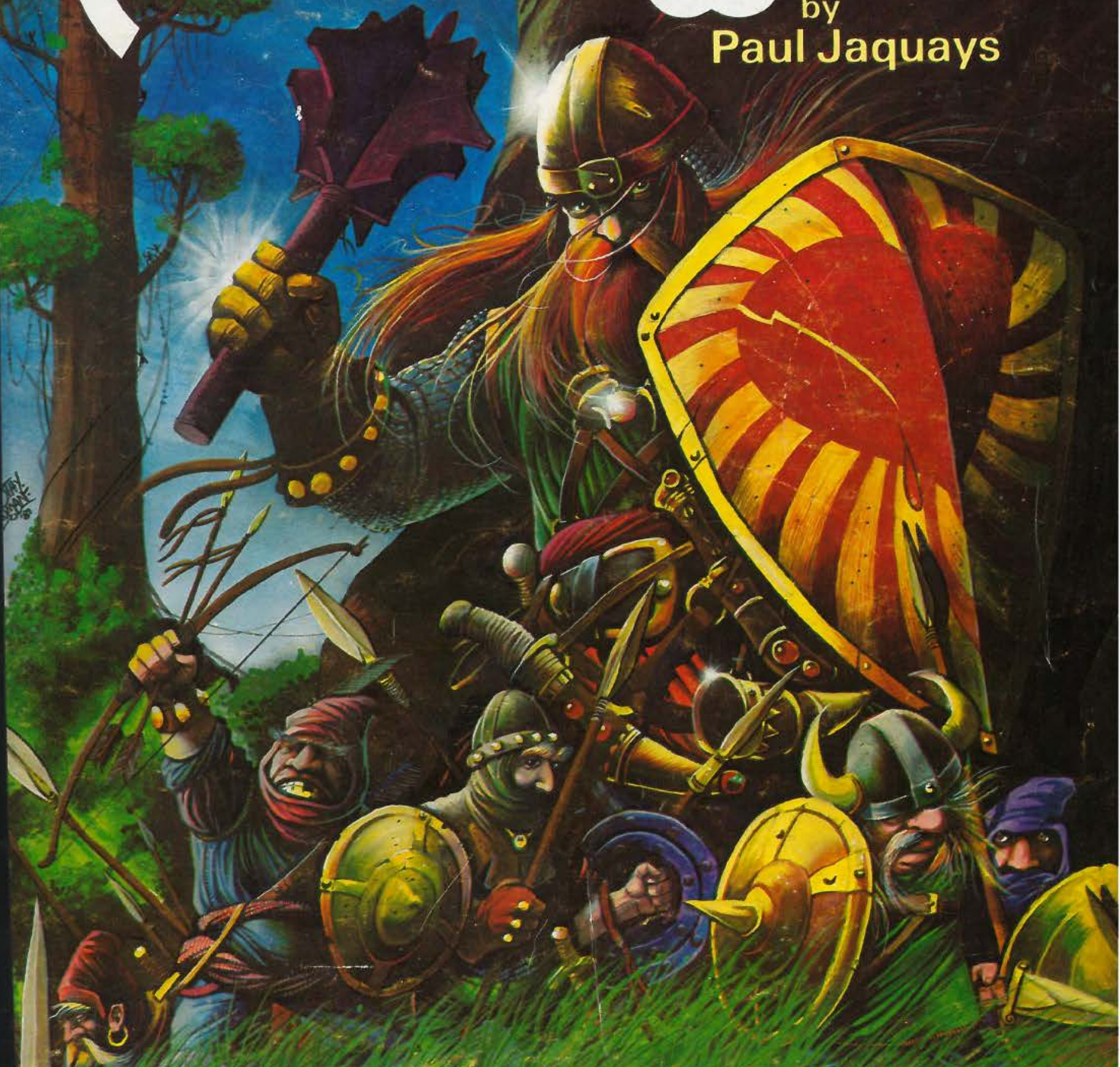


DragonQuest Adventure Three

The Enchanted Wood

by Paul Jaquays



A super-adventure with six completely different starting points to enrich variability of play and duration.
21 Maps and Diagrams plus Character Illustrations.

Recommended for 4 to 6 Players and a Gamesmaster

EDITOR: Gerard C. Klug • GRAPHICS: Redmond A. Simonsen

ILLUSTRATION: Timothy Truman



DragonQuest Adventure Three The Enchanted Wood

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I. Introduction

The Enchanted Wood is a grouping of adventure scenarios designed for use in conjunction with SPI's fantasy role-playing game, *DragonQuest*. *The Enchanted Wood* is provided as an aid to the gamesmaster (GM) in designing and conducting a *DragonQuest* campaign.

This adventure booklet is composed of several chapters, including descriptions of the missions available to characters and particulars of the people and places involved in the adventure. Accounts include both physical descriptions and commentaries intended only for the gamesmaster.

The Enchanted Wood is not intended as a solitaire adventure. It is intended to be used by a gamesmaster, and much of the material presented herein should not be read by the players. The players should be given access only to those sections specifically designated for them.

This adventure is designed for a party of four to six characters. If more characters wish to participate, the gamesmaster should toughen the adventure by increasing the number and strength of non-player characters. If fewer than four players take part in the adventure, the reverse applies.

II. How to Use this Adventure

The gamesmaster should read through the entire booklet before play begins, to familiarize himself with the general situation. He should then carefully read Section 6 and paraphrase or read it to the players to begin the adventure. The characters may then make any preparations for the adventure that the GM deems permissible (such as purchasing provisions or hiring non-player characters). The players begin the adventure by leaving the small city they are in and travelling for several days to a small valley nestled in the foothills of low mountains. The *DragonQuest* Adventure Sequence is in operation until the end of the adventure.

The GM should guide the players through the adventure, referring to the booklet and maps provided when it is necessary to determine a specific detail.

1. HOW TO READ THE MAPS

Twenty-one maps are provided in this booklet. These include a map of the entire Enchanted Wood in which the adventure takes place, a map of the Haunted Hut, six floor plans for the Ruined Tower, three floor plans for the Ruined Building, two maps of the tree maze, four maps of the various floor plans of Wolgreth's Laboratory, two maps for Wolgreth's Tomb, a map showing the exterior of the Pillar of Karsus, and a map showing the interior tunnels that lace the pillar.

The scale of the Enchanted Wood map is ten miles to the hex. The floor plans for the buildings, towers, tombs, tree mazes, and huts are all five feet to the square. Both pillar maps are one mile to the square. The keys to

the maps are with the maps themselves. The game effects of most terrain types described should be obvious in most instances. Where an explanation of a particular feature is necessary, it will be given in the Section of this booklet where it applies.

2. THE AREA AND ROOM DESCRIPTIONS

Outdoor areas will be described in terms of terrain type, noticeable features (such as strange rock formations or unusual vegetation), and possible encounters.

Floor plans will be described room by room, with other areas (such as halls and stairways) receiving detailed description where necessary. The format used to describe rooms is as follows.

Room Label. This is a code used to identify individual rooms. Each room has a unique code. The first letter of a Room Label is a Building Code. A code of **H** indicates that a room is in the Haunted Hut, while a code of **T** indicates that a room is in the Ruined Tower. A code of **R** indicates the Ruined Building. A code of **P** indicates a room or cavern in the Pillar of Karsus. A code of **L** indicates a room in Wolgreth's Laboratory, while a code of **W** indicates a room in Wolgreth's Tomb.

The numbers following the Building Codes are the Room Numbers corresponding to a particular room within that building.

Following the room label is a description of the room, divided into general categories.

Ceiling Height. The height of a room's ceiling is given here only if notable. If a ceiling is arched or otherwise unusual, that information will also be noted.

Occupants. Any inhabitants of the room will be listed here, as well as their mood and condition, if applicable. Note that probability of habitation will sometimes be given as a percentage chance that a particular creature will be present.

Contents. Any objects of note that might be present in the room, including furniture and statues, will be listed here. This is often given from the characters' point of view.

Comments. Any peculiar features of a room or any special conditions that apply to it are described here. This includes the reactions of inhabitants, the location of hidden items and miscellaneous notes about the room's function or former function.

It should be noted that not every room with a room label on the floor plans is described herein. Rooms or passages that are not described are considered bare for all game-related purposes, although the gamesmaster could make up an interesting set of structural features, etc., if the players wish to know something about the rooms they are passing through. Not all rooms will be described in all categories.

3. DESCRIPTIONS OF NON-PLAYER CHARACTERS

Important non-player characters will be given detailed numerical and qualitative descriptions. Less specific information about other characters is provided so that the

gamesmaster can alter the difficulty of the adventure as necessary, depending on the skill of the players involved.

4. SPECIAL ENCOUNTERS

An unusual aspect of the Enchanted Wood is that very few things are in a fixed location at the beginning of the adventure. Buildings, monster lairs, geographical features, etc., should be located on the map as they are encountered in the wilderness. The special encounters listed in Chapter V are assorted miniature adventures in themselves or are keys to adventures and quests. Special encounters are determined by rolling D100 and referring to the Enchanted Wood columns of the Encounter Table.

5. RANDOMNESS, CHARACTERISTIC ROLLS AND DESIGNER'S COMMENTS

As the gamesmaster reads through this adventure, he may note a great deal of randomness to *The Enchanted Wood*. A GM who prefers to have everything located in a fixed position may balk at this style of playing, but the loose, free-form construction of this adventure does have three decided benefits.

First, it is variable. It will rarely, if ever, be played the same way twice. Each adventure's structure will be unique.

Second, even a player who possesses this booklet will have difficulty applying his knowledge. In most cases, he will not be able to find exactly what he is looking for.

Third, the randomness reflects the chaotic nature of the potent magic impregnating the fiber of the Enchanted Wood.

If the GM prefers to know where everything is located in advance, he has merely to pre-roll the events of the adventure, or just locate everything on the map in advance.

Throughout the adventure, the text will suggest or ask the players' characters to make ability rolls based on their characteristics. Sometimes it will ask that the GM secretly make these rolls for the characters, to keep them from knowing certain facts concerning the adventure. A difficulty factor is provided for each roll. This may easily be changed at the GM's discretion; or the need for such a roll can be ignored completely.

III. The Adventure

The basic situation is any one of several trivial missions into the depths of a chaotic, exotic, and highly magical forest fraught with myth, legend, adventure, and soul-piercing danger. Once the characters are into the wood, random encounters may lead them into the real quest interlaced throughout — the destruction of the vile monster Wolgreth, whose actions are responsible for the nature of the Enchanted Wood. It may take one or more adventures for the players' characters to actually encounter the events leading to this quest but, in the mean time, they will familiarize themselves with the dangers and delights of the magical forest.

Basic information and publicly known legends concerning the Enchanted Wood is given to the players in the form of the Briefing for the Players (Section 6). Information concerning the individual missions into the wood are given in short detail following the main briefing. More detailed information is supplied to them by the GM as their characters enter situations in which more could be learned.

The players' characters are relaxing and recovering from their latest series of adventures. The town is new to them and they are unfamiliar with its local legends. However, as they visit the inns, craft halls, and colleges of the city, they often hear the most popular local tale. This oft-heard story tells of an enchanted wood several days travel distant. Occasionally the tale is followed by a rumor about some local citizen or visitor who requires a service performed in the mythical wood. The stories vary, but they generally agree on the following sketchy version.

6. THE HISTORY OF THE ENCHANTED WOOD

At some point in the mythological past, a legendary godling/hero sacrificed his life after slaying an equally fictitious monster known as the Sky Snake. The hero, Karsus, turned to stone after he saw that, in his victory, he had created the first rain and that it was so great as to cause a flood. Karsus' self sacrifice supposedly allowed humanity to save itself from drowning.

Eventually, the city at the base of the pillar called Karsus and the surrounding valley were named Karse after the legendary hero. Peace reigned in that sleepy valley until an evil wizard came and enslaved the city. He sacrificed virgins on a vile altar at the pillar's summit and eventually corrupted most of the populace into serving him willingly. The wizard, Wulgreth, ordered his servants to perform vile acts in the surrounding countryside. Finally, a few pure-hearted slaves rose up and, in a titanic battle which rocked the valley, managed to slay the evil monster and seal his ghost in a black pyramid. The wizard's black-hearted slaves became transformed into evil black trees that have spread across the valley, further polluting the once pristine land.

The evil, unkillable trees now dominate the valley, forming the dense forest known as the Enchanted Wood. Great Magics are said to occur within its confines. Strange weather patterns inflict themselves regularly on the inhabitants of the wood, and creatures stalk the trails of the tree-choked valley. Normal, intelligent people do *not* travel into the Enchanted Wood.

Some rumors indicate there may be treasure hidden throughout the wood. Wulgreth was said to be wealthy beyond belief.

Although the legend is quite popular, it is also apparent from the broad divergence of stories that very little real information is known about the Enchanted Wood. Further questioning of information sources produces nothing more than wild stories, although at times the wild stories may seem truer than the facts.

KARSUS



Briefing for the GM

The history the players learn is based on the facts but, like all good stories, it became "better" as it was retold. Much of this history is told and retold (often from differing perspectives) in other parts of the adventure. The following is an outline of the events that occurred in the Enchanted Wood.

In the time of myths, Karsus, the legendary hero, slew the monster Sky Snake. This released the great deluge, the first rain. The land flooded and humanity began to drown. This grieved Karsus, and his grief turned him into a pillar of red stone. Humanity climbed to safety on his rocky form. In his honor, they named their village and the surrounding mountain valley, Karse.

But not all of Karsus died. Deep within the rocky form, the living Heart of Karsus still beat, pumping its lifeblood to the surrounding valley.

The priests in Karsus knew this and worshipped the godling as the cause of the valley's fertility. They established a small temple at the pillar's summit and worshipped there daily.

For millenia, the valley lay quiet. Kobolds came and dwelled in the pillar, living in peace with humans. Small tribes of non-humans came to reside in the surrounding forests.

Approximately 200 years before the adventure, a wizard named Wolgreth came to dwell in the then populous city of Karse. He came in the guise of a friend, but he served evil demons and bore no good will toward Karse or its patron, the Heart of Karsus.

The wizard kept his actions secretive. No one in Karse knew he had tunneled into the pillar and enslaved the kobolds. He forced the earth-dwellers to carve a passage into the chamber that housed the massive Heart. There he performed vile experiments and wounded the Heart, causing it to spill both blood and powerful mana. The blood he distilled into potent potions of healing, longevity, and life. The right potion could bring even an undead back to full corporeal life. The mana spilled out freely and infused the surrounding country. It became too potent and its gift of fertility backfired, causing infertility and strange weather. The non-humans thrived in the unusual conditions. Thus were sown the first seeds of the Wood.

Eventually, after several years, one of Wolgreth's viler acts caused the death of a former servant's family. The servant, a bodyguard named Jhingelshod, told the townspeople of Karse about the wizard's evil deeds. Enraged, the good citizens stormed the wizard's laboratory, driving off his servant devil, Grask, and slaying the evil sorcerer in his very own lair. In the battle, Wolgreth cast a handful of magical acorns at his assailants and slew 13 of them.

Days later, swift-growing black saplings sprouted from the slain heroes' graves and rapidly grew to adulthood as black-leaved Dire Oaks. The Dire Oaks were unkillable. No axe or torch would slay or burn them. In the high mana environment created by the wounding of the Heart, the trees mysteriously multiplied and spread like wildfire. The Enchanted Wood lived.

Meanwhile, the villagers buried Wolgreth in an unmarked grave. Soon after,

a mysterious black pyramid erupted at the edge of town. It bore the word "Wolgreth" engraved in modest letters. At the same time, the body disappeared from the sorcerer's grave.

The wood soon engulfed the city of Karse. However, by the time the trees choked the city streets, most of its citizens had long since disappeared. As a last command, Wolgreth had ordered Grask to slay all living things in the city. When villagers began to die violently in the city streets, it became apparent that the city was cursed. Within a few years, only the devil resided in the woody ruins, all others having prudently fled.

As more and more magic flowed into the woods, it began to differ greatly from normal woods. Soon, the unnatural became the norm and the natural, uncommon.

A century passed and the kobolds in the pillar tended the wounded Heart, keeping it from death. At that time Girundurangil, a giant healer, came into the wood, found the pillar, and healed the damaged heart. However, he was unable to take the step that would heal the Heart completely. The giant now resides with the kobolds as their leader.

Since then, the wood has been ravaged by magic weather, terrorized by devils and undead, bullied by elven thugs, and forgotten by most of the outer world.

The time is ripe for ancient wrongs to be righted and dread horrors put to rest. Only the bravest of adventurers ought dare the Enchanted Wood, where anything can happen... and usually does.

7. MISSIONS INTO THE ENCHANTED WOODS

Through various bits of local gossip, tavern talk, rumor, bulletins tacked in public places or the approaches of possible employers, the players' characters will learn of one or more of the possible missions into the Enchanted Wood. Each employer is looking for stout and hearty adventurers to perform a task that will take deep into the wood. In return, they promise silver, gold, and adventure.

A. The Alchemist. While visiting a local tavern, the players' characters have heard a rumor that a local alchemist seeks intelligent adventurers brave enough to enter the Enchanted Wood and return with some items he desires. The alchemist's shop is not difficult to find, located at the intersection of two major boulevards in the city and marked with all manner of strange alchemical sigils.

The large oaken front door is nearly obscured by small signs, mostly advertising available potions and powders, but three stand out. The boldest says, "This week only. Love Philtres half price!" The second says, "Adventurers wanted; apply within." The third is attached to the second and states, "It's about time you got here; hurry up and come in, I don't have all day!"

The characters enter a small, dimly lit room, cluttered with books, scrolls, cartons, jars, canisters, boxes, bags, and bottles. And a lot of dust. There are no other doors to the room.

As the door closes behind them, they see a cabinet pop open and a kobold sits there on a shelf. The kobold looks at a strange device

on his wrist and states, "You're half an hour late! Amelior doesn't appreciate tardiness! Don't let it happen again. Follow me, if you will."

The kobold points at a wall and a huge, beautiful pair of woman's lips appears on it. The lips part to reveal a cavernous mouth which the kobold walks calmly into, warning the characters not to touch the bright red lipstick, or they will be stuck for some time.

The characters pass through a hall and several rooms similar to the entrance room, notable only by their dense clutter, soon finding themselves in the presence of Amelior Amanitas, the master Alchemist, noted more for his peculiarity than for his prowess. Amelior is a tall, chunky man with short, curly brown hair, one eye, and spectacles. The room is cluttered with mismatched chairs on wheels. The Alchemist invites his guests to sit, and there always seems to be one more chair than there are people.

The kobold departs, and Amelior describes his needs. He wants samples of any or all magical wonders found only in the Enchanted Wood. He cannot go himself, his various industries call him, but he will provide a magical means to bring an item back. Amelior reaches into his desk and pulls out a black, leather traveler's bag with a sturdy brass clasp and a carrying handle. Inside the bag are 10 unsealed flasks and 10 corks. All a person need do to operate the flask is point it at an object, say "Into the flask you go..." and the name of the object. The desired object is then magically transported into the nebulous interior of the flask.

If questioned, Amelior will explain the bottles were fashioned by an Adept of Shaping Magics working with an Adept of the Sorceries of the Mind. Because of the research and requirements of the spells developed to make the bottles, they have only a 60% chance of working. If one fails, it may not be re-used as its magic is gone.

The Alchemist is willing to pay 1000 + 1D100 x 10 Silver Pennies for each item of interest to him the characters bring out. Amelior tells the characters that, in an emergency, they can release the contents of a particular flask by pulling the cork and saying, "Empty." However, each flask is enchanted to work only once.

To aid the characters in their mission, the Alchemist is willing to give each player a potion containing one Rank 5 spell of their choice from any College of magic. The restrictions on potions are that they must be imbibed and can affect only the drinker. For example, a character cannot imbue a Bolt of Fire Spell (S-2, College of Fire Magics) into a potion as it is designed to affect others. However, a spell of Self-Immolation (S-5, College of Fire Magics) may be placed in a potion as it affects only the drinker, as do spells of healing, invisibility, resistance, etc. No cast check need be made when imbibing a potion.

The Alchemist will escort the characters out of his laboratory, leading them through vast rooms containing strange devices that throw lightning across the ceiling, or glow with bright colors, sometimes making beeping sounds or playing short musical melodies. After a few minutes, the Alchemist will realize that he is lost and will open a near-

by cabinet. In the cabinet is the kobold who led the characters in. He now leads them to the cluttered front room. Amelior accidentally knocks the kobold into the luscious red lips, and the characters exit the building accompanied by the blustery curses of the Alchemist's worldly servitor.

Briefing for the GM: Amelior Amanitas is straightforward in his dealings. He attempts to cheat no one, even though he may occasionally forget that he hired someone.

The Alchemist is a powerful figure in the city, but tends to keep a low profile. He has contacts and friends in every major magical College and knows the masters of many skills. Because of this, he is able to have a potion for every possible spell on hand. He also has unusual potions that will raise a character's ability in a skill area.

Amelior may be used and reused as a patron for many adventures and possibly may become a character's mentor. The Alchemist often has need of adventurers to perform occasional missions for him. Normally, these missions will be highly unusual and fantastic in nature.

The Alchemist always pays for his missions, but he does not always pay well. However, payment will never be less than 500 Silver Pennies. Normally, some minor potion or charm will be thrown in with the deal.

Amelior Amanitas' characteristics are as follows:

PS: 13 MD: 19 AG: 14 MA: 20 EN: 13
FT: 19 WP: 11 PC: 14 PB: 10

Amelior Amanitas is Moon-aspected. He carries no weapons, but instead has a pair of magical flasks. One is gold and the other copper. When the gold flask is opened, a djinn named Hasan appears to do Amelior's bidding. Hasan is a typical djinn and uses average characteristics. The other flask, when opened, will unleash two ogres who are fanatically devoted to the Alchemist. They will fight like berserkers until killed. Upon death, they become ogre zombies, keeping the same characteristics and fighting until destroyed. Amelior is fast with the flasks and is usually well defended. The flasks may be used only once.

Amelior is also an Adept of the College of Naming Incantations. He knows the following spells (Spell Code/Rank achieved). All counterspells. General knowledge counterspells in which Amelior has Rank are as follows: *Ensoelments and Enchantments*/2; *Sorceries of the Mind*/3; *Illusions*/2; *Celestial Magics*/3; *Necromantic Conjurations*/1; *Black Magics*/5. Special Knowledge Counterspells in which he has Rank include *Ensoelments and Enchantments*/3; *Fire Magics*/4; *Water Magics*/2; *Necromantic Conjurations*/3; and *Black Magics*/4, T-1/11, Q-1/0, S-1/7, S-2/12, R-1/4.

Amelior uses magic in his constant probings for alchemical knowledge. He will rarely use magic on someone else, except in self defense, and the need for that is rare, owing to the friendship he has with most of the other magical Colleges.

Amelior knows the Generic True Name of all the chemicals he uses in his experiments at Rank 10. He knows the Generic True Name of the major sentient races at Rank 6.

Amelior's additional skills include Rank 10 Alchemist, Rank 4 Ranger (specializing in forests), Rank 4 Healer, and Rank 2 Astrologer. The Alchemist knows 3 modern languages at Rank 7 or above, and 4 ancient languages (GM's discretion) at Rank 6 or above.

The Alchemist does not flaunt his knowledge or skills. In fact, it is often difficult to tell him from a bumbling incompetent. However, when a task needs to be accomplished, Amelior gets it done swiftly.

A final note about Amelior's office/laboratory/home: No one can travel through this building without becoming lost. Only the Alchemist's kobold can guide people through the seemingly endless rooms. This includes the Alchemist himself.

B. The Sage. In the characters' favorite inn, one of the characters has struck up a conversation with a young student at the city's House of Learning. It seems this lad's language professor seeks information concerning a mysterious area known only as the Enchanted Wood. The Scholar seeks intrepid adventurers to do research in the woods that frighten a mere bookish sage. The student agrees to take the characters to his professor.

In a tiny cubicle located deep within the bowels of the school, Professor John Long, Doctor of Literature, Language, and Law (fondly referred to as the "Ruleman" by his students) sits among piles of crisply stacked books and papers. Everything is neat and orderly, even if there is very little space not occupied by books and papers. As the characters enter his cramped office, he looks up from a lengthy dissertation he is writing about the ramifications of an obscure game, played with a heavy club and a hide-covered ball.

Professor Long's interest in the Enchanted Wood is purely academic. He wants to know the secrets of the mysterious vale. If the characters can determine the exact reasons for the creation of the Enchanted Wood, he will pay them three Ranks of training in any language skill. Furthermore, if they bring back any other interesting information about the area, he will pay an additional Rank of training.

Professor Long will want the characters' information to be written out, so at least one character will have to be able to read and write.

Briefing for the GM. Professor Long also deals straightforwardly. Besides the information concerning the origin of the Enchanted Wood, the Professor seeks knowledge about the nature of the Wood's current inhabitants, the true legend of the Pillar of Karsus, etc. Much of this will have to be determined by the GM. In future adventures, the Scholar can be used as a willing source of information. The Professor reads and writes 3 modern languages at Rank 8, and 2 ancient languages (GM's discretion) at Rank 5. He is also a Rank 3 Troubadour.

C. The Merchant. "Bodyguards needed, Bold and Brave, Bravos with skill at both weapons and sorcery preferred. Contact Hiram Hardfort at the Purple Palfrey Inn." Thus says a sign tacked to the message oak in the city's green. The Palfrey is one of the better houses in the mercantile quarter of the ci-

ty. Adventurers are rarely welcome unless they have some connection with the merchant guilds. The players' characters receive many unfriendly stares as they wend their way to the elegant hotel and eventually into the presence of the illustrious Hardfort.

Hiram, a tired, disheveled, and somewhat irritated man, looks up from a voluminous ledger as his lackey introduces the characters. His intense, calculating gaze scans the adventurers as he rises and loosens the finely crafted bejeweled belt around his ample girth. He strokes his neatly trimmed salt and pepper beard, all the while assessing the party. At last he speaks:

"Another group of Troubadours and Courtesans, eh?" he growls, cocking one eyebrow. "The last troupe in here would have had me up all night practicing their talents on me. Well, I need warriors and mages, not entertainers and playmates! My patience is nigh unto gone, and time draws short. Show me your skills!"

As the characters document or demonstrate their various skills, Hiram drapes himself and his many yards of expensive clothing over a couch and watches with keen disinterest. Upon completion of the display, the Merchant yawns and states his terms.

Hiram needs bodyguards and trail escorts for a mission into the Enchanted Wood, to deliver supplies to clients and bring out some trade goods. Hiram will pay 100 Silver Pennies a day to each bodyguard and will take out a special insurance policy (one of Hiram's investments is the Hardfort Insurance Company) for each character that will pay 10,000 Silver Pennies to a beneficiary if the character is killed, and 5000 Silver Pennies to be paid if the character is irreparably maimed.

The Merchant then dismisses the characters and will inform them on the morrow if they are employed. The next morning, a well-dressed servitor of the Merchant appears at the characters' lodgings and informs them that they are to be in the city green at dawn the next day to accompany the Merchant and his 20-mule caravan. The characters are each given 100 Silver Pennies and told to prepare for the adventure.

In the chill of the next sunrise, the Merchant hands each character a contract and an insurance policy, and the mission sets off towards the city gates and the wilderness that lies beyond.

Briefing for the GM. Hiram Hardfort is not willing to reveal who is his client in the Enchanted Wood. A check into the saddle bags and packs of the mules will reveal that they contain foodstuffs, spice, tools, and cloth. Nothing of real value.

While there are extreme dangers in the Wood, they do not concern the Merchant as much as the thought of someone stealing what he will be bringing out. Hiram's client is the giant Girundurangil. In exchange for a few mule loads of provisions (not easily obtained in a dangerous wilderness), the crafty Merchant will be bringing out several mule loads of magical produce from the Wood, including 10 quarts of blood from the Heart of Karsus, a load of Mirth Melons, a stick of Hovering Elmwood, five stalks of True Boomboo, a flank of Steakwood, and a bot-

tle of Black Rain (these items are described elsewhere in the text). Individually or together, his cargo will be worth a fortune. All items will be placed in lockable boxes before the trek back begins. The boxes will be loaded in secret.

Hiram will take out an adventurer's insurance policy on each character, as he has decreed. The beneficiary must be named at the beginning of the adventure. The beneficiary can be a player character, but not one being played by the policy holder's player.

However, the insurance policy is conditional. If Hiram dies, no one receives a penny. If the character is killed or wounded while participating in extraneous activities — that is, any activity except directly protecting Hiram Hardfort on his mission to and from the Pillar of Karsus — they will not receive the insurance benefits. Furthermore, leaving the caravan to hunt monsters or treasure, or explore or go on some fool quest, terminates the contract and the insurance. All these things are spelled out in the contract.

Unfortunately for the characters, the contract is written in an incredibly complex, legalistic dialect of Common. To read the contract or the insurance policy, a character must be Rank 9 or higher in reading Common.

Hiram is aware of these things. He wrote both the policy and the contract. However, if the characters transgress the contract, he will automatically terminate it. He just won't tell anyone that he has done so, except to write it in his ledger along with the date and an official seal. When the adventure ends and Hiram can once again negotiate from a strong position, he will inform the characters of their errors and pay them the amount due them up until they broke his contract. To add injury to insult, there is a clause in the contract that makes the characters liable for any damages sustained by the Merchant during their travels.

Hiram Hardfort's characteristics are as follows:

PS: 15 MD: 15 AG: 8 MA: 13 EN: 12
FT: 19 WP: 12 PC: 16 PB: 13

Hiram is Summer Stars-aspected. The Merchant has no magical abilities, fearing the vulnerability associated with magic use. He is Rank 4 with his broadsword and Rank 6 with the dagger he carries concealed in his voluminous robes. Hiram is a Rank 10 Merchant (specializing in magic-invested items, monster and animal products, and precious metals), a Rank 6 Troubadour (specializing in acting-related skills), a Rank 3 Ranger, and a Rank 4 Healer. He speaks and writes Common at Rank 10, and speaks one other modern language at Rank 6.

Hiram is not really a terrible person, just incredibly paranoid. He likes to be well protected (in as many ways as possible) at all times. The journey into the Enchanted Wood is doing nothing to make him feel more secure. However, his desire for monetary profit has temporarily superseded his insecurity.

The Merchant will fraternize with the characters, and pretend to be one of the troops. At the same time, he will watch constantly for signs of treachery, trickery, and

desertion (in the proper frame of mind, relieving one's self behind a bush could be considered desertion).

In combat situations, Hiram will fight, although his extra fat and lack of conditioning will fatigue him twice as fast. He will also arrange it so that he is never, ever in the thick of the melee. After the engagement, the Merchant will berate his hirelings, condemning them for forcing him into a dangerous situation and risking his life needlessly.

When playing Hiram, the GM should attempt to act the part of a paranoid who barely manages to hold on to reality.

In addition to about 2000 Silver Pennies worth of mundane trade goods, Hiram Hardfort will bring along 350 Silver Pennies, 50 Gold Shillings, and 300 Copper Farthings.

D. The Mechanician. A large, jovial man with sparkling eyes, thinning grey-streaked hair, and muscles like bridge cables approaches the characters and proffers a hand and a smile to the character known best locally. The man is Stryker Strongrip, and he almost breaks the character's hand with his hearty grasp and handshake. Stryker is a well known master craftsman in the city.

Stryker has heard legends about a mysterious grove of flying trees in the Enchanted Wood. An acquaintance of both the Mechanician and the characters mentioned the adventurers were between missions and might be in need of employment.

Stryker is willing to pay 5000 Silver Pennies for the location of the grove and proof it exists. To this effect, he desires a piece of wood or a small sapling, exhibiting the flying ability of the trees.

The Mechanician adds that, once the grove is discovered, he will probably need bodyguards who know the area to protect his logging crews.

Briefing for the GM. Stryker Strongrip's dealings are all straightforward. When the wood is delivered to him, he pays in scrip (letter of payment) from the treasury of his employer and the city's overlord, the Duke. The scrip is cashable at any moneylender's office for face value.

However, this adventure is not quite as simple as it may appear. Aside from having to deal with the carnivorous Hovering Elm trees, once the characters have accepted the mission, they are approached by a small man with nimble hands and a crooked back. He introduces himself as Ansel Rim, a master Mechanician (Rank 6). The name is not unfamiliar to the characters, and those who have Rank 6 or higher Thief or Spy skills will know he deals with the criminal element of the city.

Ansel makes an offer of 15,000 Silver Pennies for the location of the grove and a piece of the magic wood. If the characters accept his counter-offer, he has them sign a contract and promise they will tell the Mechanician Stryker they could not find the grove.

Upon the characters' successful return, the crafty Rim will offer to pay only 4000 Silver Pennies and a promise he won't turn the characters over to the Duke, whom they defrauded. Otherwise, they will face almost certain death or exile at the hands of the city's benign but stern master. And should

the characters attempt to betray the criminal Mechanician, they can expect death by assassination.

Furthermore, the Mechanician will attempt to drag them deeper into his web of deceit by forcing them to go on missions for him, for little or no pay.

On the other hand, should the characters be true to their original bargain, they will have a friend in the master Mechanician Stryker Strongrip. He will help the characters when he can by arranging for armor to be made cheaper, or by doing Mechanician work at half rates for the characters.

As a side note, Stryker's intention for the wood is to build one or two floating sky boats for the Duke, to be used on missions and in scouting work.

Stryker's characteristics are:

PS: 23 MD: 16 AG: 16 MA: 5 EN: 19
FT: 21 WP: 11 PC: 8 PB: 15

Stryker is Summer Stars-aspected. He has no magical abilities, but is a Rank 9 Mechanician. He speaks Common and one other modern language at Rank 8 and can read and write Common at an equal Rank. He can wield a battle axe at Rank 5 and is Rank 4 in unarmed combat.

E. The Black Mage. For six nights in a row, each player's character has awakened from unpleasant dreams to find a black cat with glowing opalescent eyes sitting at the foot of his bed staring. Any movement or sound sends the cat sliding into the darkness. No entrance, exit, or mark of passage can be found. Any divinations or astrologers consulted say the same thing: "Seven."

On the seventh night, the dreams continue, but this time the dream shows a tall gaunt man seeking in a dense wood of dark trees, searching, always searching, but never finding. The scene subtly shifts to a picture of a pack of large, green Siamese cats with glowing blue eyes. The face of the gaunt man reappears and slowly reshapes into that of a black cat.

The character awakens to find the cat sitting on the foot of the bed again, staring as always. Instead of running, the cat speaks. A melodic, feminine, almost purring voice issues from the mouth of the cat. She purrs that her master, the Adept Sirgus Darkend, seeks to own one of the cats shown in the dream. They are known to exist only in the depths of the Enchanted Wood. The Adept is willing to pay 10,000 Silver Pennies for the return of one of the green felines.

The cat gives each character a black medallion shaped like an ebony sphere. The medallion will protect the characters from the unusual abilities of the green cats.

When the characters return with the cat, the magician will contact them again. The cat disappears and returns no more.

Briefing for the GM. The cat is the familiar of an Adept of the College of Black Magics named Sirgus Darkend. No one has actually ever seen the physical form of the dread Black Mage, but he is rumored to be tall and gaunt, with deep pits for eyes and a pit for a soul. He lives in a tall, stone tower near the city's walls. No one enters or leaves the tower. No one except a black cat. (GM Note:

While the tower is not the one described in this adventure, players may decide to have a look for themselves. In that case, an appropriately eerie description should be ready, but under no circumstances should the players be able to enter the tower.)

No one bothers the Black Mage. His castle is left alone and his name whispered in dread. It is well known that his only contact with the outside world is an attractive, tall, thin, blonde woman named Sireena. She operates a small charms and philtres shop nearby and acts as his liaison, accepting his commissions and discussing his fees. All this suits Sirgus, for he is a product of Sireena's imagination. She is actually the Black Mage.

The tower, the mystery, the secret identities are all merely an effective stage prop that allows the residents to believe in the manifestation of a powerful mage in their midst, but be able to approach the dark, mysterious man/monster through his attractive, smiling representative. It makes for good business.

Sireena is both attracted to and in competition with the Alchemist Amelior Amanitas. She likes to keep track of the man's actions, and it has come to her notice that he is investigating the Enchanted Wood.

The quest for the green cat (Demon Cats, Section 34) is only an excuse for her to get her black observation spheres into the Wood unnoticed. Through the spheres, she can observe the actions of the characters and once a day may cast one of her magics through each sphere. The magics function as if they were being cast normally, except the range is measured from the location of the character wearing the sphere. A spell cast at a character possessing a sphere has a 20% chance of ignoring the character and passing on through to affect Sireena. She is unaware of this risk. Black Magics will not affect a wearer of a functioning sphere.

Each sphere may be used once to teleport the wearer and all possessions from the location of the sphere to the location of Sireena. After that, the sphere becomes useless. When the characters discover something that she truly desires, she enacts the teleportation power.

As mentioned, Sireena is an Adept of the College of Black Magics. She is Rank 8 with all talents, Rank 6 with all General Knowledge, and Rank 4 with all Special Knowledge. She has made the Greater Pact. Sireena possesses both a Hand of Glory and a Dead Man's Candle.

If the cat is indeed brought back, the Mage will reward the characters as planned.

F. The Princess. One evening, at the inn, the characters are approached by a beautiful elven woman, garbed in floating green silks and flowing emerald velvets. A gem-bespeckled tiara glints out of a lush waterfall of wheat-colored hair. She is the elven Princess Tianna Skyflower, ruler of the elves in the magical realm of the Enchanted Wood. The Princess Tianna is also possibly the most ravishing creature the male members of the party have ever seen.

She needs the adventurers' aid to rid her beloved forest of the evil monster who stalks its once happy trails and paths. The foul creature appeared years ago and has been slowly slaying her faithful followers. The

peace-loving elves have tried to destroy the devilish scourge, but to no avail. Many a slender elven warrior has found doom in the depths of the vile, despicable monster's lair.

It has taken this long for the Princess to work up the courage to travel out of her native wood and seek aid from the more powerful humans in the outer world. Her instincts told her that she would find strong and powerful adventurers here. She would do anything to save her people.

The Princess and her aide, Woodroot, will accompany the characters into the Wood, to guide the rescuers of her people and to risk her own life that the quest may be accomplished.

As payment, the Princess offers a portion of the Skyflower dynasty's heirloom jewel collection. Unfortunately, this collection was stolen by the monster when it slew her father king many years ago. Each character's portion should amount to almost 5000 Silver Pennies. Furthermore, the Princess offers herself in payment. She will marry one of the adventurers and become his eternally beautiful mate.

Once the Wood is free of the awful monster, all debts will be paid in full.

The Princess and her aide have separate rooms at the Silver Bough, a lodging house popular with elves passing through the city.

On the morning, when the adventure starts, she and Woodroot are dressed in handsome outfits of lincoln green. A small pony carries their supplies, but both the Princess and Woodroot walk.

Briefing for the GM. Tianna Skyflower may be a *Princess* of the elves, but she is a *Queen* of treachery! What she has said about the existence of a devil in the wood is indeed true. However, she merely uses this as an excuse to lure characters into the Wood.

The elves of the Enchanted Wood are bandits. Tianna's father was a bandit King, and she is a bandit Princess, refusing the title of Queen until she feels that she deserves it. Her current mission is to lure unsuspecting adventurers into the wood, relieve them of their weapons, armor, and magic and possibly let them fend for themselves in the chaotic wilderness. She really has no use for humans.

She is intent on destroying the devil Grask, since he did kill her father. The elf bandit had ambushed a camp of adventurers, not realizing they had just bargained with the devil to slay his master Wulgreth. The devil was still in camp, playing an intense game of chess with the party leader. He was greatly annoyed when his opponent collapsed onto the board with an arrow vibrating in the back of his skull. Tianna watched the devil almost casually unfold his wings, fly over and disembowel her father. The rest of the bandits routed, and two more of her companions were never seen again. But then again, neither was the party of adventurers.

The fluffy blonde Princess routine is not Tianna's true shape. She possesses a magic ring called the Ring of Five Visages, which allows her to select one of five images, including her own shape. In addition, Tianna is an excellent actress. She is quite used to using her body as bait for her traps.

The ring is a limited power illusion ring. It allows the ringwearer to select one of five

appearances. These illusions can be changed or modified by making a Willpower roll (difficulty factor of 4) while staring at the ring. The image will then shift piece by piece until the desired image is achieved. The process usually requires one day of concentration per image. The ring remains imprinted with these images until they are changed. All images are humanoid. Imprinted into the ring are the following images:

Elven Princess. Beautiful elven woman with long blonde hair. Physical Beauty is at least 25. Normally dressed in flowing green silk and velvet.

Amazon Warrior. A tall, muscular, fiery red-head. Wears bronze plate armor and a leather kilt. Strong, angular facial features.

Ancient Crone. An ugly, human witch woman with gray-green hair and snarled teeth. Mostly warts and dry flakey skin. Physical Beauty is about 5.

Country Maid. An attractive peasant girl with short brown hair and blue eyes. Wears simple, but attractive dress of coarse unbleached cloth, embroidered with beautiful stitchery.

Tianna Skyflower. Elven woman with cherubic face, dark eyes, long black hair in a single braid, sensuous lips. Wears brown and green hunting leathers. This shape is the ringwearer's shape. It will slowly change to a new owner's shape over a period of about a month. If the ring is taken from Tianna, it will be this shape the next wearer assumes first.

Tianna is a mere elven youngster, only 150 years old. However, this places her at least 20 years ahead of her next youngest, active follower (except Woodroot, who is not truly of the Enchanted Wood tribe). Tianna is responsible for bringing victims into the wood. Otherwise, the bandits would have to be content with hunting and fishing, or occasionally annoying the nymphs or the devil, Grask.

Tianna naturally appears as an attractive elven woman, slightly cherubic of face, with long, thick black hair which she keeps tied in a single braid down her back. Violet eyes flash seductively through long lashes. She normally affects hunting leathers and high boots.

She wears leather armor. Her characteristics are as follows:

PS: 13 MD: 19 AG: 20 MA: 17 EN: 16
FT: 22 WP: 12 PC: 15 PB: *

*Variable; normally 21.

Tianna is Winter Star-aspected. Her weapons are the sling, which she uses at Rank 8, and the rapier, which she uses at Rank 4. In a pinch, she will also use a javelin at Rank 3. She is a Rank 10 Ranger, specializing in forest, a Rank 10 Courtesan, a Rank 6 Healer, and a Rank 8 Thief. She knows 2 modern languages at Rank 7 (not including Common) and can read one ancient language at Rank 4. She has limited magical abilities, taught to her by her companion, Woodroot. She is Rank 0 with the three Talents of the College of Sorceries of the Mind, and is Rank 1 with spell G-2.

Tianna despises most humans. She views the shorter lived races as mere chattel, animals that can be bought and sold. She is a

good actress and uses her Courtesan skills to achieve whatever goals she may have.

One of those goals is the gaining of wealth. Another is the destruction of Grask the devil. She is indifferent about Wulgreth, but will attempt to destroy any creature whose goal is the destruction of the woods' magic nature.

Tianna knows the location of most features of the Wood. In one day she can find a given building or geographical feature. In one hour she can find any one of the Vegetable encounters.

Tianna is an enemy of Grask. She is neutral toward the kobolds and the giant Gir-

undurangil. She is neutral toward the nymphs and satyrs. She is friendly with the dryads. She is friends with the Knight of Horns (minotaur).

Tianna will not honor her offers of rewards (monetary or otherwise). She will lead the characters into an ambush as soon as possible, arranging for her Princess image to be captured so she can change into her true bandit image (still extremely attractive, but in an earthier sense). If it looks as though the characters will overcome the ambush, the elf-bandit disappears and a disheveled elf-Princess stumbles from the underbrush. Her aide Woodroot is missing and presumed dead.

Tianna will then lead the characters through as much danger as she can, attempting to thin the ranks slightly. In game terms, this means increasing the danger level by 15%.

If the characters finally win through to the Laboratory housing Grask, she will begin to loudly urge them on to attack the devil. Grask will appear on an upper level balcony and check the situation out. There is a chance equal to twice the devil's Perception that he will recognize her for what she is and attack her instead of the adventurers.

Otherwise, the elves will stage another ambush and attempt to destroy both the devil and the adventurers.

In times past, the elves of the forests surrounding the city of Karse and the Pillar of Karsus were the friends of men; but no more. To match the chaos that the Enchanted Wood had become, the elves became brutal, selfish, almost evil. Their peaceful forebears rapidly succumbed to the dangers that abounded. The average elf could expect a lifespan of no more than a couple of centuries. Some fled, but others reveled in the barbarism of the Wood. Of these people, Princess Tianna Skyflower is descended. She is the last of Elven royalty in the Wood, succeeding her father, but not yet accepting his "crown." Her people are bandits, thugs, thieves, and assassins. They are not even particularly skilled.

An encounter with the elves normally means an encounter with Tianna, Woodroot, and 1D10-6 followers. Tianna is the leader of the elves. She reconnoiters the party of adventurers, determining whether or not any loot they have is worth the risk of an assault. The remaining elves will then normally attack from ambush. However, the elves will attempt to avoid melee combat, striking only with their bows. The elves will not risk high casualties, preferring flight instead.

Woodroot is Tianna's companion. He is taller and more genteel than the elves of the Enchanted Wood. Woodroot is a noble elf from a distant land. A quest brought him to the Enchanted Wood half a hundred years ago, and he stayed, for he fell in love with the Princess Tianna. He gave other reasons for staying and he is not sure whether she knows the depth of his feelings for her, or even whether she cares for him in return. His wish is to take her away to his own land. So far, she has been unwilling to go.

Woodroot is tall for an elf. His brown eyes are almost always in shadow and his blonde hair falls loosely to his shoulders. A slender band of silver binds it about his head. His dress is normally immaculate, in contrast to the usual dirty rags and leathers affected by the locals. He looks the part of an elven hero. His dark brown clothes seem to fade into the forest when he does not desire to be seen. In combat situations, he will protect Tianna at all times, even drawing her out of battle against her will. Woodroot will never take another sentient life, except in self-defense. He will always counsel the Princess against violent or criminal actions. Woodroot's characteristics are as follows:

PS: 20 MD: 16 AG: 23 MA: 15 EN: 20
FT: 24 WP: 18 PC: 14 PB: 19

Woodroot is Life-aspected. His weapons are the composite bow, which he

TIANNA SKYFLOWER



uses at Rank 8, and the rapier, which he uses at Rank 10 (he is Tianna's instructor). He is also a Rank 10 Ranger (specializing in fields or open country), a Rank 9 Courtier, a Rank 10 Healer, and a Rank 4 Thief (Tianna is his instructor). Excluding Common, Woodroot speaks 3 modern languages at Rank 6 or better, and 2 ancient languages at Rank 5 or better. Woodroot is an Adept of the College of Sorceries of the Mind. He can use all Talents at Rank 7, all General Knowledge at Rank 6, and all Special Knowledge at Rank 5.

Woodroot wears a suit of special elven chainmail that protects him for 7 points of damage. It is currently warded in such a way that someone wearing the armor against Woodroot's will (either by stealing it or killing him for it) will be struck with a major curse.

Although a young elf at 500 years, Woodroot has seen much. He spent his early years as a mercenary warrior and is now beginning to settle down. He will give Tianna about 3 more years, then he will leave for his own country with or without her.

The elves who follow Tianna are a surly lot. Most elves would not even recognize them. The Enchanted Wood has slowly warped both their bodies and their personalities. They are stunted and low-browed. Some tend toward body hair. They use standard elf characteristics.

There are 20 elves who follow Tianna, discounting another 15 to 30 non-combatants who are either too young, crippled, or just unwilling to wage war. These elves will be in a camp or home base. Characters will not usually find this base. Scouts posted will normally see approaching characters, and the elves will flee without a trace.

The elves use short bow and spear. Four of the elves will be Rank 5 with the bow and Rank 3 with the spear. Another two will be Rank 3 with both the bow and spear. The rest of the elves will be Rank 1 in both weapons. All the elves will be Rank 2 Rangers (specializing in forest) and Rank 1 Thieves. They will all speak the elvish language at Rank 5 or better and Common at Rank 2 or better.

The elves like nothing better than ambushing characters. Tianna will often have to restrain them if the adventurers have nothing worth taking. Without Tianna to control them, the elves of the Enchanted Wood are mere savages.

Each elf will carry about 15 Silver Pennies and 1 Gold Shilling on his or her person. Tianna has a hidden treasure cache the location of which she will reveal only in ransom for her life. It contains: 244 Copper Farthings, 502 Silver Pennies, 80 Gold Shillings, a marvelously crafted gold crown of simple but elegant design worth 2000 Silver Pennies (this is the royal jewelry of the forest elves).

Woodroot carries no treasure, but knows the location of Tianna's treasure and another cache that contains various treasure worth 5000 Silver Pennies.

8. THE JOURNEY TO THE WOOD

Once the characters leave the confines of their city, the adventure begins in earnest. For the purposes of this scenario, the terrain surrounding and in the Enchanted Wood

allows the following movement speed and/or hindrance factors. A hindrance factor is the number by which a creature or character's speed is multiplied during the Chase Stage of an adventure.

TERRAIN	MILES PER HOUR ON FOOT	HINDRANCE FACTOR
Clear/Road	4	1.00
Path in Wood	3†	0.75
Uncleared Wood	2‡	0.50

†Mounted movement is possible on paths, but characters have a 55% chance of being dismounted every hour by low-hanging brush. Movement is 6 miles per hour.

‡Mounted Movement is not possible.

It will take the characters roughly 4 days of travel on foot to reach the Enchanted Wood. During this time, the terrain slowly changes from flat farm land to low rolling hills straining to become mountains again. As the characters descend a last row of hills and round the edge of a small rocky outcropping, the Vale of Karsus can be seen laid out before them.

From this distance, the Wood looks like a black carpet. In the center of the leafy rug is a small plateau or butte, the Pillar of Karsus. It is free of vegetation, but the forest almost fills the valley.

As the characters draw closer, they see the signs of habitation. A few rugged farmers and shepherds remain in the valley, for it is still fertile. But they are few and far between, and very shy of strangers. If interrogated, the local peasants will know the Enchanted Wood is a source of great magic and to be avoided.

The Pillar towers above the forest, but soon disappears behind the edge of the Wood as the characters draw nigh to its edge. The tall dense Dire Oaks loom darkly overhead. Their green/black leaves glisten strangely in the fading sunlight as night descends. The characters may enter the Wood now, or wait until daybreak.

The GM may locate the adventurers anywhere along the edge of the Enchanted Wood, although approach from the east is most common. If the characters spend the night within a mile of the Wood, the GM should make two encounter checks (danger level 35%) using the Night column of the Enchanted Wood Random Encounter Table.

Any encounters will have been attracted by the characters' fire (assuming they have lit one) and may be more curious than malicious. No weather, vegetable, or special encounters will be found outside the perimeter of the Wood.

IV. The Enchanted Wood

The wood or forest in which the adventure takes place is approximately 100 miles in diameter. At its center is a tall plateau or butte of stone known as the Pillar of Karsus, the legendary remnant of an ancient demigod. At the base of the tower is a small ruined city called Karse. The Wood fills most of a large valley between low mountain ranges. It is edged with low hills. Outside the Wood, a temperate, if somewhat cool climate

prevails. Numerous small villages and holdings dot the outlying valley, possibly remnants of Karse's former population. Few, however, will claim descent from the ruined city's former occupants, fearing the curse that laid their city low.

The Wood is dark, composed primarily of black-leaved trees called Dire Oaks. Legend holds that the Dire Oaks sprang forth from the cursed breasts of Karse citizens. All that is really known about the sinister trees, is that neither axe nor flame will harm them. Other, more natural trees and shrubs fill the gaps between the looming copes of the Dire Oaks. Everywhere the forest is thick, occasionally broken by shadowed clearings. In these glens and glades, the most unusual of the encounters often occur.

Piercing the canopy of the Wood is the broad fist of the Pillar of Karsus. The Pillar is the stony remains of the godling who sacrificed himself in the mythical past. Somewhere deep within its bowels, a fleshy heart of titanic proportions pumps the valley's life fluid. The exact location is known only to a giant, a band of guardian kobolds, and an evil, undead wizard. Entrances to the tangled maze of corridors that weave through the Pillar are few.

Crouched against the base of the massive Pillar are the ruins of a once prosperous city. What remains is barely fit for the rats that swarm through it. The death of the city Karse followed swiftly the death of Wulgreth the Wondrous. His curse laid low the town as the black trees flowed outward from the burial grounds. Soon, even the proud temple to the city's namesake crumbled under the woody onslaught and the ruins settled into quiet repose. Dust, desolation, and darkness settled quietly over the city, disturbed only occasionally by a scream from some victim of the city's last inhabitant — a devil named Grask.

Near to the city is a black pyramid, not large, but not small. Engraved upon its smooth ebony surface is but one word — "WULGRETH." This is the final resting place of the evil Adept, Wulgreth. However, he does not rest. Deep inside, he plans his eventual return to life and power. Wise and natural creatures give the pyramid wide berth.

Surrounding the Pillar on three sides and winding through the Enchanted Wood is a large river known as the Heartblood. All streams, creeks, and lesser rivers flowing through the Wood eventually find their way to this river. It is deep and slow. Canoes can easily traverse its full course through the Wood. The water flows at about 2 to 3 miles per hour. Trout and bass can normally be caught in the river. Occasional marshes filled with water animals and birds and the ever-present Dire Oaks edge the river. The water of the river is fresh and pure throughout its length. The river flows from north to south.

The Enchanted Wood wears summer always. Even if the surrounding valley sleeps under the mantle of winter, the depths of the Wood will be ever warm. A snowstorm will fall as light to moderate rain on the magical forest. Temperatures will range from 60°F in the night and early morning to near 80° during the day.

Note: The names of the various places in the Wood can usually be found in most legends

about the Wood. The exact location of the Pillar, the City, the river and its course, and the crypt of Wulgreth should remain hidden from the characters. The GM may desire to draw small diagrams showing approximate locations early in the game, but true relationships between places on the map should be discovered by the characters during the course of play.

9. PLANTS AND ANIMALS

A large portion of the flora and fauna of the Wood are not magic-tainted. Most plants and animals normally found in a normal forest can be found in the Enchanted Wood, including healing herbs and game animals.

The few varieties of magical plants are often lost in the density of the normal foliage. Usually, a dangerous plant may be hidden well enough to easily spring its trap on the unsuspecting. On the other hand, a character who learns to recognize a special plant may often notice it well ahead of time.

Wolves, tigers, bears, and wildcats are the primary predators of the Wood, competing against the more magical demon cats, minotaurs, elves, and kobolds. The predators in the Enchanted Wood tend to be a little more wiley, a trifle more intelligent than their cousins who dwell in more mundane surroundings. Only the wisest of creatures will survive the unusual dangers of the Enchanted Wood.

The most visible plant in the forest is the Dire Oak. The Dire Oaks sprang from the cursed souls of the 13 citizens of Karse who died at the hands of Wulgreth. The trees spread outward from the original copse at a fantastic rate. The Dire Oak tree grows from thin springy sapling to hoary monstrous behemoth in the course of a single year. Each spring, a new ring of saplings surrounds the forest. By summer, they are sturdy trees and, by winter, ancient oaks.

The leaves and bark of the Dire Oak are of a green so dark it is almost black. Once every 10 years or so, the leaves on a tree are slowly replaced. Otherwise, the leaves never fall. Dire Oak leaves rapidly deteriorate into a bad-smelling, gummy paste.

Neither axe, fire, nor magic of any sort will harm a Dire Oak. There are no dead Dire Oaks in the entire forest. A character who feels a living Dire Oak leaf, or places his head against the trunk, will sense a faint pulsing, like the beating of a heart.

10. PATHS IN THE ENCHANTED WOOD

Numerous paths criss-cross the trackless realm of the Enchanted Wood, but no map exists to tell characters where they are. In fact, the trails really do not exist until they are randomly discovered. Every hour of travel, the characters have a 25% chance of crossing a path. Characters may make a Perception roll (difficulty factor of 1). The character's Rank as a Ranger $\times 15$ is added to the chance to discover the path. The GM then rolls for an Initial Path Direction on the appropriate table.

Every two miles, the GM rechecks the status of the path by rolling a D10 on the Path Direction Table.

The paths make travel easier, but they do not necessarily lead in a desired direction. Some paths may be magic. They are dealt with in the Special Encounters section.

11. RANDOM ENCOUNTERS

Once each hour that the characters are travelling through the Enchanted Wood, a roll (D100) must be made to determine if the characters have had a random encounter. The danger level for the Enchanted Wood is 30%. A roll equal to or less than this number indicates an encounter. The GM then rolls on the Enchanted Wood Random Encounter Table. The dice-roll is cross-referenced with the time of day to find the name of a monster, NPC class, or unusual occurrence encountered. This type (where required) is preceded by a modifier. D10 is rolled and the modifier is added to the roll to determine the number of the monster or NPC encountered. Note that the number encountered can never be less than 1. As the Wood is somewhat large, the chance of actually encountering something each day is high. More than one encounter can occur each day.

If characters are encamped and do not move, the danger level remains the same, but the roll to check for an encounter is made only once every six hours.

If a party splits up, a separate encounter roll is made for each new party.

Unless otherwise indicated or desired, all creatures met with are average members of their type.

12. UNNATURAL WEATHER

One of the encounters listed for the Enchanted Wood is not a meeting with a creature or the discovery of a place, but an experience with the forces of nature.

Normally, the weather patterns of the Enchanted Wood are those of a normal summer day, even when the world is deep in winter. The powerful, disruptive magics in the Wood change even the climate. However, nature often lashes back in kind.

When Strange Weather is encountered, the atmosphere almost cracks with the change and unnatural precipitation, wind, or sun rages against the Wood and all who dwell within it.

The GM rolls a D10 on the Unnatural Weather Table. The weather rolled will last until sunset. Each weather pattern is described here in detail.

Red Snow. The red snow is frozen flakes of blood. However, even an Astrologer or Alchemist will be unable to determine the creature or creatures who shed the blood. The snow melts upon contact with the ground. Any character who makes a Perception roll (difficulty factor of 3) while studying the forest will notice that the vegetation seems lusher the day after the snow. The snow is diluted blood from the Heart of Karsus, magically dispensed to the growing things of the Enchanted Wood. If the characters can devise some way of collecting the snow, it can be used as a powerful potion. If roughly a pint is imbibed, it will heal 1D10 points of damage.

Hot Rain. This is normal water, but heated to near the boiling point. If a character has exposed flesh, he will take 1D10 - 7 points of

damage for each 5 minutes of exposure. Most of the vegetation is unaffected by the steamy downpour. Visibility will be reduced to roughly 60 feet as thick steam and vapor rise from the ground.

Blizzard. This is normal snow, but in huge quantities. The snow storm will last 1D10 + 2 hours and will deposit 6 inches of snow each hour. During the storm, the temperature drops below freezing and characters will risk damage due to exposure if they are not properly protected. Characters who do not wear insulated clothing or retire to the protection of a building, cave, or tent will suffer the loss of 1D10 Fatigue points and half that number of Endurance points per hour of exposure.

After the storm stops, the temperature rises to near normal levels, but the snow remains. The white stuff melts slowly. It will take 2 days for each half foot of snow to melt.

The thick snow impedes movement. Six inches to one foot will reduce all movement by one mile per hour. Over one foot will reduce all movement by two miles per hour. If it is logically impossible for characters to travel (three or more feet of snow), then no movement is possible without the aid of skis, snowshoes, etc.

The snow will do exposure damage as defined above to any character whose feet are unprotected by appropriate footwear (sandals and thin shoes are not appropriate). The same goes for an unprotected character who lies in the snow.

Hail. Hail is the most variable weather pattern of the Enchanted Wood. It is said with near truth that it never falls the same way twice. To reflect this, the following table is provided, with 10 different types of hail. For purposes of the game, no type of hail will appear more than once. Each type of hail is described in full following the table.

1D10	TYPE OF HAIL
1	Invisible Hail
2.	Gemstone Hail
3.	Multi-Color Hail
4.	Frog Hail
5.	Huge Hail
6.	Explosive Hail
7.	Waterball Hail
8.	Glowing Hail
9.	Black Hail
10.	Edible Hail

Each hailstorm lasts 1D10 \times 10 minutes.

Invisible Hail. These are normal hailstones in all respects, except they cannot be seen. Each minute that a character spends fully exposed to the hailstorm, he has a straight 25% chance of being struck for 1D10 - 4 points of damage. Riding animals have a 35% chance of being struck for the same amount of damage.

Gemstone Hail. This is a much smaller, swiftly melting hail. It has a straight 15% chance of doing 1D10 - 7 points of damage for each minute of exposure. Riding animals have a 25% chance of receiving the same amount of damage. The unique feature of this hail is that 5% of the hailstones are centered around small gem stones. However, when the hail melts, the stones magically

melt with them, unless removed from their icy casing. A successful Perception roll (difficulty factor of 4) made on the hail will reveal the gems. The number of stones that a character may check equals his Manual Dexterity $\times 3$. For each stone checked, the character rolls 1D100. If the result is 5% or less, a gem has been found. Each gem is worth 10 to 1000 Silver Pennies (1D100 $\times 10$).

Multi-Color Hail. These are normal hailstones, except they are brightly colored in all hues of the rainbow. This hail does no damage, because it melts on contact. However, it will stain all flesh and fabric that it contacts. It also has the unique feature of non-blending. If a blotch of red is covered by a blotch of yellow, none of the original color will show through. Thus, the colors never become muddy or grey. Living plants are unaffected by the hail. Hail stain is permanent.

Frog Hail. Except for a mild stinging, this hail also does no damage. The hailstones are large and hollow. The interior of each stone contains a frog of varying sizes. The ground soon becomes littered with croaking and chirruping amphibians, making it hard to walk without an accompanying squish.

Huge Hail. These hailstones are massive. Some are fist-sized and larger. For each minute spent unprotected under this hail, a character has a 50% chance of being struck for 1D10+3 points of damage. A riding beast has a 60% chance of being struck.

Explosive Hail. These are normal-looking hailstones until they strike the ground and burst into a hundred needlelike fragments. For each minute spent unprotected under the hail, a character has a 45% chance of being struck by the splinters of the explosive ice balls. Riding animals have a 55% chance of being struck. Roll 1D10-3. If the result is greater than the character or creature's armor protection rating, roll 1D10 damage for the affected being.

Waterball Hail. These hailstones have a large size range, from tiny pea-hail to massive melon hail. However, they are all hollow. Furthermore, they contain water that will splash out on contact. The waterball hail has a 45% chance of striking a character each minute he is exposed. The hail does no damage, but if the roll indicates that damage is done to Endurance, the character is knocked out. Not all of the hailstones break open upon contact. After the storm, many unbroken stones will litter the ground. The icy shell is magical and will not melt until broken. If treated carefully, they will last a long time. An unbroken waterball hailstone is worth 1D10 $\times 100$ Silver Pennies.

Glowing Hail. These are normal hailstones, except they glow in the murky light of the Enchanted Wood. Each minute that a character spends fully exposed to the hailstorm, he has a straight 25% chance of being struck for 1D10-4 points of damage. Riding animals have a 35% chance of being struck for the same amount of damage.

Black Hail. This insidious ebony hail is in reality a frozen, potent acid. Each minute that a character spends fully exposed to the hailstorm, he stands a straight 25% chance of being struck for 1D10-3 points of damage. Riding animals will have a 35%

chance of being struck for the same amount of damage. Furthermore, when the stones melt, they will do an additional 1D10+6 points of damage to whatever they melt in or on. This includes grass, the ground, trees (except Dire Oaks), and characters who are foolish enough to hold the sizzling ice balls in their hands. It will also eat through such items as weapons, armor, and thatched or wooden roofs.

Edible Hail. This is food from the skies. This hail is unlike all others. It resembles small, spherical, spongy cakes. Some are like bread, others are sweet, others taste like herbs, others are hard-shelled and filled with milky fluid, and some are even filled with a fermented fruit juice. Any character who makes a Perception roll (difficulty factor of 5) on the stuff will notice that small animals seem to be feasting on the hailstones with relish.

After such a hailstorm, each character should be able to gather as much food as he can carry. The food will last indefinitely. However, the stones on the ground will be rapidly devoured by small animals and birds.

Dense Fog. The characters will notice that a thick, vaporous mist rapidly rises out of the ground. Within minutes the fog is so dense that nothing can be seen beyond the outstretched hand, and even that hand is nothing but a shadow in the mist. The fog will last until sunset. Travel becomes quite hazardous. The GM should make an occasional Agility roll (difficulty factor of 3) to determine whether or not a tree, pitfall, or small stream has been encountered and the character is thrown for damage.

The GM should continue to make hourly encounter checks. Creatures encountered will normally be cowering or hiding from something in the fog.

There is something in the fog — something evil. 1D10-4 hours after the fog sets in, a presence will form in the fog. This thing is the strangler mist. It appears to be a pair of small, glowing lights, like distant eyes in the fog. The thing is insubstantial, but feeds on the energy of living beings to sustain its own brief life. To drain life, the thing hovers around a living creature and drops a semi-solid noose of mist around the creature's neck, and swiftly tightens! The attack has a 75% chance of being successful and doing 1D10 points of damage per Pulse. Armor does not protect against this damage. The stranger in the mist can not be defeated by weaponry, but sheer Willpower will drive it back into oblivion.

To attack back, the character must desire to live (Death-aspected characters will subtract 10% from their chance to attack, while Life-aspected characters will add 10% to their attack chance). The character must make a Willpower roll (difficulty factor of 4) to attack back at the strangler mist. If the roll is successful, the character does his Willpower score as damage against the mist. If two or more characters combine their wills together against the monster, the two scores are added together and multiplied by the difficulty factor. If successful, they do the sum of their Willpower scores as damage.

The strangler mist can absorb 60 points of Willpower damage before being driven

off. A successful Willpower attack by the creature it is strangling will release its grip. Unintelligent creatures cannot resist the monster, but the monster is not intelligent enough to realize that.

Each point of damage the monster does to a creature adds to the amount of Willpower damage needed to drive it off. If the monster does 6 points of damage on its first attack, 66 Willpower damage points will be required to force the monster away.

Razor Sleet. This dangerous precipitation first announces itself with a few stinging pellets that draw blood as they sling across exposed skin, or shred cloth, slice leather, and etch iron. This precipitation is of short duration, but will occur 1D10 times after the initial encounter is determined. A fall of the razor sleet will occur once per hour for the number of hours indicated by the D10 roll (sunset will stop the sleet) and last for 1D10 minutes each time.

The sleet has an 80% chance of doing 1D10-3 points of damage per minute of exposure. In addition, it will shred all clothing to rags, shred leather armor into tatters, fragment wicker armor and score metal armor heavily (it will never look polished again).

High Wind. It starts as a slight breeze, but in moments the wind picks up and becomes a howling gale. Small plants and animals are tossed about like chaff. As the wind speed increases, the characters will be able to see a funnel shaped whirlwind moving through the Woods creating a swath of destroyed vegetation in its path. The whirlwind is a massive air elemental released by some even more powerful creature to wreak havoc on the Wood. If the characters lie low, no harm will come to them. If a character stands, he will have a 65% chance of being struck by a piece of flying debris. The debris will do 2D10+3 points of damage if it strikes the character. The character will also be knocked unconscious by the blow.

If the characters draw no attention to themselves, the elemental will pass by and do them no harm. However, should someone shout, wave, or attack the monster, it will attack the characters for 1D5 Pulses before moving on. Besides the damage its fist will do, there is the same chance as above of being struck by flying debris.

Once the elemental has passed beyond the characters, the wind will die down to a mere gusty breeze. The path of the elemental is devoid of all vegetation except Dire Oaks. The path can be followed for 2D10 hours at a movement rate on foot of 3 miles per hour. The direction rules for paths (see Paths in the Enchanted Wood) apply to this swath.

Black Rain. This is the insidious corrosive rain that all creatures of the Enchanted Wood fear. The rain will last 1D5 hours. Any creature exposed to it will take 1D10 points of damage. It does not affect plant life, or things made of wood. Armor will protect against the damage, but if the damage taken exceeds the protection value of the armor, the acidic rain dissolves the armor away. Any remaining damage is done to the character's Endurance. Treat all exposed metal weapons as having a protection value of 6.

Furthermore, if the armor is not dissolved completely, the damage done is subtracted

from the armor's ability to protect. Thus, an armor that has a protection value of 6 that takes 3 points of acid damage from the rain, will now have only a protection value of 3, since half of its thickness has been dissolved.

Blazing Sun. All clouds melt out of the sky and the sun seems to double in size. The forest swiftly changes to a humid jungle, then, to an arid, parched waste. Water becomes difficult to find as small streams curdle to vapor. The sun slowly drains energy from the characters. Each hour of exposure drains 5 Fatigue Points that cannot be regained until sunset. Furthermore, any Fatigue Points lost in combat or by physical exertion will not be regained (even by rest, relaxation, sleep, or hot meals) until the sun is down. When all Fatigue Points are gone, the sun drains from Endurance.

For each 5 Fatigue Points lost, the character must drink at least a quart of fluid (water, wine, milk, beer) or he will suffer the loss of an additional 1D5 Fatigue Points due to dehydration.

Any animal encounters made during this period will also be suffering from the same discomfort. Normally, they will avoid the characters, but there is a 25% chance that the animal (or intelligent creature) may have been driven mad and will attack berserkly.

Two Alternating Weather Patterns. This is by far the worst of all weather patterns. Reroll twice on the table, ignoring rolls over 9 and rolling them over. The two resultant types of weather will alternate on a cycle. This cycle is equal to 1D10 x 10 minutes. Depending on the weather, this can mean that a fresh batch of the stuff appears every time the cycle repeats. This can be dangerous, since certain weather patterns have a short but deadly duration.

A possible suggestion for recurring hailstorms is that the GM choose or roll a different type of hail for each period of the cycle. Like most weather patterns, the Alternating cycle ends with the setting of the sun.

13. VEGETABLE ENCOUNTERS IN THE ENCHANTED WOOD

Because of the potent magic found in the Enchanted Wood, many once normal species of plants have subtly altered over the years, changing into magical entities of unknown abilities. A Ranger may be able to identify what he thinks a plant is, but will have no real knowledge of the vegetation the first time he encounters it.

Due to their innocuous nature, most dangerous plants will attack with surprise. Except where indicated, the plants usually occur in groupings or patches of 1D10 plants. To determine the type of plant encountered, the GM rolls 1D10 on the Enchanted Plants Table. Any plant may be encountered more than once, since they tend to grow anywhere in the Wood.

None of these plants will grow outside a high mana environment like the forest. An Adept or Alchemist should be able to create such an environment.

Hanging Tree. Only one of these carnivorous trees will appear in any given area. The tree looks dead. Long, brittle-appearing

branches droop to the ground. However, when the characters travel under the tree, 1D10 wiry branches will whip around their bodies and drag victims upward. Each branch has a 55% straight chance of hitting. Once a branch has grabbed hold, its grasp may only be broken by a Physical Strength roll (the difficulty factor is equal to 5 minus the number of branches grasping the character, maximum difficulty of 1/2). The character may also be cut free. Each grasping branch has an Endurance of 7 (no Fatigue). The tree has 50 branches that it can attack with. Each Pulse it may attack with 10 branches, not counting those that are already grasping something.

Each branch that grasps a character will do 2 Damage Points per Pulse.

For each branch that the tree brings to bear on a character, there is a 10% chance that one branch will disarm the character. A Physical Strength roll (difficulty factor of 4) will be required to snatch the weapon from the woody grip.

Each time that a branch is severed, there is a 2% cumulative chance that the tree will withdraw its attack, seeing that its food is more than it can handle.

Dryad Grove. The Dryad Grove is a small clearing, surrounded by stately trees. In the center of the clearing is a group of slight, willowy and attractive young women. They are Dryads. When the characters enter the grove, they will be momentarily frightened, but will then run up and surround the intruders, dancing and singing merrily. Only if the characters threaten them will they flee. They will run into the trees and remain there unless their tree is threatened.

The Dryads are friends of Tianna Skyflower and her elves. However, for the most part, the forest ladies are flighty, caring little for quests and unknown dangers. They are willing to talk for hours, leaving the characters knowing no more when they leave than when they entered.

There is a 10% chance that the grove will be made of Black Dryads. These darker creatures are spirits of the Dire Oaks which form their grove. The Black Dryads are servants of Wulgreth and will attempt to delay the characters overnight so that the servants of the evil Wraith can be summoned from the Ruined Tower.

At least one Dryad in each grove will be a Rank 10 Adept of the College of Earth Magics.

Wraith Grass. A patch of Wraith Grass is usually 1D10 x 100 feet in diameter. It is dark colored (reminds one of Dire Oak leaves) and has rough edges. Each Pulse that a character spends on the grass, it has an 80% chance of draining 1D10+4 points of damage from a character, much as a wraith. If a character is killed by the grass, he will rise up the next night as a wraith, doomed to patrol the grassy sward until destroyed or freed. There is a 10% chance that 1D10-8 wraiths will be around the patch at night (they seep into the earth during the day).

Star Flowers. Star flowers are characterized by their spikey, six-pointed red flowers. When the flowers die, they harden into woody, shuriken-like stars. Each plant will have numerous red flowers and 1D10+10

hardened shurikens. If the plant is startled by a loud noise nearby (such as travellers pushing through the underbrush), it will react by snap-hurling 1D10 of its throwing stars in the direction of the disturbance. Each star has a 25% chance of striking for 1D10 points of damage. If the disturbance continues, the plant will hurl another round of shurikens. Under normal conditions, the characters will never see the star flower plant until it attacks. These plants usually appear in groupings of 1D10. There is a 10% chance that the area contains a vast field of the flowers (the snap-hurl also functions as a seed dispersal technique) number 1D100+. They will usually be spread out over a 1000-foot diameter area.

Mirth Melon. The mirth melon is a gaudily colored fruit that grows in vines close to the ground. The melon is roughly the size of a squash, but looks like a gourd with pink skin and purple and blue polka dots. If the melon is crushed, it exudes a pungent vapor in a cloud 10 feet around it. The vapor will cause an affected character to burst into paroxysms of laughter if he does not make a successful Fatigue roll (based on current level of fatigue times a difficulty factor of 3). The laughter will last in lessening intensity for a full hour, ending in slight chuckles and smirks. Usually, there will be 1D5 plants available, and each plant will have 1D5 melons.

Once the vapor dissipates, the mirth melon becomes a delicious taste treat, even though one cannot eat it without smiling.

Spike Root. Spike roots feed on warm blood. They obtain it by piercing creatures unlucky enough to pass over them. A spike root plant consists of one or more expandable, vertical shafts with sharp points, very similar to organic spears. When a living creature passes overhead, 1D10 of the shafts explode upward through the turf. Each shaft has a 40% chance of piercing its target and doing 1D10 damage. The shafts that hit and do damage attempt to absorb as much blood as possible. Each shaft stuck into a creature will do 5 points of damage per Pulse until the victim dies or they are withdrawn. After they have fed, the shafts slide back into their subterranean sheaths. Each shaft will take 5 points of damage before dying.

Lantern Berries. The lantern berry bush is insignificant looking until it is jostled or bumped. At that point, the berries light up like fireflies, glowing for a few minutes, then fading into darkness. If a transparent container is filled with lantern berries, it will give off light equal to a torch. Constantly shaking this torch-bottle will cause it to give off light. However, in a few hours (1D10-5), all the berries will be hopelessly mashed into a quickly fading pulp.

An Alchemist can turn a quart of berries into a magic paste that will glow for a number of hours equal to the Alchemist's Rank. Lantern berries are edible.

Boomboo. Boomboo is a close relative of bamboo. It looks exactly like bamboo. Only a Ranger can safely tell boomboo from bamboo at a distance.

Boomboo is explosive bamboo. True boomboo explodes when it is annoyed, hurling splinters and shards in all directions up to

a range of 45 feet. Creatures unprotected by cover will have a percentage chance of being hit by the plant equal to 95 minus the creature's distance from the explosion. 1D10 - 6 stalks will explode at one time, with each stalk doing 1D10 damage. Multiple explosion damage will be totalled before armor protection is subtracted.

The boomboo plant is dormant at night. A character may harvest 1D10 stems without waking the plant from its torpor. Harvested boomboo is less potent. Its range is reduced to 30 feet, still doing the same amount of damage.

There is a 25% chance that any boomboo plant encountered will be mock boomboo. Mock boomboo is indistinguishable from true boomboo. However, instead of exploding, the lesser boomboo merely makes a loud, startling "Boom" noise.

Wood Walker. A wood walker is a magically animated tree that wanders about the Enchanted Wood. Wood walkers are hateful toward all living creatures (except plants). They will attack with vehemence whenever they encounter some creature large enough to notice but not wise enough to give the animated tree a wide berth. Characters blundering through the Enchanted Wood usually fall into this category. Wood walkers use standard troll characteristics, except that they do not regenerate. Crushing weapons like maces and clubs will only do half damage to the wood walker. Like trolls, wood walkers hate and fear fire. They will attack

fire-bearers with great rage and a +10% attack capability.

Steakwood. The steakwood tree is a normal appearing tree with fleshy leaves and a mottled brown and white trunk. When a branch of steakwood is cut, the wound will ooze thick, reddish sap. The bark resembles heavy cow hide and can be tanned into leather. The wood of the tree looks and tastes like beefsteak. The center of each limb is a springy, resilient wood that resembles bone. A large tree, fully dressed out, would yield 2,000 pounds of meat.

14. THE KNIGHT OF HORNS

There are several minotaurs stalking the dark depths of the Enchanted Wood, but there is only one Knight of Horns. The Knight is a massive minotaur, intelligent and weapon-wielding. He is a veritable lord of the forest. Few oppose him. Mounted on a massive black bull, the Knight of Horns terrorizes both traveller and native. In crude Common language, he will demand tribute, both in terms of money and lives.

The Knight is brighter than most of his kind. Through arrangements made with the likes of Wulgreth and his followers, the minotaur has learned a smattering of magic. He is a Shadow Weaver of the College of Celestial Magics. He rarely uses his few magics and never uses them subtly.

If the Knight is encountered by characters, he will either demand tribute or just charge into the party, bull's hooves

trampling and mattock swinging. Normally, he will make but one such pass, then disappear into the thick forest. He will usually attack in this fashion for 1D10 times. The last time that he attacks, he will be accompanied by two of his lesser brethren, a pair of standard minotaurs. They will attempt to decimate the party. In a tight situation, the Knight will usually desert his followers. The Knight of Horns characteristics are:

PS: 25 MD: 21 AG: 17 MA: 15 EN: 16
 FT: 25 WP: 15 PC: 18 PB: 7
 NA: Hide Absorbs 6 DP

The Knight is Winter Star-aspected. He is Rank 5 with his mattock. Other skills include Rank 2 Ranger, and he speaks Common at Rank 3. As mentioned, he is a Shadow Weaver of the College of Celestial Magics. He knows the following spells (Spell/Code/Rank): T-1/2, T-2/2, T-3/0, G-1/3, G-3/1, G-4/0, G-9/3. The Knight has all other natural minotaur abilities at +20%.

His mount, the massive black bull, Stormclencher, obeys the monster implicitly. They fight as one unit. The bull's characteristics are as follows:

PS: 55 MD: 9 AG: 10 MA: - EN: 30
 FT: 40 WP: 9 PC: 15 PB: 8
 NA: Hide absorbs 6 DP

The bull has no skills. It may strike with its horns at 40% Base Chance for +3 damage. It will also trample (up to 4 times per Pulse) at a 50% Base Chance for +5 damage.

KNIGHT OF HORNS



The Knight of Horns carries three stalks of true boomboo (contact explosive bamboo) that he can hurl like grenades for 1D10 damage to all living things within a 30-foot radius.

If the Knight is seriously wounded, he will flee to his lair. The Knight can be tracked by a Ranger back to his lair. The trip takes approximately one hour through thick woods. The lair is a tripod-shaped jumble of logs. Inside the lair is the monster's cache of treasure. The Knight of Horns will defend his lair to the death.

In one corner of the lair, there is a massive copper cauldron filled with rotted food. The odor is atrocious. A Physical Strength roll (difficulty factor of 1.5) will move the cauldron aside to reveal a snake pit, containing one asp, one king cobra, one mamba, and one spitting naja. The snakes will be extremely irritated.

The reptiles protect the Knight's treasure. In the snake pit are 448 Copper Farthings, 171 Silver Pennies, 104 Gold Shillings, 1D10 gems worth 300 Silver Pennies each, a gold and jade necklace worth 1,000 Silver Pennies, a ring worth 15 Silver Pennies, and a magic ring that will cast 15 Walls of Starfire (Celestial Magic Spell G-5) at Rank 10.

15. KIDNAP ATTEMPT

The primary other encounter met with in the Enchanted Wood is the kidnap attempt. This encounter occurs only at night. Minions of the wraith, Wulgreth, will attempt to kidnap one party member (preferably a player's character) to hold for ransom. The ransom is several flasks of a special potion stored in the chamber of the Heart inside the Pillar of Karsus. The kidnapers are composed of Wulgreth's servants. Most will be from the Ruined Tower. Use the Encounter Table from the Ruined Tower to determine the nature of the kidnapers. Roll 4 times on the table. Duplications are allowable. Use standard monsters for the creatures indicated. These monsters are not actually the residents of the Tower. The monsters will try to separate one or more group members from their compatriots, then whisk that person back to the Tower and eventually into Wulgreth's Tomb. Generally, an easy trail will be left to find the Tower. If not already encountered, the Ruined Tower may be found at location A on the map of the Enchanted Wood. For more information on the kidnap attempt, see The Ruined Tower.

V. Special Encounters

Each of the special encounters may be found once inside the bounds of the Enchanted Wood. Several of these are small adventures themselves, complete with maps. Roll 1D100 on the Special Encounter Table to determine which Special Encounter is met. Mark its location on the map of the Enchanted Wood. Refer to the following descriptions for an explanation of each Special Encounter.

16. FAERIE RING

The trail opens up on a small clearing. Even though tree branches block all but a few shafts of sunlight, the glen is evenly lit. Surrounding the edge of the clearing is a ring of massive mushrooms. Each individual fungus is as tall as an average man. A Ranger who uses his ability and makes a successful identification roll will recognize these mushrooms as giant versions of a tasty, edible fungus — even though they have an odd tendency to glow at night.

In actuality, the clearing is a faerie ring. The fairy-folk of the Enchanted Wood gather here for revels on nights of a full moon and on the eves of all solstices and equinoxes. Magic cast by fairy folk is cast at +25% while in this clearing.

Characters entering the clearing will be affected by its power. The clearing has a time distortion effect on all non-fairy folk who enter its boundaries. When characters enter the clearing, roll 1D100 and refer to the following table to determine the amount of time that has slipped by before the characters leave. If characters fall asleep within the faerie ring, add 20 to the D100 roll.

The number in parentheses prefacing each time period category is a Perception difficulty factor. This factor is multiplied by a character's Perception characteristic. The character must then roll equal to or less than the resulting number to determine if that character notices an unusual period of time has passed while in the clearing.

TIME PASSAGE TABLE

01-35		No time change
36-55	(.5)	1 day
56-65	(1)	1D10 days
66-80	(1)	1 week
81-87	(2)	1D10 weeks
88-92	(2)	1 month
93-96	(3)	1D10 months
97-99	(4)	1 year
00	(5)	1D10 years

17. HAUNTED HUT

Just off the trail, a small stone house squats. Verdant vines crawl across the walls and peaked slate roof. Cracked window panes glare myopically through the lush overgrowth. A crystalline glint sparkles through a doorless doorway.

H-1

Ceiling Height: 25 feet.

Occupants: Initially, this room is empty. However, if room H-2 is entered and the corpse is disturbed, the room will be filled with the swirling, angry presence of a fire elemental. The fire elemental's characteristics are as follows:

PS: 50 MD: 23 AG: 27 MA: No EN: 35
FT: 70 WP: 15 PC: 15 PB: 7
NA: 3DP

Talents, Skills, and Magic: Raise temperature 35° every 10 seconds when in contact with a non-flammable substance. Extinguish normal fires within 100 feet. Create a Rank 6 wall of smoke. Create a Rank 11 wall of fire. Base Chance of 70% to immolate opponent, doing D+8 damage. Double damage in close combat.

Contents: Walls of room are blackened and scorched. Charred remains of furniture are placed about the room. They will crumble when touched. Blackened bones of several humans lie about the floor. Near hands of one is a pile of small gem stones. There are 1D10 gems. Each gem is worth 100 Silver Pennies.

Comments: If the fire elemental appears in this room, it will burn through the already weakened ceiling timbers in 1D5 Pulses. The ceiling collapse will do 2D10+4 points of damage to all creatures in the room. The fire elemental will take only half damage. The characters may avoid damage by making a roll based on their Agility. Use the following table to determine the difficulty factor based on the character's distance from an unblocked opening (window or door). Multiply this factor times the character's Agility. The character must make a D100 roll equal to or less than this score to escape the falling ceiling unharmed.

DISTANCE FROM OPENING	DIFFICULTY FACTOR
10+ feet	½
8-10 feet	1
6-7 feet	2
4-5 feet	3
1-3 feet	4
Up to 1 foot	5

H-2

Ceiling Height: 15 feet.

Occupants: A tall corpse is seated on an ornate chair against the wall opposite the door. Intact, but faded garments and withered flesh hang on the ancient bones. The mummified hands clutch at the blade of a bejeweled broadsword that pierce's the corpse's chest. In addition, the revenant of the corpse lingers in the room. The revenant's characteristics are as follows:

PS: 0 MD: 0 AG: 0 MA: 16 EN: 0
FT: 0 WP: 18 PC: 15 PB: 11
NA: 0

Contents: The floor, walls, ceiling and even the back side of the door are coated with a thick, spongy fungus that smells like embalming fluid.

Comments: In life, the revenant was Holo Klete, an Adept in the service of Wulgreth. Unbeknownst to Holo, his evil master needed the death of a friend to perform an arcane summoning. Under Wulgreth's direction, Holo set up the ward of the fire elemental (a fact which he may not reveal, since it was struck from his mind). The pair entered the side room and therein Wulgreth took a magic blade and pierced Holo's breast, slaying his follower instantly. The deed done, the evil Adept performed his ritual and left, never to return. If characters will withdraw the sword, Holo will promise to accompany them, so long as their ultimate goal is the destruction of Wulgreth.

The sword is normally magic. It will add 3 Ranks of ability to the wielder's broadsword skill. When occupied by the spirit of Holo Klete, it will add 6 Ranks to the character's ability. However, the character must have attained at least Rank 0 in the

weapon for the bonuses to function. An additional bonus to possessing the sword is the presence of Holos Klete. At will, he may leave the blade and frighten the unwary (the natural talent of a revenant). The revenant will also give of his knowledge about the area. When in certain areas encompassed by this adventure, he will have a percentage chance of knowing correct directions and locations. The Enchanted Wood, 10%; the City of Karse, 20%; the Pillar of Karsus, 35%; Wulgreth's Home, 75%.

When Holos Klete comes into the presence of the undead Wulgreth, he will leave the sword and attack his former master in the following manner. Multiply the Willpower of the two undead foes by a difficulty factor of 3. Each combatant then wields his Willpower like a weapon. A successful D100 roll of less than or equal to the modified willpower will do 1D10-2 points of damage to the opponent's Willpower. When the Willpower of one of the undead is reduced to 0, that creature dissipates, destroyed forever. Should Holos defeat his former master, he will finally be at rest and will be free of this world.

H-3

Ceiling Height: 15 feet.

Occupants: This room is always empty.

Contents: An ancient bed contains three fragile skeletons. Clothing and flesh have melted away from the bones, but a successful Perception roll will reveal that they may have been a mother and her two children. In one corner is a rusty woodchopper's axe of solid iron, including the handle.

Comments: Elsewhere in this adventure is an iron axeman. In years long past, this was his home and these skeletons were his family.

18. GLOWING LIGHTS

Characters will see a glowing light through the thick forest growth. The light appears to be an indeterminate distance from the party. If the players approach it, the light will slowly shift deeper into the Wood. The light is really a will o'wisp, an insubstantial creature that draws life energy from wounded or dying beings. It specializes in leading sentient creatures through pits and bogs to their eventual doom.

Every minute that a character or characters follow the light, the GM should make a secret Perception roll for the characters based on the characteristic of the most proficient character. In the daylight, use a difficulty factor of 3. At night, use a difficulty factor of 1. Should a character fail a roll, he or the party are lost. Only random wanderings or a Ranger's skill at tracking will find the original trail again.

Additionally, every 5 minutes, each character should make an Agility roll, using a difficulty factor of 3. This roll is to avoid the various pitfalls, bogs, and sumps that the will o'wisp leads the characters through. Should an Agility roll fail, the character is assumed to have fallen into a pitfall. A pitfall will do 1D10+4 damage directly to a character's Endurance. There is also a 5% chance that a character will sustain a Grievous Injury, requiring a roll on that table.

To extricate himself from a pitfall, the character must make a Physical Strength roll. First, the character subtracts any damage taken from his Physical Strength. He then multiplies the resulting number by a difficulty factor of 3. This number must then be rolled under or equal to on a D100 roll. Should the character fail, he may make another roll, but using a difficulty factor of 2. This continues until the character fails the roll using a difficulty factor of 1/2. The character is then stuck unless helped out by others.

Once a character is stuck, the will o'wisp will return to feed on its victim's life energies. Each Pulse of contact with a will o'wisp will do 1D10-4 points of damage. Armor will not protect against this damage. However, a character may use his Willpower as a shield. A successful Willpower roll using a difficulty factor of 3 will prevent damage by the creature. The roll must be made once for each attack.

Will o'wisps may only be harmed by magic or silver weapons. They also take only half damage from such weapons. The will o'wisp has the following characteristics:

PS: No **MD:** No **AG:** No **MA:** 19 **EN:** 25
FT: 23 **WP:** 7 **PC:** 16 **PB:** 14
NA: No

If a will o'wisp is killed, it rapidly crystallizes into a 2-inch diameter crystal ball. This sphere will add 5 Ranks to an Astrologer's skill. The sphere is worth at least 10,000 Silver Pennies.

19. IRON AXEMAN

As the characters progress through the Wood, they hear distant singing. Approaching closer, the sound will clarify into a haunting, melancholy dirge sung by a hollow male voice. The song tells of great spiritual pain, of needless death, of loved ones lost. If the characters are near the song's source, they see the singer. Standing next to a copse of the unkillable Dire Oaks is what at first glance appears to be a standing, slightly rusty suit of armor, wielding a solid iron axe. The axe blade is sunk deeply into the impervious hide of a Dire Oak.

Closer inspection reveals that the axeman is not moving. The axeman will fall silent if the characters enter his clearing. He will not speak unless he is spoken to first. However, should characters leave his clearing without aiding him, he will cry for help. When asked any questions concerning his nature, the axeman will tell this story.

"Jhingelshod, the Iron Axeman is my name, and this is my tale of woe. This iron covering I wear is no suit of earthly armor. No, indeed, it is my own skin, replaced in my youth by him whom I once did serve. In the service of the Adept Wulgreth did I pass my young years, acting as bodyguard and warrior. In dire battle with an Adept of Fire Magics, my mortal covering was seared away, but yet I lived in wracking agony. Wulgreth yet had need of me. In an agonizing ritual, he had an Adept of Shaping Magics bind my scorched husk into a shell of living iron. I still lived, but at what cost? I tell you that the price of undying in a metal skin cost

me dear. For in trade for life, I paid with my soul as coin. For decades I served the evil one, til at last we came to this vale.

"As Wulgreth's power waxed, his need for a warrior's protection waned. Soon, I was cast aside like a rusty suit of mail. My magical nature aroused distrust in the citizens of Karse. Ah, had they but put that same distrust to my former master, my tale would be that much shorter. I fled the city and let my path wander as it would. I soon found myself aiding an elderly woodcutter, whose leg was pinned and broken under a fallen tree. Yes, there was wood here in those days, but fair. The foulness of the Dire Oaks had not yet polluted the land.

"I took the old man to his home, a sturdy stone building of three rooms. There, with the aid of his daughter, I attempted to succor the ailing man.... Ahhh... Willowfern, my Willowfern, it pains me to go on, but the story must be told.

"His daughter, Willowfern, a lass whose comeliness was exceeded only by the beauty of her soul, applied splint and poultice, but to no avail. Neither knew the art of Healing, and her father's injury was sore. On the third day following, he was no more. I intended to stay but a day thereafter, but that day became a fortnight, and I realized I could never leave Willowfern.

"Before you stands a skin of hardest iron, but within I am a man of normal parts. With what little soul remained to me, I shared a love with fair Willowfern and we were as man and wife. She bore me two lovely children, and we were happy for a time.

"I had taken the woodcutter's way and my task took me far from home. Would that I had never left on the day I returned to find my three loves slain as they lay abed and the marks of some foul ritual despoiling our simple home. When I discovered the pierced body of Holos Klete, rigid in the side room I knew Wulgreth was the cause of my new agony — and I could not rest until his destruction was complete.

"I returned to Karse, city of the evil one's abode, and scoured both village and Pillar, scattering the populace with mighty swings of my axe, but harming none. I savaged his laboratory and drove back his new, devilish servant. I found no Adept. Into the streets I went and loudly proclaimed Wulgreth's crimes. Villagers who had fled before my blade's threats now gathered entranced at my tale. Ere long the gathered throng began to shout chants against the evil one and, as one, moved to purge the vile slime from their city.

"Wulgreth had returned from whatever hell he cowered in and stood mocking us on his balcony. He summoned his devil, but the thing would not face me again and fled. I battered down his door once again, and the mob surged in. We trapped him in his laboratory and with an insane laugh he cast a handful of black acorns. These imbedded themselves in several of my compatriots and they fell. Undaunted, we advanced. The evil one laughed as one insane. My iron axe fell once, then twice, to silence the laughter forever. Yet, even as Wulgreth fell limp and the gore rushed out, the laughter rang through the halls for minutes afterward.

"I had hoped that Wolgreth's death would mean my own also. As life pumped from the Adept's veins, I felt my own strength wane, and the outer blackness closed in.

"Yet, days later, I woke to discover a changed world. I had indeed died, but my rebirth came with the appearance of a fell black pyramid bearing Wolgreth's foul name. Something deep and unclean inside whispered that Wolgreth was not wholly dead. My life was tied to his. I could find no rest til he was destroyed.

"No entrance could be found to the black sepulchre. I spent the next years at-

tempting to stem the tide of black-leaved Dire Oaks that spread like a malignant tumor across the vale. My axe was the only tool that would harm the hell-spawned trees. My vigor was not as it was before my death, and my limbs soon tired at the task. Formerly, I feared no rain; but as the Enchanted Wood spread, strange weather fell from the sky. One morn found me here achopping when the black rain fell. At first I took no notice. In a moment, though, my uncorrodable iron flesh rusted enough to lock me here unmoving.

"Here I have stood for countless passings of the sun and moon. If you would be so

kind, please anoint by limbs with oil and free me from my rusty prison. I seek only Wolgreth's end. If that is your task, then let me aid it. If not, then perhaps we can share the same trail for a while."

For Jhingelshod, the Iron Axeman to start moving, he needs to have the contents of a full flask of oil poured on his joints. If he is ever struck by black rain again, he will need another flask.

Jhingelshod appears to be a normal human on close inspection, except his skin is formed of slightly rusted, overlapping iron plates. He is nude, but will desire clothing to cover his nakedness. Jhingelshod's axe is a battleaxe, and does +6 damage. He is Rank 7 with it. It is solid iron. The axe has the unusual property that it will return to the hand of Jhingelshod after he throws it. This works only for the Iron Axeman and no other.

Jhingelshod's other abilities include Rank 3 Mechanician, Rank 3 Ranger, and Rank 2 Troubadour. His Troubadour abilities include Singing or Chanting and Reciting Stories and Legends. His aspect is the Summer Stars. The Iron Axeman belongs to no Magical College. Jhingelshod's characteristics are as follows:

PS: 25 MD: 10 AG: 15 MA: 10 EN: 21
FT: 22 WP: 11 PC: 10 PB: 9
NA: 7DP

In addition to acting like plate armor, Jhingelshod's skin will protect him from half the damage caused by fire, heat, or cold.

Jhingelshod cannot die until Wolgreth is destroyed. He will be single-minded in his quest to vanquish the undead form of his former master. He may even threaten his companions if they refuse to carry out his desires.

20. OBELISK

In the center of a perfectly circular clearing stands a stone spike, rising 100 feet skyward. A successful Perception roll (difficulty factor of 5) will reveal a strange ring or indentation spaced every 6 inches along the vertical length of the spire. Each ring measures approximately a year's growth. Carved on each side of the perfectly square spike, in between each ring, is elvish writing. The writings are numbers. The lowest visible number on the spike is 205. The number above it is 204, then 203, and so on up the entire height of the obelisk.

The magical nature of the spike prevents plant growth any larger than grass or small, scraggly shrubs from growing within the diameter of its clearing. The clearing is 410 feet. Near its edge are many dead and half dead trees.

21. BRIGHT CASTLE

A short distance away from the path followed by the characters, they will see a warm, white castle with red tile roofs. Cheery lights glow in the window and the front gate lies open. The castle will not change as the characters draw nearer. The GM should make a Perception roll (difficulty factor of 4) for each character as they traverse the distance to the castle. Should any character succeed in the roll, he will notice that the ground beneath their feet is unusually damp

THE IRON AXEMAN



and spongy, unlike the terrain they have been traversing, even though it appears the same. When they reach the castle and touch any part of it with warm flesh or cold iron, the illusion (for that is what it is) disappears.

What the characters have wandered into is the illusion trap of a living, semi-sentient bog. It lures travellers or animals into itself by appearing to be something desirable.

Great sucking sumps and vile-seeming pools surround the hapless characters. A hundred yards away is the seeming safety of the Enchanted Woods. At various points about the bog are the vile Dire Oaks, rising up out of the mire on cypress-like stilts. Should characters attempt to pull themselves up on these tree roots, they will find the bark slimy and without hand-holds. Additionally, the slime will act as an acid, slowly doing D10-7 points of damage per Pulse until washed off.

To escape, the characters must recross the bog. However, the bog will attempt to foil them, becoming muckier swiftly and seething as the steaming pools belch forth odious waters, quickly expanding.

It will take approximately 2 minutes for a character to negotiate the fens and hummocks, and reach the shore. Each minute will require one Agility roll (difficulty factor of 4). If the roll is failed, the character stumbles and falls, taking D10-2 points of damage as the acidic waters of the bog close in. Each time a character falls, he adds one minute to the time needed to reach the shore, and one more Agility roll as above. In all, two successful rolls must be made to reach the safety of the shore.

If all characters escape safely, the bog will be angered and will surge against the shore. Any characters remaining within 20 feet of the shore will be doused with vile acid that will do 2D10-2 points of damage.

22. FLOATING TREASURE CHEST

Directly ahead of the characters, floating approximately 3½ feet off the ground, is a sturdy wooden box bound in iron. There is a lock, but no key. The box is 2 feet tall, 2 feet deep, and 3 feet wide. If touched, the box will quiver, but will not move away.

The box is a living creature and semi-intelligent. If attacked, it will move away. If stroked, petted, or talked to in kind language, the box will purr and allow itself to be opened. Inside the box is a bag containing three gems worth 200 Silver Pennies each. A second sack contains 10 Truesilver Guineas. If a character attempts to withdraw an item from the chest, without placing something in first, the box lid will snap down and do 1D10+4 points of damage and have a 4% chance of causing Grievous Injury. If something is placed in the chest first, the box befriends that character and will not allow others to touch or open it.

If the box does not desire to be opened, it will avoid contact and can lock itself as if the lock were constructed by a Rank 10 Mechanician.

Once the chest befriends a character, it will follow him anywhere he goes and never leave him until death. The box will carry

weight up to 300 pounds. For each 75 pounds, subtract 10 feet from its movement rate per minute. A fully loaded chest must be pushed or pulled (it will still float in the air, however). The floating treasure chest's characteristics are as follows:

PS: 50 MD: 3 AG: 6 MA: 6 EN: 52
FT: 60 WP: 12 PC: 5 PB: 4
NA: 4

Movement Rate: 50 feet per minute

23. PONDS

This is not just one encounter; it is five. Each one may be encountered. Roll 1D5 on the following table.

POND ENCOUNTER TABLE

DIE	ENCOUNTER
1	The Vile Pond
2	Ripples from the Depths
3	The Pleasant Pond
4	The Frozen Pond
5	The Spear in the Pool

The Vile Pond. Appearing across the path of the characters, this pool seethes with vileness. It is as if the souls of the surrounding Dire Oaks bled out and coalesced into a basin of putridness. Even the Dire Oaks do not grow along the pond edge. There is a 10% chance that the pool will be surrounded by a 30-foot belt of wraith grass (see Vegetable Encounters).

Thirty feet from the edge of the pond is a ring of Dire Oaks. There are only two openings through the black-trunked thicket. One is at the characters' current location and the other is on the opposite bank of the pond. Once the pond clearing is entered, the trees will prohibit exit.

The pond has a sickening power over mortals. Each character must make a Willpower roll (difficulty factor of 4) or throw themselves into the pool. Once in the water, a character will take 2 damage points per Pulse until forcibly hauled out. The character will continue to take poison damage for 5 Pulses (10 points of damage) after being hauled from the water.

Ripples from the Depths. Like all ponds, this one appears across the path of travellers. The surface of the pond appears much like any pond encountered in deep woods. Insects buzz on the surface and a few dead leaves float lazily under deep tree shadows.

However, should a character touch the surface of the pond for any reason, small ripples will begin in the center and spread swiftly outward. With lightning swiftness, several pair of tentacles snake outward from the now-boiling pool, and characters will but glimpse the massive bulk that lies beneath. The tentacles will attempt to grab the nearest character and drag him to a watery doom.

Although the creature is not truly a squid, it is easier to use squid characteristics for the monster.

PS: 65 MD: 25 AG: 11 MA: No EN: 50
FT: 65 WP: 11 PC: 11 PB: 7
NA: Hide absorbs 5DP

If the lurker in the pool is near death (within 10 Endurance Points), it will go

berserk and haul itself out of the water and flail blindly about with all 10 tentacles. Regardless of character activities, each tentacle has a 25% chance of hitting a random target and doing 1D10+6 points of damage.

When the creature finally dies, it sinks back into the pond and settles to a depth of 15 feet.

The eye lenses of the creature have two values. Their magical value is that they can be ground into spectacles that permit the wearer to see in the darkness like an elf. Such a pair of glasses is worth at least 5000 Silver Pennies. As gemstones, the eyes are worth 1000 Silver Pennies each.

The Pleasant Pond. This pond blocks the path. There are deer trails leading up to its edge and ducks swimming on its surface. Dragonflies skim the water and a small fish disturbs the stillness with a frantic leap. This is a safe, wholesome pond. Fish may be caught in the pool and any encounter made around the pond area will be a game animal of some kind.

The Frozen Pond. Like other ponds, it lies directly in the path of the characters. The surface of the pond is a slick glare of ice. Even in the constant summer of the Enchanted Wood, the pond remains frozen.

The Spear in the Pool. A pond much like the pleasant pond bars the pathway. However, thrusting up from the center of the pool is a feminine hand clasping an ornately jeweled spear. A silken sleeve covers the delicate arm. The pale blue silk seems dry despite the water that surrounds it.

The weapon is known as the Courtesan's Spear. While a spear does not normally fall under the tools of a courtesan's trade, this elegant, almost delicate weapon has served as protection for many a practitioner of the courtly arts throughout history. Courtesans of Rank 2 or higher will recognize the spear instantly.

To gain the spear, a character must swim out to the hand, grasp the spear and wrest it from the delicate grip. The character must also add his Physical Beauty characteristic to 15, then add 10 for each Rank of Courtesan skill he possesses [15+PB+(Rank×10)]. The character then makes an ability roll of under this score on D100. A roll of 96+ is always a failure. Any number of characters may try this, but each may try only once. Should all fail, the spear will sink beneath the surface of the pool, forever out of reach.

Any attempt to gain the spear by magic or violence will cause the spear to vanish.

The spear has the following powers. It automatically gives the wielder a Rank 3 with a spear so long as the spear is possessed. If a creature attempts to sexually molest the spear bearer, any wound the spear causes on it will be deadly poisonous. The creature will die in 2 Pulses. The possessor of the spear may raise or lower his Physical Beauty by 10 points. This may be done at will. The bearer of the spear may use General Knowledge Spells and Talents of the College of Sorceries of the Mind as Rank 1 Talents.

When the wielder of the spear performs a legendary feat with the weapon (to be determined at the GM's discretion), the spear will disappear on the following evening. The wielder will be left with a dream that the most

Non-Player Character Record Cards

See page 28 for explanation of abbreviations and use.

The following 12 pages of Non-Player Character Record Cards, maps, and charts and tables should be removed from this booklet for easy reference. SPI grants permission to make copies of the blank Non-Player Character Record for personal use.

Name _____		True Name _____					
Race _____		Home _____					
		Aspect _____					
Notes: _____							
PS	AG	MA	MD	EN	WP	Armor	Languages/RK
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		_____

PC	TMR	PB		FT	DEF / SHLD / TOT		Skills/RK
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="text"/>		_____
					<input type="text"/>		_____
					<input type="text"/>		_____
					<input type="text"/>		_____
Weapon RK		IV	SC	DM	Notes		College
#1	_____	_____	_____	_____	_____		Talents/RK
#2	_____	_____	_____	_____	_____		_____
#3	_____	_____	_____	_____	_____		_____
Stealth _____		Horse _____		Magic Resistance _____			

Name _____		True Name _____					
Race _____		Home _____					
		Aspect _____					
Notes: _____							
PS	AG	MA	MD	EN	WP	Armor	Languages/RK
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		_____

PC	TMR	PB		FT	DEF / SHLD / TOT		Skills/RK
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="text"/>		_____
					<input type="text"/>		_____
					<input type="text"/>		_____
					<input type="text"/>		_____
Weapon RK		IV	SC	DM	Notes		College
#1	_____	_____	_____	_____	_____		Talents/RK
#2	_____	_____	_____	_____	_____		_____
#3	_____	_____	_____	_____	_____		_____
Stealth _____		Horse _____		Magic Resistance _____			

GRASK (see page 40)

Name GRASK True Name _____
 Race DEVIL Home WULGRETH'S LAB Aspect _____
 Notes: PATRON IS MALPHAS; ASSASSIN'S ABILITY TO CAUSE GRIEVOUS INJURIES; CAN CHANGE COLOR AT WILL.

PS	AG	MA	MD	EN	WP	Armor	Languages/RK
(29)	(19)	(34)	(19)	(27)	(24)	5 DP	COMMON
PC	TMR	PB	FT	DEF /SHLD/ TOT		Skills/RK	
(23)	(8/10)	(2)	(38)	19 - 19%		ASSASSIN-10	

*RUNNING/FLYING
 Weapon RK IV SC DM Notes College
 #1 TAIL 8 50 49/69 -1* MORC CELESTIAL MAGIC-10
 #2 HORN 2 44 52 +2 C
 #3 BITE 7 49 77 +2 C
 * PLUS POISON

Talents/RK
ALL AT 10

Stealth - Horse - Magic Resistance 24%

The GM must determine Grask's Ranks with horn and bite

WULGRETH (see page 44)

Name WULGRETH True Name _____
 Race WRAITH Home HIS TOMB Aspect DEATH
 Notes: _____

PS	AG	MA	MD	EN	WP	Armor	Languages/RK
(3)	(30)	(29)	(4)	(18)	(25)		COMMON 1 OTHER MODERN 3 ANCIENT
PC	TMR	PB	FT	DEF /SHLD/ TOT		Skills/RK	
(25)	(5)	(12)	(21)	30 - 30			

Weapon RK IV SC DM Notes College
 #1 / _____ CELESTIAL MAGIC-9
 #2 / _____
 #3 / _____

Talents/RK
ALL AT 9

Stealth - Horse - Magic Resistance 25%

The Enchanted Wood CHARTS & TABLES

11. ENCHANTED WOOD RANDOM ENCOUNTER TABLE

1D100	WOODS BY DAY	WOODS BY NIGHT
01-05	- 8 Minotaurs	Kidnap attempt (see 15)
06-10	- 3 Nymphs	+ 3 Wolves
11-14	- 4 Satyrs	- 7 Cobras
15-26	1 Stag, 2 Does, 1 Fawn	1 Stag, 2 Does, 1 Fawn
27-29	1 Unicorn	Grask (see 36, L-13)
30-38	- 6 Bears	- 8 Minotaurs
39-45	- 8 Wildcats	- 8 Wildcats
46-49	- 8 Tigers	- 8 Tigers
50-59	+ 2 Wolves	+ 4 Wolves
60-63	- 5 Kobolds (see 41)	Tianna (see 7F)
64-69	Knight of Horns (see 14)	Knight of Horns (see 14)
70-74	Tianna (see 7F)	- 2 Kobolds
75-78	Unnatural weather (see 12)	+ 10 Bats
79-88	Vegetable encounter (see 13)	- 4 Bears
89-98	Special encounter (see V)	Special encounter (see V)
99	Grask (see 36, L-13)	Vegetable encounter (see 13)
00	Girundurangil (see 43, P-5)	Girundurangil (see 43, P-5)

12. UNNATURAL WEATHER TABLE

1D10	UNNATURAL WEATHER
1	Light fall of red snow
2	Heavy fall of hot rain
3	Blizzard of normal snow
4	Hail
5	Dense fog
6	Razor sleet
7	High wind
8	Black rain
9	Blazing sun
10	Two weather patterns, alternating 10 x 1D10 minutes.

13. ENCHANTED PLANTS TABLE

1D10	ENCHANTED PLANT
1	Hanging Tree
2	Dryad Grove
3	Wraith Grass
4	Star Flowers
5	Mirth Melon
6	Spike Root
7	Lantern Berries
8	Boomboo
9	Wood Walker
10	Steakwood

30. GIANT TREE AREA ENCOUNTER TABLE

01-10	Housecat (10)
11-20	Bear (2)
21-30	Boar (3)
31-40	Vegetable Encounter (5) from Vegetable Encounter Table
41-50	Pixie (10)*
51-60	Rabbit (10)*
61-70	Owl (3)
71-80	Killer Bees (10)*
81-90	Python (5)
91-00	Special Encounter

Pixie. The pixie is roughly 20 feet tall. His transparent wings are tattered and torn. He cannot fly. His name is Vinesupple and he is hopelessly insane. He has lost all but a mere fraction of his magical abilities. Instead of becoming invisible, Vinesupple fades and appears to be almost ghostlike. He cannot read minds, but he can cause disorientation. His weapon is a giant club that does 1D10 + 6 damage. He is Rank 1 with it.

Rabbit. Imagine a bunny the size of a pony. Use the characteristics of the mongoose for the rabbit. The rabbit has a 50% Base Chance of kicking for 1D10 + 5 damage.

Killer Bees. This is a swarm of 20 15-inch long bumble bees. If a bee succeeds in stinging (Base Chance of 50%), roll 1D10 + 2. If the roll is more than the stung character's armor protection, that character takes 1D10 damage (not absorbed by armor). After a bee succeeds in hitting a character, it dies.

V. SPECIAL ENCOUNTERS TABLE

1D100	SPECIAL ENCOUNTER
01-02	Fairie Ring
03-09	Haunted Hut
10-16	Glowing Lights*
17-25	Iron Axeman
26-29	Obelisk
30-33	Bright Castle
34-36	Floating Treasure Chest
37-43	Ponds*
44-52	The Ruined Tower
53-58	Ruined Building
59-64	Abandoned Cottage*
65-70	Tree Maze
71-74	Pointing Ghost
75-77	Barrow
78-80	Giant Tree
81-90	Magic Path*
91-95	Nymph Stream
96-98	Hovering Grove
99-00	Demon Cat Pack*

*These encounters may occur more than once. Some, such as Ponds and Paths, are multiple adventures, while others, such as the Glowing Lights and Cottages, are just common. The Demon Cat Pack is a recurring nuisance.

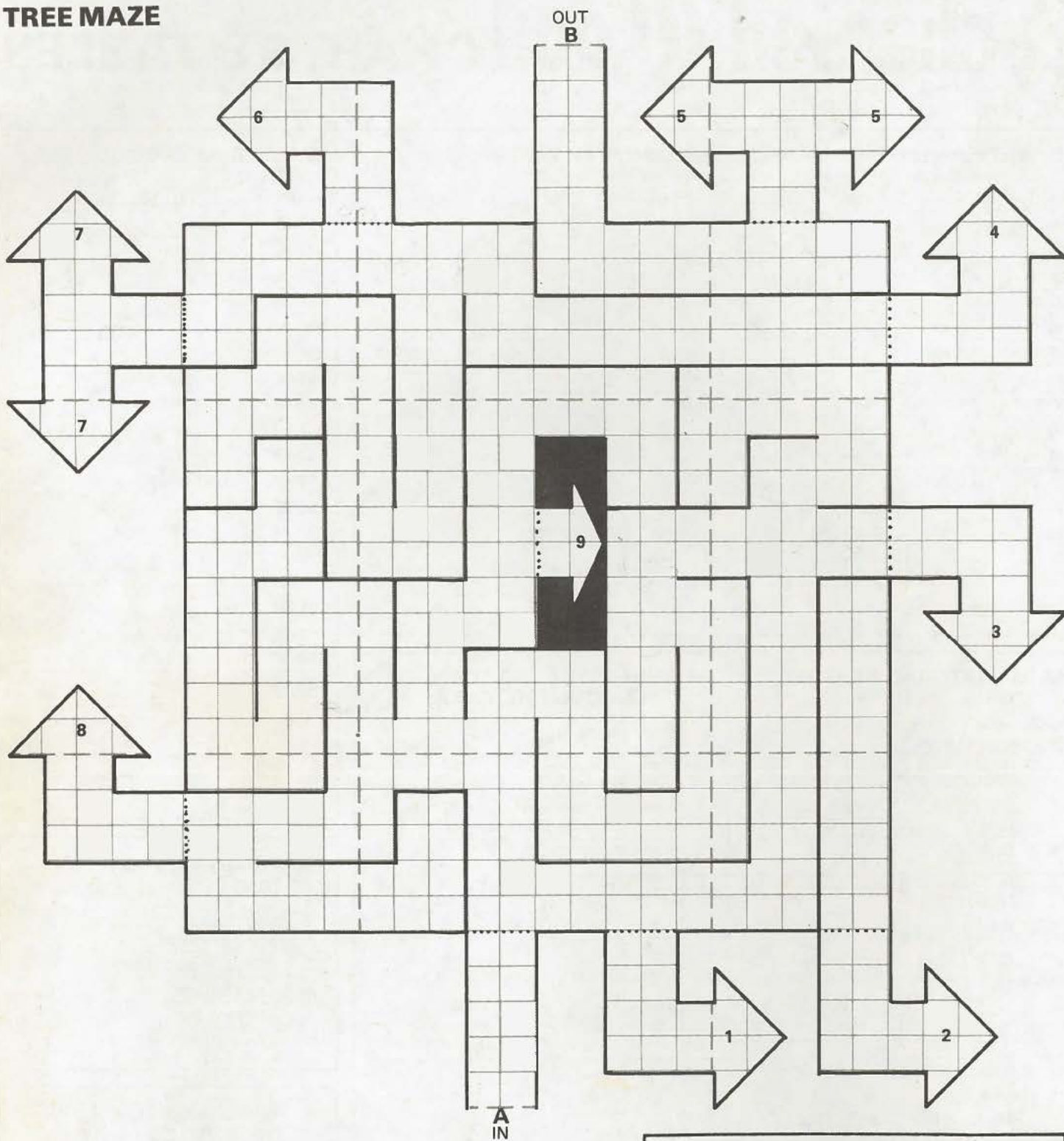
25. POND ENCOUNTER TABLE


DIE	ENCOUNTER
1	The Vile Pond
2	Ripples from the Depths
3	The Pleasant Pond
4	The Frozen Pond
5	The Spear in the Pool

24. RUINED TOWER ENCOUNTER TABLE





1D100	TYPE OF ENCOUNTER
01-07	- 8 Hellhounds
08-15	Wight
16-25	Wight and - 8 Hellhounds
26-30	- 8 Night-Gaunts
31-50	+ 10 Rats
51-70	+ 20 Bats
71-90	- 4 Zombies
91-00	Doppelganger

TREE MAZE



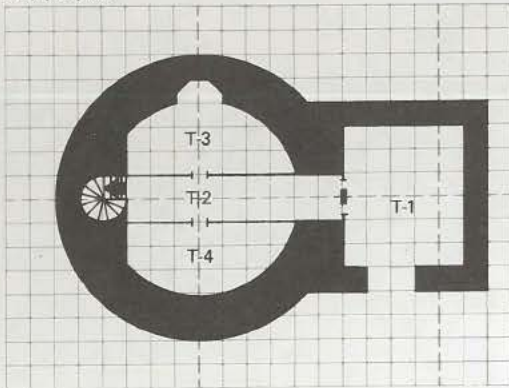
 = 5 feet

KEY TO TREE MAZE AND HYDRA TEMPLE MAP

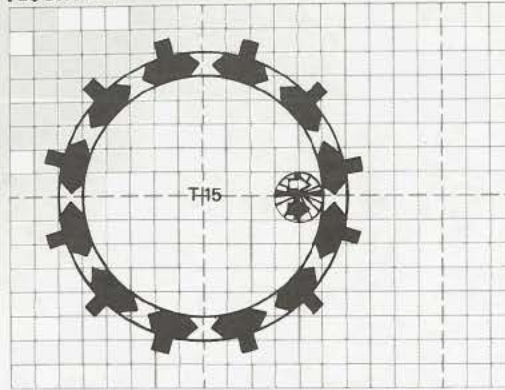
-  Magical Connection Passage
-  Bench
- A** Entrance to Maze
- B** Exit from Maze
-  Pool
-  Hydra

THE RUINED TOWER

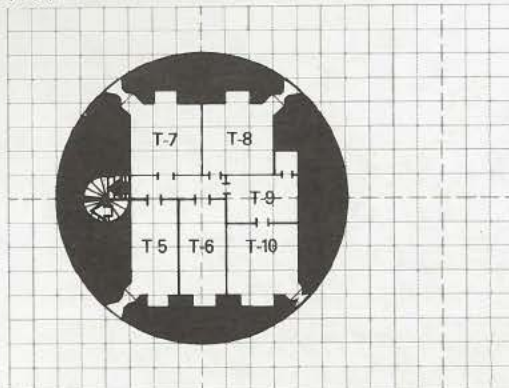
FLOOR ONE



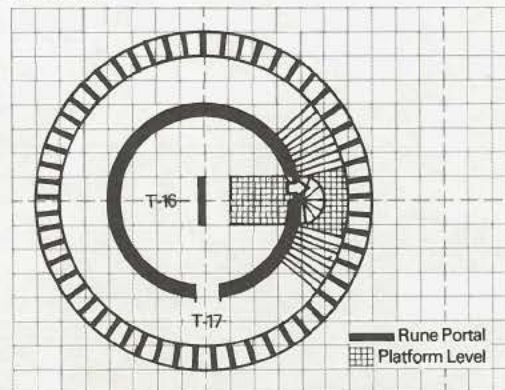
FLOOR FIVE



FLOOR TWO



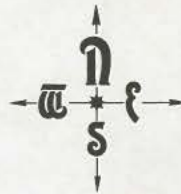
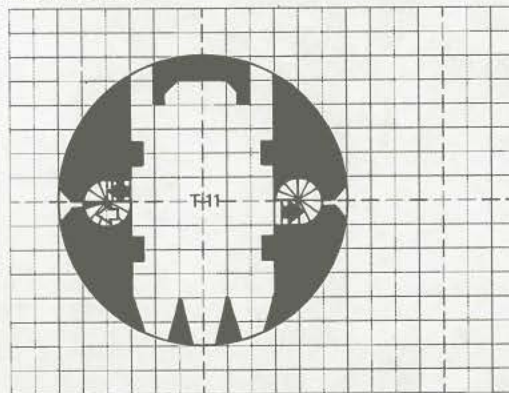
FLOOR SIX



KEY TO FLOOR PLANS

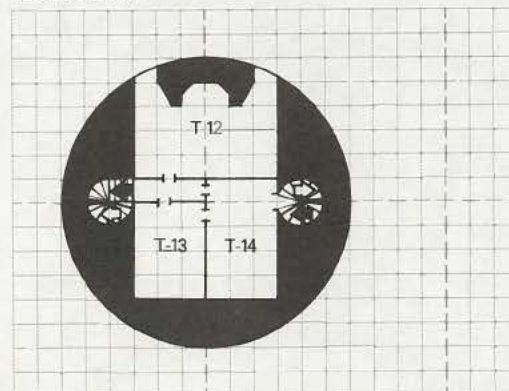
- |— Door
- |— False Door
- |— Double Door
- |— Secret Door
- |— Bronze Door
- |— Window
- |— Low Wall
- |— Interior Wall
- |— Main Wall
- |— Upstairs (with direction of ascent)
- |— Downstairs (with direction of descent)
- |— Rock
- |— Giant Crow Image
- |— Crown
- |— Pillar
- |— Curtain
- |— Well
- |— Ladder
- |— Throne

FLOOR THREE

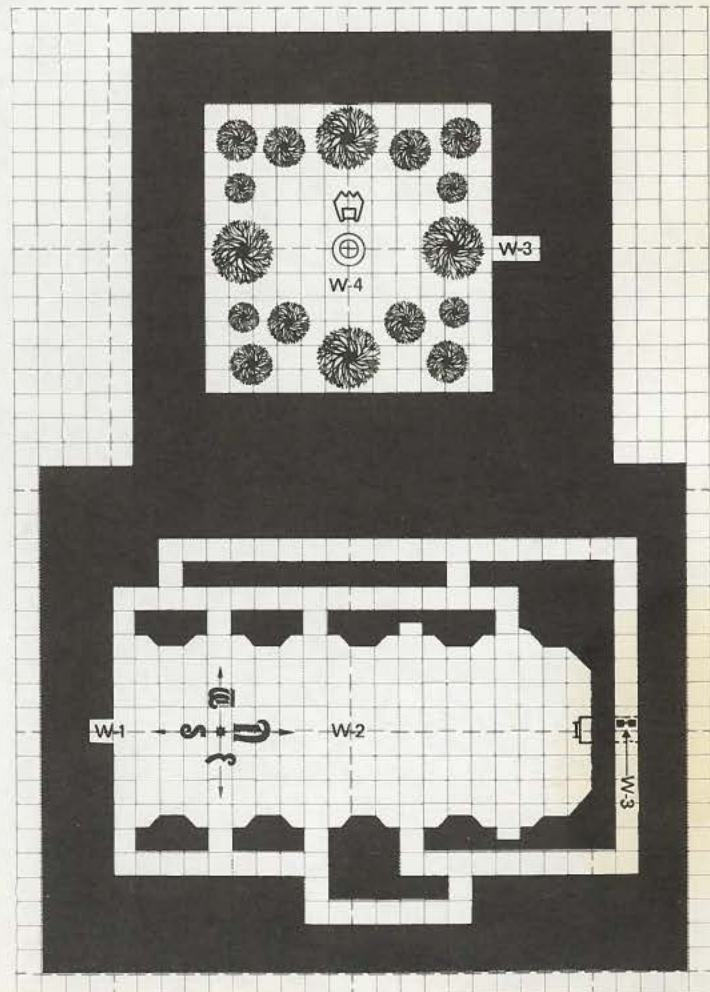


□ = 5 feet

FLOOR FOUR



WULGRETH'S TOMB



THE ENCHANTED WOOD

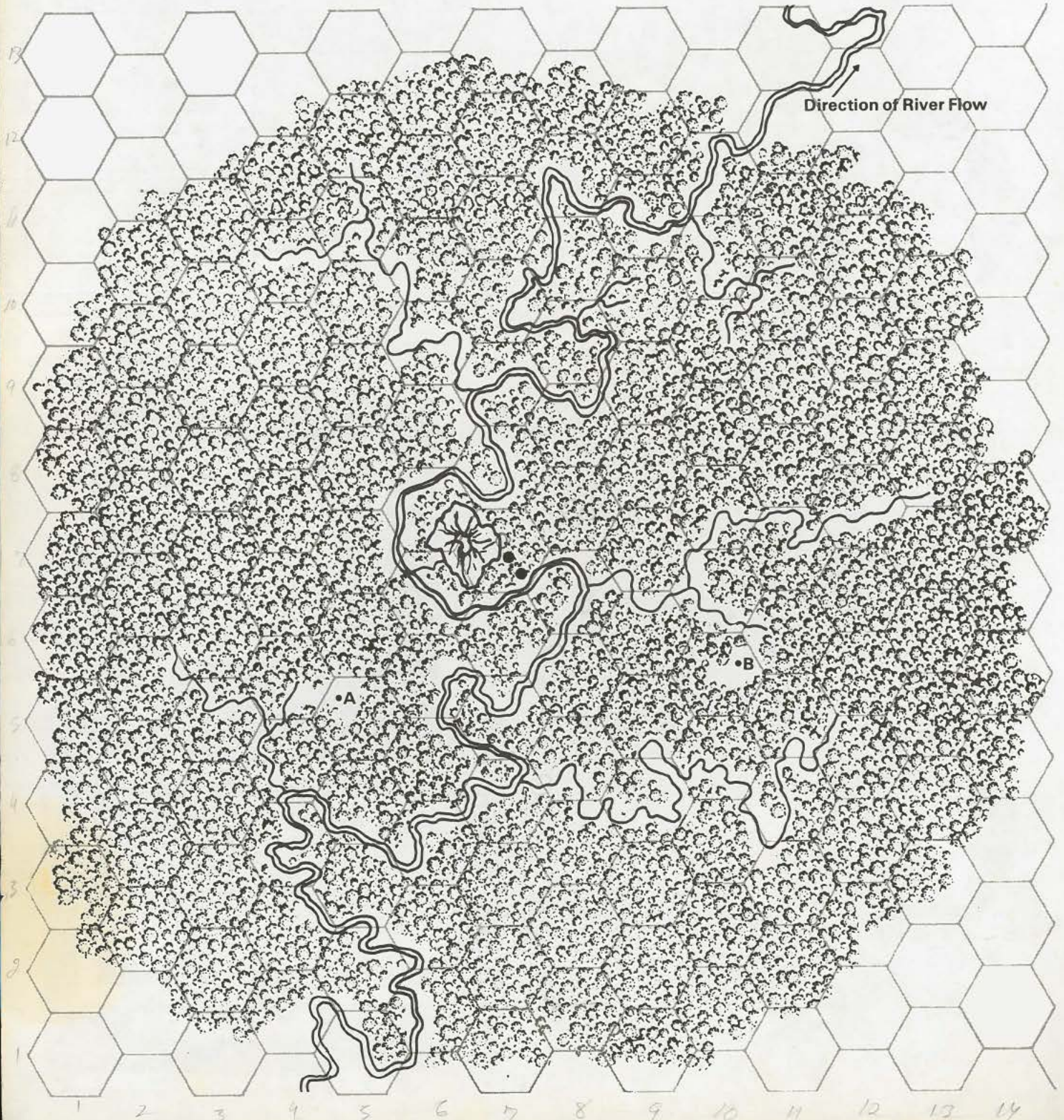
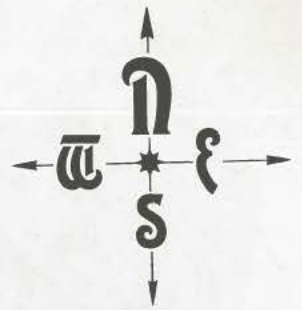
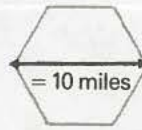
KEY TO ENCHANTED WOOD MAP

- Forest
- A Possible Location of the Ruined Tower
- B Possible Location of the Barrow
- ~~~~~ River

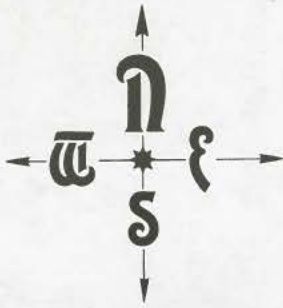
Pillar of Karsus



- Wulgreth's Tomb
- Karse



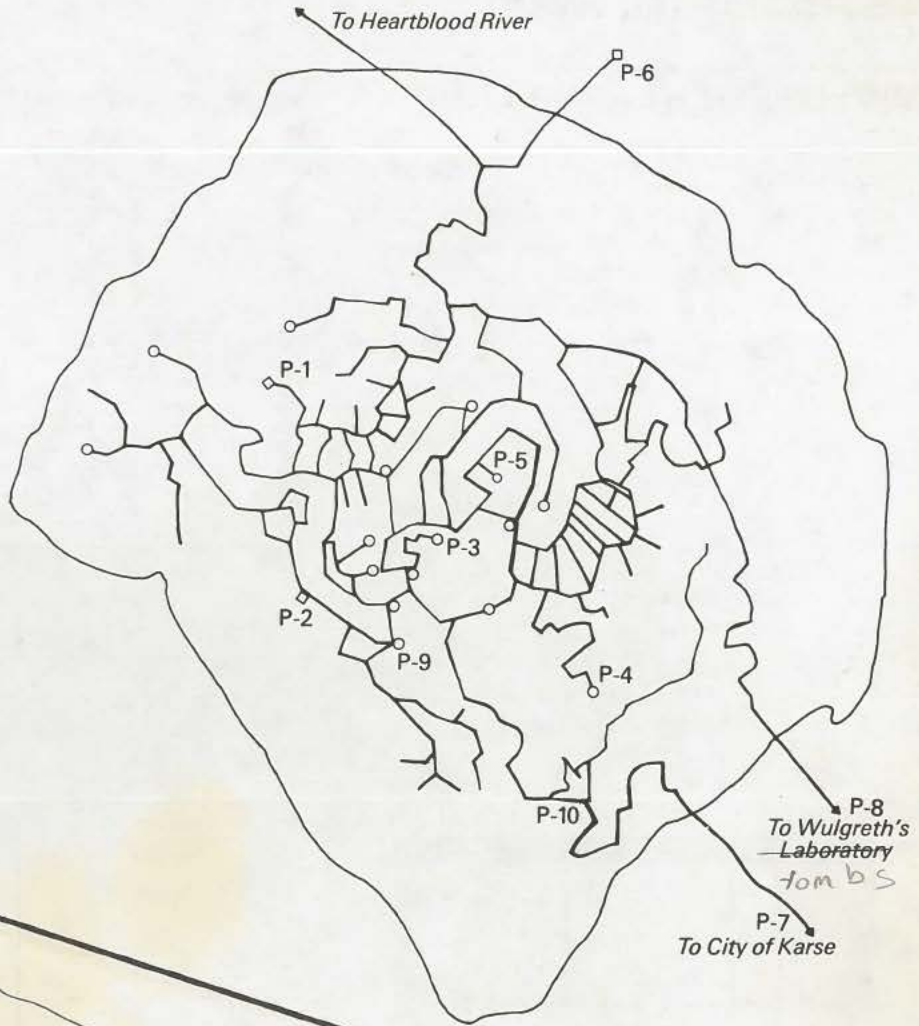
THE TUNNELS UNDER THE PILLAR



KEY TO TUNNELS MAP

- Tunnels
- Location of High Probability of Encounter with Kobolds
- ◇ Entrance to Tunnels

— = 1 mile



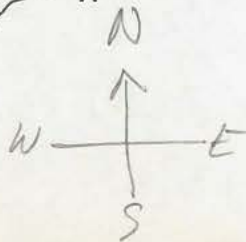
THE PILLAR



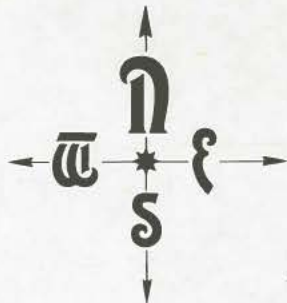
— = 1 mile


KEY TO PILLAR MAP

- Contour Lines (500-foot rises)
- Trail
- River
- Waterfall
- Forest
- ◇ Entrance to Tunnels
- A Starting Point of Priest's Road
- B Heartstream
- C Waterfall Entrance to Tunnels
- D Starting Point of Far Trail
- E Gryphon Entrance to Tunnels
- F Sky Lake
- G Underground Water Passage

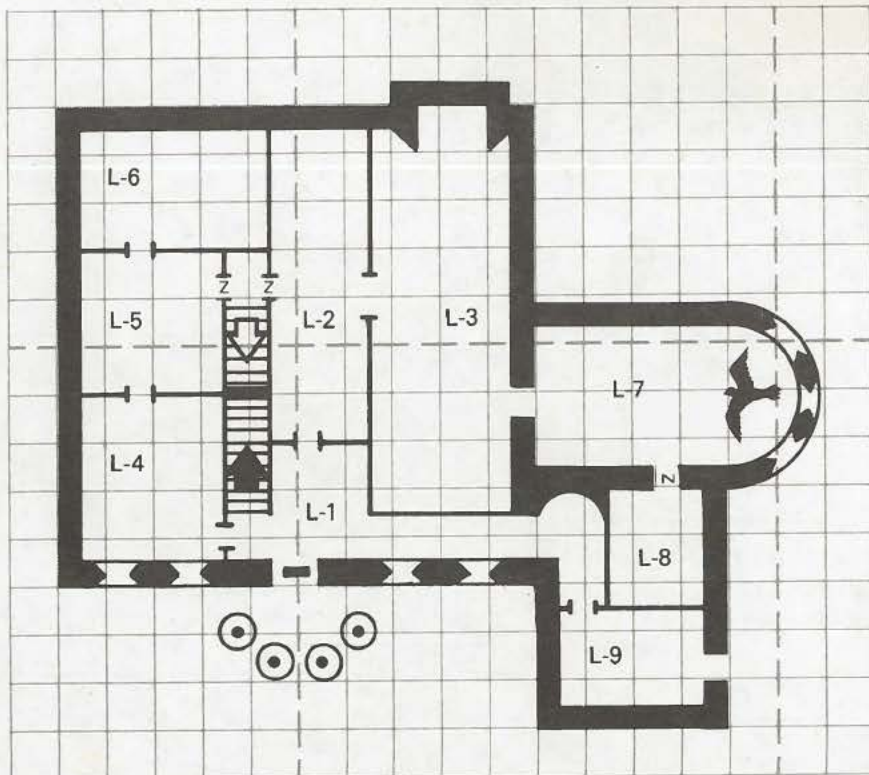


WULGRETH'S LABORATORY

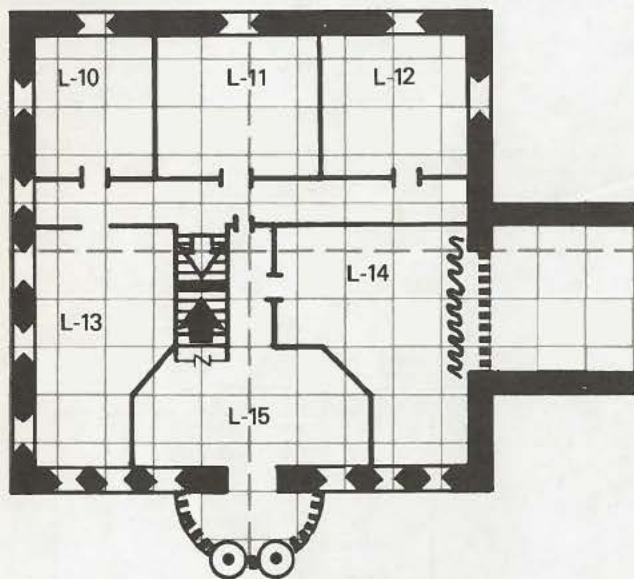


 = 5 feet

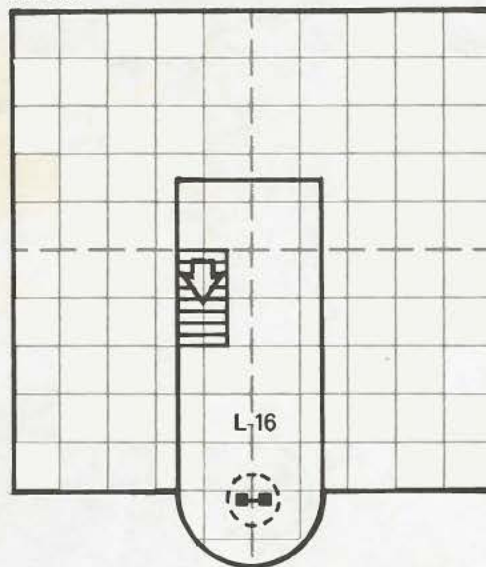
FLOOR 1



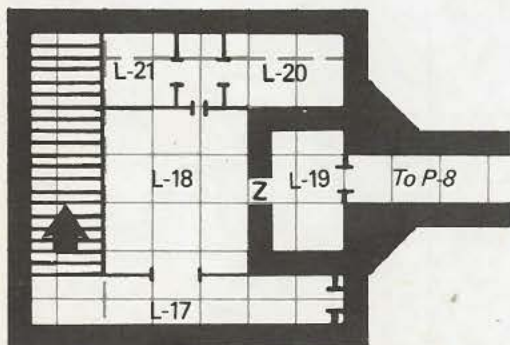
FLOOR 2

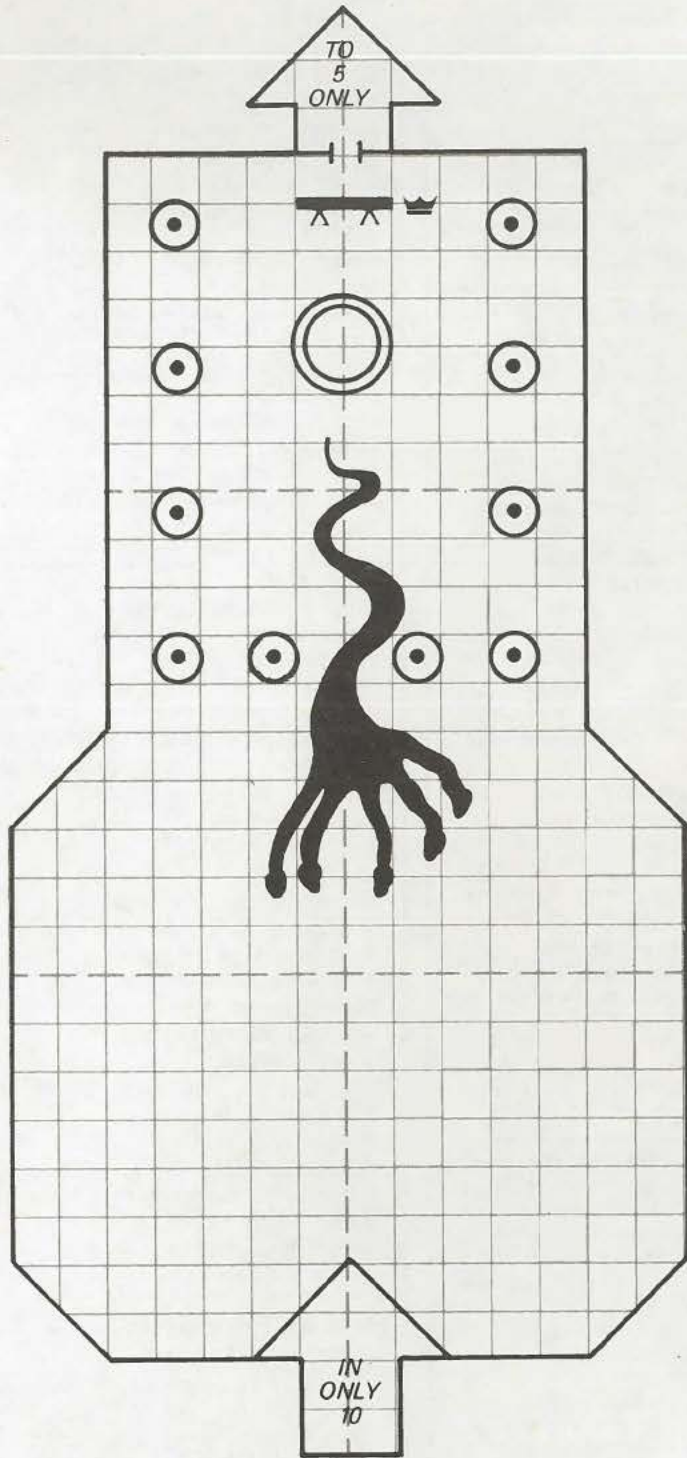


ATTIC



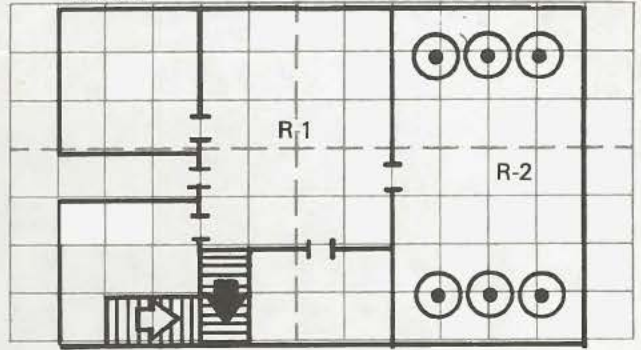
BASEMENT



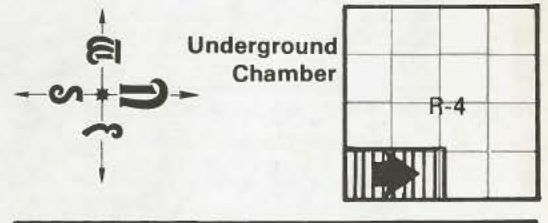
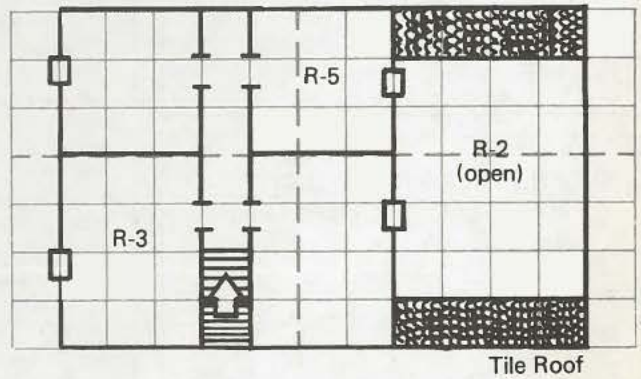


THE RUINED BUILDING

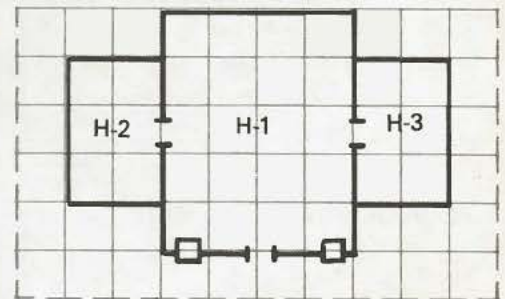
FLOOR 1



FLOOR 2



THE HAUNTED HUT



□ = 5 feet

31. PATH DIRECTION TABLE**INITIAL PATH DIRECTION**

1D10	DIRECTION
1-2	North-South
3-5	Northeast-Southeast
6-7	East-West
8-10	Northwest-Southeast

SUBSEQUENT PATH DIRECTION

1D10	DIRECTION
1	90° turn left
2-3	45° turn left
4-5	Continue straight ahead
6-7	45° turn right
8	90° turn right
9	Path crosses another path (roll Initial Direction)
10	Path ends abruptly

40. PILLAR OF KARSUS RANDOM ENCOUNTER TABLE

1D100	TYPE OF ENCOUNTER
01-05	+ 10 Kobolds
06-10	- 4 Kobolds
11-15	- 6 Kobolds
16-25	- 3 Kobolds
26-45	+ 5 Kobolds
46-55	- 2 Kobolds
56-69	+ 1 Kobolds and - 8 Bears
70-73	+ 2 Kobolds and 1 Gryphon
74-83	+ 6 Kobolds and Girundurangil
84-86	+ 1 Kobolds and Feldspar Scroll-scry
87-89	+ 1 Kobolds and Haresplitter
90-92	+ 3 Kobolds and Rinkelburrow
93-95	+ 4 Kobolds and Grayfather
96-00	Roll twice more

Modified rolls of zero or less are treated as 1.

39. WULGRETH'S TOMB ENCOUNTER TABLE

1D100	ENCOUNTER TYPE
01-15	Ruined Tower Encounter
16-40	Skeleton
41-60	Zombie
61-75	Ghoul
76-85	Night Gaunt*
86-90	Spectre*
91-95	Wight*
96-00	Wraith*

*The greater undead will have only minimal magic power. No creature will be higher than Rank 3 with any spell.

35. CITY OF KARSE RANDOM ENCOUNTER TABLE

1D100	TYPE OF ENCOUNTER
01-05	Trap ¹
06-15	+ 15 Rats
16-20	+ 7 Cobras
21-25	Roll on Ruined Tower Encounter Table
26-45	Roll on appropriate (day or night) Enchanted Wood Random Encounter Table
46-50	Secret Entrance to Pillar of Karsus ²
51-60	Semi-intact building ³
61-65	Wulgreth's Laboratory
66-70	The Dark Glade
71-85	Wulgreth's Tomb
86-00	Grask

1. Traps. These are hidden basements, weakened foundations, fragile walls, collapsing ceilings, and so forth. When a trap is encountered, the GM should roll 1D10 on the following table to select the type of trap.

1D10 TYPE OF TRAP

1-4 Pitfall. A half-filled basement. Does 1D10-2 damage to one character, selected randomly.

5-7 Fragile Wall. When touched, this crumbling structure collapses on all standing near, doing 1D10 damage.

8-9 Hidden Basement. The ceiling of this long forgotten chamber caves in, dumping 1D5 characters for a fall. It will do 1D10+5 damage. There is a 50% chance that the basement will contain 100×1D10 Silver Pennies (may be in a form of treasure other than coinage).

10 Deadly Semi-Intact Building. This structure resembles the safe structure described below. However, once occupied, the vibrations will cause the building to collapse on its occupants, doing 2D10+15 points of damage to all within. Characters are trapped unless they make a Physical Strength Roll (difficulty factor of 2).

2. Secret Entrance to the Pillar of Karsus.

There are three of these, other than the one in the basement of Wulgreth's Laboratory. Each entrance is usually hidden by dense vegetation. A faint trail leads out of each opening. The opening descends via steep, narrow stairs to a rough hewn passageway that leads toward the Pillar of Karsus. The passageways are wide enough for two people to walk abreast, but the ceilings are only 4 feet high, forcing all but halflings, dwarves, and elves to stoop as they walk. The passageway is level for 3 miles before angling upward, becoming a steep stair for another 2 miles. The passageway opens on to a large cave that is the entrance to the tunnels latticing the Pillar of Karsus (see VIII).

3. Semi-Intact Building. These structures have survived the trials of time and time. They are relatively sturdy and are often grouped in clusters of 2 or 3. The ground level floor will always be protected from inclement weather. Upper floors may be open to the sky or have only partial roofs and may have weak floors. An encountered building has a 35% chance of having a second level. This second level has a 65% chance of having weakened floors that will collapse under the weight of one or more characters, dropping them for 1D10 damage.

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How to Use the NPC Character Record

These forms (see page 19) can be used by the GM for easy reference to the NPC's used in an adventure. There are seven samples of filled out cards in *Enchanted Wood*, corresponding to seven of the more important characters. The blank form on page 19 can be copied by the GM, and the copies can then be mounted on the blank sides of 4"×6" index cards. The lined sides of these cards can then be used for recording such information as physical descriptions, spells, talents, and so forth. The abbreviations used on the forms are these: **DEF/Shield/Tot:** Defense by Agility; Shield Defense; and Total. **Rk:** Rank. **IV:** Initiative Value. **SC:** Strike Chance. **DM:** Damage Modifier. **Horse:** Horsemanship.

JHINGELSHOD (see page 17)

Name JHINGELSHOD True Name _____
 Race HUMAN Home ENCHANTED WOOD Aspect SUMMER STARS
 Notes: AXE RETURNS TO HIM IF THROWN

PS	AG	MA	MD	EN	WP	Armor	Languages/RK
25	15	10	10	21	11	7 DP	<u>COMMON</u>
PC	TMR	PB	FT	DEF / SHLD / TOT			Skills/RK
10	5	9	22	15	-	15%	<u>MECHANICIAN-3</u> <u>RANGER-3</u> <u>TROUBADOUR-2</u>
Weapon RK	IV	SC	DM	Notes	College	Talents/RK	
#1 <u>BATTLEAXE 7</u>	<u>32</u>	<u>98</u>	<u>+6</u>				
#2							
#3							

Stealth 45% Horse 13% Magic Resistance 31%
 25

GIRUNDURANGIL (see page 47)

Name GIRUNDURANGIL True Name _____
 Race _____ Home PILLAR Aspect FALL STARS
 Notes: SYNDARIC SPHERE OF DEEP AND RING OF STARFIRE;
SUMMON EARTH ELEMENTAL

PS	AG	MA	MD	EN	WP	Armor	Languages/RK
30	18/16	15	10	20	15	<u>CHAIN</u> <u>6 DP</u>	<u>COMMON</u> <u>KOBOLD</u> <u>GIANT</u>
PC	TMR	PB	FT	DEF / SHLD / TOT			Skills/RK
5	10	10	23	16	<u>KITE</u> <u>5</u>	<u>21%</u>	<u>HEALER-8</u> <u>BEASTMASTER-5</u> <u>ALCHEMIST-4</u>
Weapon RK	IV	SC	DM	Notes	College	Talents/RK	
#1 <u>MACE 5</u>	<u>26</u>	<u>80</u>	<u>+7</u>	<u>RM</u>	<u>EARTH MAGIC</u>	<u>G-1/8; G-2/5; G-3/3; G-4/2;</u> <u>G-5/3; G-6/8; G-7/2; G-8/6;</u> <u>G-9/4; G-10/5; G-11/2; Q-1/4;</u>	
#2		<u>26</u>				<u>T-1/10</u>	
#3 <u>SHIELD 1</u>	<u>22</u>	<u>50</u>	<u>-2</u>	<u>m</u>			

Stealth 48% Horse 15% Magic Resistance 15%
 38

KNIGHT OF HORNS (see page 14)

Name KNIGHT OF HORNS True Name _____
 Race MINOTAUR Home ENCHANTED WOOD Aspect WINTER STARS
 Notes: NATURAL MINOTAUR ABILITIES AT +20%

PS	AG	MA	MD	EN	WP	Armor	Languages/RK
(25)	(17)	(15)	(21)	(16)	(15)	6DP	<u>COMMON-3</u>
PC	TMR	PB	FT	DEF /SHLD/ TOT		Skills/RK	
(18)	(6)	(7)	(25)	[17 17%]		<u>RANGER-2</u>	
Weapon RK IV SC DM Notes				College			
#1	<u>MATTOCK 5</u>	<u>40</u>	<u>96</u>	<u>+6</u>	<u>M-(2)</u>	<u>CELESTIAL MAGICS</u>	
#2	<u>BUTT -</u>	<u>35</u>	<u>81</u>	<u>+3</u>	<u>M</u>	<u>(SHADOWS)</u>	
#3	<u>BITE -</u>	<u>35</u>	<u>7/91</u>	<u>-1</u>	<u>MORC</u>	<u>6-1/3, 6-3/1, 6-4/0</u>	
						<u>6-9/3</u>	
Stealth <u>-</u>		Horse <u>56%</u>		Magic Resistance <u>15%</u>			
				Talents/RK			
				<u>T-1/2</u>			
				<u>T-2/2</u>			
				<u>T-3/0</u>			

STORMCLENCHER (see page 14)

Name STORMCLENCHER True Name _____
 Race BULL Home ENCHANTED WOOD Aspect _____
 Notes: _____

PS	AG	MA	MD	EN	WP	Armor	Languages/RK
(55)	(10)	(-)	(9)	(30)	(9)	6DP	_____
PC	TMR	PB	FT	DEF /SHLD/ TOT		Skills/RK	
(15)	(7)	(8)	(40)	[]		_____	
Weapon RK IV SC DM Notes				College			
#1	<u>HORNS -</u>	<u>25</u>	<u>44</u>	<u>+3</u>	_____		
#2	<u>TRAMPLE -</u>	<u>25</u>	<u>59</u>	<u>+5</u>	<u>4 TIMES PER PULSE</u>		
#3	_____	_____	_____	_____	_____		
Stealth <u>-</u>		Horse <u>-</u>		Magic Resistance <u>29%</u>			
				Talents/RK			

appealing lover they can imagine has come to them and left them satisfied a hundred times over. On the morning, the spear will be gone forever. A Courtesan will know of and accept what has happened.

24. THE RUINED TOWER

Directly blocking the characters' path is a dark, weathered tower of grim visage. Bloated black vines seem to crawl on its surface. Surrounding the tower is the thickest concentration of Dire Oaks the travellers have seen so far. A closer inspection of the tower reveals crumbling stonework, a low side building, and a strangely intact conical roof topping the tower's crenellated battlements. As the characters fight their way through the thorny tangle of underbrush surrounding the tower, they see that the battered gates on the low side building hang open.

The thorny barrier around the tower has a 70% chance of doing D-5 points of damage to those who pass through without cutting or otherwise removing the thorns.

Characters who make a successful Perception roll on the tower receive the impression that it is tainted with unspeakable evil.

Briefing for the GM

The Ruined Tower is the entrance to the Tomb of Wulgreth. It is the only entrance, although there are several exits. It is guarded by Wulgreth's new servants, the undead. Although it is treated here as a random encounter, if the Ruined Tower is not discovered before the characters reach the city of Karse, the GM should locate it at A on the terrain map of the Enchanted Woods. It will then remain at that location for the duration of the campaign.

The Tower is captained by the wraith, Nelin. Nelin will always be located in room T-16 of the Tower description. His followers, except where noted in the room descriptions, are all randomly encountered creatures.

The servants of Nelin home in on the emanations of living beings in their domain. Because of this, the Tower has an increasing danger level. The GM should make an encounter check every 15 minutes using the following Danger Table.

TIME	PERCENTAGE CHANCE OF ENCOUNTER
15 min	1%
30 min	10%
45 min	25%
60 min	50%
75 min	65%
90 min	70%
105 min	74%
120 min	77%
135 min	79%
150+ min	80%

If an encounter is determined, use the Ruined Tower Encounter Table. There are a finite number of creatures in this tower. Refer to the following monster descriptions.

If the adventurers have sought out the Tower because a character has been kidnapped and held hostage by Wulgreth, they will be allowed to gain the top of the Tower

(T-16) without incident. However, characters may have to deal with any creatures who are listed as room occupants. Rats, bats, and zombies will attack regardless.

When the characters reach the summit, they will find Nelin and all his minions to protect him. The quest laid upon the characters is to return from the legendary Heart of Karsus with a potion labeled "C." The potion is guarded by a vile, heartless giant and his foul, bearded underlings (the giantish Healer Girundurangil and his kobold followers). If the characters perform this mission, their friend will be returned.

However, for each day that the adventurers take to perform the quest, there is a 5% cumulative chance that the undead will become impatient and "accidentally" drain all the life energy from the hostage. Such a character will then be a wight, under the control of another wight in the service of Wulgreth. If the controlling wight is killed, the character may still be played, but as a wight, unable to bear the light of day.

Once the potion is in their possession, the undead will stage an all-out attack on the adventurers.

Hellhounds. There are a total of two hellhounds. Their names are Grin and Fire-rot. Both hounds are Rank 3 Adepts of the College of Illusions. This means that they have Rank 3 with all Talents and General spells of the College.

Wight. The wight commands the two night-gaunts. In life the wight was a powerful woman warrior. She made the mistake of undertaking a mystically binding oath to protect Wulgreth from harm. She thought Wulgreth's death broke the bond. She was mistaken. Even though her might with weapons saved her many a time on the battlefield, she was powerless against the strange wasting sickness that sapped the fiber of her soul. Helpless, she died ignominiously in bed. Upon her death, she arose on the next moonrise as a wight. Her young son and daughter soon followed her into oblivion, becoming night-gaunts. She always dresses in full plate armor and wields a begemmed short sword in one hand and a buckler in the other.

She is Rank 6 with the short sword. Other skills include Rank 4 Courtesan, Rank 2 Merchant, Rank 5 Military Scientist, and Rank 2 Troubadour. She can also use all magics of the College of Celestial Magics at Rank 10. In life, the wight's aspect was Summer Stars. Her characteristics are as follows:

PS: 21 **MD:** 22 **AG:** 14 **MA:** 22 **EN:** 19
FT: 21 **WP:** 25 **PC:** 25 **PB:** 3
NA: Plate armor, 7

The wight's sword is extremely valuable. It can be sold for 500 Silver Pennies.

Night-Gaunts. There are a total of two night-gaunts. In life they were the children of the wight. The night-gaunts wear no armor and use no weapons. They are hungry for life energy. They will always attempt to physically touch their opponents. Both night-gaunts are Rank 1 Troubadours.

Rats. There are 200 rats in the Ruined Tower. They serve as occasional food for the undead. These are large rats, fully 16 inches long. They have a 75% chance of biting for

1D10-4 damage. The wraith and wight may summon 1D10+5 rats to their aid. Summoned rats take two minutes to appear.

Bats. There are approximately 500 bats in the Ruined Tower. The bats have a 20% chance of biting for 1D10-7 damage. The wraith and wight may summon 1D10+20 bats their aid at any time. The bats will appear in one minute.

Zombies. There are six zombies. They were hapless citizens of Karse who fell prey to Wulgreth. They are fairly well rotted away. Unless powerful creatures are needed to challenge characters, use the weakest characteristics given for the monsters. The zombies wear rusty chain mail for 6 points of protection.

Doppelganger. The doppelganger is a crafty creature. There is only one of him. If he is encountered, he will be in the guise of a party member who may have been temporarily separated from the group. Otherwise, he will appear as something harmless, possibly a haggard (but beautiful) female captive, or an ancient, withered simpleton. The doppelganger will attempt to divide and conquer the group. He is intensely loyal to the wraith who commands the Tower. His characteristics are as follows:

PS: 15 **MD:** 17 **AG:** 17 **MA:** 23 **EN:** 9
FT: 18 **WP:** 23 **PC:** 16 **PB:** 8
NA: Skin absorbs 4DP
Bite: 50% chance for 1D10+3 damage
Weapon: 2 Ranks less than imitated being's skill

The night-gaunts, bats, rats, and doppelganger may enter through any window (at the GM's discretion) at night and through any window on floors 1 through 3 during the daytime. These floors are completely shaded by the unnatural darkness of the Dire Oaks surrounding the Tower.

FLOOR 1

T-1

Ceiling Height: Open air. Roof has fallen into rubble.

Contents: Floor is strewn with broken ceramic roof tile and rotted timber. There is a large accumulation of decaying leaves and straw around the walls. Weathered, bronze-bound oaken doors lead into the Tower.

Comments: This room was formerly a stable. Servants and stable hands lived above on a long since collapsed second floor. The door to the Tower is difficult to open. Characters must make a Physical Strength roll (difficulty factor of 2) to open the gate. The door is also warded with Celestial Magic spell S-13, Spell of Fear, that will strike the character who succeeds in opening the door. If multiple characters participate, select the first character to touch the door as the target. The spell is cast at Rank 10.

T-2

Ceiling Height: 10 feet.

Contents: Rotten, sagging tapestries line the walls of this hall. Scenes depict nymphs and satyrs frolicking with a river god. A rusty suit of plate armor lies jumbled in front of the entrance to the stairwell. A rotted carpet covers the floor.

Comments: Once a luxurious entry hall, the room now smells of excrement, mold, and

age. A Perception roll (difficulty factor of 5) will reveal 1D10+20 bats on the ceiling. They will be disturbed by any light brighter than a single torch and will flutter off to higher levels of the Tower with high pitched squeaks.

T-3

Ceiling Height: 10 feet.

Contents: There are several collapsed tables and cabinets in the room. A fireplace occupies much of the northern wall. A thick layer of dust and mold covers everything.

Contents: This was once the manor kitchen. A 15 minute search of the room will reveal 12 silver plates, 8 silver goblets, 10 silver knives, and 12 silver spoons. Each plate is worth 200 Silver Pennies; each goblet is worth 100 Silver Pennies. The knives and spoons are worth 45 Silver Pennies each. Additionally, there is one gold goblet worth 1,000 Silver Pennies.

T-4

Ceiling Height: 10 feet.

Contents: The edges of the room are littered with rotten wood, moldy sacks, and cracked amphorae. Two human skeletons lie crumpled in the room's center.

Comments: This was the Tower's lower storeroom and servants' quarters. The room smells strongly of decay. The sacks and amphorae once contained foodstuffs. If the piles are disturbed, 1D10+10 rats will boil out of the garbage and attack savagely.

FLOOR 2

This floor housed the family and guests of the Tower. The rooms still possess a certain elegance, even in their decay.

T-5

Ceiling Height: 10 feet.

Contents: Tattered drapes flap gently in the breeze. There is a fire-place on the south wall and the crumpled remains of a feather bed sag soggily amid a jumble of cast-off chairs and stools. Faded faces peer wide-eyed from a mangy tapestry on the east wall.

Comments: A former guest room.

T-6

Ceiling Height: 10 feet.

Occupants: There is a 25% chance that this room will be occupied by one of the creatures from the Encounter Table. Roll encounter as for a normal encounter.

Contents: A recently dead elf lies half devoured on the floor. Room is windowless, but contents are similar to T-5.

Comments: Another guest room. Any living creatures encountered here will be feeding on the corpse. The elf was a follower of Tianna Skyflower, the elven princess.

T-7

Ceiling Height: 10 feet.

Contents: A large four-poster bed has collapsed in on itself. Mildewed pink lace droops forlornly around the tiny corpse of a disemboweled doll. Matted leaves fill the fireplace.

Comments: This was once the bedroom of a young girl. A 15 minute search will yield a small silver jewelry box worth 100 Silver Pennies. Inside are various little-girl trinkets. Most are worthless, but one ring is solid gold,

carved in the likeness of a gryphon and set with an aquamarine. The ring is mildly magic. No gryphon will ever attack the wearer. Otherwise its value is 500 Silver Pennies.

T-8

Ceiling Height: 10 feet.

Occupants: There is a 75% chance that 1D10+10 rats will be in the room. These rats are unusual in that they are undead. The rats act as miniature wights. Instead of bite damage, the rats drain 1D10-5 points of life energy. Their Base Chance to bite is the same as a natural rat's. The damage they do is not absorbed by armor.

Contents: In the center of the room, the vaguest outlines of a small bed remain, buried beneath a thick, spongy humus pile of vile, black Dire Oak leaves. A wooden pony's head pokes through.

Comments: The door to this room requires a Physical Strength roll (difficulty factor of 4) to open because of the leaves. A similar roll will be required to re-shut the door. If wight-rats are present in the chamber, they will attack immediately. This was formerly a very young boy's room. If the leaves themselves are disturbed, they will feel wet and slimy. The leaves will stick to any metal they contact and corrode it to rust in minutes. This could leave characters with no gauntlets, tip-less swords and spears, and holed breast plates.

T-9

Ceiling Height: 10 feet.

Contents: The walls, floor and ceiling are set with ceramic tile. Much of the ceiling has fallen away. A rusty, iron stove sits in the southeast corner. Smoke (when it fires up) is vented out through a metal pipe in the east wall.

Comments: This room was formerly a dressing chamber for the once luxurious bath in T-10. The small room to the north of the chamber is a garderobe (toilet). The offal spills out a tube onto the north wall.

T-10

Ceiling Height: 10 feet.

Contents: The center of the room contains a 2½-foot basin. Like room T-9, this chamber is also tiled. The basin is 6 feet in diameter. The south wall contains a large fireplace. Scattered about the room are four large (100 gallon) kettles. The southeast window has isinglass window panes. There is a funnel-shaped opening in the floor along the south wall.

Comments: This used to be a luxurious, hot water bath. The kettles heated bath water. The funnel-opening is a drain that leads down to what used to be a cistern (now gone) in the stable area.

FLOOR 3**T-11**

Ceiling Height: 20 feet.

Occupants: Two gargoyles sit up on a ledge, flanking the opening to the east stairwell. The gargoyle to the right is a clever stone statue. The gargoyle to the left of the opening is a living, evil creature. The gargoyle's aspect is Autumnal Stars. He is a member of the College of Necromantic Conjurations.

He is Rank 2 with the following spells: G-1, G-2, G-3, G-4. The gargoyles characteristics are as follows:

PS: 17 **MD:** 18 **AG:** 15 **MA:** 10 **EN:** 7

FT: 17 **WP:** 14 **PC:** 17 **PB:** 2

NA: Hide absorbs 8DP

The gargoyle will attempt to leap upon unsuspecting characters from his point of ambush. Should things look rough for him, he will fly out one of the windows and rejoin his master at the Tower's top.

Contents: Occupying the central position of the chamber is a large oak table. Scattered about the room are a dozen oak chairs. Four stone buttresses support the ceiling. A large fireplace occupies most of the north wall. Five windows let dim, gray light into the hall during daylight hours. Two windows flank the fireplace and three pierce the south wall. The windows are 10 feet tall and begin 10 feet from the floor. Each window is wide enough to let a human (wight, gargoyle, night-gaunt) pass through. The center window on the south wall contains a beautiful stained glass portrait of a handsome woman warrior.

Comments: This was once the great banquet hall of the Tower. The stair in the west wall goes up and down. The stair in the east wall goes up only. To spot the gargoyle for what he is, a character must make a Perception roll (difficulty factor of 2) while gazing upon the monster, or perform a successful Detect Aura. If any character makes a Perception roll (difficulty factor of 3) while searching the chairs and tables, he will find carved into a chair at the head of the table the following message: "At the top of the stair lies that which will lead you to the heart of evil. Walk wary."

FLOOR 4**T-12**

Ceiling Height: 10 feet.

Occupants: There is a 30% chance that the wight will be here. There is an additional 15% chance that she will be accompanied by one of the monster groups from the Encounter Table.

Contents: A large, weathered oak bed occupies much of the east wall. The mattress and other bed furnishings lie rotting and undisturbed. A large fireplace dominates the north wall, flanked by a pair of windows. Over the mantle hangs a cracking painting of a handsome, strong woman side by side with a noble-appearing man. Moisture appears to drop from the eyes of the woman. Several cabinets line the west wall. The drawers are open and the rotted contents appear to have been rifled.

Comments: This was the bed chamber of the lady of the house. Behind the painting is a safe with a Rank 5 lock, containing three traps. The first trap is a poison pin that will paralyze a victim for a full day. The second opens a trapdoor beneath the unwary opener dropping him 25 feet to the third floor and doing 3D10+5 damage. If the character makes an Agility roll (difficulty factor of 2), he may subtract half his Agility from the damage (round up). The third trap fires a crossbow bolt out at the thief with a 65% chance of hitting. The trap is rusty though, and only has a 45% chance of functioning. The crossbow does 1D10+3 damage.

Inside the safe is the warrior woman's treasure. It consists of 650 Copper Farthings, 685 Silver Pennies, 125 Gold Shillings, a flawed red gem worth 50 Silver Pennies, a milky colored gemstone worth 301 Silver Pennies, a flashy copper bracelet worth 8 Silver Pennies, a clear sky-blue gemstone worth 1,400 Silver Pennies, a magic crystal that adds 5 to a character's Magic Aptitude if he makes a Willpower roll (difficulty factor of 3) — the crystal is otherwise worth 65 Silver Pennies; a potion containing a weapon venom that will do an extra 10 points of damage when applied (three applications, each good for three hits), a potion of Waters of Strength (S-4 Water Magics) at Rank 10, and an unreadable scroll (the GM may use this as he sees fit).

T-13

Ceiling Height: 10 feet.

Occupants: There will be 1D10 + 20 bats in this room, plus 1D10 + 10 rats.

Contents: Moldy, mildewy sheets and linens; rotted bags and boxes of long spoiled and eaten foodstuffs; husks of candles; cases of intact ceramic bowls, plates, and mugs; several jumbled piles of beef bones; a human skeleton (dead); six cracked amphorae; a large cask (unbreached); and other piles of unidentifiable things occupy this chamber.

Comments: This room used to be an upper storage room. The cask of wine is unbreached. A spigot lies nearby and may easily be driven in. If characters drink the wine, they must make an Endurance roll (difficulty factor of 3) or in an hour they will become violently ill and will lose half their fatigue points for a full day thereafter. The wine cask may be moved, but it will require the full attention of two characters to get it out of the Tower. The door into T-14 from this room is bolted shut. It will require a Physical Strength roll (difficulty factor of 1) to open.

T-14

Ceiling Height: 10 feet.

Occupants: There is a 20% chance that 1D10 - 4 zombies will be in this chamber.

Contents: There are many cases of arrows in this room. The west wall is lined with 10 halberds. Six unstrung longbows hang on the south wall. No bowstrings are in sight. Sixteen conical helmets lie scattered about on the floor.

Comments: The room was formerly an armory. The arrows stored here are in excellent shape. There are at least 1,000 of them. The halberds will all shatter the first time they are used in combat. Any character who is Rank 2 or better with a pole weapon will recognize the problem immediately. All three doors in the room are bolted shut. The doors into the room from the hall and T-13 are bolted inside the room, to prevent entrance from the outside. The door to the stairwell is bolted on the stair side to prevent entrance into the stair. A Physical Strength roll (difficulty factor of 1) will snap the bar.

FLOOR 5**T-15**

Ceiling Height: 10 feet.

Occupants: There is a 25% chance that 1D10 - 8 hellhounds will be present in the

chamber. There is an additional 10% chance that a group of creatures from the Encounter Table will also be in here.

Contents: The walls of this large circular chamber are pierced by 12 arrow slits. The stair that rises upward to Floor 6 is not enclosed. About 20 ruined cots lie around the edges of the room. Each arrow slit can be closed by a shutter from the inside.

Comments: This room was once a common barracks for the household garrison. Except for the cots, there is very little debris in the chamber.

FLOOR 6**T-16**

Ceiling Height: 40 feet to the peak of the conical roof.

Occupants: The wraith Nelin will be in here along with some of the Tower's inhabitants who may have survived the characters' invasion. Roll 1D5 to determine the number of rolls made on the Encounter Table. All the surviving members (roll normally in the case of rats and bats) of a monster group will be present in the room (if physically possible — GM discretion is necessary). If the wight survives, she will be in here regardless.

Nelin is an Adept of the College of Celestial Magic and uses all Talents, Spells, and Rituals at Rank 10. In life, Nelin's aspect was the Autumnal Stars. The wraith's characteristics are as follows:

PS: 4 **MD:** 2 **AG:** 32 **MA:** 28 **EN:** 30
FT: 35 **WP:** 28 **PC:** 25 **PB:** 9
NA: None

Contents: The room is circular with coal-black walls. Hanging in mid-air and dangling from two thick wires is a faintly glowing door frame. It is reached by a 10-foot tall platform against the east wall. The bottom of the doorframe is 10 feet from the floor. The distance from the frame to the platform is five feet.

Comments: The doorframe is a Rune Portal to Wulgreth's Tomb. Jumping through the frame from the platform will take a character to location W-1 of Wulgreth's Tomb. The platform can be reached without climbing by going outside to T-17, ascending a short flight of steps, and entering through a side door. To climb the platform requires both hands free and an Agility roll (difficulty factor of 3).

When the characters enter the chamber through the stairway in the east wall, the platform will be above their heads and the wraith will be on the platform. Any other creatures present will be arrayed around the room. They will not attack unless the wraith commands them.

The door to T-17 is bolted from the outside. A Physical Strength roll (difficulty factor of 1) is necessary to open the door.

T-17

Contents: The battlement is a 10-foot wide circular walkway around the Tower. Crenelated walls protect defenders from enemy arrow fire. A short stair leads up to a sheltered platform that opens into the platform in T-16.

Comments: The Tower battlements rise above the top of the trees. The forest can be

seen as a vast green-black carpet extending for miles in all directions. Off in the distance, the Pillar of Karsus can be seen to tower above everything.

The door into T-16 is barred from this side. The undead will not pursue out here during daylight hours. Bats and rats will have a 25% chance of pursuing during daylight. Sunlight does not affect the hellhounds.

25. A RUINED BUILDING

Have the characters make a Perception roll (difficulty factor of 4) to notice they are travelling through a small grouping of ruins. Otherwise, they will stumble without warning onto a half-ruined house. The house appears in a clearing that is free of Dire Oaks, even though several natural trees spot the open area.

At this point, the GM should roll D100. There is a 15% chance of a Vegetable Encounter here.

The house is in near tumble-down condition, but has somehow managed to remain standing while other buildings around it have crumbled into debris.

Formerly, the house was occupied by a moderately well-to-do family and shared an enclave with other houses of similar families. Now it is the only one remaining. The areas of the house are not described room by room so much as they are by general area.

While characters are in the house, they have a 25% chance of encountering the lone denizens of the building. Two gigantic scorpions prowl the house. The scorpions are black and about 3½ feet long. Their huge stingers will do 1D10 + 4 damage and an additional 4DP per Pulse for D10 Pulses, or until an antidote is applied (standard scorpion antidote will work). The scorpions' pincers will grasp a foe around a leg or arm and grip tight. For a character to break the grasp, he must make a Physical Strength roll (difficulty factor of 3). The scorpions have a 65% Base Chance of hitting normally and a 75% chance of hitting while they grasp a foe. The scorpion has a 50% Base Chance of grabbing an opponent with its pincers. The scorpions both have the following characteristics:

PS: 20 **MD:** 3 **AG:** 19 **MA:** No **EN:** 15
FT: 20 **WP:** 8 **PC:** 11 **PB:** 4
NA: Chitinous armor absorbs 4DP

Comments: A giant scorpion can be sold to an Alchemist for 500 Silver Pennies.

R-1

Ceiling Height: 8 feet.

Contents: The several rooms contained in this area are filled with leaves, debris, and small animal skeletons. Some small shafts of sunlight filter down through the loose floorboards overhead.

Comments: Any furnishings left in the house have long since been destroyed by nature. There is nothing of value to be found.

R-2

Ceiling Height: Open air, no ceiling.

Contents: There is much overgrown vegetation in here, scrambling for available light. Flowers abound. A shallow pool against the back wall is filled with muck and leaves. Two sheltered areas flank the open area, their crumbling tile roofs supported by equally fragile pillars.

Comments: This used to be the house's Peristyle or garden shrine. Many of the original types of plants still grow lushly in here. There is a 10% chance that there will be a vegetable encounter in here. Any encounter (within the GM's discretion) may be used here.

Additionally, if the characters make a Perception roll (difficulty factor of 5), they will discover a drain covering in front of the clogged pool. Chances are they will stumble over it. This opening will reveal a short shaft that widens abruptly into a rather large chamber (R-4).

If a Ranger searches the Peristyle for an hour, he may find sufficient herbs to perform one curative action. This may be done only once.

R-3

Ceiling Height: 8 feet.

Contents: Like the lower floor, these rooms are filled with forest debris. Much of the roof is lacking.

Comments: In a sense, the entire upper floor and stairway is a trap. A humanoid on the upper floor has a 35% chance of crashing through the rickety floorboards. Each additional character will add 20% to this chance. The danger is checked for once each minute. A fall will do 1D10 damage. Armor will not protect.

A Mechanician has a chance equal to his Rank multiplied by 15 of detecting the danger presented by the failing woodwork. The roll is made on a D100.

R-4

Ceiling Height: 10 feet.

Occupants: Near the east wall of this chamber is a 6-foot long clear glass box. The box is 2 feet tall and 2½ feet wide. It lies on a low stone table. The glass appears seamless. Inside the box is a person of incredible beauty. The gender of the box's occupant is variable, according to the desires of the GM. Generally speaking, if the composition of the party is over 50% male characters, the box's occupant should be female. The reverse holds for predominantly female groups.

The lady in the box appears to be either dead or asleep. She is also young and incredibly beautiful. Any male seeing her must make a Willpower roll (difficulty factor of 4) or be so stricken with her beauty that he falls immediately in love with her. This will be an extremely possessive love with strong tendencies for jealousy. Females will be affected the same way by a male occupant in the box.

If the box is touched by a male character (or female, if the person in the box is male), the top plate of glass will unseal with a loud hiss. Once the lid is pushed aside, it will be revealed that the lady in the box is not dead. A slight sigh will ease from her perfect rosebud lips.

The woman in the box will awaken only to a kiss (there may be actual fighting to decide who actually has the honor).

She will identify herself as princess Tricia of the Southern Reaches (or Prince Trevor of the same). The GM should make it clear at this point that the characters have never heard of a country by that name. She is appalled by her surroundings, by the smelly people who surround her, by the woods, the

food, the water, etc. Just about everything offends her. She has an air of command and expects to be obeyed.

The princess does not know where she is. She has never seen the house, the forest, the Pillar. She has never heard of Karse or Wulgreth. Her existence in the area is a mystery. It is probable that she has been in the box for a long time. Curiously enough, her speech is understandable with very little accent.

Princess Tricia will promise a great reward for her return to the Southern Reaches. She will also stick to a party like glue. She will not tolerate advances made by love-smitten male characters.

Princess Tricia is a Rank 10 Courtesan, a Rank 3 Healer, and a Rank 5 Troubadour. She uses a dagger at Rank 0. Her characteristics (and those of Trevor) are as follows:

PS: 8 MD: 16 AG: 17 MA: 13 EN: 6
FT: 17 WP: 20 PC: 7 PB: 23

Tricia/Trevor is Moon-aspected.

R-5

Ceiling Height: 8 feet.

Contents: Forest debris and the skeleton of a long dead pixie.

Comments: The same danger of falling through as in R-3 applies here. The pixie was carrying a magic ring when it died. The ring wearer becomes especially adept at dealing with strangers. He adds 25 to dice rolls on the Encounter Reaction Table. However, the ring has a fault. Each time the character has an encounter with a stranger, the GM rolls D100. If the result is 5% or less, the ring malfunctions and the GM subtracts 50 from the Reaction Table roll. The GM should not reveal this malfunction to the characters unless they divine it by astrology.

The ring has a monetary value of 75 Silver Pennies (unless its beneficial magic is known).

26. ABANDONED COTTAGE

This is a small hovel, overgrown with vines. It is approximately 15 feet on a side and has a 6-foot ceiling. There is a 10% chance that the cottage will be occupied by a bear. Otherwise, it will be safe. If no fire is lit at night, make only one encounter check from sunset to sunrise. If a fire shows through windows or door, make two checks.

27. TREE MAZE

The tree maze is a strange, mystical illusion. Characters will not know that they approach the maze until they are actually in it. Regardless of the direction of approach, characters will always enter through "A." There is no exit through this point.

The maze looks like a traditional garden, shrubby maze. However, it may not be pierced by weapons, passed through, or climbed over (the latter action makes the shrubbery seem to grow taller at an alarming rate).

Around the edge of the maze, short passages end in arrows that are numbered 1 through 9. When a character passes over the dotted lines that mark the entry to these passages, the GM rolls D10. The result of the

roll indicates the numbered passage that the character will re-enter the maze through, regardless of the direction he moves after passing the dotted line. A roll of 5 will put the characters in the section of the passage that leads to point "B" and out of the leafy maze. Once out, the characters will find no indication that a maze ever existed. Anything lost or dropped in the maze (except in area 10) will be found at the characters' feet.

However, should the GM roll a 10 while the characters wander through the maze, the hapless adventurers will find themselves in an open glade surrounded by high shrub walls. If the characters look behind them, they will see no opening in the wall. On the other hand, in front of them is enough worry. Occupying the far end of the glade is the front of a temple-like structure. White, fluted marble pillars spring upward to adjoin a sparkling, ornately carved pediment. Relief sculptures of nymphs and satyrs dance magically across the stone surface of the pediment. Any character who studies it must make a Willpower roll (difficulty factor of 4) or be entranced by the fluid display, standing unmoving.

Guarding the front of the temple is a venomous hydra. Use the most powerful hydra characteristics for this beast. It will attack any creature that approaches the temple — with one exception.

The GM will privately inform each female character that she feels a strong compulsion to approach the temple — alone. Furthermore, she feels the hydra will not harm her.

If a single female character walks toward the temple entrance, the hydra will slither aside long enough to let her in, then quickly move to block the entrance again. If more than one female approaches, or if another female attempts to pass by after the first has entered, they will be attacked.

Once past the hydra, the female character will see a columned hall, lit by pale blue light. At the far end is a great wooden door; a small, but deep-appearing pool; and a low bench, draped in dark green velvet. On the bench is a beautiful copper circlet/crown. The woman will have a strong urge to place it on her head. Should she decide not to, she must make a Willpower roll (difficulty factor of 2). If the roll is successful, the woman has three choices. She may pass through the door, unknowing of where it leads; or she may return to her friends in the glade, passing safely by the hydra; or she may willfully decide to place the circlet on her head.

If the character fails her Willpower roll, she will place the circlet on her head. Once the crown is in place, the woman must make a Magic Resistance roll. If she makes the roll, she feels as though she has thwarted a major magical spell. If she fails the roll, she feels a great surge of power as it courses through her, restructuring the nature of her body and her soul.

The character has been changed into a minor goddess, Shiallia, the sister goddess of the nymphs. Physically, the character now resembles a nymph (furry legs and all) and has all the characteristics of a nymph.

The character as Shiallia is now a Rank 20 Adept in all the magics of both the College

of Illusions and the College of Earth Magics. She possesses all the skills she had before the change and becomes Rank 10 in the skills of Astrologer, Beast Master, Courtesan, Healer, and Ranger. Additionally, she may control the hydra guarding the temple, cause any tree to burst into blossom (whether it is a flowering tree or not), make a barren woman fertile, control her ability to charm men, and she can bestow on any follower or former companion a golden acorn plucked from her hair.

The acorn gives the person gifted some minor control over the goddess. A character who possesses one of Shiallia's acorns will never be charmed or molested by a nymph or satyr. By returning the acorn when it is received, the character may receive a brownie as a companion (until such a time as the character desecrates the woodland or threatens the brownie, either to be determined by the GM). At any time, the character may summon Shiallia to his or her aid by planting the acorn in dirt and calling upon her name. The acorn will grow into an oak sapling (with solid gold leaves), then metamorphose into the nymph goddess. The character may ask one service of her (within reason). This can only be done once.

The character's physical characteristics affect those of the goddess. The letter "c" is used in the characteristics following to indicate that the character's current characteristic is added to a roll of D10.

PS: c MD: 25 AG: 25 MA: 50 EN: c
FT: c WP: 32 PC: 25 PB: 35
NA: Skin absorbs 8DP

Shiallia has an 80% Base Chance with her "Touch of Exhaustion" which reduces a character's Fatigue points to zero if she hits. A second successful touch will remove half a character's remaining Endurance and put him into a deep sleep for 1D10 hours. A third touch is death.

The changing of a character into a goddess makes her extremely powerful. It also makes her into a non-player character. However, it is suggested that the GM allow the player to play the character for a few minutes to bestow gifts and explain what has happened.

If the player does not like the idea of losing a favorite character so easily, allow the character to make a Willpower roll based on the character's original characteristic value (difficulty factor of 1). A successful Willpower roll at this point will allow the character to remove the circlet crown, but the character must roll D100 on the Transformation Recoil Table following to see what lasting effect the change may have had.

TRANSFORMATION RECOIL TABLE (Roll 1D100)

01-05	Regain original form and gender.
06-10	As above, but character may only join College of Pacifistic Earth Magics.
11-40	Become female of former race.
41-50	As above, but character may only join College of Pacifistic Earth Magics.
51-80	Retain physical shape and gender of nymph, but no powers or abilities.
81-95	As above, but retain nymph abilities.

96-00 Character becomes a nymph, with all abilities and talents, but has no memory of former life.

The character may replace the circlet, but with the understanding that it will never come off again.

It is possible for a male character to place the circlet upon his head, although he will feel no compulsion to do so. Once the circlet is in place, the character must make a Magic Resistance roll. A successful roll indicates resistance of the change. However, should the male character fail his roll, he will become the goddess. It will be just as difficult to remove the circlet once it is in place, but a successful removal for a male character is treated the same as a successful removal for a female (i.e., roll on the Recoil Table).

The pool in front of the couch that contains the circlet is a pool of healing. It will restore all Fatigue points to any who drink of it and will cure any disease or infection. It will also restore 1D10+5 lost Endurance points. The goddess will permit each character to take one canteen full of the water. The next time that canteen is drunk from, the character will be healed, cured, and restored just as if he had imbibed water from the pool.

The door behind the couch will open easily. It leads to point "B" — the exit of the maze. The goddess cannot pass through this door. If the characters have passed through the temple, they should each be awarded 100 extra Experience points.

28. POINTING GHOST

As the characters trudge through the woods, they come upon the ghost of a lovely young woman with a forlorn look upon her face. If they do not immediately turn and flee, the characters will note she is pointing to their left, off the path they follow. She urges the characters to go in that direction. If they oblige, they will find a human skeleton, bound with ropes and tied upright to a Dire Oak. The tattered remnants of hair and cloth resemble the ghost.

The ghost will reveal that 20 years ago she was Vacla, an adventurer in search of treasure. However, she was captured by elves and left to die ignominiously. The nature of her death and her strong hatred of the elves caused her to become a revenant. She asks that her bones be collected and carried out of the forest for decent burial in consecrated ground; then she can rest. As reward for their service, the ghost will reveal the location of a sinister house that rumor says holds much treasure (Wulgreth's Laboratory, wherein the devil Grask resides).

Vacla's real motive lies in the hope that the characters will encounter the elf princess, Tianna. Through a bargain made with Grask (to lead the characters to him for use as possible pawns in his battle with Wulgreth), the ghost has gained the ability to rejoin and animate the bones of her right hand. Thus rejoined, the hand can fly through the air for a short distance, and wrap itself around the neck of the elven woman who caused her agonizing death. During the daylight, the hand has a Base Chance of 60% to do 1D10 - 2 points of damage per Pulse.

At night, the hand has an 85% Base Chance to do 1D10 + 6 points of damage per Pulse. Once the elf woman is dead, the hand will fall apart and Vacla will become truly dead also. The grip of the hand can only be broken by a Physical Strength roll (difficulty factor of 3 during the day and 2 during the night). The hand cannot be damaged by normal weapons. Magic or silver is required. The hand has an Endurance of 20 and 24 Fatigue points.

The elves will be extremely annoyed if their leader is killed mysteriously and will most likely look for someone to blame.

29. BARROW

Lying across the characters' path is a large mound of grass-covered earth. The mound is about 60 feet long and 40 feet wide and roughly oval shaped. The two short ends of the mound are punctuated by 25-foot tall menhirs of blue-black stone. The treeless mound (Point B, Enchanted Wood map) rises about 10 feet above the surrounding terrain.

Characters who climb to the top of the mound must make a Perception roll (difficulty factor of 5) to spot a hole that occupies the center of the mound. In the event that no one makes the roll, there is a 25% chance that someone will trip and fall in the hole, doing 5D10 points of damage to themselves. Armor will absorb no damage.

The hole is a 35-foot long irregular shaft that leads downward to a circular stone room.

STONE ROOM

Ceiling Height: 7 feet.

Contents: A 6-foot long stone bier occupies the center of the chamber. Stretched out on the bier is the scorched and withered corpse of a human being. The room looks like it may have once contained finery, but everything now lays in ashes.

Comments: This barrow once contained the remains of a wight in the service of Wulgreth. The barrow is one of the exits from Wulgreth's Tomb. The devil Grask exited through this Tomb on his way out of his former master's grave. His anger was great when he found himself encased in another tomb with one of Wulgreth's servitors. Grask destroyed the wight and torched the tomb after he had dug his way free. Nothing of value remains.

Characters who find themselves in this chamber after leaving Wulgreth's tomb may climb up by making both a Physical Strength and Agility roll (difficulty factor of 5). This represents wedging into the upward bound tunnel and climbing without the aid of rope.

If the barrow is used as an exit from Wulgreth's Tomb before it is randomly encountered, the GM should locate it at location B on the map of the Enchanted Wood.

30. GIANT TREE

Briefing for the GM

No legend concerning the Enchanted Wood tells of this massive conifer. The tree stands over 2,000 feet tall and has a 200-foot diameter trunk. It has two powerful magics.

The first is a form of invisibility that prevents the tree from being seen from outside a mile radius of its trunk. This magic is too powerful to resist, and affects all.

The second magic is an ability to impart gigantism to those who drink of the streams that flow between its roots. While characters are on the hill that surrounds the tree trunk, they will encounter a small stream for every 10 minutes they travel. If they or their beasts drink of the sparkling clear waters, they will immediately notice that their Fatigue characteristic has been doubled. The water's first effect is to impart vitality. This effect will last for one full day after drinking. The GM then rolls D5. The result is the growth factor for the drinker. Both Physical Strength and Endurance will be multiplied by this number, while Manual Dexterity and Agility and Magical Aptitude will be divided by it.

The growth may be stopped or reversed. It is treated as a Major Curse for purposes of removal. The MA of the curse's caster is assumed to be 40.

Encounters Around the Tree

While characters are on the hill surrounding the tree, continue to check for encounters normally. However, if an encounter is determined, use the Giant Tree Area Encounter Table and roll D100 to determine the nature of the encounter.

The number in parentheses following each name is the growth factor of that creature. This number affects the characteristics of the creature as described above. An asterisk (*) is placed after the names of some creatures, indicating further description following the table. Normally only one of each creature is encountered.

The Characters Climb the Hill

The characters notice they have come upon the base of a large hill. It is an unusual feature, since the surrounding forest is so flat. The thickness of the trees prevents anyone from seeing the top of the hill. A clear, cold brook splashes down the hill, bouncing from rock to rock and dodging the ever-present Dire Oaks.

Should the characters choose to climb the hill, they will not go far before they realize that the grade is steep and the forest darker than the surrounding flat lands.

If a character makes a Perception roll (difficulty factor of 4), he will see a skeleton, half covered by undergrowth. Closer inspection will reveal it to be the bones of a stag; but a stag that must have stood 12 feet tall at the shoulder. The mighty rack seems to be wedged tightly in the lower branches of a sturdy maple tree. The rack spans almost the width of a man's outstretched arms. Nearby, a stream gurgles merrily.

As the characters proceed uphill, their path will suddenly be blocked by a massive rocky outcropping, fully 100 feet wide and 50 feet tall. At first glance, it looks like rock, but any character making a Perception roll (difficulty factor of 4) will notice the outcropping resembles tree bark more than stone. A strong hack with a sword will slice off several splintery chunks.

The outcropping is a knob of massive tree root. These are scattered about the hill. Any time the characters should desire to find one, they will have to search for 15 minutes.

If a character makes a Perception roll now (difficulty factor of 2), he will see the monolithic pine, towering overhead.

The approach to the tree, from hill base to tree trunk, is two miles. The last 500 feet are completely clear, except for a 10-foot thick carpet of massive pine needles (6 feet long and 2 to 4 inches in diameter). There will definitely be at least one encounter here.

The Characters Climb the Tree

The tree's bark can be climbed. It resembles a cliff wall. Spikes can easily be driven into the bark. Climbing can be done by one of two methods.

Free Climbing. No ropes, no spikes, no climbing cleats, etc. Character must make an Agility roll (difficulty factor of 4) for each 20 feet climbed. If the character fails his Agility roll, he has temporarily lost his grip and must make another Agility roll (difficulty factor of 5). Should he fail the second roll, he plummets earthward. If the character makes his second Agility roll, he may continue climbing, but his Agility roll difficulty factor is reduced by 1.

Assisted Climbing. Use of ropes, pitons, climbing cleats, etc. This skill is basically the same as free climbing. However, the Agility roll is checked for every 50 feet and the difficulty factor is 5. However, should a string of characters be roped together, one fall could kill all. If a character misses both Agility rolls, he will fall free from the tree. The next character in line (both up and down) must make an Agility roll (difficulty factor of 3) or also fall. This effect works like dominoes. If the rope is spiked into the tree, there is a chance that it will break the fall of the climbers. Determine who pounded the spike in. Use his Physical Strength in a Physical Strength roll. The difficulty factor is equal to 5 minus the number of characters falling. The factor will never be less than ½. If the roll is failed, the spike breaks free and/or the rope snaps. Up to three rolls may be made in this fashion, but one is subtracted from the difficulty factor each time.

The final hazards of the tree are its occupants. If the characters climb higher than 100 feet, they will be approached by a flight of 1D10-4 creatures who resemble bird-winged goblins. The creatures are armed with tridents and sticky tangle nets.

The creatures will ask politely the characters' business, and ask them to quickly descend. If the characters refuse and continue to climb, the winged goblins will attack.

The winged goblins use goblin characteristics. They move 400 feet when flying. They are not naturally evil like goblins. The creatures are Rank 4 with both net and trident. Each creature is armed with a grenado containing a powerful sleep gas. To resist its effects, a character must make an Endurance roll (difficulty factor of 2) subtracting 1 for each point of Fatigue currently lost. The net is particularly sticky. It clings automatically to anything it strikes and cannot be removed by anyone other than one of the winged creatures. The nets may also be retrieved by a slender cord that links them to their caster.

The winged creatures do not want to kill. They will attempt to net intruders and anesthetize them. Characters so captured will awaken to find themselves and their belongings intact; however, neither the titanic tree nor the surrounding hill will be in sight. The

characters have been placed approximately 10 miles from the tree.

If the characters fight while on the tree, reduce their strike chance by 25.

Should the winged creatures be killed, another flight of 1D10+2 will appear and go through the same routine.

If they are killed, the next group will be 1D10+10 and be backed by a Rank 12 Adept of the College of Air Magics. No quarter will be asked or given. The cycle will continue until all characters leave the tree or are killed.

Things of Value

About 50 feet up on the side of the tree are globules of resin that catch the sun's light with a warm glow. An average resin globule weighs five pounds. An Alchemist will pay about 100 Silver Pennies a pound for the stuff. It is used as an extender in potions. A pound of dried resin can be distilled into a filler that will make one magical potion into two magical potions of equal effectiveness. A one-foot diameter sphere of dried resin weighs approximately 10 pounds.

Other things of value include seed that will grow into smaller versions of the titanic tree (about the size of redwood trees). Each half-pound seed is worth 10 Silver Pennies.

As a final note, although the growth-inducing water that flows out of the hill may seem to be of worth, its potency will disappear in a day.

31. MAGIC PATHS

Numerous paths criss-cross the Enchanted Wood — many of them laced with magic. When a magic path is encountered, go to the section "Paths in the Enchanted Wood" and follow the instructions for determining the direction of a path. A magic path will be immediately obvious, requiring no Perception roll.

There are several types of magic paths in the Wood. Each has its own unique features. Some are highly beneficial, others direly dangerous. Roll 1D10 to determine the nature of the path encountered. Each path is described in full following the table.

TABLE OF MAGIC PATHS

1-2	Path of Desire
3-4	Path of Deception
5-7	Path of Good Fortune
8-9	Path of Doom
10	Path of Questing

All these paths have the following features in common:

- One character is selected to be the key to the path. If this character steps off the path, the path disappears.
- The path is only visible in the direction travelled. It disappears behind as it is passed over.
- Characters on foot may move at 4 miles per hour.
- Magic paths allow mounted movement through the Wood.
- An Astrologer may determine the nature of the path using the same ability that allows him to know a character's aspect. He will have a general idea of what the path will do.

Path of Desire. No direction is rolled for this path. It will lead straight to the objective of the mission, or to whatever goal the key character has foremost in his mind (rescue of a friend, a way out of the wood, a huge treasure heap, etc.).

Path of Deception. This appears and functions similarly to the Path of Desire, except that it leads in the exact opposite direction of the desired goal.

Path of Good Fortune. Travelling this path will reduce the chance of an encounter to 10% per hour.

Path of Doom. Travelling this path will increase the chance of an encounter to 60% per hour.

Path of Questing. This is the most magical path and can pose great danger to at least one member of the adventuring party. The characters are sent on a mystical quest to test the valor of one party member. This person is chosen at random and is the only member of the party who can actually die on the quest (although others may appear to die). At the start of the quest, the chosen character is granted a temporary gift, rolled on the following chart. If the character survives the quest, the gift becomes permanent.

GIFTS OF THE QUEST (Roll 1D10)

- 1D10 is added to a characteristic. Roll 1D10 to determine the characteristic. 1: Physical Strength. 2: Manual Dexterity. 3-4: Agility. 5: Magical Aptitude. 6-7: Endurance. 8: Willpower. 9: Perception. 10: Physical Beauty.
- Character's skin will absorb 3 damage points.
- The character gains +1 Rank in three separate skills of his choice (including weapons and magic spells).
- The character may summon a +3 Rank magic broadsword into his hand at any time. The sword will give a character at least a Rank of 2 with the weapon.
- The character gains +1 Rank in all magics he currently knows.
- All missiles fired at the character will pass through his body as though insubstantial. Only a slight chill will mark the passing.
- The character cannot be harmed by a sword of any kind.
- The character gains the use of one spell of his choice to be used as a Rank 0 Talent. GM discretion is needed here.
- Character is unaffected by the energy draining touch of a member of the greater undead.
- The character leads a charmed life. Whenever a D100 roll (percentile) is required, the die roll is modified by 10 in the character's favor.

The encounter functions as follows: When the characters step onto the path, the GM randomly selects the key character. An elderly man suddenly steps out of the underbrush, leaning heavily on a gnarled staff. The ancient man's hands shake with palsy and he speaks with a slight quaver in his voice. Softly, he says the name of the chosen character and says, "Oh valiant one, will you

prove your valor and accept from me a gift and a quest. Be wary, once the gift is refused, it will never be offered again."

The character may either refuse or accept. If the character refuses, the old man says nothing. The GM selects another key character at random and the process repeats. If all characters refuse, the old man becomes angry and says, "Cursed is the ground you travel!" and then disappears into the woods. As long as even one of the characters is present in the Enchanted Wood, the path he walks will always be the Path of Doom.

If a character accepts, the old man grants the character one of the Gifts of the Quest, telling the character it is his forever should he survive the quest.

The quest consists of three encounters along the path. One will occur for each hour spent on the path, or one hour after a previous encounter is dealt with. The questing path must be followed to its completion. The GM goes to the Enchanted Wood Encounter Table and randomly rolls three encounters. The characters must deal with or overcome each obstacle before proceeding onto the next encounter. The GM may have to use a heavy hand here, since it will be up to him to determine how an encounter should be dealt with. The GM may even have to go so far as to prohibit the characters from leaving the scene of an encounter until it has been dealt with appropriately.

The nature of the quest is extremely mystical. In a sense, it is mass hypnosis of the characters. They only think they are involved in the quest, but all will react as if this were nothing more than a standard adventure. **Note:** It should not be revealed to the characters that this is anything other than a normal adventure.

Only the key character will be physically affected by the quest. Only he can actually die. The other characters may appear to die, but at the end of the quest, they will still be alive. At the end of the quest and/or if the key character dies during the quest, the entire adventuring party will find themselves back in the same place where they first encountered the old man. If the key character has died, his body will be there, but with no wounds or other marks of death visible.

If the characters succeed in the quest, the old man will reappear and point down a newly formed path. He will state that their goal (actually the goal of the key character) lies down that path. The path is a combination Path of Desire and Path of Good Fortune.

None of the persons, creatures, or places encountered during the course of the quest were actually affected by the character's actions. They too were a form of dream. However, the characters will now have experience in dealing with them and can correct mistakes made the first time around.

Each character who survives a quest (is not killed during it) will receive 300 Experience points.

32. NYMPH STREAM

The characters' travels lead them to a shallow stream. Frolicking about in the stream are 1D10+3 nymphs and 1D10-5 satyrs. The nymphs have a 50% chance of fleeing when first encountered. If they do not

flee, there exists a 40% chance that they will attempt to charm and seduce one or more male members of the party. The satyrs will make a play for the adventurer females.

The satyrs can charm all who listen to them play their pipes. The ability is the same as a Troubadour's Bardic Voice and is used at a Rank 7 ability.

At least four of the nymphs will be Adepts. Two will be members of the College of Earth Magics and the other two will belong to the College of Illusions. Each Adept will be Rank 6 with all Talents of her College, Rank 4 with all General Spells, Rank 3 with all General Rituals, Rank 2 with all Special Knowledge Spells, and Rank 1 with all Special Knowledge Rituals.

If the nymphs flee, the satyrs will follow them. They will regroup in the dense woods and harass the adventuring party from ambush for 1D5 hours. If it looks like the nymphs are being beaten badly or if there is about to be wholesale slaughter of the forest dwellers, one nymph will plant a golden acorn that she carries and summon a statuesque nymph goddess named Shiallia. Shiallia will interfere in the battle in the nymphs' favor. However, she will try not kill characters, just delude, delay, and disperse them. For more information on Shiallia, see Section 27.

33. HOVERING GROVE

The characters approach what appears to be a completely empty clearing. However, as they reach its edge, no Perception roll is necessary to see that a grove of Hover Elm trees floats in mid-air. The tendrils of the trees' gnarly root systems dangle eerily, waving slightly in the breeze (make a secret Perception roll for each character with a difficulty factor of 1/2 for them to notice that there is *no breeze* and that the roots move of their own volition). Any character making a Perception roll on the grass beneath the trees (difficulty factor of 4) will notice an unusual number of white, angular (bone) piles.

The trees are flesh eaters. Whenever a creature passes below them, they reach out with their roots and kill it, eventually absorbing the nutrients out and discarding the skeleton. The trees attack like squids, using squid characteristics. There are 20 trees that fit this size classification. There are 29 trees that are no more than saplings and use octopus characteristics. In the center of the grove is a massive tree that uses kraken characteristics. The trees have limited movement capability, generated by fluttering their leaves.

Treasure

In life, the trees float. In death, their woods retains a neutral buoyancy in air. That is to say that if you place a stick of wood from one of the trees in mid-air, it will float there indefinitely. In the hands of a skilled Mechanician (Rank 8 or above) the wood of the Hover Elm can be formed into flying boats, boxes, spears, shields, etc. As one might imagine, the wood is very valuable.

34. DEMON CAT PACK

The demon cat pack is a small horde of malicious, magical felines who share a communal intelligence and Magic Aptitude.

Demon cats are roughly 3 feet long, weigh 50 pounds, and look like green siamese cats with glowing blue eyes. The cats use the statistics for wild cats. Each cat, however, has a Magic Aptitude of 2.

A demon cat pack can combine its magical power. The cats are members of the College of Black Magic. The power and spell use ability of the casts depends on the number of cats present in the pack. The average pack will number 2D10 cats. The Rank of the spells is equal to the number of cats in the pack. Furthermore, the type of spells usable is also determined by this number.

A pack of 1 to 5 cats operates as an initiate of the First Pact of Black Magic. They may use all General Knowledge of the College. A pack of 6 to 10 cats operates as an initiate of the Lesser Pact. They may use all Special Knowledge allowed to signers of this pact. A pack of 11 to 20 cats operates as an initiate of the Greater Pact. All knowledge is known and usable by these animals.

If the numbers of a pack are diminished, their magic also diminishes. That is to say, if a pack of 7 cats is reduced in combat to a pack of 4 cats, their MA will drop from 14 to 8 and their available magics drop from Special to only General Knowledge.

The cats attack all whom they meet with wantonness and bloodlust. They desire the blood of intelligent beings. They are not vampires — merely bloodthirsty.

Packs of more than 10 may speak in the Common tongue. They will offer to cease their attack and even aid the characters if the adventurers will offer up a blood sacrifice (a party member, NPC, or captive). The other alternative that the cats offer is a cooperative mission against the devil, Grask. For some obscure reason, the cats resent the devil's presence.

Unless placated, the cats will attack with hit and run tactics (usually once every hour or so) for at least a full day. Demon cats are sought after by Black Magicians, who desire the animals as pets.

VI. The City of Karse

In the shadow of the Pillar of Karsus lies the ruined city of Karse. Once a small but populous town, Karse lies buried beneath a thick stratum of verdant forest. The rapid expansion of the Dire Oak plague caused the city to rapidly deteriorate to its present state. Once proud buildings are collapsed heaps of rubble and streets no more than trails darting in and out among fallen stones and pillars. Lush vegetation grows everywhere, hiding the foundations of buildings. Some areas are traps for the unwary.

Occasionally, one or more buildings are found semi-intact. Although they often house wild animals, these ruined structures also make excellent places to spend the night or wait out the strange weather that often strikes the Wood. One building remains in an excellent state of repair. No trees encroach upon it, and it seems as if time has almost ignored it. This building is the former laboratory of Wulgreth. It now houses the city's only real occupant, the devil Grask.

Grask is bound to the area of the city. To ease his task, he has kept the laboratory in good repair and stocked it with many comforts from home.

Other notable features of the city include the Tomb of Wulgreth, a large black pyramid at the city's edge and the Dark Glade, the first grove of Dire Oaks, growing out of the city's former graveyard.

Hidden somewhere in the deep underbrush is a secret entrance to the Pillar of Karsus. Adventurers who search the former grounds of the city often find these structures totally by accident.

There is no map for the city. The deterioration of Karse is such that a map would be of no use. Characters may find certain objects, buildings, or persons by either encountering them randomly, or by being led to the spot by someone who knows of its location. In its current state of being, the city takes one full hour to hike from end to end.

35. CITY ENCOUNTERS

The city of Karse has its own special encounter table. These encounters are different from those on the regular encounter table, although the Enchanted Wood Random Encounter Table is included as a subset of this table. The City Encounter Table is constructed of chance discoveries of items unique to the city, such as collapsed buildings, secret entrances and laboratories of evil wizards. Creatures from the other encounter tables listed are not necessarily residents of the ruins, because Grask's task has eliminated most larger forms of life from the boundaries of the city.

If a special encounter is indicated, its use, like all the other encounters, is entirely up to the GM's discretion. After all, it may not be logical for some encounters to exist in the center of the ruins. But then again, logic was never a strong point in the Enchanted Wood.

Once each hour that the characters spend searching, travelling, or resting in the city of Karse area, roll 1D100 to determine if the characters have had a random encounter. The danger level for the city is 35%. A roll equal to or under this number indicates an encounter. The GM then rolls on the City of Karse Random Encounter Table. The D100 roll shows what has been encountered. Some encounters are preceded by a modifier. 1D10 is rolled and the modifier is added to the roll to determine the number of monsters encountered. Note that the number encountered can never be less than 1.

After three hours of searching (not travel or rest) the city, each additional hour spent searching subtracts 5 from both the danger level of the city (maximum decrease of 20) and add 5 to the D100 roll used on the City Encounter Table (maximum increase of 30). This represents an increased ability to dodge the minor perils of the city, a familiarity with the lay of the ruins, and an increased awareness of forest and city denizens to the presence of intruders in the heart of the Wood. Any roll exceeding 00 is treated as 00.

If a party of adventurers splits up, separate encounter rolls are made for each group.

Most of the encounters on the City Encounter Table are described elsewhere in the

adventure. Rats and cobras are natural creatures whose characteristics should be taken from the *DragonQuest* rules.

36. WULGRETH'S LABORATORY

The former residence of the evil sorcerer, Wulgreth, is the only building in the city that remains relatively intact. It is possible that the great sorceries imbued into the structure have kept it in good repair. Either that or it is because it is the only building in the city that has an intelligent occupant. The devil, Grask, continues to reside in the home of his master. Furthermore, no vegetation other than short grass has ever approached nearer than 50 feet to the building. It is as if the plants were afraid to come closer.

Whether or not the day is sunny, the home of Wulgreth and Grask is bathed in constant gloom and shadow. No precipitation, natural or otherwise, ever touches the building. Even in the fiercest storm, the mysterious structure remains dry.

When approached from the front, the building appears to be an elegant home, constructed of gray limestone with dark slate shingles. A semi-circular balcony overhangs the main entrance and it in turn is shielded by a conical, windowless dormer. Perched atop this overhang is a tall cupola, airy and open.

None of the windows are broken.

To the right of the main entrance is a small wing, attached to the building. It contains what appears to be a chapel and a low structure, possibly kitchens. The side buildings are of slightly different construction than the main house. From the outside, the building appears to have two stories. The front door hangs ajar.

Briefing for the GM

The house is indeed kept intact by mysterious and powerful sorceries as it waits for the return of its master. Grask has taken advantage of this and made it his home. He resides on the second floor.

The house has four levels: a basement; a main floor; a second floor; and an attic. Both attic and basement are accessible only through secret passages. They contain arcane paraphernalia used by Wulgreth to perform his dark experiments.

The windows are virtually unbreakable. To smash one, a character must make a Physical Strength roll (difficulty factor of ½). Once broken, a clear fluid will ooze from the shattered edges for a few minutes. The flow will stop and, in several days, the ragged edges of the window glass will grow together and once again to unbroken.

For each hour in the building, roll for a random encounter on the Enchanted Wood Random Encounter Table. Ignore rolls indicating a special encounter. A vegetable encounter might be in the form of a potted plant. Weather encounters will occur outdoors but will not affect the house. Non-intelligent creatures will either be extremely hungry, hunting the characters, or just creatures that have accidentally wandered into the house. Intelligent creatures will usually be following the characters for their own purposes. No encounters will be made (except Grask) in the attic and only sentient creatures will follow into the basement.

However, the creatures will wait for their quarry to return.

Not all rooms in the building are described. The main floor is badly damaged. Only a few rooms are intact. The upper floors are almost as they were when Wulgreth died.

There are no creatures native to this building. Even Grask is encountered only accidentally, since he is forced to spend much of his time chasing rats and squashing bugs.

FLOOR ONE

L-1

Ceiling Height: 13 feet.

Contents: Eight foot-tall double valve doors hang slightly ajar on squeaky hinges. The room has five exits. One leads outdoors, the second leads to L-2, another to L-4, a fourth leads to the right wing, and a stair leads upward to the second floor.

Comments: Once an elegant entry way, this room dangles in the tatters of former finery. Rat-gnawed tapestries depicting the heroics of the god-hero Karsus hang from the walls. A mosaic on the floor shows a unicorn hunt. Broken crystal lies in heaps around the fragments of a fallen chandelier. The stairs are covered in dusty red carpet, but they seem intact and sturdy.

L-2

Contents: Several shields hang on the wall. A rusty suit of plate armor lies in a heap near the north wall.

Comments: The secret door in the west wall requires a Perception roll (difficulty factor of 4) to discover.

L-3

Contents: A large fireplace occupies the north wall. The center of the room is dominated by a large oaken table. Sixteen chairs surround the table. Faded, but unsoiled frescoes on the walls depict caravans carrying goods to far cities. The room also has two exits, but large windows flank the fireplace, providing some light during the day.

Comments: A former banquet hall. Unusual, reddish light shines in from L-7, even in the middle of the night. Mysterious noises can also be heard coming from that room.

L-4

Contents: Charred bookshelves line the walls. Many half-burned books lie scattered about the floor. The shattered remains of the doors to L-1 and L-5 hang limply on injured hinges.

Comments: This was Wulgreth's library. It was the larger of his two collections, but contained mostly mundane books and scrolls. Only a few referred to things magical. However, all were destroyed or damaged in a conflagration that mysteriously extinguished itself. An hour search of the room will uncover 1D10 + 2 intact books. Each book will be worth 1D10 × 100 Silver Pennies.

L-5

Contents: Broken tables and glass populate this room.

Comments: This was formerly Wulgreth's research lab. It was destroyed when he was killed. Nothing of value remains. A suc-

cessful Perception roll (difficulty factor of 5) made on the east wall will reveal a secret door. The door leads to a secret stair going down to the basement.

L-6

Contents: Racks of warped metal cages contain the blackened bones of unusual creatures.

Comments: Wulgreth stored the results and subjects of his biological and alchemical investigations in this room. Most were unidentifiable creatures. A fire set by the citizens destroyed all of them. (Some may have escaped to populate the Wood. Rumor has it that all the unusual creatures and plants in the Wood are the results of Wulgreth's foul experiments.)

L-7

Ceiling Height: Gabled ceiling, 25 feet from floor to point of gable.

Occupants: A giant crow flutters near the eastern wall.

Contents: The room has 25-foot tall stained glass windows filling the semi-circular eastern wall. Hellish red light floods in through them. The floor is polished, black marble. The walls are painted with murals depicting various demons, mostly demonic presidents (a character must know something of demonology to realize this, however). Beneath the hovering crow is an altar of solid iron. There are dark stains on it. In the upper west wall, there is a balcony that leads into L-14.

Comments: This chapel is dedicated to the worship of demons, who Wulgreth served. The giant crow is an illusion, but represents one of the forms of Malphas, "President of Deceivers." The windows, if broken, lead directly to the 7th plane. Any character standing directly in front of a broken window (within 10 feet, remember the difficulty factor is ½) will be hit with a blast of otherworldly frozen fire that will do 3D10 + 3 damage (attacking at 90%). Armor protects only half against this damage. Furthermore, the real Malphas has a 75% chance of appearing. He will not be angry, just curious. He may be interested in taking a mortal back to the 7th plane for study. The glass in the windows will reseal in 1D10 hours.

A Perception roll is required to discover the secret door in the south wall (difficulty factor of 3).

A Perception roll (difficulty factor of 4) made on the iron altar will reveal a hidden compartment on the side facing the windows. Inside is a small, black sphere. This sphere is magicked to continually produce an image of a giant black crow 10 feet above it. Rapping the sphere sharply will cause the image to disappear. Rapping it again, to reappear. Additionally, there is a sack containing 470 Copper Farthings, 350 Silver Pennies, 4 Gold Shillings, and a gem worth 73 Silver Pennies.

L-8

Ceiling Height: 10 feet.

Occupants: A large bronze basin (3 feet in diameter, 2 feet deep) occupies the center of the room. It is covered outside and in with mysterious, undecipherable runes and glyphs. The basin is empty. There is a large

cabinet (8 feet tall, 4 feet wide, and 2 feet deep) on the south wall. The walls are painted a flat gray color.

Contents: This was a room of ceremonial purification. The bronze basin is worth about 4,000 Silver Pennies to an Adept of the College of Greater Summonings. Inside the cabinet are Wulgreth's ceremonial robes. They are in excellent shape. There are several boxes on the cabinet's shelves. Inside one is a ceremonial gold dagger worth 5,000 Silver Pennies to a Greater Summonings Adept, but only 50 Gold Shillings for its gold value.

In a second box are 15 different types of incense. The incense is non-magic but has an intrinsic worth of 300 Silver Pennies. In the third box is an iron mask that resembles the head of a crow. Wearing the mask (which lowers a character's Physical Beauty by 15 when worn) will allow the character to see through deception and illusion. Additionally, the character may summon a flock of crows to his aid at any time (GM discretion is necessary in the use of this item). The mask is worth 1,000 Silver Pennies (only if its magic nature is known; otherwise the value is 50 Silver Pennies). Additionally, there is a silver broadsword.

L-9

Ceiling Height: 10 feet.

Contents: An iron stove dominates the room. Several large copper kettles and iron pans are scattered about. A freshly slaughtered elven corpse (skinned and gutted) hangs from the ceiling on a meat hook. Doors lead to L-1 and outside. The latter is bolted from the inside. It may be opened using a Physical Strength roll (difficulty factor of ½).

Comments: This was and is a kitchen. There is a 50% chance that a fire will be going in the stove and that it will be hot to the touch. The corpse is both a warning to intruders and a later dinner for Grask (Grask is really quite a gentledevil; he just has unusual eating habits).

FLOOR TWO

L-10, L-11, L-12

Ceiling Height: 9 feet.

Contents: Small fireplaces, warm, comfortable beds (with clean smelling bed linens), chests of drawers and large foot lockers.

Comments: These are guest bedrooms. The linens magically change every day and the rooms are always clean. Anything left in this room overnight will be found polished, mended, and clean upon the following day. In the foot locker at the end of each bed is fresh clothing. Inside will be three changes of clothes that will fit whomever opens the box. This will work every time. One set of clothes is extravagantly dressy, another set is comfortable and casual, and a third is sturdy travelling clothes. The box in room L-11 has a glitch in it. It will provide clothes of the opposite gender that will fit the box opener. The chest of drawers is magical in that any normal item that a character might need is in the cabinet. This does not include large amounts of coinage, however (up to 30 Silver Pennies per day may be removed from the chest of drawers). Also, only things that would normally fit in a dresser drawer will be found

therein (no wagons, halberds, full suits of plate armor, etc.).

L-13

Ceiling Height: 9 feet.

Contents: This is a cluttered, cushiony, warm apartment-type room. There is a bed, many bookcases filled with books, scrolls, knick-knacks, strange bottles, stuffed animal specimens, small boxes, and so forth. Several large comfortable chairs sit about the room. Numerous paintings hang on the walls, some by ancient masters of the craft.

Comments: This room is Grask's apartment. He has collected much of the valuable or homey items from around the house. His bed, footlocker, and chest of drawers function like those in the three guest rooms. Most things in the room have some value. The library contains many scholarly books, but most are obsolete and of little worth. The knick-knacks are worthless. The paintings are valuable. Each painting has a value of 1D10 x 1,000 Silver Pennies. However, they are bulky. Furthermore, they are painted on wood panels, not canvas. A character may carry two paintings (there are 10 paintings in all), but can do nothing else. If paintings are damaged in some way, roll 1D100 and treat the result as a percentage of damage. The same percentage of the painting's value will be deducted from the value of the painting. If the painting has suffered over 60% damage, it is worthless.

GRASK

The devil, Grask, formerly assisted the evil Adept, Wulgreth, as a demonic companion. Wulgreth's death and subsequent existence as a revenant placed Grask in an uncomfortable situation. The passing of his master trapped the devil on the mortal plane. As his last living command, Wulgreth ordered Grask to destroy all those living in the village. Faced with obviously superior numbers, the wiley Grask returned momentarily to another plane. He rationalized that it was wiser to eliminate the villagers at his leisure, from safe ambushes. In his haste, he forgot the time differential between dimensions.

Grask returned in what was but an instant for him to find his master allegedly dead and the laboratory in shambles. Assuming Wulgreth had died and his bond to the accursed mortal was ended, Grask attempted to return to his home and failed. He was still bound. Wulgreth no longer lived, and yet he was not dead, at least not completely. Laws outside the realm of time compelled Grask to his last task.

Starting with stray children, villagers began to disappear one by one. As fear spread, Grask and the ever-encroaching forest quickly emptied the city of its inhabitants. Still, even in an abandoned village, the task remained incomplete. Grask could not kill *everything*. If even one tiny beetle remained in the confines of the village boundaries, the devil's task remained unfinished.

Two choices remained: destroy Wulgreth, or obtain a release from bondage from the undead sage. The discovery of an entrance to Wulgreth's dark tomb revealed that it amused the Adept to see his servitor in

torment. The command stayed. The same laws that bound Grask to his mission also kept him from harming his master; at least from directly harming him.

Thus, Grask continued his burdensome task. He would not be free until every living being in the former city of Karse was dead, including bugs, squirrels, rabbits, deer, and any occasional humans who may be foolish enough to enter. Unless, of course, they are willing to strike a bargain.

Grask is a devil, with all the devil's attributes. While devils have no natural skills, his task and long existence on the mortal plane have endowed him with a Rank 10 Assassin's ability to cause grievous injury. Furthermore, Grask's patron demon, Malphas, "President of Deceivers," granted his earth-bound vassal a boon. Grask can change color at will. He does not have to remain his natural fiery red. The devil is a member of the Darkness branch of the College of Celestial Magics and has a Rank 10 ability in all the Talents, Spells, and Rituals of the College. His characteristics are as follows:

PS: 29 MD: 19 AG: 19 MA: 34 EN: 27
 FT: 38 WP: 24 PC: 23 PB: 2
 NA: 5DP

Grask is under geas to slay all living beings in the city (or what remains of the city) of Karse. However, he is also willing to bargain with adventurers. He cannot directly harm or destroy his master, Wulgreth. However, he can coerce others to perform the deed for him. If adventurers will agree to destroy Wulgreth, the devil will reveal to them the location of Wulgreth's treasure hoard. This is the truth. Grask is desperate and is willing to try anything — even honesty. If the players press the bargaining, they have a chance of gaining additional concessions.

Each player has one chance to bargain for one of the following magic items possessed (but never used) by Grask. To do so, they must make a percentile roll of under their Willpower x 2. A Merchant will add his Rank x 2 to this number.

Grask's magic items are a selection of four talismans that he has invested with Celestial Magics.

1. A fist-sized glass ball, etched with spiderweb markings; contains Celestial spell S-7 (Rank 10), Web of Blackness. Two uses only.
2. Cloak of Vagury. A black cape/cloak; contains two uses of spell G-9 (Rank 9), Spell of Walking Unseen.



3. Wings of Darkness. This is a foot-long rod of black wood with two bat wings affixed to one end. It contains four castings of spell S-5 (Rank 11), Shadow Wings Spell.

4. Dust of Fear. A bag containing one handful of black powder. Throwing the full contents of the bag at a creature will cause it to be affected by spell S-13 (Rank 9), Spell of Fear.

These items can only be gained by bargaining with the devil, since he stores them on another plane. Grask will explain the use of an item to the character who is receiving it.

L-14

Ceiling Height: 9 feet.

Contents: A black, velvet drapery hangs across the opening to the chapel in L-7. The floor is made up of black granite tiles. A wooden balcony railing runs across the opening to the chapel.

Comments: The former purpose of the room is obscure. It may have had something to do with summoning rituals or it may have been a library of some kind.

L-15

Ceiling Height: 9 feet.

Contents: The walls of this room are lined with empty bookshelves. A large glass door opens out onto a balcony.

Comments: There is a secret door in the book cases to the left of the entry hall. A Perception roll (difficulty factor of 4) is required to spot this entrance. It is trapped with six spring-loaded sword blades that will zing out if the trap is not disarmed first (the trap was made by a Rank 6 Mechanician). 1D5 blades will strike home with a 75% chance of doing +4 damage. The secret door leads up a stair that goes up to the attic.

THE ATTIC

L-16

Ceiling Height: Gabled ceiling is 7½ feet tall at the ridge.

Contents: This dusty room is empty except for a pentacle/circle of power chalked on the floor and an iron box near it. A ladder leads up to the cupola.

Comments: This is where Wulgreth did his actual summoning of demons. Inside the box is a pure copper shield that will protect against demonic Dukes (worth 3,000 Silver Pennies) and a lead shield that will protect against demonic Presidents (worth 4,200 Silver Pennies). This room is also an exit from Wulgreth's Tomb (but not an entrance). The ladder to the cupola will permit one way movement (out) only. To get back into the building, the character must say "Malphas."

THE BASEMENT

L-17

Ceiling Height: 7½ feet.

Contents: The stair from L-5 leads down to this hall. The floor is hard-packed earth. The door to L-18 is locked. The door at the east end of the hall looks like the door to a large vault.

Comments: The lock on the door to room L-18 may be easily picked but the lock has a Rank of 5. The vault-type door leads to a

hanging doorframe in room T-16 of the Ruined Tower (see Special Encounters). It is a 5-foot leap to the nearby ledge. Re-entering the gateway from the Tower side will take a character to location of Wulgreth's Tomb.

L-18

Ceiling Height: 7½ feet.

Contents: The floor is hard-packed earth. All sorts of dried foods are kept in this room, along with other goods necessary to run a household.

Comments: A Perception roll (difficulty factor of 5) is required to spot the secret door in the east wall.

L-19

Ceiling Height: 10 feet.

Contents: A large oaken door with a heavy oak bar across it occupies the eastern wall.

Comments: The door in the east wall opens up on a passage leading from Wulgreth's laboratory to the tunnels beneath and inside the Pillar of Karsus. The tunnel is 6 feet square.

L-20

Ceiling Height: 7½ feet.

Contents: The shelves that line the walls are packed with vials, amphorae, sealed jars, cannisters, bottles, flasks, glass tubing, powders, liquids, crystals, oils, salts, globs, and lumps.

Comments: This is Wulgreth's alchemical store room. There is a 65% chance that any alchemical item needed will be in the room. Values will depend upon the rarity of the item in the GM's campaign.

L-21

Ceiling Height: 20 feet.

Contents: The floor of the basement drops roughly 12 feet to the floor of this pit/cell. Locked iron bars seal the room. A set of keys that will open the bars hand next to the door.

Comments: This is where Wulgreth kept an occasional prisoner. In the bottom of the cell are the skeletons of four long dead kobolds.

37. THE DARK GLADE

When Wulgreth slew the 13 citizens of Karse, he cast magical acorns into them. The acorns killed them immediately. After the 13 were interred in heroes' graves in the city burial grounds, the magical acorns grew rapidly, nurtured by the body fluids of their victims. Within a week, sturdy, unkillable seedlings of pitch black coloration began to climb skyward. In a year, they were full-grown, hoary Dire Oaks. This grove of the 13 original Dire Oaks still stands. Now called the Dark Glade, it is the center of the Enchanted Wood.

This glade is dedicated to the powers of Darkness. It is unholy ground and very rich in mana. The Dark Glade is irregularly shaped and filled only with low grass and weathered tombstones.

The souls of the 13 original victims are trapped in the trees that sprang from their bodies. These souls are not evil, but they are trapped in this plane. As long as the 13 original Dire Oaks live, the forest will retain its magical nature. If the souls are freed, the Dire Oaks will become normal oaks and the

Wood will become a more normal forest (although still thick with danger and odd occurrences).

Only two things will kill the 13 Dire Oaks. The Iron Axeman's axe will bite into the wood and can chop them down. If all 13 are destroyed in this manner, the wood will slowly become normal. However, doing this will increase the danger level in the Wood from 30% to 75% as creatures attempt to save their forest from destruction. Furthermore, the trapped souls in the trees are forced to defend their prisons. When a tree is threatened, its soul will step out and attack. Use dryad characteristics, but the touch of a Dire Oak soul will do 1D10+2 points of damage in the same manner as a wight or wraith. Armor does not absorb this damage.

The other method to destroy the Dark Glade is to slay Wulgreth. When the evil wraith truly dies, his spell over the trees ends. The souls are not freed, but instead become normal dryads, living out their life span in normal oaks.

When the wraith, Wulgreth, dies, all the Dire Oaks in the forest become regular oaks (although of a variety of kinds).

It will take a long time for the excess mana in the Wood to drain away, but eventually the boomboos will become bamboo, and the strange weather will become more nearly normal.

VII. Wulgreth's Tomb

Not long after the townspeople of Karse killed and buried Wulgreth, a massive black pyramid erupted near the edge of the city, shattering many buildings and taking several lives. Modestly carved on each facing of the massive monolith was the name "Wulgreth."

Though the surface of the pyramid was searched in minute detail, and numerous shafts sunk around the edge, no entrance could be found. All who came near could sense the presence of evil within, yet nothing could be done. Even Astrologers said that the answer to the pyramid's puzzles lay in the future. So the people and the pyramid waited as the city died around them.

Deep within the ebony structure lies the lair of Wulgreth, former demon-summoner and now a wraith. Protecting him now are his legions of undead. These creatures lie in restive wait for those who would trespass in their master's domain. If characters can brave the terrors of the Tomb, they will come face to face with the lord of the Enchanted Wood.

38. WULGRETH'S FOLLOWERS

Wulgreth's followers consist of the undead. In addition to the denizens who guard the entrance to the Tomb (the Ruined Tower), the earthy floors of his crypt are the resting places of many lesser and greater undead. Except in room W-4, whenever a section of earthen floor is passed over, the undead entombed in that parcel of ground will swiftly claw their way to the surface.

The procedure works as follows: Whenever living characters pass over a 5-foot section of ground, the creature buried beneath will awake and erupt almost instantly to the surface. It will be just one creature, randomly determined on the Tomb Encounter Table. All monsters will have average characteristics. If the roll indicates an encounter from the Ruined Tower, use the encounter table from that section. The monster or group of monsters will appear from W-1.

To use Wolgreth's Tomb Encounter Table, roll 1D100. Except for the Ruined Tower Encounter, the indicated monster will boil up out of the ground in the character's wake. Roll once for each 5-foot section of ground crossed.

39. THE TOMB

There is only one way into the Tomb of Wolgreth. That entrance is in room T-16 of the Ruined Tower. Furthermore, there is only one way out, and that is through the dark well in room W-4 of the Tomb. That exit leads to one of four places scattered about the Wood. Very few living creatures enter Wolgreth's Tomb, and fewer leave.

The floors of the Tomb are all of loosely packed earth. The undead who guard Wolgreth lie just under the surface of the dirt. These undead will automatically attack living creatures who do not serve their master.

The crypt is divided into two sections. The lower crypt houses the undead. The upper chamber is where Wolgreth sits pondering the activities of the Wood, surrounded by foul Dire Oaks. An unusual passage connects the two portions.

W-1

Ceiling Height: 7½ feet.

Comments: This opening is the entrance to the Tomb. From this side it appears to be a 5-foot deep niche in the wall. If re-entered from this side, nothing will happen. Encounters from the Ruined Tower will appear here.

W-2

Ceiling Height: 30 feet at the peak of the groin-vaulted roof.

Occupants: This is the primary resting place for the undead who guard Wolgreth. Whenever living creatures pass over a 5-foot section of floor (as gridded off on the map), a malevolent undead will burst upward to attack the intruders.

Contents: This massive, black-walled room has a high, groin-vaulted ceiling. The floor is loose, lightly packed dirt. The walls are pierced at regular intervals by 5-foot wide openings. At the far end of the chamber is a 5-foot wide door constructed of heavy oak planks and hanging from heavy hinges.

Comments: The side passages lead eventually to W-3, the unusual shaft up to room W-4. The entrances to the side passages are each protected by a Warding. A Rank 5 Ward will cast a Rank 9 Spell of Starfire (Celestial Magics, S-10) for (1D10-4)+9 points of damage. Five hours were spent setting up each Ward (adding 15% to the Base Chance). The bolt of Starfire is set off by any living creature that does not serve Wolgreth that at-

tempts to enter the side passages. The bolt seems to come from somewhere in the ceiling.

There is only one undead for every 20 feet in the side passages, but 10 is added to dice rolls on the Encounter Table.

The oak door at the far end of the room is a false door. It will not open.

W-3

Ceiling Height: 87½ feet to the top of the shaft.

Contents: This is the shaft that connects the two levels of the Tomb. Iron ladder rungs are set into the stone of the shaft's north wall. The rungs go upward into the darkness.

Comments: The rungs are a trap. For each 10 feet a character climbs (either up or down) on the ladder, his weight will increase by a full gravity (climb 10 feet and your weight doubles; climb 20 feet and it triples, etc.). Because of this, a character will have a chance of falling. Each 10 feet that the character climbs, he must make a Physical Strength roll (difficulty factor of 5, but the character must first divide his Physical Strength by the number of gravities pulling downward on him). A character who has a PS of 15 and has 3 gravities pulling on him must make a Physical Strength roll of 25 or less to keep from falling. For each 10 feet that a character falls, he will take 1D10 damage multiplied by the number of gravities pulling on him at the time of the fall (the example preceding would take 2D10×3 damage).

There is a way around the trap. The west wall has its own gravity. Its vertical surface can be walked on as if it were horizontal. A character who studies this wall and makes a Perception roll (difficulty factor of 1) will figure this out.

At the top of the shaft is a ledge that leads into room W-4. The ledge opens up onto a very shallow platform. The view of the room is obscured by the Dire Oak directly in front of the opening. The Dire Oak is the only way down to the floor. It must be climbed. Characters doing so must make an Agility roll (difficulty factor of 5).

W-4

Ceiling Height: 80 feet to the point of the pyramid shaped ceiling.

Occupants: Wolgreth the wraith and 1D10+3 randomly determined undead reside in this chamber.

Contents: The 60-foot square room is circled with dark Dire Oaks that seem to thrive in the confines of the Tomb. Their leafy boughs hide the black walls. Low shrubbery lines the walls. Otherwise the ground is bare of cover.

Like the other areas of the Tomb, the floor is loosely packed earth. In the center of the room is a square, well-like opening that gives a faint blue-green glow, providing the only illumination in the chamber. Directly to the north of the well is a shiny black throne that bounces back the well light in eerie dancing patterns. Wolgreth will always be seated on the throne.

Comments: This is Wolgreth's Lair. It is consecrated to the Powers of Darkness and is considered unholy ground. The undead who protect Wolgreth in this chamber are out of

sight beneath the dirt. They will rise only at Wolgreth's command.

WULGRETH

The coming of Wolgreth the Wondrous to the small city of Karse was an occasion of great note. At last, a mighty sorcerer had come to take up residence in the city, accompanied by a troupe of unusual followers. He took up residence in the city's better quarter and did little else of note for years. Those who visited him during that time saw only a smallish man with tired eyes, drooping mustache, and thinning hair. Whispered rumors told of colored lights burning all night in the Adept's home, but those things were to be expected of a magician. But then, no one really knew just what type of magic he performed.

Wolgreth had heard the legends of the Pillar of Karsus. Through the practice of his demonic magics, the Adept gained the knowledge about the mythical heart that beat within, and the powers that the heart's blood could confer. Wolgreth lusted after such power, seeking the possibility of eternal life. Along with his followers, he travelled to the far off Vale of Karse and dwelt in the city at the base of the fabulous Pillar.

With gold and gems, he purchased the home of a recently deceased merchant and set up his household. All of Wolgreth's servants were unusual. A tall man of seemingly living armor guarded the mage night and day (Jhinkelshod, the Iron Axeman), a beautiful woman occasionally accompanied him at social occasions (actually a doppelganger), and a pair of large, vile looking dogs tolerated the approach of strangers, restrained only by feeble looking leashes (actually a pair of hellhounds under orders not to ravage the populace). However, the beguiled residents of Karse never saw Wolgreth's servant, the devil Grask, nor did they know of his visits from the demon Malphas, "President of Deceivers," the evil mage's patron demon. While keeping a benign front, Wolgreth bore no good intentions toward the city or the magic-filled Pillar from which it drew its name.

Wolgreth soon found entrance into the Pillar and explored the maze of tunnels created by the kobolds who dwelled within. Encounters with the diminutive earth dwellers were short and decisive. With kobold slaves, the mage soon found the goal of his quest — the legendary Heart of Karsus. It was a myth fleshed in reality.

A laboratory was created on the spot and many weeks and months were devoted to the study of the immortal being. Meanwhile, the sly doppelganger easily maintained Wolgreth's presence in the city.

On the right night, at the right hour, during the precise minute, in the presence of a dozen bleeding corpses, a summoned demon gashed the demi-god's pumping heart at a precise location. Great gouts of godly blood spurted out, to be eagerly lapped up by the bloodthirsty creature of Hell, who left well paid for his services. Blood continued to pour, but now the precious fluid drained into great glass tanks and flowed not through mighty veins, but slender tubes of copper and glass. Wolgreth, in his role as master Alchemist, began his vile task.

The blood of the Heart of Karsus was heated and cooled, refined and condensed, boiled and frozen, dehydrated and reliquified. After several years of secretive experimentation, Wulgreth at last had a potion that if taken regularly would allow life indefinitely. With the unlimited supply of blood from the monstrous heart, the evil Adept could live forever.

Unfortunately, the Heart of Karsus would not live forever. The demon's gash was grievous and the life ebbed slowly from the demi-god's great organ. Meanwhile, in the surrounding valley, crops began to fail, in-

fant were stillborn, livestock and human alike became infertile, ponds and lakes became stagnant, and the river heartblood itself became strangely rust colored. It was a time of evil omens. Wulgreth barely noticed all this. His visits outside the Pillar had become few and the doppelganger did well at its task of impersonation. However, one of these visits was to be his last.

Along with Holos Klete, one of his assistants, the mage had gone into the nearby forest to perform a vile ritual at the home of his former bodyguard, Jhingelshod. The Iron Axeman was not at home, but his family

was. They died painfully. So did a surprised Holos Klete.

Two days later, the Iron Axeman appeared in the city. He told the citizens of Wulgreth's deeds, of his demonic worship, of his wounding of the Heart. Enraged, the townspeople stormed the mage's home, slew, maimed, or drove off his servitors, dispatched his devil, and trapped him in his laboratory. Undaunted, the wizard faced his enemies and slew a dozen plus one before Jhingelshod's axe felled him. Thus did Wulgreth die.

But he did not remain dead. At least not completely. The citizens buried him in an unmarked grave outside the city. On the rising of the next moon, Wulgreth also arose as a wraith. He immediately sought out the revivifying blood/potions stored in the laboratory in the Pillar. However, a powerful forbidding set up by the Heart prevented the undead mage from entering, where it had been impotent against the living man before. Denied access to life, Wulgreth gathered his remaining servitors, excluding the supposedly unfaithful Grask, and began his plot to punish the residents of the city and — more important — to live again as a mortal creature.

Wulgreth's curse began as the acorns he had cast to kill the 13 townspeople rapidly sprouted and grew from the interred bodies to form the first grove of black-leaved, invincible Dire Oaks. With demonic aid, the sorcerer erupted a great black pyramid out of the ground and retired therein to work his evil. No living citizen of Karse saw the man-monster again.

As the grove of Dire Oaks magically grew to rapid maturity and rapidly spread to cover the valley, Wulgreth brooded. His followers established themselves in a tower some distance from the city and a magical link was established between the two places, along with several one way exits to other points about the swiftly expanding Wood.

Wulgreth never leaves the pyramid that has become his Tomb in death. He awaits those who would perform the task he seeks. A task that would bring him back to full life again.

The wraith, Wulgreth, is a smallish spirit, whose glowing eyes are small and close together. His spectral hair is thin, his limbs frail, and his face average. The wraith wears the long, wizardly robes he affected in life.

Wulgreth is a creature of unusual patience. He is willing to wait for things to happen. He is congenial to visitors, although a trifle condescending. He will try to afford what aid he can, as long (and only as long) as it suits his purposes. Wulgreth does no favors. He will not attack characters unless they attack first. If he controls the situation, he will never allow magical weapons into his presence, even though they will do him no harm.

Wulgreth has arranged for his followers from the Ruined Tower and elsewhere to capture a character from the players' party. He will trade the safe return of the captive for one or more flasks of restorative potion "C" from his former laboratory in the Heart chamber in the Pillar of Karsus. Once restored, the mage will offer the characters

WULGRETH



positions in his personal guard. Wulgreth's characteristics are as follows:

PS: 3 MD: 4 AG: 30 MA: 29 EN: 18
FT: 21 WP: 25 PC: 25 PB: 12
NA: None

In life, Wulgreth was Death-aspected. Formerly he was a member of the College of Greater Summonings. However, he is now Rank 9 in all knowledge of the College of Celestial Magics. Wulgreth is a Dark Mage. He currently uses no physical skills except to speak and read two modern tongues and three ancient languages.

Serving Wulgreth are a variety of creatures, including other greater undead, hell hounds, doppelgangers, and creatures of darkness. Wulgreth has never forgiven his devil servant, Grask. The devil is still bound to his last task, to destroy all living things in the city of Karse — a task that he can never complete.

The well is the exit from the Tomb. When one or more characters jump into the well, they are transported to one of four exits from the Tomb. Roll 1D10 on this table.

1-4 Room T-16 of the Ruined Tower

5-6 The Barrow (Special Encounters 29)

7-8 Room L-16 of Wulgreth's Laboratory

9-10 The Dark Glade

Characters will land as if they had fallen about 5 feet. Beneath the seat of Wulgreth's Throne is the following treasure: 800 Silver Pennies, 95 Gold Shillings, a massive golden jeweled bracelet worth 3,000 Silver Pennies, a scroll that teaches 4 Ranks of war hammer training, a magic gem that adds 10 to a character's Magic Aptitude, and a potion of healing (Rank 10).

VIII. Pillar of Karsus

Legend holds that the Pillar of Karsus is the petrified form of the mythical hero, Karsus of Karooloi, slayer of the Sky Worm and harbinger of the great flood (released when the worm bled). As the deluge caused by his foe's death rose, Karsus grieved that his acts had brought such misery. His grief petrified him and humanity saved itself by climbing to the peak of his stoney body. What remains of Karsus is a 3,000-foot butte of reddish stone, roughly 10 miles across at the base and 2 miles wide at the top.

For millenia, humans lived outside the Pillar. They worshipped the hero who had saved humanity. The Pillar became holy, and only priests and holy men of the city that grew at the Pillar's base entered onto it. The priests would ascend to a secret and holy place at the Pillar's summit, to converse with the godling himself.

Meanwhile, deep within the Pillar, the massive Heart of Karsus still pounded away, pumping lifeblood to the valley. All around it, the diminutive kobolds tunneled, always maintaining a respectable distance from the Heart itself.

The coming of Wulgreth changed everything. He enslaved the kobolds, wounded the Heart, and released its un-

checked magical energy into the valley. The events surrounding Wulgreth's death were enough to throw the precarious balance of powers in the valley into a frenzy. Suddenly, magical trees grew unstoppably. Magic beings and occurrences appeared and remained. The valley became mana rich. Eventually a giantish healer named Girundurangil came and set the balance back closer to normal, but not before the change had become almost irreversible.

Now the Pillar is occupied only by the kobolds. The magic forest laps at its base, but cannot climb up the steep slopes. Its steep red walls stand as a mute witness to all that occurs in the surrounding Enchanted Wood.

40. THE PILLAR

The Pillar of Karsus is a 3,000-foot butte of red limestone. It has no sedimentary striations, since its origin was magical, not natural.

The steep rock walls are dangerous to climb. If a character does try to climb the Pillar, subtract 30 from the usual chance of reaching the top safely. The roll must be made every 500 feet.

Two trails — the Priests' Road that leads to the summit, and the Far Trail that leads to an opening into the Pillar itself — wind up the sides of the Pillar. The Priests' Road takes 5 hours of vigorous exercise to climb. The Far Trail takes 3½ hours from base to opening.

There is no vegetation on the sides of the Pillar. However, at the top, there is a small, non-magical wood of common trees. The trees flank a small lake called Sky Lake by the few who know of it. The trees on the summit are not visible from ground level. The dense forest blocks the view of the top and the distance from the edge of the Wood is too great to discern any vegetation.

The contour lines on the map represent altitude increases of 500 feet.

The swift-running brook Heartstream flows out of Sky Lake and tumbles groundward in a series of waterfalls known as the Five Brides of Karsus. Beneath the second Bride is an entrance into the kobold tunnels. Heartstream eventually flows into the Heartblood river.

While travelling the trails on the Pillar, there is a 10% chance each hour that the characters will meet with an encounter from the Pillar of Karsus Encounter Table. Other creatures of the Enchanted Wood will not venture onto the Pillar.

Locations of Interest

The map of the exterior of the Pillar of Karsus provides the following areas of interest to the characters.

A. This is the start of the Priests' Road. It begins near the city of Karse Ruins and climbs slowly to the top. The trail is in good condition. It is wide, dusty, and occasionally partially blocked by small piles of debris. It takes 5 hours to climb this trail to Sky Lake. The trail to point "C" on the map takes 4 hours to climb.

B. This is the brook, Heartstream. It flows out of Sky Lake into Heartblood River. It descends from the summit in a series of 5 waterfalls of varying heights known as the

Five Brides of Karsus. One waterfall hides the entrance (C) to the kobold tunnels. The water is fresh and pure.

C. Priests' Road ducks behind this waterfall to enter into the kobold trails inside the Pillar.

D. This is the beginning of the Far Trail. It is used only by kobolds and tends to be in worse shape than the Priests' Road. It takes 3½ hours to travel this trail from base to end. The trail is steeper than Priests' Road and is more tiring to walk/climb.

E. This is a seemingly natural cavern that leads into the kobold tunnels. The gryphons are often found here.

F. Sky Lake is a calm, peaceful body of water that exists where no lake has a right to logically exist. Its origin is magical. Water is pumped upward from deep reservoirs to fill the lake. The lake is stocked with all manner of freshwater fish. The small wood that surrounds the lake is non-magical and is populated by many common trees. The wood is parklike, with little underbrush. Many game animals dwell in the wood. They are unafraid of man.

On the short, north shore of the lake is a glistening white marble structure of ancient design. The stone is fresh and unweathered, as if it had been built only days previously. The building looks like a small temple. A small stream of red liquid flows out of the building. Following the stream inward will lead to a small interior chamber, illuminated by hundreds of candles. Lying on a couch in the chamber is a large man of heroic proportions. Long white hair frames a strong face etched in agony. The man is bleeding from a grievous wound in his chest. The blood pours out and flows into Sky Lake. The man is unattended.

Comment: The man is a physical avatar of the demigod Heart of Karsus. It is bleeding from the partially healed wound inflicted by Wulgreth centuries before. The wound represents the inner wound that Girundurangil could not reach. If his chamber is entered, Karsus will acknowledge the presence of intruders a feebly whisper, "I am Karsus. I am dying. Will one of you give your life that I might live?" If no one offers, the godling will curse each member with a Rank 20 Major Curse of Lycanthropy. On each full moon, the afflicted characters will become were-cats, using standard house cat characteristics. All Lycanthropy rules apply. Karsus and the temple then disappear. A brief moment later, the characters will magically be transported to some place in the Enchanted Wood (i.e., they are lost).

If any character agrees to exchange his life for the godling, that character immediately dies. Karsus' wound magically heals and he is whole once again. The body of the dead character crumbles to dust (possessions and other clothes remain intact) and are scattered into the lake by a strong wind. Karsus will gesture toward the lake and a powerful looking person will rise up out of the water. It is the character who sacrificed his life for the godling. All of that character's characteristics have been raised permanently by 5 points. The character has also been aligned with the forces of light. The character's Magic Resistance against spells

cast by creatures aligned with darkness is raised 10%. This remains true as long as the character willingly aligns himself with the powers of light.

The godling Karsus will then disappear. For Karsus' characteristics, see Section 44.

G. The waters from Sky Lake flow outward through an aperture in the rockwall that shields the summit. Large items are seined out of the water by a clever stone grid. The grid magically clears itself of debris.

41. THE TUNNELS

Deep within the rusty rock of the Pillar of Karsus is a maze of tunnels created by the kobolds over the millennia. Two entrances lead to the tunnels from the surface of the Pillar and four more come from several places around the Enchanted Wood. The tunnels were carved at the whim of the kobolds and rarely lead in a specific direction. They just meander up and down, right and left, as they please. Average ceiling height is 8 feet.

The tunnels have a danger level of 40%. A check is made for each hour of travel in the tunnels. If an encounter is indicated, roll 1D100 on the Pillar of Karsus Random Encounter Table to determine the encounter. The encounter will always be with kobolds, although they may be accompanied by someone or something else.

Areas of the map marked by an "A" are rooms, possibly lairs or living quarters, that will have a 65% chance of being occupied by a random encounter.

Also whenever kobolds are indicated as an encounter on any other encounter table in this adventure, use this table to determine the composition of the group. Descriptions for the special groups follow.

42. KOBOLDS

While Girundurangil is the fierce figurehead, protecting the living Heart of Karsus from all manner of intruder, the kobolds form the maintenance crew who tend the Heart. Without the constant care of the diminutive creatures, the might Heart would waste away into nothingness, and the fertile Vale of Karse would waste away with it.

Long before the giant came to the valley, the kobolds thrived in their ancient tunnels. Even their own oral legends do not say when the kobolds came to the valley. Humans and kobolds shared peace. For millennia, the humans declared the Pillar of Karsus to be holy ground and made it taboo to trespass. The humans were happy, the kobolds were undisturbed.

The coming of Wolgreth changed that. The evil sage enslaved the defenseless kobolds, forcing them to burrow a path to the chamber of the Heart. Wolgreth's vile experiments damaged the Heart's ability to survive. The Heart of Karsus was dying. An internal hemorrhage slowly leached the life from the immortal being. The kobolds could do nothing. They knew naught of healing and still covered in Wolgreth's bondage. In agony, they watched the valley's life drop slowly into the evil alchemist's beakers and flasks.

Without warning, things changed. Wolgreth died. The yoke lifted — yet, Karsus

still withered. Valiantly, the kobolds struggled to save their deity.

Somewhere a black monument arose, a green plague spread, a city died, and time passed.

A century passed and blood still flowed freely, but nourishment and care from the kobolds staved off the being's death. On the eve that marked the centennial of the Heart's first wounding, a young giant, a healer named Girundurangil, appeared. Quickly, the traveller appraised the situation and applied his art. Karsus healed, but not completely. The giant was too large to reach the inner wound that truly endangered the entity. The giant stayed on as protector to the Heart and to the Heart's people.

The kobolds will follow Girundurangil into the maw of Hell if necessary. Such is their loyalty to their protector. Even more, they will die before they let the Heart of Karsus be damaged again. There are roughly 200 kobolds occupying the Pillar of Karsus.

Except for the following four groups, all the encountered kobolds are armed with daggers and hammers and wear no armor.

Feldspar Scroll-Scry is a normal kobold, except that he is a Rank 5 Astrologer and a Rank 4 Alchemist. He is also Rank 8 at speaking and reading the Dwarvish language, Rank 7 at reading and speaking the Elvish tongue, and Rank 10 at reading and speaking the Common Tongue. Feldspar dresses in a flowing, tattered and faded red cloak with myriad pockets. In his pockets are the following items of interest:

- A scroll in Common telling of Wolgreth's Tomb.
- Five scrolls in Dwarvish inventorying treasures to be found in the Pillar.
- A scroll containing the College of Fire Magic spell S-9 (Spell of Hellfire). It may be cast by anyone who can read Common at Rank 9 or better. It is cast at Rank 5 ability for D+11 damage. It may be used once per week.
- A vial of glowing red fluid, resembling blood. This is the blood of the Heart of Karsus, distilled into a powerful potion by the evil mage, Wolgreth. Drinking it will restore and heal all damage taken by a character.

Feldspar is the master researcher for the kobolds. He is highly respected. He goes around unarmed. The kobolds accompanying him will be armed with daggers.

Haresplitter is the kobolds' master hunter. He is a Rank 6 Beast Master and a Rank 5 Ranger. He and his followers will be armed with daggers, short bows, and swords. Normally they will be carrying some form of recently killed small game. Haresplitter's specialty environment is woods. All of his followers will be Rank 2 Rangers. Half will be woods specialists, and half cavern specialists. Haresplitter carries three doses of healing herbs that will cause curing (see Ranger skill) as if done by a Rank 5 Healer.

Rinkelburrow is the chief tunneler for the kobolds. He is a Rank 3 Mechanician and a Rank 4 Spy. He and his followers are armed with daggers, shovels (treat as maces for D+3) and hammers. They are not fighters, but are burly and strong. Rinkelburrow normally carries three gold nuggets worth 100 Silver Pennies each.

Grayfather is the oldest kobold in the Pillar. He is a Rank 15 Troubadour. He appears incredibly ancient and usually hobbles along aided by some member of his audience. When encountered, he will always be singing. The old kobold knows the entire history of the area and is always willing to tell it. However, he will always start at the beginning of the tale. The full telling of the tale about the Pillar of Karsus, the atrocities of Wolgreth and the coming of the protector takes 10 hours to tell. Once the tale is started, the old man will not stop. If any try to leave, he will use his abilities to charm them into staying. He speaks the Common Tongue at Rank 10. Grayfather carries only a mandolin. His followers are normal kobolds.

While the giant Girundurangil may be friendly toward visitors, the kobolds do not fully trust any who enter the Pillar. They have a further dislike for Princess Tianna Skyflower and her elven band. Characters who are encountered in the company of elves are counted as mortal enemies.

The gryphons who inhabit the Pillar are both symbols of Karsus and pets of the giant. They are loyal to their master and friendly with the kobolds. If a gryphon is encountered alone in the Pillar, it makes no distinction between enemy and trespasser: it will attack. The presence of kobolds or the giant mollifies the fierce beasts, as long as no threats are made against their masters. Use standard gryphon characteristics for these creatures.

The bears who inhabit the Pillar are the pets/companions of the kobolds. With the coming of the magic forest to the Vale of Karse, the bears made their way to the Pillar. In return for food and kind treatment, the bears act as guardians. The bears rarely attack first unless commanded to do so. However, they will attempt to restrict the movement of intruders. Use standard bear characteristics for these creatures.

43. ENCOUNTER AREAS IN THE TUNNELS

A. All the areas marked with a circle on the tunnel map are permanent habitations of kobolds. There is a 65% chance that a random kobold encounter will be in this area. Additionally, the room will contain some furniture and have a 35% chance of containing treasure. The formula for treasure is 1D100 Silver Pennies multiplied by the number of kobolds in the room. Each bear or gryphon present will add 1D10×3 Gold Shillings to the treasure. The treasure will always be concealed.

P-1

Occupants: There is a 45% chance that one of Girundurangil's gryphons will be present in here. There is also a 35% chance that a random group of kobolds will be guarding this entrance.

Contents: The opening to the outside is a medium-sized cave. The cave has a sandy floor. At the far end of (deeper into the cave) there is a massive wooden door. The Far Trail descends down the side of the Pillar from this point.

Comments: The gryphons enjoy the setting sun from this vantage point. The door into

the tunnels is never locked or bolted. It does squeak loudly upon opening, however.

P-2

Occupants: There is a 25% chance that a band of kobolds will be guarding this entrance.

Contents: A shallow, wide opening behind the second Bride of Karsus Waterfall leads back to a tall wooden door bound with bronze. The floor is wet, slick stone. The entrance leads to the Priests' Road which descends down the side of the Pillar from this point.

Comments: This entry way is a dangerous place to fight or run. Any quick or violent actions made in this place require an Agility roll (difficulty factor of 4). Otherwise, the character will slip and fall. There is a 10% chance that such a fall will tumble the character down the side of the Pillar. The door is unlocked and opens on to a corridor.

P-3

Ceiling Height: 12 feet.

Occupants: The Heart of Karsus beats away in this chamber. The Heart and its abilities are described in Section 44. There is also a 35% chance that a band of kobolds will be in here defending the Heart.

Contents: The room is about 50 feet in diameter. Near the east edge is an exposed section of the Heart of Karsus. The Heart section is at least 12 feet tall, stretching from floor to ceiling. It pulses slowly in and out. Elsewhere about the room are various types of alchemical equipment. Much of the equipment is badly damaged. A locked cabinet shows the efforts of many opening attempts. A heavy lock keeps the cabinet tightly closed.

Comments: This is the wizard's access room to the Heart of Karsus. Here Wulgreth performed his vile experiments on the Heart. The Heart is massive. It may be as much as a mile in diameter. Still, Wulgreth hurt it badly. Normal and silver weapons cannot damage the Heart. Magic weapons will do damage equal to the number of Ranks that they raise the character's ability. For damage to be significant, it must exceed 1,000 points. Up until that point, the Heart will not bleed externally.

The kobolds destroyed most of Wulgreth's laboratory equipment. All that really remains intact is the massive unbreakable wooden cabinet. The strong iron lock on it prevents opening by all but the most skilled thief or spy. The lock is Rank 8. Inside the cabinet are the potions required by Wulgreth. They are made from the potent blood of Karsus. The potions consist of a flowing red fluid resembling blood. There are three potencies of potions. The potion marked "A" will heal all damage taken by a character when the full potion is imbibed. There are 10 such potions. Potion "B" will fully heal a character *and* add 10 years to the character's natural lifespan (this can also reverse a curse of aging). There are 4 such potions. Potion "C" will perform all of the above and bring any character or creature back to life, regardless of how long it has been dead. There is only one such potion. Each "A" potion is worth approximately 2,500 Silver Pennies. Each "B" potion is

worth at least 10,000 Silver Pennies. The "C" potion is almost priceless. It can be sold (if the right buyer is found) for up to a million Silver Pennies. Wulgreth wants potion "C." However, the kobolds will not permit these treasures to leave the Pillar.

P-4

Ceiling Height: 5 feet.

Occupants: There will always be a randomly determined kobold group here. It will be of the largest size indicated for that group.

Contents: This room is sealed by a door and locked by a Rank 5 lock. The room is stacked high with all manner of treasure.

Comments: This is the kobold treasure room. Much of it has been gathered over the millennia from lost treasure troves. The treasure consists of the following items: 4,700 Copper Farthings (or copper ingots of equal value); 300 Gold Shillings (or gold nuggets of equal value); a necklace worth 142 Silver Pennies; a red gem worth 308 Silver Pennies; a gemmed helmet worth 657 Silver Pennies; a gemmed broadsword scabbard worth 601 Silver Pennies; a bracelet worth 38 Silver Pennies; a scintillating blue gemstone worth 2,500 Silver Pennies; one "A" potion like those in the cabinet in room P-3; a magic bracelet that contains four Rank 3 Strength of Darkness Spells (Celestial Magics, spell G-8); and a magic potion that will permanently raise the Physical Strength and Magical Aptitude of a character by 6.

P-5

Ceiling Height: 15 feet.

Occupants: There is a 35% chance that the giant, Girundurangil will be in his home.

Contents: Several pieces of roughly constructed furniture set about the room. They are large. The bed is 11 feet long. Large bear skins cover the bed. A huge axe hangs on the wall. A large, dusty box occupies the northeastern corner. A large wooden barrel sits in the southeastern corner.

Comments: This chamber is Girundurangil's living quarters. All the furniture is scaled to his 10-foot frame. The bear skins come from pets who died of natural causes. They are well tanned. Each skin is worth roughly 50 Silver Pennies. There are 15 skins.

GIRUNDURANGIL

Girundurangil is the self-appointed protector of the Heart of Karsus. The crusty stone giant and his followers inhabit the maze of tunnels winding through the Pillar of Karsus, occasionally foraging in the forest for provisions.

The giant first came to the Pillar in his youth, lured by the lurid legends surrounding it. Instead of pillaging, he came to heal and earned the loyalty of the kobolds who had long dwelled therein. Over the years, his entourage and abilities grew. Girundurangil takes his task seriously, welcoming visitors, but not tolerating intruders.

If characters are caught in the tunnels of Karsus without the giant's permission, they will be dealt with according to their offense. Trespassers will be ejected from the Pillar with a stern warning. Thieves will be imprisoned and forced to serve as menials for

GIRUNDURANGIL

1D10+2 months. Murderers will be imprisoned for 1D10+5 years if they kill but one person (the giant considers kobolds, gryphons, and bears as persons). Mass murderers will be imprisoned for 10+1D10 × 5 years. Characters attempting to harm the Heart of Karsus will be slain outright.

Should characters go openly to his gate, introduce themselves, and act in a friendly manner, the giant will deal with them in a friendly fashion, even to the point of showing them around his domicile.

Girundurangil is a tall, gnarled stone giant in his prime. His fiery red hair and beard sharply contrast his slate gray skin. He normally appears distracted, as if his mind is elsewhere; but on occasions, such as the appearance of visitors, he reacts with unusual gusto and energy. The giant dresses in gray, green, and brown clothing of modest cut.

Under his clothes, Girundurangil always wears his chain mail hauberk. In battle he carries his massive mace and an equally large kite shield. He is Rank 5 with the mace. Other abilities include Rank 8 Healer, Rank 5 Beast Master, and Rank 4 Alchemist. He is a mage of the College of Earth Magics, following the pacifistic branch. Girundurangil's characteristics are as follows:

PS: 30 MD: 10 AG: 18 MA: 15 EN: 20
FT: 23 WP: 15 PC: 5 PB: 10

Girundurangil's aspect is the Fall Stars, and he knows the following spells of his College (Spell Code/Rank Achieved): T-1/10, G-1/8, G-2/5, G-3/3, G-4/2, G-5/3, G-6/8, G-7/2, G-8/6, G-9/4, G-10/5, G-11/2, Q-1/4, S-2/3, S-7/2, S-10/3.

The giant also possesses a pair of magical items. Around his neck he wears Syndar's Sphere of Sleep. Twice per day he may call upon it to cast a Rank 5 Spell of Enchanted Sleep (College of Enchantment and Enchantments, spell G-3). The sphere, which resembles an egg-sized globe of milky crystal, has a Base Chance of 30% against one target.

The second item is the Ring of Starfire which contains 10 Rank 15 charges of the Starfire Spell (College of Celestial Magics, spell S-3). The spell will do (D-4)+15 points of damage to its target. The ring is on the giant's lefthand ring finger.

Girundurangil can summon up an earth elemental to do his bidding. The giant has named his servant Thunderfist. Like most elementals, Thunderfist is a surly sort. His characteristics are as follows:

PS: 50 MD: 15 AG: 14 MA: No EN: 20
FT: 30 WP: 17 PC: 20 PB: 7
NA: 8DP

In combat, Thunderfist may strike twice per pulse without penalty and will do D+9 damage when he hits.

The dusty box is locked with a Rank 4 lock. The box contains a set of elegant clothing for a giant. The clothes are somewhat tattered and faded. Beneath the clothes are three books that, if read (Rank 9 is required in the giantish tongue of Girundurangil) will raise the reader by 1 Rank as a Healer (total of 3 Ranks possible). Beneath the books is a tattered black cape. When worn, this garment will render a character completely invisible at night. The barrel contains a light wine made from mirth melon

(see Section 13 for details). The wine has the same effect as the fruit. There are roughly 6 gallons of wine in the barrel. The mirth melon wine has no effect on giants. A trio of diaries lie next to the bed. They describe each patient treated over the last century and a half. They are not interesting reading.

P-6

Ceiling Height: 9 feet.

Comments: This is one of the passages that leads out into the Enchanted Wood. It is a long, straight corridor, wide enough to drive a small wagon through. It ends in a well-hidden door in the side of a small hill. The door is bolted from the inside. From the outside, it is hidden by overgrowth. This entrance is often used by the kobolds and giant for their forays into the Wood.

P-7

Ceiling Height: 4 feet.

Comments: This is one of the two passages that lead to the city of Karse. The passage is wide enough to allow two people to walk side by side. Like the other three passages out of the Pillar, it slopes downward and travels just beneath the surface of the earth. This tunnel is 3 miles long. Under the city it splits into 3 tunnels. Entrances to this tunnel are occasionally encountered in the city. This corridor opens up on the grand cavern (P-10).

P-8

Ceiling Height: 6 feet.

Comments: This passage leads to the basement of Wulgreth's Laboratory. The kobolds constructed it during their period of enslavement to the evil wizard. It opens up into room L-19 of Wulgreth's Laboratory (in the Basement). The door is barred from the basement side.

P-9

Ceiling Height: 10 feet.

Occupants: There is a 25% chance that a band of kobolds will be in the room, plus one bear.

Contents: The walls are hung with various human weapons and armor. At least one of every kind of weapon described in the Weapons Chart is represented here. There are two of each kind of shield mentioned. There are 3 suits of elf size chain mail and one of human size partial plate. Several low tables and numerous small chairs set near the walls of the room.

Comments: This is a muster room of sorts. The weapons are functional, but their purpose is primarily decoration. There is a heavy oaken door in the north wall of the room. It is barred on the north side. One lone kobold will normally sit on the other side. He waits for a special password before throwing the bar aside and letting anyone through. The barred door may be broken down using a Physical Strength roll (difficulty factor of 1).

P-10

Ceiling Height: 100 feet.

Occupants: There is a 75% chance that 1D10-5 bears will be in this cave. However, there is only a 45% chance of encountering those bears.

Contents: This is a massive cave, over half a mile long. The floor and ceiling are pillared

with stalagmites and stalactites. There is a constant sound of dripping water.

Comments: This is the Grand Cavern. It is a lair to the bears who willingly serve Girundurangil and the kobolds. The eastern passage leads to the three secret entrances in the city of Karse.

44. THE HEART OF KARSUS

In the time of the great myths, the godling Karsus fought the Sky Snake. One of the earth's many sons, he pursued one of his mother's primal enemies, a monster deity of air and water. In a titanic battle, Karsus slew the snake. The snake laid its dying curse on the earth by releasing its blood as rain, starting the great flood. Rain had never fallen on the earth before.

In those days, the earth was a flat plain, devoid of mountains, valleys, rivers, or trees. The great battle of the gods that created the major land forms had not yet occurred. The flood began to drown the first humans. Karsus grieved in his heart to see the lesser children of his mother die at his hand. His great grief petrified him and turned his physical form to stone. Humanity climbed to safety on the Pillar that was Karsus. The raging waters wore away most of the Pillar's man-like shape. When at last the waters receded, only the butte-shape remained. Humanity soon forgot their savior, except for those who remained faithfully at the godling's feet.

Deep within the Pillar, the Heart of the mighty godling continued to beat. It pumped out mana and fertile life-blood to the surrounding valley. The humans who dwelt around the city knew this and worshipped him.

Countless years and centuries passed. The valley of Karse shown as a fertile gem in an otherwise rough and barren mountain range. Karsus' power remained strong. No army ever came to conquer.

Time passed unnoticed. Without warning, something inflicted a great hurt on the living Heart that was Karsus. The massive organ's lifeblood poured out, along with an uncontrollable flow of mana. The intense pain lasted only briefly (a century or so), but in that time, enough uncontrolled mana leaked out to vastly change the surrounding valley. It would take a long time for the vast amount of mana to be used up. A mortal creature repaired much of the damage, but was not able to make the sacrifice that would completely heal the massive heart. Mana continued to leak, but not at the former rate.

The Heart now waits to be healed by the humans it once saved. If any sentient creatures enter the wood surrounding Sky Lake at the top of the Pillar, the Heart will cause a humanoid avatar of itself to appear. If a human (or other sentient creature) is willing to sacrifice its life that the Heart might live, that creature will die; only to be resurrected almost immediately with *all* characteristics raised by 5 points.

The Heart is exposed at only one point. An extremely small (12 foot by 12 foot) section of its surface is open to the air in room P-3 on the Tunnels map. This is the point where Wulgreth summoned a demon who rent the Heart. The skin of the Heart will stop 20 points of damage. 1,000 points of damage must be done to actually create an injury similar to that caused by Wulgreth. Over a long period of time, such a wound would eventually cause the death of the Heart, but it would require centuries, possibly even millennia, for it to do so (the Heart was dying from its previous wound).

The Heart can summon up its avatar at will. The avatar appears as a tall, strong man with long white hair. If the Heart is unhealed, the avatar bleeds from a chest wound. The avatar is naked and unarmed. The avatar's characteristics are as follows:

PS: 31 **MD:** 26 **AG:** 23 **MA:** 40 **EN:** 35
FT: 40 **WP:** 40 **PC:** 30 **PB:** 26
NA: 4DP per strike

The avatar is Rank 20 with all knowledge of the College of Earth Magics

and will all knowledge of the College of Sorceries of the Mind. He can speak in any language spoken to him. The avatar is also a Rank 10 Astrologer, a Rank 10 Beast Master, a Rank 10 Courtesan, and a Rank 10 Ranger specializing in wasteland. The avatar uses no weapons, but is Rank 10 with its hands, which do 1D10 + 8 damage.

The avatar may be summoned at any time by the Heart, but will only appear on either the shore of Sky Lake or in chamber P-3 of the Tunnels. The avatar can be destroyed, but not killed, since it is only an extension of the godling. The avatar may travel outside the valley, whereupon it becomes a mortal creature, with the skills of a beginning character. MA and WP are re-rolled as 2D10 + 3. PC drops to 5, EN to 25, and FT to 23, and all natural armor protection disappears. The avatar becomes a Rank 1 Adept of the College of Earth Magics and all skills drop to Rank 1.

The Heart seeks no intercourse with humans, but is willing to let its avatar act in its stead. If the powers of the Heart are ever invoked by worshipful characters while in the Pillar, the avatar will appear in room P-3.

IX. Final Notes

The Enchanted Wood was written to be as complete as possible and to save the GM unnecessary labor wherever practical. Naturally, however, the GM will have to use his discretion and imagination at certain points as everything the players might need to know could not possibly be covered!

Although the variable nature of this adventure makes it unlikely that any two adventures will ever be played out the same way, it is nevertheless suggested that the GM make some minor alterations in the maps and encounters and room descriptions to prevent players who own copies of this booklet from growing overconfident. Minor changes in the forest and in the legends surrounding the Pillar of Karsus might also be made to keep the adventure consistent with the GM's world.

If the GM wishes to place this adventure on the *Frontiers of Alusia* map, he should start in the city of Stonesboro (hex 07-034), and have the party travel northeast, exiting the map from hex 01-034. The Enchanted Wood is located on the map north of the *Frontiers* map.