty for ignoring a failure – if given a chance to destroy the fey creature, he must roll a DC 5 Will save to resist the temptation. If the bonded caster is an elf or a faerie animal, a failed save includes self-loathing, and the penalties automatically apply. An elf or faerie animal may therefore commit an act of self-destruction. Doctor Chapman is fine with that.

Patron Spells: Doctor Chapman

Doctor Chapman does not grant any unique spells. When a patron spell is indicated, roll a random spell from the next higher level; the character can cast that spell as though it were a patron spell of the indicated level. Thus, a wizard might gain *locate object* as a 1st level patron spell, or *planar step* as a 2nd level patron spell.

Spellburn: Doctor Chapman

When a character with Doctor Chapman as a patron attempts spellburn, roll 1d4 on the following table, or use the descriptions below to design a unique event for your own campaign.

1. The caster lends some of his life force to Doctor Chapman. This manifests as Strength, Agility, or Stamina loss. Until the points spent are recovered, the caster takes on an unnatural pallor and appears slightly translucent.
2. **“Hold this for me.”** The caster disappears, flickering back into existence a second later. In the interim, he has been in the workshop of Doctor Chapman for 1 day per point of spellburn, holding various items and doing physical labor for the patron. The resultant exhaustion manifests as Strength, Agility, or Stamina loss.
3. **Mirror version:** Doctor Chapman will grant up to 5 points of spellburn for free. However, the character now becomes the mirror image of himself (i.e., right-handed characters become left-handed, a scar on the left arm is now on the right, etc.). When the mirror-version casts spells, a new mercurial must be rolled for each spell cast, which becomes the permanent mercurial result for this version of the character. As this spellburn result is rolled multiple times, the character flips back and forth between his normal self and his mirror version.
4. **Critical interruption:** The character has petitioned Doctor Chapman at a critical moment in his experiments. As a result, the character gains only half the bonus from any spellburn, rounded down, for the next 24 hours. There is no need to roll on this chart during this period.

Hizzzgrad, Daemonic Lord of Crawling Things

None has ever seen Hizzzgrad, the Daemonic Lord of Crawling Things, but his voice has been heard in the evil chirpings of crickets in lonely places at night, and his will has been made known through scorpions speaking with unnatural voices. Heard in one world by a wayfarer in the desert, manifested through the sounds of night insects, the voice of Hizzzgrad led to the writing of that benighted book, The Necronomicon (as it appeared on that world), and drove the Arabic wanderer mad.

Hizzzgrad manifests through all manner of creatures that creep and crawl – serpents, lizards, crabs, spiders, and the beetles that feed on dung and corpses. His dominions are the stinging flies, the swarms of locusts, and the spineless blind worms writhing deep beneath the ground. There is much he knows of corpses and the dead, and those wizards who would wield the Arts Necromantic seek the patronage of this Daemonic Lord.

Hizzzgrad's ceremony must be conducted in a graveyard or crypt oozing with worms or crawling with invertebrates.

Invoke Patron check results:

12-13	Hizzzgrad is amused at the caster's suffering, and the sound of his laughter can be heard in the clicks of beetles and the shrill calls of cicadas, and seen in the insane writhing of blind worms. Yet, the mere presence of Hizzzgrad's regard bolsters the caster, granting a bonus of +1d6 Agility for 1 hour. This can be spellburned as normal.
14-17	Hizzzgrad sends a swarm of locusts, grave beetles, or similar insects to bedevil the caster's foes. The caster and his allies are unaffected, but all others within 30' of the caster suffer 1d8 damage each round for 1d4 + CL rounds, or until the swarm is somehow removed by an area effect. Further, so long as the swarm is active, visibility is reduced to 5' within its area. This reduced visibility does not affect the caster and his allies, as the swarm parts briefly to allow them line of sight whenever they require.
18-19	Hizzzgrad communicates a spell to the caster, which may then be used until lost. This can exceed the maximum spells allowed. Once lost, the spell cannot be recovered, although the caster can then try to learn that spell if she has an available spell slot of the appropriate level. The judge may assign tasks to learn missing parts of the spell, as usual. Roll 1d7 and add the caster's Luck Modifier to determine the spell gained: (0 or less) <i>feather fall</i> , (1) <i>spider climb</i> , (2) <i>magic missile</i> , (3) <i>magic shield</i> , (4) <i>monster summoning</i> , (5) <i>spider web</i> , (6) <i>invisible companion</i> , (7) <i>fly</i> , or (8 or better) <i>demon summoning</i> . Regardless of the spell gained, the manifestation always related to the invertebrate world.
20-23	Insects and worms erupt from the mouth and nostrils of a target within 120', chosen by the caster. The target immediately loses 1d6 Stamina, and must make a DC 20 Fort save or lose another 1d6 Stamina. This continues each round until the target dies or makes the save. If the target survives, lost Stamina is recovered with 10 minutes of rest.
24-27	A swarm of insects, worms, crustaceans, centipedes, spiders, or other invertebrates, as appropriate to the location, swarms up from the ground to attack a target of the caster's choosing. If the target does nothing but defend itself, the swarm attacks with a +8 bonus doing 1d6 damage each round. If the caster does anything else, the swarm hits automatically for 1d6+6 damage. The swarm lasts 1d8+CL rounds, and can be directed to change targets (move 50') with a word. It cannot be destroyed as long during its duration; creatures that are slain are replaced.

28-29	1d12 + CL gigantic invertebrates appear from the ground, the air, or wherever the judge deems most appropriate. These enormous creatures are the size of a horse and take whatever form the judge desires, so long as they are invertebrates. Examples include centipedes, silverfish, crayfish, wasps, spiders, flatworms, and cockroaches. They use the same basic statistics, modified by the judge as required to suite their form. These creatures remain for 2d5 + CL rounds, and act as directed by the caster (this does not require concentration). Depending upon their nature, they can perform non-combat activities as directed (i.e., act as mounts, etc.). Gigantic invertebrate: Init +2; Atk bite +6 melee (1d8+4) or sting +4 melee (1d6+3 plus poison); AC 16; HD 5d8+10; MV 40' or climb 40' or fly 50' or swim 30' or dig 20'; Act 2d20; SP poison (DC 20 Fort save or 2d4 Stamina); SV Fort +10, Ref +3, Will +0; AL N.
30-31	Insects, arthropods, and worms force themselves into every orifice of the caster and three chosen allies. These allies receive a +4 bonus to AC and saves, a +3 bonus to attacks, spell checks, and damage rolls. They automatically succeed on any Recovering the Body checks, but must still roll – if the check would have failed, the character gains patron taint as the creatures burrow into brain or muscle in an attempt to save his life.
32+	The earth erupts with crawling vermin, which swarm up the bodies of all targets touching the ground within 150' of the caster. The caster and his allies, bolstered by armour of living crawling things, gain a +6 bonus to AC and reduce all damage taken by 2 points. All others within range take 3d6 damage per round from the biting and stinging creatures. This lasts 3d10 + CL rounds.

Patron Taint: Hizzzgrad

Those tainted by their connection to Hizzzgrad become less human. Insanity creeps upon them as they listen more and more to the voices of the crickets in the night, and identify more with the creeping things that hide from the sun than they do with their fellow men. And, as is well known, those who follow Hizzzgrad are compelled to write of their journey into inhuman madness, and their missives can lead others into psychosis. Those who would read the tainted ramblings of the Lord of Crawling Things' followers do so at their own risk...for thus does Hizzzgrad gain followers to whom the Daemonic Lord owes nothing whatsoever.

1. **Night Voices:** When this taint is first rolled, the wizard becomes aware of words and language hidden in the nocturnal sounds of crickets, serpents, and flies. Even the whine of mosquitoes carries a message, if only she could understand it. When this patron taint is rolled a second time, the wizard begins to understand the voices, and they bolster her spell casting. When the wizard is in a location where she can hear the night chorus (judge's determination), she gains a +2 bonus on all spell checks. When this is rolled a third time, the meaning of the voices becomes far clearer, and more terrible. The wizard retains the previous bonus, and, in addition, the judge may tell the wizard additional rumours and secrets, as well as provide adventure hooks. However, if this taint is rolled again, treat as if Madness (see below) were rolled instead.
2. **Madness:** When this patron taint is first rolled, the character begins to go mad. Initially, this is just a role-playing consideration (and the judge should encourage role-playing the increased madness). Thereafter, each time this taint is rolled, the character permanently loses 1d3 points of Personality and gains a +1 bonus to his Will saves. Each point of Personality loss can only be recovered by performing an act of madness so astounding that the judge chooses to return the point. Eventually, the player will be forced to play out the character's madness, accept the Personality loss, or retire the character. If the character's Personality drops below 3, irrevocable insanity causes the character to become an NPC under the judge's control. There is no other limit to how often this taint can be rolled.
3. **Join in the Creeping:** When this taint is first rolled, the character gains an inhuman level of flexibility, and is able to perform astounding acts of contortionism. This is not enough to affect most Reflex saves, but on any check where the judge deems it appropriate, the character may roll on 1d24. If this is rolled a second time, the character gains a +2 bonus to Reflex saves and can move at normal speed even when prone. If this is rolled a third time, the character gains a 20' climb speed so long as her hands and feet are bare, and (if unburdened or lightly burdened) can climb even sheer surfaces without fear of falling. If this taint is rolled again, treat as if Less

than Human (see below) were rolled instead.

4. **Less than Human:** The wizard's mind begins to follow courses that are more like the creeping things of Hizzzgrad than of human kind. The character loses 1d3 Personality each week, unless he consumes a number of creatures equal to his class level during that period. Once lost, this Personality cannot be regained. If the character's Personality is reduced below 3, the character becomes an NPC under the judge's control. When this taint is first rolled, the character must consume flies. When it is rolled a second time, spiders. When rolled a third time, birds. When rolled a fourth time, cats. When rolled a fifth time, dogs. When rolled a sixth time, humans. No further effects happen.
5. **Compelled to Write:** The character is compelled to write of his experiences and learning under the tutelage of Hizzzgrad. When this taint is first rolled, the character must write a pamphlet (2 gp in materials, 1d6 – Int modifier hours to write; any who reads it feels disturbed). When this is rolled again, the character must write a tract (15 gp in materials, 1d8 – Int modifier days to write; any who reads it must make a DC 10 Will save or take 1d3 points of Intelligence or Personality damage, equal chances of each). When this is rolled a third time, the character must write a treatise (50 gp in materials, 1d10 – Int modifier months to write, 25% chance the treatise can teach a randomly selected 1st level spell known to the caster, readers must make a DC 15 Will save or permanently lose 1 point of Intelligence and Personality). Finally, if the character rolls this taint a fourth time, he must write a book (100 gp in materials, 1d12 – Int modifier years to write, 50% chance that the book can teach 1d5 randomly selected spells known by the caster, readers automatically lose 1 point of Personality and suffer minor corruption each time they learn a spell from the tome). If this taint is rolled again, the character begins anew with writing a pamphlet. Having work of this nature uncompleted is distracting – the character cast spells at –1d on the dice chain for each writing project he has yet to complete.
6. **Worms of the Earth:** When this patron taint is first rolled, worms are found around the caster at unusual times. They may be found in her bed when she awakens, in her food, or crawling upon her clothing. If this is rolled a second time, worms can occasionally be seen wriggling from her ears, dropping from her mouth, etc. This horrific effect forces her to make any Personality checks on –1d on the dice chain, if the judge deems that they would be affected. If rolled a third time, the worms disappear (along with previous effects), but the caster can feel them writhing within her brain and body, causing a permanent loss of 1d3 Agility. If rolled a fourth time, the worms are fully integrated with the caster's body. She regains the lost Agility and, if a Recovering the Body check must be made, she rolls using 1d16, thus increasing her chances of rolling under her Luck. Further, she ignores any broken bones, or any effect that targets bones. Finally, if this taint is rolled a fifth time, her body becomes a writhing mass of worms, horrifying to any being who sees it. Any normal being who witnesses what she has become must make a DC 15 Will save or seek to slay her instantly and unremittingly.

Patron Spells: Hizzzgrad

Hizzzgrad grants three unique spells, as follows:

Level 1: *Consult Vermin*

Level 2: *Animated by Worms*

Level 3: *Alchemy of the Essential Salts*

Spellburn: Hizzzgrad

When a character with Hizzzgrad as a patron attempts spellburn, roll 1d4 on the following table, or use the descriptions below to design a unique event for your own campaign.

Spellburn Result

1. A cloud of biting, stinging insects swirls up and around the caster. The damage they do is expressed as Strength, Agility, or Stamina loss.
2. Some portion of the caster's body turns bluish-white and erupts with maggots. This is expressed as Strength, Agility, or Stamina loss. The discolouration and maggot infestation go away as the damage is healed.

3. The caster is infected by worms or other parasites, causing the Strength, Stamina, or Agility loss. If the caster is able to touch an ally when performing spellburn, he can transfer up to 10 points of spellburn damage to that ally, who must succeed in a Fort save (DC 10) or 1 point is permanent damage.
4. The caster can feel invisible pincers, bites, and stings, and his body swells with the effects of nether poisons. This is expressed as Strength, Agility, or Stamina loss.

Consult Vermin

Level: 1 (Hizzzgard); **Range:** Self; **Duration:** 1 turn or more; **Casting time:** 1 turn; **Save:** N/A

General

Various worms, insects, spiders, serpents, crustaceans, lizards and other crawling vermin are summoned by the caster, and then answer his questions. The creatures begin appearing at the beginning of the casting, and disperse as soon as the duration has ended. The mass of creatures is based off of what is nearby – crayfish and leeches for fresh water; crabs, lobsters, and sea snakes for salt water; buzzing flies and cockroaches in a city; etc. Giant or monstrous vermin may also be summoned if they are in the area, at the judge’s discretion. This does not change the way the spell works, except that at the end there is a 20% chance that monstrous vermin attack rather than return to their previous location(s). The judge is encouraged to role-play the vermin for what they truly are, and to make the experience as creepy as possible!

Manifestation

Roll 1d3: (1) the vermin communicate in normal speech, understandable to all; (2) while the questioner speaks normally, the buzzing, clicking, and hissing of the vermin cannot be understood by any other nearby (unless, for example, the vermin are spiders and another wizard nearby speaks the tongue of spiders); (3) both vermin and wizard speak in the clicks, hisses, and buzzing of the vermin.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	The wizard is able to ask the vermin one question per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 70% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
16-17	The wizard is able to ask the vermin two questions per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 80% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
18-21	The wizard is able to ask the vermin two questions per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 90% of the time. If the wizard so chooses, he may ask the vermin more complicated questions, which can be answered with a single word or a short phrase, but each of these questions costs the same as two questions answered with Yes, No, or Maybe. The wizard has 1 turn to ask his questions before the spell duration expires.
22-23	The wizard is able to ask the vermin two questions per class level, which may be answered with a single word or short phrase. The answers given by the vermin are correct 95% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
24-26	The wizard is able to ask the vermin two questions per class level, and there is no limitation to how complicated the questions may be, although the answers to more complicated questions may be ambiguous. The answers given by the vermin are correct 95% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.

27-31	As above, but the wizard has a full hour to consult with the vermin, and the answers are never intentionally ambiguous. If the wizard leaves the area where the spell is cast, the spell ends, but he may consult with others in order to better ask questions and understand the answers.
32+	As above, but some of the vermin cling to the caster, hiding within his collar and hair, or coiling about his neck, or even crawl into his ears. Until he has used up all of his questions, the vermin are always with him, ready to answer when asked. They do not confuse questions asked to others with questions asked of themselves. Their answers are 99% accurate.

Animated by Worms

Level: 2 (Hizzzgrad); **Range:** Touch; **Duration:** Varies; **Casting time:** 1 round; **Save:** N/A

General

The caster commands worms, spiders, and insects to enter into one or more corpses, animating them for a brief period. The caster cannot animate more corpses than are present, and cannot control more than twice his CL in Hit Dice of animated bodies at any given time. These creatures are not truly un-dead, and are not intelligent enough to utilize weapons or tools. They use Critical Table M when appropriate. At the end of the spell duration, or when slain, the corpses collapse and the vermin crawl away (but see below).

When a creature is bit by a wormwalker, worms drop from the creature's teeth and eye sockets, infesting the target unless it makes a Fort save (DC dependent upon Hit Dice; see individual entries). An infested creature immediately loses 1 point of a physical ability score (roll randomly from Strength, Agility, and Stamina), and loses an additional point each hour until cured (3 HD of magical healing or a DC 15 check using an appropriate occupation). Creatures slain by this damage arise as 1 HD wormwalkers (see below for statistics).

When wormwalkers with 3 HD or more die, the worms within explode outward in a 5' radius. Any creature within this radius must make a DC 10 Fort save or be infested, taking an immediate 1d3 points of damage from a random physical ability, and requiring a DC 10 Fort save each round to avoid taking an additional 1d3 points of physical ability damage each round. This damage can be halted by 3 HD of magical healing, a DC 20 check using an appropriate occupation, or making three sequential saves. A creature slain by this damage arises as a 1 HD wormwalker (see below for statistics).

Wormwalkers created by infestation are under the control of the wizard who created the infesting wormwalker, to the maximum Hit Dice he can control. If the wizard ever loses the relationship with his patron, any wormwalkers he has created, no matter how distant, immediately begin moving toward him to destroy him. They may, of course, be destroyed en route.

Manifestation

By spell check result.

1	Loss, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	The caster can animate a single corpse as a 1 HD wormwalker, for a maximum of 1 hour. Wormwalker: Init -4; Atk slam -1 melee (1d4) or bite +0 melee (1d3 plus infestation); AC 10; HD 1d12; MV 20'; Act 1d20; SP infestation (Fort DC 10), detect living bodies within 60'; SV Fort +2, Ref -4, Will -4; AL C.

18-21	The caster can animate up to three corpses as 2 HD wormwalkers, for a maximum of 1 day. Wormwalker: Init -4; Atk slam +0 melee (1d4) or bite +1 melee (1d3 plus infestation); AC 11; HD 2d12; MV 20'; Act 1d20; SP infestation (Fort DC 10), detect living bodies within 60'; SV Fort +2 , Ref -4, Will -4; AL C.
22-23	The caster can animate up to five corpses as 3 HD wormwalkers, for a maximum of 1 week. Wormwalker: Init -4; Atk slam +1 melee (1d5) or bite +2 melee (1d3 plus infestation); AC 12; HD 3d12; MV 20'; Act 1d20; SP infestation (Fort DC 12), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +4 , Ref -2, Will -2; AL C.
24-26	The caster can animate up to five corpses as 4 HD wormwalkers, for a maximum of 1 month. Wormwalker: Init -2; Atk slam +2 melee (1d6) or bite +3 melee (1d3 plus infestation); AC 12; HD 4d12; MV 20'; Act 1d20; SP infestation (Fort DC 12), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +5 , Ref -2, Will +0; AL C.
27-31	The caster can animate up to ten corpses as 5 HD wormwalkers, for a maximum of 1 month. Wormwalker: Init +0; Atk slam +4 melee (1d8) or bite +6 melee (1d3 plus infestation); AC 12; HD 5d12; MV 20'; Act 2d20; SP infestation (Fort DC 14), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +6 , Ref +0, Will +2; AL C.
32-33	The caster can animate up to ten corpses as 6 HD wormwalkers, for a maximum of 1d3 + CL months. Wormwalker: Init +2; Atk slam +5 melee (1d8) or bite +6 melee (1d3 plus infestation); AC 14; HD 6d12; MV 20'; Act 2d20; SP infestation (Fort DC 14), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +8 , Ref +2, Will +4; AL C.
34+	The caster can animate up to ten corpses as 8 HD wormwalkers, and they remain animated until destroyed. Wormwalker: Init +4; Atk slam +7 melee (1d8+2) or bite +10 melee (1d3 plus infestation); AC 16; HD 8d12; MV 20'; Act 2d20; SP infestation (Fort DC 16), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +10 , Ref +4, Will +8; AL C.

Alchemy of the Essential Salts

Level: 3 (Hizzzgrad); **Range:** Touch; **Duration:** Varies; **Casting time:** 1 day or more; **Save:** N/A

General

This spell allows the caster to transform the residue of a body – its “essential salts” – into a mockery of life, and, at higher spell check values, return a semblance of life to the dead. In order to cast this spell, the wizard must have access to an alchemical lab worth not less than 200 gp, as well as access to the corpse to be affected. The entire corpse need not be present, but the dust, mould, or even the ashes that were once the skull and brain are necessary.

This spell is unusual in two ways. The first way is that only the highest spell check result can be considered a true success. This is not easy magic, and significant risk is involved. While some of the other results may be of value to the caster, they can be considered at best partial successes, and are sometimes dangerous to the caster.

The second way relates to the casting time. The casting time is always at least one day. If the caster rolls a spell check result that would exceed this, the caster always has the option to stop at the highest value of a previous casting time and use those results instead.

In all cases, any being restored to life or animation by the spell turns to dust (the essential salts) if reduced to 0 hit points. A Luck check to Recover the Body cannot be made, as no body is present to roll over or recover.

Manifestation

By spell check result.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	Casting time is one day. The remains begin to quiver, but nothing more. By utilizing 1 point of spellburn, the caster may immediately make a new spell check as part of the same casting. The spellburn does not aid the casting, although the caster may spellburn more to do so, and the new spell check only increases the casting time if the check result so indicates. If the new spell check is a natural "1", the spellburn used to make the new spell check is permanent, as is 1 point of any additional spellburn the caster may have utilized. The spell may also be lost, and patron taint may occur, as a result of the new roll.
18-21	Casting time is one day. The remains become a skeleton or zombie, depending upon their initial condition and the judge's discretion. The PC has no control over them, and they are not intelligent. Use statistics from the core rulebook.
22-23	Casting time is one day. The remains become a ghoul, which the PC has no control over. However, the PC may bargain with the un-dead, and may be able to communicate with it. The creature knows much of what it did in life. Use statistics from the core rulebook.
24-26	As 22-23, above, except that the form is indistinguishable from that of a living being, and may be mistaken for its previous self by those who did not know it. The ghoul is likely to engage in conversation willingly, and may even be willing to serve the caster in exchange for freedom and protection, at the judge's discretion, although it is not directly controlled by the caster.
27-31	Casting time is one week. The caster may choose to cease casting at one day, and gain the results from 24-26 instead. Roll 1d7, modified by the caster's Luck. On a roll of 1 or less, use the results from 18-21. On a roll of 2, use the results from 22-23. On a roll of 3, use the results of 24-26. On a roll of 7+, use the results of 32-33. On any other roll, the corpse is transformed into a ghoul that is bound to the caster, and which obeys the caster. Every week, the ghoul gains a 5% cumulative chance to break the bonds of servitude. The ghoul looks exactly as it did in life, and the caster is immune to its special attacks. Regardless of the d7 roll results, the full week must be spent. Use statistics from the core rulebook.
32-33	Casting time is one week. The caster may choose to cease casting at one day, and gain the results from 24-26 instead. Roll 1d7, modified by the caster's Luck. On a roll of 1 or less, use the results from 22-23. On a roll of 2, use the results from 24-26. On a roll of 3, use the results of 27-31. On a roll of 7+, use the results of 34-35. On any other roll, the corpse is transformed into a ghoul that is bound to the caster, and which obeys the caster. Every month, the ghoul gains a 5% cumulative chance to break the bonds of servitude. The ghoul looks exactly as it did in life, and the caster is immune to its special attacks. Regardless of the d7 roll results, the full week must be spent. Use statistics from the core rulebook.
34-35	Casting time is three weeks. The caster may choose to cease casting at one week, and gain the results from 32-33 instead. If the caster continues his labours for the full three weeks, he may spend 1 point of spellburn and roll 1d20. If the result is equal to or less than his Luck, the caster has succeeded in bringing the corpse back to a semblance of life. How long this will last is unknown. Every week for three weeks, the restored creature must succeed in a DC 10 Fortitude or Will save or collapse into dust. If all three saves are made, every month for three months, the restored creature must succeed in a DC 15 Fortitude or Will save or return to its essential salts. If these saves are made, three DC 20 saves must also succeed, one each every year for three years, before the spell becomes permanent. If the caster's d20 roll is higher than his Luck, the time is wasted, and the essential salts remain inert.
36+	Casting time is three weeks. The creature is restored to life, and does not detect as magical or unnatural. Only when the creature dies, and reverts back to its essential salts, is its true nature revealed.

Appendix C: Faerie Animals

You are a magical animal native to wild spaces, which has gained a supernatural ability to take on human form. Regardless of what type of animal you are, as a faerie animal your lifespan is approximately three centuries. Your nature is defined by your animal type – a wolf is rapacious, a mouse timid, a turtle slow and thoughtful. Your occupation is also determined by your animal type; you are good at doing things that your animal type is good at.

Faerie animals are literally animals with human-level intelligence, which are able to take human or semi-human form. Most are found in the wilds, in places of sylvan beauty or supernatural terror. Some few, curious about humans and other folk, choose to explore the world and become adventurers.

Powerful faerie animals can cast spells as wizards do, but this is not a skill that comes easy to them.

0-level Faerie Animals: 0-level faerie animals cannot yet shift to humanoid form. They have the abilities of their animal form, as well as infravision and iron vulnerability. Regardless of their animal type, they roll 1d4 for hp.

Hit points: A faerie animal gains 1d6 hit points at each level.

Weapon training: A faerie animal is trained in the use of its natural weapons. A faerie animal may designate three other weapons with which it is trained. A faerie animal may wear armor, but this does not change with it when it shifts form, and iron vulnerability prevents faerie animals from comfortably using many types of armor and weapons.

Alignment: Faerie animals may be of any alignment, but tend towards Neutral and Chaotic. Lawful faerie animals are extremely rare.

Animal Form: In animal form, a faerie animal has the natural attacks, AC, and movement, and any other special abilities of its animal type. A faerie animal can

only shape shift into its own animal type. It has a distinct identity both as an animal and as a human. I.e., a faerie cat cannot become any cat or any human, but rather one specific cat and one specific human. When in animal form, a faerie animal is limited in the same way that the animal type normally is.

Shifting Shape: A faerie animal can shift between its animal form and its human form, and can sometimes intentionally shift partially between shapes. A faerie animal has a “Shift Die”; this is rolled when the character attempts to shift between one shape and another. The Shift Die result must be 3+ in order to shift.

On a roll of 5+, the character can shift to a humanoid animal form, retaining the natural attacks and defenses of its animal type. In this form, the character can use any special movement types the animal has at half speed. On a roll of 7+, the character can intentionally shift only a portion of its body, so as to give its animal form the manual dexterity of human hands, or to grant its human form cat’s eyes to see better in the dark. On a roll of 10+, normal equipment can become part of the new shape, subject to any limitations the judge may place. This equipment is not operative while shape-shifted.

If the roll is a natural “1”, the faerie animal cannot attempt to shift again until the next sunrise (for primarily diurnal animals) or sunset (for primarily nocturnal animals). The Shift Die is rolled again immediately, and if the roll falls between 1-2, the faerie animal is not only stuck in his current shape, but he is caught partially changed in some disadvantageous way determined by the judge.

Magic: Faerie animals learn arcane magic as they become more powerful. Faerie animal spells are determined randomly like a wizard’s. If a faerie animal suffers corruption, the corruption manifests in any form it takes.



Caster level: Caster level is a measurement of a faerie animal's power in channeling a spell's energy. A 5th level faerie animal has a caster level of 1, and this caster level rises by 1 for each level gained thereafter, to a maximum of 6.

Infravision: Faerie animals can see in the dark up to 60'.

Iron Vulnerability: Like elves, faerie animals are extremely sensitive to the touch of iron. Direct contact over prolonged periods causes a burning sensation, and exposure at close distances makes them uncomfortable. A faerie animal may not wear iron armor or bear the touch of iron weapons for extended periods. Prolonged contact with iron causes 1 hp of damage per day of direct contact. This is true even when the faerie animal is in its human form.

Luck: At first level, a faerie animal's Luck modifier applies to one saving throw of his choosing. That modifier does not change as the character's Luck score changes. In addition, a faerie animal may spend 1 point of Luck to avoid corruption, as can a wizard.

Languages: A faerie animal always knows the language of its animal type, Common, and either Elf or Gnome (equal chances of each).

Faerie animals learn one additional language per point of Intelligence bonus. Additional languages are randomly determined as specified in Appendix L, using the column for elves.

Action dice: A faerie animal's action dice can be used for attacks or shifting shape. At 5th level, a faerie animal may use one Action Die each round to make a spell check.

Table: Faerie Animal Titles

Level	Title
1	Wildling
2	Manwalker
3	Beast
4	Great Beast
5	Beast Lord



Table: Faerie Animal

Level	Attack	Crit Die/ Table	Action Dice	Shift Die	Known Spells	Max Spell Level	Ref	Fort	Will
1	+1	1d4/M	1d20	D3	0	0	+1	+1	+0
2	+1	1d6/M	1d20	D4	0	0	+1	+1	+1
3	+2	1d6/M	1d20	D5	0	0	+2	+2	+1
4	+2	1d8/M	1d20	D6	0	0	+2	+2	+2
5	+3	1d8/M	1d20+1d14	D7	1	1	+2	+3	+2
6	+3	1d10/M	1d20+1d16	D8	2	1	+3	+3	+2
7	+4	1d10/M	1d20+1d20	D10	3	2	+3	+4	+3
8	+4	1d12/M	1d20+1d20	D12	4	2	+3	+4	+3
9	+5	1d14/M	1d20+1d20	D14	5	3	+4	+5	+3
10	+5	1d16/M	1d20+1d20+1d14	D16	6	3	+4	+5	+3



Table: Faerie Animal Type & Occupation

In normal campaign generations, assume a base 2% chance of a character being a faerie animal. If a character is not a faerie animal, roll on Table 1-3 (pp. 22-23 of the core rulebook) or the appropriate table in Alternate Occupations (IDD Company). If a faerie animal is indicated, roll 1d100 and consult the table below. The judge is encouraged to expand the possible faerie animals in her campaign.

1d100	Animal Type	Attacks	AC	MV	Special Abilities
01-05	Badger	Bite (1d3)	15	30' or burrow 5'	Good sense of smell
06-10	Bat	None	18	5' or fly 50'	Echolocation
11-12	Bear	Claw (1d4) or bite (1d8)	16	40'	Gains +2 hp per level; gains a +4 bonus to Strength checks in bear's shape
13-15	Cat	Bite (1)	16	30'	Good balance and climbing
16-20	Deer	Hoof (1d3) or antler (1d5)	12	50'	
21-23	Fox	Bite (1d3)	13	40'	Good hearing and sense of smell
23-25	Hawk	Talons (1d2)	13	5' or fly 40'	Excellent daytime vision
26-30	Mouse	None	18	15'	Stealthy
31-33	Opossum	Bite (1)	15	20' or climb 20'	Will DC 10 if wounded or must "play dead" for 1d6 minus level rounds
34-38	Owl	Talons (1)	13	5' or fly 50'	Excellent hearing
39-42	Rat	Bite	15	20' or climb 20' or swim 20'	Good sense of smell, stealthy
43-47	Raven	Peck (1)	15	5' or fly 50'	Ref DC 10 on critical or eye is also pecked out.
48-52	Snake, harmless	Bite (0)	12	20' or swim 30'	
53-54	Snake, venomous	Bite (poison)	12	20' or swim 30'	Venom as adder, asp, or viper in Appendix P (core rulebook, p. 446), with an equal chance of each.
55-64	Songbird	None	16	5' or fly 70'	
65-75	Squirrel	None	14	20' or climb 20'	
76-82	Swan	Wing beat (1)	12	10' or swim 20' or fly 40'	
83-85	Toad	None	10	5'	
86-90	Turtle	None	16	5' or swim 30'	+4 to AC if in humanoid or half-changed form with shell manifested
91-96	Weasel	Bite (1)	15	30'	Keen sense of smell
97-00	Wolf	Bite (1d4)	14	40'	Keen sense of smell



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