

THE WORLD OF FARLAND

WHAT LURKS WITHIN?

An adventure for four 2nd-level
player characters.

CREDITS

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“What Lurks Within?” is a short D&D adventure for four 2nd level player characters (PCs). The scenario takes place in the World of Farland, in the Kingdom of Daven, in and around a small sleepy human village named Eichen. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign. The only real difference is the currency of Farland. Farland is on the silver standard, and as such, a silver piece is equal to a gold piece in the standard D&D campaign. You may wish to read “pp” where the adventure says “gp,” “gp” where the adventure says “sp,” “sp” where the adventure says “cp” and “cp” where the adventure says “tp.”

PREPARATION

You will want to be familiar with the gods of the World of Farland (www.farlandworld.com). You (the GM) also need the D&D core rulebooks, including the Player’s Handbook, the Dungeon Master’s Guide and the Monster Manual to run this adventure. Featured monsters include Vargouilles, Skeletons (of various shapes and sizes), Bugbear Zombies and a new monster (as detailed at the end of this adventure). This scenario utilizes the D&D v.3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. You will notice that the adventure is split into several different locations, and based on where the PCs decide to investigate, you may have to skip to certain sections. Text that appears in *italics* is player information that you can read aloud or paraphrase for the players at the proper times. Maps are found in Appendix Two. OGL is in Appendix Three.

ADVENTURE BACKGROUND

Although the Kingdom of Daven has been plagued by evil since the Liberation, the town of Eichen was mostly spared from this suffering because of its location. Near the edge of a large forest, away from major roads and trade routes, the town has been largely unmolested. The past two months, however, have been dark times for the folk of Eichen. Recently there have been grizzly discoveries of headless corpses and strange disappearances, mainly at night. Also, Ewald, a local protector of the forest (a druid) has reported to the town elders that the woodland has been strangely quiet of late, particularly at night. He suspects that the woodland

creatures have sensed something strange. Naturally tales of trouble afoot and a hefty reward for the solution to these disappearances (500 sp provided by a collection of local wealthy merchants and village elders) have drawn adventurers, do-gooders and treasure seekers from neighboring villages like moths to an open flame. The truth behind the murders and disappearances was initially due to a strange extra-planar beast trapped upon the material realm. This *queen*, a strange warped monstrosity, reproduces by infecting unfortunate humanoids, thereby mutating its victims' heads into Vargouilles. Adding to this turn of events, a local nobleman Marnak Morgenstein and his family have been corrupted by the dark mysteries of Grlarshh and have seen these attacks and disappearances as an unholy sign from their dark god. The Old man Morgenstein and his evil cult have abandoned their secret shrine in the basement of his manor house and currently reside within an old orcish burial ground with the 'Vargouille Queen' whom they feed, provide victims, worship, and study with disturbing curiosity. Will a band of brave adventurers uncover the evil and dark truth surrounding this small village? Only time will tell...

ADVENTURE SYNOPSIS

The player characters uncover the mysteries of the disappearances in Eichen and in doing so they destroy a small cult of Grlarshh and kill the foul beast that is the cause of the murders.

ADVENTURE HOOKS

The PCs may choose to investigate the disappearances in and around Eichen for any number of reasons. As the DM, it is your job to decide how best to involve them in the adventure. You can use the

following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- The PCs live in Eichen and have been asked to investigate the strange disappearances by a family member, friend or local authority figure.
- One of the missing people was a friend or family member of one of the group; the adventurers are trying to track him/her down.
- The PCs are members of the Slayers, a secret guild of undead hunters. They have been charged by their guild to help Eichen.
- The characters come upon Eichen in their travels and hear in a tavern about the problems plaguing the village. They also might see a sign offering employment to anyone willing to uncover the mystery of the missing common folk.
- The PCs are asked by a curious old mage to travel to Eichen, investigate the rumors of a strange beast from another plane that is indiscriminately attacking people at night. If there is any truth in the rumors, the old wizard will pay anyone well who brings back a sample of the said creature/creatures as well as undeniable proof that it comes from another plane of existence.
- The PCs are drawn to Eichen by the rumors of a secret dark cult that have been removing the heads of their victims in a ritualistic manor.

BEGINNING THE ADVENTURE

The adventure begins when the PCs reach Eichen. There they can find out about the current situation from any of the townsfolk.

EICHEN (see separate map in Appendix)

Eichen is a small village with a population of around 500 and only two drinking establishments, one Inn (The Hobbling Goblin) and one Tavern (The Merry Mage).

Here is the bare minimum information on the village; you may flesh it out with more information if you wish.

Eichen (Village)

Alignment: N.

Max value for one item that can be bought: 500 sp.

Population: 500 adults. (95% human, 5% half orc).

Authority Figures: Arnulf Von Gerhan, male human (5th level Expert [Merchant and Mayor of Eichen]), Hogan Von Feran, male human (1st level Aristocrat/4th Warrior [captain of the town guard]).
Important Characters: Bernard Hugo, male human (3rd level fighter, sheriff); Farmer Dortmund, male human (4th level commoner); Conrad Smithstan, male half orc, blacksmith (5th level expert); Katrina Rabe, female human priestess (3rd level cleric), Boris Whiteanvil (1st level cleric) and Nebnel Luts Hiller, human male alchemist (2nd level wizard).

Others: Town guard, warriors level 3 (2), warriors level 2 (2) and warriors level 1 (12).

During their stay at the small farming

village of Eichen the PCs discover several disturbing truths about the village by talking to some of the locals. You may add this additional information where and whenever you feel that it is most appropriate, but ultimately the information provided should point them in the direction of either the Morgenstein manor house (most likely) or old Drok's shack. At either of these locations the PCs will discover clues on where to go next.

The Disturbing Rumors

The PCs are told by the locals of several disappearances/deaths that have happened of late as well as some other strange rumors (gather information DC 5 to DC 20 for each fact).

You may either role play these interactions or just read out loud each item of info they discover:

- Two hunters were killed in the woods three weeks ago; they were both very familiar with the forest and until their deaths there had been no hint of trouble in those woods for several years. Their bodies were recovered with their heads missing. Strangely, the rest of their bodies and possessions were present and completely intact (Gather info DC 10).
- A young boy went missing nine days since when he went walking his dog in Oaken Forest. His dog returned home looking terrified; it has refused to leave the house since (Gather info DC 10).
- An old Dwarven hermit by the name of Oscar Drok lives in a cabin within Oaken Forest to the north, not more than one mile away. He normally journeys to the village every week on market day to pick up supplies. But he has not been seen in

over a month (Gather info DC10).

- Old man Morgenstein, a local land owner and old retired adventurer, has not been seen for the last three months nor have his wife or son. They all live in a large manor house not far from the village itself. When the local tax collector paid him a visit not two weeks ago, rumors spread that he never returned from the old manor house. Many suspect that the apparently abandoned house has been one of the most recent victims of the local attacks (Gather info DC 5).

- Some say that the Morgenstein family members have become somewhat withdrawn over the past six months. They have taken to hiding themselves away at day, emerging only at night, and they used to send their house servant (a disfigured hunchback named Victor) to the village once a week to buy food and supplies, but no longer. Some accused the family of harboring some dark secret within the extensive tunnels beneath their grounds; others have dismissed such rumors. Whatever the case, the few people who whisper such things do so warily; to openly accuse a rich landowner of ill deeds can be dangerous indeed... (Gather info DC 20).

- Some speak of a newly discovered tomb hidden within the forest; although no one is sure of its location, those that speak of it say that it is both cursed and filled with deadly traps! (Gather info DC 20).

Because of the very nature of the disappearances and their cause, if the PCs delay for any length of time, more innocent people may go missing/be found without their heads. The next attack will come in two days time in which an elderly couple and their middle aged farmer son are found dead in an outlying farm stead, all with their heads missing (a vargouille attack-- don't forget to add three

additional vargouilles at some point in the adventure). If the PCs delay for another two days, have an NPC that the group has befriended go missing. They will discover his body without a head at the entrance to the vargouille queen's pit in the orcish tomb complex (see below). Hopefully from this point onwards the PCs may realize that there is a certain degree of urgency in their actions. If they decide to delay further, have the local Inn attacked by half a dozen vargouilles during the following night.

The Morgenstein Manor

As hinted in some rumors within the village, the apparently deserted Morgenstein manor house harbors more than just dust and cobwebs. The PCs will likely discover that within its cellars dwell foul undead, evil cultists, and a disfigured hunchback gardener (Victor), lead by an insane priest of Grlarshh (young Gregory Morgenstein). The tale of the Morgenstein family is a sad and horrific one. For the past seven years, Marnak Morgenstein, an ex-adventurer and the man of the house, has been slowly but undeniably turning mad with delusion. After a long history of wavering mental health, six months ago he became convinced that those closest to him (his wife and daughter) were conspiring to poison him in his sleep. As a consequence, Marnak took to boarding himself in his own cellar, and there, with a scroll of animate dead he had obtained, he animated some skeletons and began construction of a secret private sanctum where he was convinced he would be safe from those who would conspire to kill him. The only one who was even close to Marnak was his son, Gregory, and he also was not the most stable minded of young men. So together, Marnak and Gregory took refuge in the cellars of the manor. Guarded by the undead that Marnak had

created, they studied dark secrets and turned to powers that should have been left well enough alone...

The mother and daughter (Lady Henrietta and Miss Felicia respectively) although suspecting the use of dark magics, were torn between the love for their family and the nagging of their conscience to do the right thing and inform the local church of the foul deeds committed by Marnak and Gregory. But it was not to be: their family ties won in the end and Marnak's and Gregory's secluded studies were allowed to continue behind closed doors. Consumed by the powers and dark secrets of Grlarshh, both Gregory and Marnak were eventually overcome with madness and sacrificed Henrietta and Felicia to the lord of dark secrets. Such an evil and great sacrifice did not go unrewarded; the lord of death revealed to them both an evil that dwelled beneath the forest not two miles away. He told them of an extra planar creature that had hid itself from the prying eyes of the cattle-like folk of Eichen within an ancient burial ground. It was an abomination that would greatly please the dark god if it were captured and revered. So Marnak and his son set about finding this place, this tomb; and in doing so they discovered the vargouille queen, an evil beast both terrible and great...

[The Deserted Manor House \(see separate map in Appendix\)](#)

The old manor house is an aging and disused house, once fine and richly furnished; it is now derelict and gathers dust. Old man Morgenstein no longer resides here and has instead taken up residence in the nearby orcish tomb to study and protect this beast Queen that was revealed to him by Grlarshh. Instead, his son Gregory watches over the house

and is aided by the family's faithful hunchback house servant and gardener, Victor. The chances are that the PCs will enter the grounds via the dirt track road and through the main (and overgrown) gardens. If this is the case they will most likely be spotted at day by Victor who is watching out from one of the manor house windows 50% of the time and walking the grounds 50% of the time. If the PCs are spotted (usually DC 10 for Victor to spot them), Victor will not engage them in a conflict but will attempt to return back to master Gregory and report to him that armed humanoids are approaching the manor house. If Victor is caught unawares in the grounds, he will run as fast as he can towards one of the manor's several entrances (he has the keys) and will try to report back. If he gets back to the cover of the house, he will lock the door behind him. All locks on the exterior will be locked and will require a DC 28 open lock roll. Of course the PCs can just break one of the many windows, but if they do this without taking any precautions to avoid being heard, they will automatically alert Gregory and the handful of cultists to their presence.

The interior of the house buildings themselves are bare save for one small and dirty room (Victor's sleeping quarters). All of the valuable furniture and paintings have been sold off/traded for magical scrolls and valuable materials needed to create the undead and the shrines to the dark god. The only place of interest is an entrance to the cellar, which unlike the rest of the house, looks considerably less dusty and more recently used.

[Morgenstein Manor Basement \(see separate map in Appendix\)](#)

Unless otherwise stated, the walls and floors of all passageways and tunnels are

constructed with worked stone blocks or are smooth worked stone, covered with moss and/or damp soil, and as a consequence they are slippery. Any PCs trying to charge, run, jump or tumble within the cellars must make a reflex save DC 10 to avoid slipping and falling prone. All climb checks within the cellars are at a -5 penalty for the same reasons. All of the descriptions assume that the PCs approach in the day and the enemy are not aware of the PCs approach; if they are aware that there may be trouble or the PCs attack at night, then you will have to adjust the encounters as you see fit.

The Top of the Stairway

Looking down the moist and worn looking stone staircase, you can see the flickering of torchlight some thirty feet below. From the chamber below you can hear the unmistakable sound of muttered conversation. You estimate the presence of around half a dozen different voices...

The room below serves as a dining/common room for the handful of cultists that reside within the cellars. The group below is currently engaged in a game of cards and is in-between ritualistic ceremonies. Unless they have had any forewarning of the PCs' approach, they will not react to anything short of a full on charge!

Area~A (EL 3)

The taller of you brush away the occasional cobweb and descend the moist and worn stone stairway. After around twenty steps, you emerge into a torch lit room. In the center of the room, five dark red robed humanoids of various ages, are sitting around a large oak table deeply engrossed in a game of cards. In the corner of the room resides a most unsettling

sight. With empty and blackened eye sockets, a six-foot tall, eight foot long skeletal bear stands vacantly and seems to stare strait at you!

Only a few seconds after entering the room, the PCs will be spotted, the cultist will sit shocked and then hurriedly ready their clubs and daggers (full round action), whilst one of the group calls a command word ("nefarious") to get the skeletal bear to attack anything that is not wearing a dark red robe (the command word for it to stop attacking is "dictum"). When the cultists eventually do act, the one nearest the door leading to areas B and C will make a dash to alert Gregory in his private sanctum (area E on the map).

Cultists (1st level commoners) HPs: 6, 4, 4, 3, 2.

Skeletal Bear HPs: 37.

(See Appendix below for stat blocks)

In the centre of the table the PCs will find a lit hooded lantern (half an hour illumination remains), a jug of cheap smelling ale, several tankards and a several small piles of coin totalling 13 sp and 34 cp. Obviously the cultists were gambling before the PCs' intrusion. In one corner of the room lies a pile of two dirty red robes (similar to those worn by the other cultists in the room), two unused torches, and 8 pints of oil.

Area~B

You walk through the wooden framed doorway and into a small unlit cross roads. Only ten feet away there are doors to your left, right, and dead ahead. From the door to your left you can clearly hear muffled screams as though someone was trying to get your attention whilst being gagged...

Area~C

The area serves as a small prison for the cult's next sacrifices. The doors to the right and left are small cells. The one on the right is empty and unlocked whilst the one to the left is locked and holds a bound and gagged prisoner (Open Lock DC 25; one of the cultists from area A has a key).

You open the door to a dirty cell that reeks of filth and urine. Curled in a fetal position upon the floor is a grey haired elderly man with a long beard matted with filth. His hands and ankles are bound and he shields his eyes from your light source as though he had been in darkness for days.

The prisoner is an elderly local tax collector named Frederic Goldhorn (2nd level commoner, HPs 5, LE). For the past two weeks Frederic has been held captive and has been periodically beaten and taunted. He is badly malnourished and although he has been occasionally watered and fed, he is in desperate need of both food and water. If the PCs free him he is more than willing to divulge the information he has gleaned whilst imprisoned. He informs the PCs that he was to be a sacrifice for a cult of Grlarshh, an evil god of dark secrets, and that he heard his captors speak of a secret passage leading below somewhere on this level, though he is not sure where exactly. He also informs the PCs that he has heard some of the cultists speak of the beast queen within a tomb several times, but again he has no further information. Beyond this information, Frederic knows little. Although if escorted back to the village he will ensure that the PCs are rewarded for their kindness. He promises to pay each of them 50 sp for his safe return, which is all of the tax collectors personal wealth.

You enter a dusty ten foot wide and thirty foot long room. Along each of the walls to the left and the right are columns and columns of old empty wine racks; other than this the room is bare. Not twenty feet ahead rests a sturdy-looking doorway in the left hand wall.

This room served as part of the Morgenstein household's wine cellar, but like the expensive furniture and paintings from the floors above, almost all of the expensive wine and spirits were sold off to pay for magic and building materials. If the PCs spend the time to search this room (10 minutes) they may find three bottles of vintage spirits worth 50gp each that have fallen down behind one of the racks (Search check DC 23). The door set into the left hand wall is trapped with a twin crossbow bolt trap on the other side of the door. A small wooden catch on the floor protruding from underneath the door allows people to pass though without setting off the trap. The trap will trigger when the door is opened:

Twin Crossbow Bolt Trap (CR 1):
Search/Disable DC23, 2x bolts +6 (1d8 damage each).

Area~C (2)

The next chamber is a mirror of the one you have just left, with similar wine racks lining each side of the room excluding the far wall. Though this time there is no door set into the left hand wall.

The room harbors the secret entrance that leads to the level below. Also, hidden in the floor of the chamber ten feet from

the secret door is a pit trap concealed by a dirty leather sheet spread over the floor and camouflaged with dust and gravel to look like the dirty hewn stone floor.

Pit Trap (CR 2): Search/reflex save DC 22, 10 ft drop + broken glass at the bottom (1d6 falling damage + 1d4 slashing glass damage).

Furthermore, the smooth hewn stone walls of the pit are greased every week to make it harder for anyone to climb out; therefore the DC for anyone to climb out will be subject to a -10 penalty. Don't forget that if a PC fails a climb check by more than 5, he/she falls, taking more slashing damage from the glass.

Concealed Door in the North Wall: Search DC 23 to find and open (hidden loose stone catch to the left of the doorway).

As you pull a loose stone to the left of the concealed doorway, what looked like a coincidental line in the masonry opens slightly, allowing you to push it open further with little effort. As the heavy door swings open it reveals a spiralling stone stairway beyond that leads further down...

Area~D (EL-2 to 4)

You round the dirty spiralling staircase until you see flickering torchlight. Gingerly you peer around the corner and into an unnaturally cold and large paved chamber beyond. In the large room are three armed and armored skeletons that stand stiffly to attention guarding a large wooden double door. A flickering torch above the closed double doors provides poor illumination and is the only feature in an otherwise bare room.

The three skeletons are Gregory's

Morgenstein's pride and joy, and they are armed and armored as such. Each of the undead are wearing breast plate armor, carrying heavy steel shields, and are wielding masterwork long swords. They will attack anyone who enters the room unless they utter the pass phrase "*Mortis nu vigo.*" If Gregory and his two helper cultists hear the combat in the next room (very likely) they will come to the skeletons aid and try to repel the adventurers before they can get to the inner sanctum (see area E for details on Gregory and the cultists).

Skeleton Sanctum Guards HPs: 11, 11, 8.
(See Appendices below for stat blocks)

SPECIAL NOTE: This entire level is treated as being subject to the Desecrate spell AND the lower levels hold a shrine to Grlarshh so the desecrate spells bonuses are doubled (-6 on turning checks and +2 to hit, damage and saves for undead). See the spell description in the PHB for more details.

If the PCs are getting the upper hand in the combat, Gregory will likely bar himself inside the sanctum until he is ready to emerge with all of his spells cast upon him. The Strength check to burst open a heavy bared door is DC 30.

Area~E (EL-3)

The features of this torch-lit room are dominated by an enormous blood- stained granite altar on a dais. Hanging on a wall behind the altar is a large wooden symbol to some dark god, and lying on the altar is an ornate curved and serrated dagger caked in dried blood; the dagger appears to have more of a functional use than a military one. In one corner of the room are stacked two mattresses, one on top of the other, along with several thick

winter blankets, and sitting nearby is a large chest. Against the other wall are two shelves brimming with ancient-looking books, and a bureau cluttered with quills, parchment and inks. Standing over the altar is a priest in swathes of rich, dark red and black robes. He is an imposing young man with deathly pale skin and short greasy hair. In one hand he holds aloft a black symbol on a chain, similar in design to the one hanging on the wall behind him, and in the other he wields another more robust and fine looking dagger with a silver design. He glares at you with wide, maddened eyes and the two similarly dressed cultists that were flanking him ready their crossbows. In the corner of the room skulks a cowering bunchback with a longbow in hand, who stares wide eyed in fear...

This is the inner sanctum of the complex; it is where Gregory spends nearly all of his time. The chances are that Gregory will have heard the PCs approach, and as such, reading the second of the descriptive paragraphs will not be necessary. If a combat does start in the next room, Gregory will order his two cultist guards to bar the door, and he will begin casting spells upon himself in preparation for the oncoming combat. He will start by casting Protection from Good, then Shield of Faith from a wand and then Divine Favor. Once prepared, he will get his servants to unbar the door and he will engage the party.

On the first round of combat he will target the most heavily armored and most unintelligent looking of the group with a cause fear spell (DC 12) and then on the following rounds he will aid his undead minions in melee whilst the two cultists provide ranged or melee support where necessary. Due to his maddened and deluded state, Gregory Morgenstein will fight to the death.

Cultist (1st level commoners) HPs: 5, 4.

Gregory Morgenstein (2nd level cleric)
HPs: 16.

Aside from what he was carrying, Gregory has some coin and a collection of valuables that he salvaged from the house above that he one day hopes to sell if he is ever short on coin. In the locked chest (DC 30 to unlock, Hardness 10, HPs 20) are the following items:

- 7 sp
- 258 cp
- 34 tp
- 2 pieces of amber (10 sp each), a silver emerald encrusted ring (30 sp) and a small sapphire (30 sp) in a small leather tied pouch.
- Some silver candlesticks (20 sp)
- A silver cutlery set (25 sp)
- Some gold and silver women's jewelry (90 sp total)
- A potion of cure moderate wounds (300 sp)
- A potion of hiding (50 sp)
- A crude map of Eichen and the surrounding forest. The map has a large black X inked over an area in the forest.

SPECIAL NOTE: If the box is smashed open the potions vials will break thus ruining them. On the small bureau desk the PCs will discover a collection of inks and unguents for scribing magical scrolls (worth 50 sp) and a collection of half scribbled notes on the best means of torture and sacrifice. And in another persons handwriting there is an account of a study into a strange beast referred to as *The Queen* dated a week ago. See below:

The Letter

*My dear son,
Contrary to our doubts, over the past week the subject has been a most interesting study.*

*Although not the most intelligent of creatures, it displays an animalistic cunning and has claimed the lives of two of our lord's followers. Therefore we have exercised the utmost caution of late. Based on my limited observations it would seem that this creature and her spawn have been the cause of the attacks within Eichen, and I plan to begin 'acquiring' some new humanoid vessels for our Queen in a bid to learn more of her reproductive cycle. The renovations and extensive mining of the new facility is almost complete, including a custom made pen for our queen and dwellings for at least ten of our most loyal follows; I may send for them before long. I trust things are well where you are. Have you been able to commune with the great one of late? I am keen to know if we still have the favor of our lord and I look forward to hearing from you again. With love,
~ Father.*

P.S- Keep a close eye on Victor. For the past month I have had doubts as to where his heart truly lies. I fear that he may not be loyal to our cause. If necessary, use any means to silence him; he knows too much.

Where to go Next?

Once the PCs have killed Gregory and his minions, they shouldn't be at a loss for where to go next. If Victor was present during the final encounter and they refrained from attacking him (he spent the entirety of the final combat cowering in the corner, skulking in a puddle of his own urine) they may ask him what he knows and they may also him to guide them to the 'new facility'. Victor has limited knowledge of Marnak and Gregory Morgenstein's plans, and what he does know he doesn't really like the idea of (see the description of Victor in the NPC section). If asked some of the more

obvious questions he will reply in the following manner:

Who are you?

Please don't kill me mashtersb! My name isb Victor; I am but a shimple houshe shervant and gardener. I didn't want to help Mashter Gregory but it isb my duty...

What's going on here?

It isb a long sbtory mashters, but I will tell if you'll hear me out! Shix monthsb ago, after a history of mad behaviour, mashter Marnak Morgenshtine became convinsheb that those closhebt to him were conspiring to poison him in his shleep. As a conshequence, Marnak took to boarding himshelf down here in his shellar, and bere be made the shkelletons and began consbtruction of this shecret private shanctum where he was convinsheb he would be shafe from those who would conspire to kill him. The only one who wash even closhe to my mashter wash hish shon, Gregory; and even he wash not the most sbtable minded of young men. Sho together, Marnak and Gregory took refugshe here in the manor. Guarded by the undead that my mashter had created, they sbtudied dark shecrets and turned to powersb that sbould have been left well alone... My mishtressb and daughter, Lady Henrietta and Missh Felishia reshpectively, although sbushpecting the use of dark magic'sb, were torn between the love for their mosht noble family and the nagging of their consbciense to do the right thing and inform the local church of the foul deedsh committed by Marnak and Gregory. But it wash not to be, their family tiesb won in the end and Marnak'sb and Gregory'sb shecluded sbudiesb were allowed to continue behind closed doors. Consbumed by dark powersb, both Gregory and my mashter eventually were overcome with madnessb and sbacrificed my mishtressesh

Henrietta and Felicia to the dark powersb. Whatever dark powersb they now worship told them of shomething evil that dwelled beneath the foresht not far away, in a tomb. Sho my mashter and his shon set about finding this plashe, thish tomb; and in doing sho they dishcovered an evil beasht both terrible and great. Although I've never sheen it, my mashter thinksb the beasht ish reshponsible for the murdersb. That ish where mashter Marnak ish now...

Why were you aiding them?

They are my mashtersb, I do not know a life beyond my shervitude to thish family. They looked after me and gave me a job when I wash a young lad, homelessb on the sbtreetsb. My mistressb wash alwaysb sho nishe to me...

With these words the hunchback looks downcast and tears drop to the floor.

I know my mashters were evil but I wash too shcared to act againsht them... I..I..I'm shorry...

Will you aid us in finding and killing your master?

Do you plan to sbtop my mastersb killing people? If sho, I will help you. I can lead you to the tomb but I do not know what lurksb within. Though... once my mashter ish gone, I will have no one to look after me...

It is also quite possible that the PCs have killed Victor before they read the letter or get to talk to him; if this is the case have the map in the chest be a little more detailed (to the point where with a little searching they could find the way to the tomb entrance).

Oscar Drok's Shack

For the past 25 years, Oscar Drok, an aging dwarf and local huntsman, has lived in his quiet shack quite content with his hermit lifestyle. With only his dogs for company, the dwarf wiled away his hours perusing his hobbies of archery, hunting, smoking and fletching.

A month ago, Oscar was walking through the woodland not far from his home when he spotted something that disturbed him greatly. He saw an entrance to a cave and near the entrance he and his dogs watched a young boy's deformed head tear from his body (see the info on vargouilles). Naturally he and his dogs fled in terror from the scene and hid themselves within his house. Although not dead, Oscar is currently boarded up inside his home, driven mad by the attacks of strange fear-inducing glowing green-eyed creatures at night (the vargouilles). Similarly, his dogs have suffered the same fate and likewise they cower in their kennels, starving to death and maddened with fright. If the PCs approach his shack (being only a mile from the village, it is easy to find), then the PCs will have the following encounters. It is assumed that the PCs approach at day and do not use spells that conceal their approach (i.e. invisibility or silence spells); if this is not the case, then you will have to adjust the encounters as you see fit.

Outside the Shack (EL-2)

As you approach the ol- looking shack in a small woodland clearing, not closer than 200 ft. away, you notice that the visible doors and shutters are all closed and there is no smoke rising from the stone chimney. You see large kennels, presumably for more than one pet, that look empty. At a glance it doesn't like anyone is home.

When the PCs get to within 60 ft of the shack, make them roll a spot check (at DC 17) to notice movement in the large kennels. When the PCs come within 40 ft. of the kennels, read the following.

As you near the kennels, suddenly, with a torrent of barking and snarling, four big dogs, each weighing nearly a hundred pounds, bound from the cover of the large gloomy kennels. With wild ferocity, they run at you with glaring mad eyes and frothing mouths!

The four big dogs within are maddened with hunger and fright, and will attack (charging) any PCs who try to get close to the shack. Give them a surprise round on the party if all of the party failed their spot rolls. Anyone with animal empathy or at least one rank in handle animal will immediately notice that the animals are clearly distressed and confused. If the party throws the dogs some food, any party members who can use the wild empathy ability (NOT handle animal) may attempt to influence the dogs with a check; Initially, treat the animals as *hostile*.

DC 20 to change their attitude to *unfriendly* (they will not instigate an attack, but they will not allow any PCs to approach the house)

DC25 to change their attitude to *indifferent* (they will allow the PCs to approach the house and will not attack) A further attempt to influence the dogs like this is possible if they are given more food with each attempt.

Large Maddened Guard Dogs HPs: 18, 10, 9, 8.

Once the dogs are defeated or subdued and the PCs investigate the shack further, read the following to them.

As you investigate the rickety old shack further, you notice that the only door leading into the house is solidly locked, and although there are windows, they are similarly locked with wooden shutters. You manage to peer through a gap in one of the shutters and see a ransacked room within. A table lies overturned, the remnants of what may have been some chairs lie scattered over the floor along with some arrows, torn clothing, broken pottery, and a liberal scattering of silver, copper, and tin coins.

In madness and fear, Oscar ransacked his own home. The door is a sturdy wooden one and is barred from the inside and locked via a key (DC 25 to open, DC 30 strength check to smash down).

Alternatively, the PCs may simply pry one of the shutters away from the glassless window (DC 22 strength check) and enter that way.

Inside the Shack (EL-1 and 3)

You stand amid the piles of broken wood, torn clothing and broken pottery; against the wall to your right there is an old looking wooden door. On closer inspection, you now notice that there is an iron bound trapdoor partially hidden under a pile of broken wood and cloth in the center of the room.

Perhaps the most sickening thing is a stale but faint smell of urine and excrement in the air, and small spiders have begun to spin webs across the ceiling and around the window frames. It doesn't look like anyone has been in this room for weeks.

If the PCs choose to search the piles of refuse, they will find the following items of worth without the need for rolling a search check:

- 8 sp
- 67 cp
- 34 tp
- 8 masterwork arrows

If the PCs say that they are specifically searching through the piles of refuse, have them make a search check (DC 15) to find the following:

- Leather pouch containing 3 gp, a small uncut emerald (20 sp) and a small smooth topaz (30 sp)

If the PCs investigate the trapdoor read the following out loud.

You shove aside a pile of broken wood and pottery that was covering the trap door and with little effort you pull the creaking hatch upwards, revealing a dark and dingy cellar beyond.

If the PCs investigating have dark vision or have a light source, then continue reading.

Peering through the gloom you see a small room with an earthen floor and a low 4 ft. ceiling. In the left hand corner of the room are piled barrels, old pieces of furniture, an old lantern and dusty boxes of cloth. Stood by the wall on the right hand side of the room is a large iron bound chest with a sturdy looking padlock sealing it shut. Also in the wall on the right hand side of the room, a foot wide hole has been dug through the sandstone and earth...

Have any PCs looking down into the cellar make a listen roll (DC 20) to hear the faint scratching and squeaking of rats. Four dire rats will attack from their hiding places amid the boxes and barrels as soon as any PCs enter the cellar. Unless the PC/PCs who entered pass a spot roll (DC19), the dire rats will get a surprise

round on the PC, using it to do a partial charge if possible.

Dire Rats HPs: 9, 8, 4, 2.

When the PCs search the cellar more closely, they notice that the piles of barrels, cloth, and old furniture are riddled with gnaw marks and large rat droppings; they are of no value. The lantern is a bullseye lantern and is still usable, although the PCs will have to find some oil for it. The chest, however, is perhaps the most noteworthy item within the cellar. It is locked with a simple but sturdy lock (DC 25) and inside is the following item:

- A fine looking blue suede cloak with a silver lining and golden tassels. (Cloak of resistance +1)

Meanwhile Oscar is currently watching any remaining PCs through a gap in the door that leads to his larder and bedroom. The emaciated dwarf will leap through the door, dagger and club in hand, and will attack when he thinks he has the best chance of catching the PCs unawares (i.e. when one or more of the PCs climb down the trap door or move towards the door where he's hiding), all the while screaming at the top of his voice; "Yar'll never take me! Yar green eyed bastards!"

Oscar Drok, the maddened woodsman
HPs: 16.

If reduced to less than half hit points he will drop to the floor and sob uncontrollably whilst trying desperately to get away from the PCs and back to his bedroom. Oscar has been maddened by his experiences (he has taken 7 wisdom damage) over the past month and as a result he is convinced in his mind's eye that the PCs are the same green-eyed monsters (vargouilles) that have come for him in the night. The only way the PCs

can get him to reason with them is either through days of constant reassurance (with the PCs present he can begin to heal and regain his sanity through natural healing), or a quick fix restoration, or lesser restoration spell (they may be able to attain one of these within the village temple for free). Once Oscar has healed at least 2 points of wisdom damage, he will be able and willing to aid the PCs anyway he can (although he will still be quite mad). If asked some questions whilst in an untreated maddened state, the PCs will get nothing of value out of him other than frantic babbling about glowing green eyes in the night and invisible creatures that tear off people's heads! Ideally, the players should have Oscar eventually lead them to the entrance of the tomb, or the PCs should follow up some other rumors and investigate the Morgenstein manor house if they have not done so already.

What to do if the players exhaust all of the leads.

Ultimately, no matter where they choose to investigate, the players should end up at the tomb via a guide, map or other means. For one reason or another, the PCs may miss the leads that would point them in the direction of the tomb; they could either kill an essential NPC, or just simply miss a vital clue altogether. If this is the case, then have the PCs come across an exhausted and frightened adventurer or woodsman at some point (they will most likely encounter this man in the village of all places). Assume that he stumbled over the entrance to the tomb the previous night and was chased back to the party by cultists/vargouilles, he would be able to lead the PCs back there for a small price.

The Orcish Burial Grounds

The orcish burial grounds have been beneath the forest long before any humans ever moved near the forest and claimed the lands for their own. For hundreds of years the tomb remained sealed and undisturbed until two months ago when something found its way in. That something was a creature not of this world, a multi-headed, monstrosity responsible for many of the murders and disappearances around Eichen of late. And it is to this place that the ex adventurer and local land owner, Marnak Morgenstein, was drawn by his dark lord of secrets, Grlarshh. Over the past four weeks, Marnak, with the aid of his undead legions and cultist followers, has excavated a small complex just beyond the burial chambers to house his fellow followers of Grlarshh, and to continue his research on the beast he has affectionately dubbed *The Queen*. As stated above, the intention of the previous clues and hints was to draw the PCs to this point as this is where the PCs will get to the bottom of the mystery around the Morgenstein family and the answer to the strange disappearances of late.

The Broken Entrance

After trudging through thick undergrowth for the past half an hour, you suddenly emerge into a small clearing, no larger than 20 ft. across. In the centre of the open ground facing you, set into a large mound of earth standing over ten foot high, is a crudely constructed doorway, made of ancient- looking granite slabs adorned with strange glyphs etched into the doorframe. The stone double doors, long since broken and tossed aside into the long grass nearby, are overgrown and moss covered. Just beyond the threshold of the ancient stone

doorway is an old and broken stairway that descends into the darkness below.

The doorway leads down into the flooded burial chambers below. If the PCs stop and listen, they will hear the distant dripping of water and even more distant chanting from the depths below (DC 20 to hear). If they pass the check by five or more, the listener will be able to discern that the multiple voices below are chanting a prayer in infernal (the prayer is a daily ritual to Grlarshh). The strange runes chipped onto the surface of the stone doorframe are of an old orcish dialect similar to the orcish blackspeech spoken in the current day. Anyone who attempts to read the strange runes and is fluent in orcish blackspeech may attempt an intelligence check at DC 15 or a decipher script check at DC 10 (trained only) to roughly translate the wording. It says the following:

Here rests the bones of Red Fang's strongest. May any who cross this threshold contend with the wrath of the ancestors!

If the players are not quiet when descending the stair or investigating the doorway, they may alert the Vargouilles below to their presence (see areas B and C below for more details).

The Entrance Area

As you come to the bottom of the broken and soil covered stairway, you can see the area beyond is more of a subterranean cavern than a room. The low earthen ceiling is riddled with protruding string-like tree roots from the surface above, much like a forest of gnarled and elongated fingers. Twenty foot ahead, you clearly notice that the bank of compact soil that you are standing upon gradually drops away and becomes submerged under dark murky water.

Forty ft. away, jutting from the water on a similar island of compact earth, stands a 10 ft. high crudely constructed and fungus covered monument of some kind. In the far distance, you can see two larger islands of soil; upon them, jutting from the earth like the macabre teeth of some giant beast, are the unmistakable shapes of headstones.

To your immediate right you can see that the wall has been recently excavated to allow space for a number of coat hooks, on which hangs an assortment of dark red robes, a large table and two chairs currently unoccupied, a chamber pot and an unlit lantern.

This cave is an old orc burial ground; the monument is a tribute to the god Vornoth and is nothing more than that. The islands in the distance contain the headstones of many great orc warriors, but are now the homes of vargouilles. The chances are that the vargouilles will know of the PCs' intrusion (listen check at DC 5 for the vargouilles to hear any loud noises) and are lying in ambush behind gravestones. If the PCs remain suitably quiet, any PCs that are present in the cavern will see glowing green eyes moving about on the distant islands.

If the PCs enter the water (which is muddy but no deeper than three feet at the deepest point) the regular vargouilles will ambush them when they are moving towards the island in area 'B' and try to get a surprise round where they will use their shriek attacks and then move in for the kill. Any vargouille shriek attacks or loud melee noises in this chamber will 70% of the time alert the cultists currently in prayer in the main temple area, where they will prepare to ambush any intruders (see below for details).

The area containing the coat hooks, table,

and chairs are for the cultists to hang their robes to avoid getting them wet in the waist-high water in the room beyond. It is occasionally manned by a cultist or two, but when the PCs initially investigate the complex, all of the cultists will be in prayer to Grlarshh in the main chamber.

If the PCs investigate the large stone statue (only possible if they waded out to the small island) they may investigate the large idol more closely.

Looking closely at the 10 ft. tall fungus and lichen covered statue still reveals nothing. The subterranean plant life smothers it like a blanket, hiding most of its features almost as if they were grown there intentionally.

The statue as mentioned above is of the God Vornoth. It can only be identified if much of the yellow-colored fungus is scraped off. Once the face is uncovered it is plain to see two large emeralds in place of the statue's eyes. If the PCs can climb up the statue (DC 20, as it is slippery), they can prize the gems from the eye sockets with ease. The large emeralds are each worth 500 sps.

Area~A (EL- 3)

Pulling yourself from the thick swamp- like mud you can see twenty some gravestones arranged in no particular order. The eerie flickering shadows of the crude headstones sends shivers down your spine.

A vargouille lies in wait here; it is hiding behind a nearby headstone and springs an attack when it thinks the PCs least suspect it (DC 19 to spot a hidden vargouille). If the PCs are attacked, two vargouilles also attack from the opposite island in an attempt to surprise the PCs (see below for details).

Area~B (EL- 3)

This island is possibly the largest you've seen within this small cave. Upon its muddy bank you can see over 30 crude gravestones, half of which have been dug up and strewn about the floor in a random fashion. In the far corner of the cave you can see a mound of earth 20 ft. wide and 5 ft. high, behind which you suspect a hole has been dug, but currently it is obscured from your vision. In and amongst the clumps of dug up earth you can see many glittering objects: pieces of metal armor and ancient rusty weapons.

This 'hole' is in fact a passage way down to a living quarters and temple of Grlarshh, dug by Old man Morgenstein's undead minions and cultists. If the PCs have managed to avoid alerting the cultists below, they may be able to hear the sound of chanting from beyond as soon as they step foot on the island (listen check DC 10).

Two vargouilles lie in wait on this island; they are hiding behind nearby headstones, and they spring from cover to attack when they think the PCs least expect it or when they think they've been discovered (DC 19 to spot a hidden vargouille). If the PCs are attacked, the vargouille from area A also attacks from the opposite island in an attempt to surprise the PCs. Don't forget that the cultists have a 70% chance to hear any loud noises within this cavern (this includes any vargouille screams). If they are alerted to anything untoward, they will stop their prayers and get ready to ambush the party (see below for details).

If/once the PCs have defeated the vargouilles within this room and move towards the hole dug in the loose earth, read the following aloud.

As you peer over the large trampled mound of earth and into the hole beyond, you see that a crude stone block stairway descends 20 ft. into a newly dug 5 ft. wide corridor with an earthen floor and walls. The corridor only leads one way, strait ahead, and in the distance you can clearly see the flickering of torch light and some doors set into both the right and left hand walls some 60 ft. in the distance.

The corridor itself is unguarded and the PCs will encounter little resistance here. If the PCs alert the cultists to their presence (quite likely) they may see some of the cultists rushing to/from the armory (Area D) and back to the main temple (Area E). If the PCs attempt to attack any cultists when they are rushing to and fro in the corridor, the cultists will flee back to the temple immediately.

Area~C (EL-2)

As you open the door to what appears to be a sleeping quarters of some kind, lined with beds, chests, chamber pots and other such furniture, a seven foot tall, four foot wide bugbear with a half rotten face and no lower jawbone slowly lumbers toward you with its crude morning star and shield raised, ready for combat!

The zombies in each of these rooms have been commanded to guard them against intruders. If anyone enters without knocking three times, the undead will attack. The zombies will not leave this room unless Marnak Morgenstein specifically instructs them to.

Bugbear Zombies HPs (one in each room marked 'C'): 47, 40.

In each of the rooms are three beds, a collection of humble bedroom furniture and some iron bound chests (three chests in each room, each are un-trapped and

have a simple lock, DC 25). The contents are the following:

Chest 1

- Commoners clothing
- A belt pouch containing 3 sp, 34 cp and a small piece of amber (worth 10 sp)
- A light mace (cold iron)

Chest 2

- Commoners clothing
- Small leather bag containing 4 ivory dice, 17 cp, 45 tp.

Chest 3

- Commoners clothing
- A small doll with a dozen pins/nails stuck into it.
- A pouch containing 7 cp and 5 tp
- A silver bracelet studded with topaz (worth 50 sp)

Chest 4

- Expensive and flamboyant clothing (worth 25 sp)
- Some shiny knee high black leather boots
- A pouch containing 12 sp, 55 cp and 3 tp.
- A plain gold ring (worth 10 sp)

Chest 5

- Commoners clothing
- Small leather containing a deck of worn cards, 37 cp, 5 tp.

Chest 6

- Commoners clothing
- Small suede bag containing 10 cp, 5 tp
- A straw hat

Area~D

Before you is a small newly dug room, and lining the walls are racks of crossbows, spears, daggers, morning stars, small wooden shields, and suits of leather armor in various states of repair and of various sizes. There seems to be enough here to equip around twenty people! Stood by one wall

are two barrels and hanging from wooden beams set into the earth ceiling are slabs of salted meat and cheeses.

This room serves as a small armory and larder for the handful of cultists that live here. Ever the optimist, Old man Morgenstein plans to eventually gather a small army of cultists and undead which he intends to arm and armor with this equipment. One barrel contains water, the other ale and the meat and cheese are just that (although they might not look it; the hanging meats are of the human variety!). The cultists from the temple (Area E) will rush here and grab suits of armor, shields, crossbows and morning stars. To get fully equipped it will take the cultists around 2 minutes from when they are alerted to the PCs' presence. They will get what they need from the armory and ready themselves in the Temple area.

Area~E (EL- 4 or 5)

As you push aside the large sturdy wooden door, a torch lit, wide stone walled chamber greets you. In the centre of the room is a dais and upon the dais stands a large black granite altar. Stood around the altar, a dozen cultists wearing dark red robes and leather armor carry an assortment of weapons. Behind the altar is a stooped elderly figure with white, wispy hair in a set of flamboyant red and black velvet robes. He points his finger at you and begins chanting a spell with mad widened eyes!

This is the final combat (or so the players think!) and should be played as such. Marnak Morgenstein is an evil individual and will use every trick in the book (no matter how evil) to save his own life; including (if things take a turn for the worse) turning invisible and leaving his

followers to die as he makes a hasty retreat.

The above description assumes that the PCs give the cultists and Marnak sufficient warning of their approach. The cultists require 2 full minutes to gather weapons and don armor retrieved from the armory. If the PCs don't give them this time then you will have to adjust the encounter where appropriate (see the difference between a typical Cultist and a typical armed and armored cultist in the appendix below). Before the PCs engage the cultists and Marnak, Marnak will cast *Mage Armor* as soon as he is aware of any trouble and will then retrieve his spell book from area E (takes one minute); then he will cast *Spectral Hand* if he is aware of any PCs approaching the door or if the PCs are heard attacking the zombies in area C. As soon as the PCs open the door to the temple, they will be swarmed by an assault of bolts, spells and melee combatants (see the appendix for Marnak's tactics in combat). If given the chance, two of the cultists will have armed themselves with crossbows and leather armor (the two with the least HPs), whilst the other four engage the PCs in melee with leather armor, morning stars and light wooden shields.

Marnak's HPs: 15.

Cultists HPs: 5, 4, 3, 3, 2, 2.

As soon as Marnak has taken at least 8 HP of damage or four of the cultists have been slain, he will use his wand of invisibility to try and escape from the PCs via the only way he can get out (the way the PCs came in!). The only way the PCs will be able to locate him is by a listen check (at DC 12 when he is close by) or to wait for him when he tries to wade through the waist high water in the entrance area. If he escapes he will return to his manor; if he finds that the PCs

have already been there and murdered his son, he will flee the village, never to return.

Special Note: This is a very challenging encounter if the PCs allow the enemy time to prepare themselves for combat. If the enemies get a chance to ready themselves, the EL is 5; if the PCs manage to jump the enemy whilst they are unprepared (i.e. donning armor, retrieving spell book etc) then the EL is 4. Be sure to award your PCs appropriately.

Area~F

You enter a large and luxurious living quarters, complete with a bed and a small library; the sweet and sickly smell of decay assaults your nostrils. Against one of the walls rests three shelves packed with leather-bound books of various sizes; against the other is an expensive-looking four poster bed and by a large desk sits a plush red armchair. Piled neatly on the desk are a collection of papers and books, along with an expensive-looking ink and quill set and a two foot wide terrestrial map depicting the kingdoms. But perhaps the most disturbing item in the room, and the source of the rank smell, is a headless and partially decayed naked male corpse suspended at head height from the ceiling on hooked chains as though it were some form of freakish ornament. By the looks of it, the body must have belonged to a young boy.

The body hanging from the ceiling is that of the missing boy (see *The Disturbing Rumors* section above). The body is too badly decomposed and mangled to identify. Nothing short of a commune or similar divination spell will reveal the body's owner. It has been hung there so that Marnak could examine it more closely. If they examine the notes on the table, they will discover some detailed

drawings of the body (in particular around the neck wound) and detailed notes on the study of the vargouilles' breeding habits. It is in the notes that they also discover the nature of the attacks on the villagers (again the vargouilles) and the study and strange pictures of a tentacled creature referred to as *The Queen*. The notes state that Marnak, although obviously keen to know, has no idea what this *queen* is or where it came from. Though he suspects it's from another plane of existence. Also in the diary of Marnak Morgenstein are multiple references to *The Lord of Death* and the numbers and details of sacrifices to his name, as well as a detailed description of his paranoia towards his wife and the murder of his wife and daughter by Marnak and his son.

The contents of the room, if searched, are the following:

In a hidden compartment in the desk (catch is DC 23 to find):

- Marnak's Spell Book (may be gone if Marnak had time to retrieve it, see above)
- A gold ruby ring (his wedding ring, worth 200 sp)

In an iron bound chest at the foot of the bed (locked at DC 28, break DC 30.

Marnak has the keys. The chest also has a fire trap spell cast upon it; 1d4+7 fire damage, reflex save DC 17 for half, DC 29 to find and disable):

- A medium sized battleaxe of fine quality (+1 magical)
- A large leather pouch bulging with coin (contains 10 gp, 20 sp, 230 cp)
- A small leather pouch containing black gem stones (contains 100 sp of black onyx)
- A suit of medium sized masterwork Chain mail
- A scroll tube containing a scroll of *Animate Dead* (arcane CL-7) and a scroll

of *Fire Trap* (arcane CL-7).

The more valuable contents of the room (each requires an appraise roll to determine its value):

- The large globe on the desk is worth 100 sp
- The expensive ink and quill set is worth 30 sp
- There is 50 sp of specialized inks and unguents required for scribing magical scrolls
- Two rare books on the bookstand, one entitled *The Gentleman's Guide to Plane Shifting Magic* by G.J.T.L.P Jinglehop (worth 70 sp) and the other is entitled *Life in the Forge, a complete guide to maintaining your magical forge* by T.G.Whiteanvil (worth 50 sp).

Area~G (EL-4)

The Final Encounter!

Leaving the recently mined earthen corridor, you cautiously emerge into a dark, wide deep natural cave. In the centre of the room is a large hole that, when you peer down into it, you see continues beyond your light source (darkvision) allows you to see.

Stalagmites and stalactites line the ceiling and floor of this truly ancient cave like a small inverted forest of thin cacti.

This is the resting place of the vargouille queen. She is currently lying in wait at the bottom of this shaft and flies into the room as soon as she hears anything enter her cave (Listen +10). Any PCs in the room may attempt a listen check to hear her flying up the shaft (listen DC 17); otherwise she will get a free partial action *after* she enters the room.

Like a foul daemon rising from the depths of

hell, a wingless seven foot wide floating mass of tentacles emerges from the pit in the centre of the cave. Each of its scaled slimy appendages ends in a hideously distorted human-like head with scaly skin and glowing green eyes. You do not have time to count but feel sure that there are at least eight such heads. The beast suddenly lurches forwards through the air and bisses angrily!

THIS is the vargouille queen! Although she looks fierce and is cunning, she lacks real intelligence and lives only to feed and procreate. Therefore her tactics are simple: spring out, use the scream ability to cause as much disruption as possible, and then tear into her opponents with as much force as possible. Due to her insatiable lust to procreate as much as possible (by delivering the vargouille kiss), she will attack the PCs until death.

The Vargouille Queen HPs: 36

If the PCs venture into the layer of the Queen 100 ft. below, apart from the strong smell of ammonia, they will find the headless body of an adventurer and a belt pouch of coins scattered over the floor (see the list below).

Treasure in the Queen's layer:

- Suit of Full Plate Armor
- Long Sword
- Heavy Wooden Shield
- Two Potions of Cure Light Wounds
- Backpack containing a bed roll, a water flask, one days trail rations, 50 ft. of rope, and a grappling hook.
- 15 sp, 120 cp and 56 tp scattered over the floor.

Concluding the Adventure

Once the PC have slain the Vargouille queen there remains little else to do. The PCs may wish to take the bodies back to

the local temple for the bodies to be put to rest and report back to the local authorities on their findings. After uncovering the mystery of the disappearances and vanquishing the cause, they receive the promised payment, if any, and free room and board for a week in the Hobbling Goblin Inn. Others in town who know where heroes are needed may point them in the direction of further adventures, but they are always welcomed in Eichen.

Further Adventures

Expanding the adventure shouldn't be too much of a problem if Marnak Morgenstein escaped; he will want revenge on the PCs at some point. If not, you could have the map found in his study marked with an X and expand on the notes found on his desk, suggesting that he had learnt where *The Queen* came from, and if so, the PCs may be able to find this place and see if any other such creatures have appeared. Alternatively, you could have Marnak working for a larger cult (his was just a branching organization) and the PCs could follow leads to track the others down.

THE APPENDICES

Appendix One: NPCs

Marnak Morgenstein (Old man Morgenstein)

Human, 3rd-Level Wizard
Medium Humanoid

Hit Dice: 3d4 + 6 (15 hps)

Initiative: +2

Speed: 30

Armor Class: 12 (16 with mage armor)

Base Attack/Grapple: +1/+2

Attack: Dagger +3 (1d4+1), Touch Attack +2 (damage as spell), Ranged Touch Attack +3 (Damage as spell).

Space/Reach: 5/5ft

Saves: Fort +5/Ref +5/Will +3

Abilities: Str 12, Dex 14, Con 12, Int 16, Wiz 5, Cha 10.

Skills: Spellcraft +9, Concentration +8, Knowledge Religion +8, Knowledge The planes +8, Craft Alchemy +6, Knowledge Arcana +4, Decipher Script +4, Speak Language +1 (bonus language = Infernal)
Feats: Scribe Scroll, Toughness, Spell Focus (Necromancy), Greater Spell Focus (Necromancy).

Languages: Kelevan, Kingdom Common, Black Speech (Orc), Old Speech

Other: Specialized school (Necromancy), Prohibited schools (Abjuration, Transmutation).

Challenge Rating: 3

Alignment: Lawful Evil

Spells Usually Prepared:**

0: Read Magic, Detect Magic, Acid Splash, Prestidigitation

1st: Cause Fear* (Will, DC- 16), Magic missile, Ray of Enfeeblement*, Shocking Grasp

2nd: Blindness/Deafness* (Fort, DC- 17), Spectral Hand*, Touch of Idiocy.

* Specialised school spell.

** Note: these spells may change from day to day if he has sufficient warning that the PCs are coming for him.

Treasure/Possessions: Wizard Robes (dark red and blood stained), Spell component pouch, Belt pouch, Masterwork gem inlayed Dagger (worth 500 sp), set of keys (for the doors into the manor and the chest in area F), Scroll tube*, Wand of invisibility (9 charges, CL 3rd), Ring of Sustenance, Cloak of Resistance +2 and a Potion of Cure Light Wounds.

Scroll Tube Contents:

- Scroll of Mage Armor (CL-1st)
- Scroll of Ray of Enfeeblement (CL-1st)
- Scroll of Disguise Self (CL-3rd)

Spell book - (usually stored in a chest in his room)

All 0 level excluding Transmutation and Abjuration spells.

1st level--Cause Fear*, Ray of Enfeeblement*, Mage Armor, Magic Missile, Summon Monster I, Unseen Servant, Disguise Self, Shocking Grasp.

2nd level--Spectral Hand*, Blindness/Deafness*, Touch of Idiocy

Personality and Appearance:

Old man Morgenstein is a cold and calculating individual, though at times (especially when angered) he has psychotic breakdowns where he goes on a destructive and murderous rampage. Due to this fact, his followers know to keep out of his way as much as possible, lest they be blinded, deafened or electrocuted by the mad old wizard! A scientist at heart, he sees everything, including the value of human life, as something that can be manipulated and dissected in the name of science. At the age of 54, Old man Morgenstein looks far older than his years. Due to years spent pouring over books in his study, his back is bent and he walks about constantly stooped over. Added to his thinning wispy white hair and hobbling caused by arthritis in his right knee, he looks positively ancient.

Tactics

In combat (if given the opportunity) he uses his spectral hand spell to good effect.

Initially he will cast *Mage Armor* and *Spectral Hand* on himself long before the combat starts and then, once the melee begins, he will target any melee fighter types with his *Blindness/Deafness* spell, or if that fails, a *Ray of Enfeeblement* on the same target.

With the fighter type out of the way, Marnak will then deliver the *Touch of Idiocy* spell to any obvious cleric/sorcerer or wizard through his *Spectral Hand*. With the fighter AND the wizard/cleric/sorcerer neutralised, Marnak will move his attention to any other problematic adventurers, resorting to his *Spectral Hand*- delivered *Shocking Grasp* or a *Magic Missile* spell as a last resort. If things are turning out badly, Marnak will use his wand of invisibility to escape and extract his cold and calculated revenge on the PCs at a later date.

Gregory Morgenstein (Old man Morgenstein's Son)

Human, 2nd-Level Cleric of Grlarshh
Medium Humanoid

Hit Dice: 2d8 + 4 (16 hps)

Initiative: +1

Speed: 20

Armor Class: 17 (+2 dex, +5 Chainmail, +10 base)

Base Attack/Grapple: +1/+2

Attack: Dagger +6 (1d4+3).

Space/Reach: 5/5ft

Saves: Fort+5/Ref+2/Will+4

Abilities: Str 16, Dex 14, Con 14, Int 11, Wiz 13, Cha 12.

Skills: Spellcraft +2, Concentration +7, Knowledge Religion +2, Knowledge The planes +1.

Feats: Scribe Scroll, Weapon Focus (Dagger).

Languages: Kelevan.

Other: Evil Domain, Magic Domain.

Challenge Rating: 2

Alignment: Neutral Evil

Spells Usually Prepared:**

0: Read Magic, Detect Magic, Cure Minor Wounds (x2)

1st: Cause Fear (Will, DC- 12), Cure Light Wounds, Divine Favor, Protection from Good*

* Domain Spell

** Note: these spells may change from day to day if he has sufficient warning that the PCs are coming for him.

Treasure/Possessions: Cleric Robes (dark red and black), Spell component pouch, Belt pouch (13 sp, 20 cp, 3 tp), Masterwork dagger with a silver inlayed design, Scroll tube*, Masterwork Chain mail armor (worn under the robes), Wand of Shield of Faith (7 charges, CL 1).

Scroll Tube Contents:

-Scroll of Cure Light Wounds (CL-1st)

Personality and Appearance

Gregory Morgenstein is every bit as evil as his father, only Gregory seems to take pleasure in killing; his father does it more out of curiosity or frustration. He regularly sacrifices innocents to his evil lord just to hear them squeal as he slices them with a knife!

Like his father was in his youth, Gregory is a heavy set man. Standing over six feet tall and broad shouldered, with black greasy hair, pale skin and dark penetrating eyes, he is an imposing figure.

Tactics

Gregory is as blunt as he is large. If a fight breaks out, he doesn't hesitate to get into the thick of things, taking great pleasure in cutting into his opponents with his blade and cackling insanely as he does so. Before a melee starts, Gregory will try to cast the following spells in this order before rushing into combat; Protection from Good, Shield of Faith (from his wand) and then Divine Favour.

Because he is completely insane and maddened with blood lust, Gregory will fight to the death if his home is invaded.

Victor the Hunchback (Old man Morgenstein's Groundskeeper and Butler)

Human, 1st-level Rogue/1st-level Commoner

Medium Humanoid

Hit Dice: 1d6+1d4+4 (11 hps)

Initiative: +8 (+4 dex, +4 Improved Initiative)

Speed: 30

Armor Class: 17 (+4 dex, +3 Studded leather, +10 base)

Base Attack/Grapple: +0/+0

Attack: Short sword +2 (1d6+2), Composite longbow (+1 str adjusted) +4 (1d8+1).

Space/Reach: 5/5ft

Saves: Fort+2/Ref+6/Will+1

Abilities: Str 14, Dex 18, Con 14, Int 14, Wiz 12, Cha 5.

Skills: Spot +5, Listen +5, Search +6, Open Lock +5, Disable Device +3, Hide +7, Move silently +7, Climb +5, Jump +6, Balance +5, Escape Artist +5, Tumble +10, Knowledge local +5, Swim +0, Sleight of Hand +5, Use Magic Device +3, Use Rope +6, Profession (Gardener) +5, Profession (Butler) +5.

Feats: Improved Initiative, Point Blank Shot.

Languages: Kelevan, Blackspeech Orcish and Goblin.

Other: Sneak Attack (1d6), trap finding.

Challenge Rating: 2

Alignment: Lawful Neutral

Treasure/Possessions: Studded Leather Armor (Dirty and worn out), Belt pouch (5 tp), Poorly maintained dagger and short sword, Quiver of arrows (13), Strength adjusted composite longbow +1 (+1 to damage).

Personality and Appearance

If a single word could be used to describe Victor, it would be loyal. For the past twenty years, since he was taken from the streets by lady Morgenstein and given a job, he has been loyal to the family. It is only over the past year that Victor has seriously begun to secretly question his master's actions. Not being evil, Victor has been heartbroken since he watched Gregory and Marnak Morgenstein murder his mistress and now he only serves the Morgenstein family out of fear. Before he served this family, Victor had had a horrible life. Standing a little over five foot tall, the hunchback's arms hang beneath his knees as he is constantly stooped over. His face is deformed, with one eye higher on his head than the other, and he talks with a very bad lisp. Because he still serves as a groundskeeper, he wears a pair of worn out brown leather boots, an unwashed dark green shirt, and brown trousers. Because he never washes and suffers from incontinence (especially when scared), Victor constantly smells of dried urine and stale sweat.

Tactics

Although he can use a bow with some skill, Victor is a coward and will not fight the PCs if he can help it. Instead, if he is cornered, he will whimper and plead for his life whilst he sits in a growing pool of his own urine. If he has been convinced to help the party to track down and stop Marnak Morgenstein, then he finds the courage to fight and do the right thing (but only at range, never in melee). Though if the PCs go down, he will sooner run away and save himself than risk his own life.

Oscar Drok (Maddened Old Hermit)

Dwarf, 2nd-Level Ranger
Medium Humanoid

Hit Dice: 2d8 + 2 (14 hps)

Initiative: +3

Speed: 20

Armor Class: 16 (+3 dex, +3 studded leather, +10 base)

Base Attack/Grapple: +2/+3

Attack: Club +5 (1d6+3) or Composite Longbow +6 (1d8+2).

Full Attack: Club +3 (1d6+3) and Dagger +3 (1d4+1) or Composite Longbow +6 (1d8+2).

Space/Reach: 5/5ft

Saves: Fort+5/Ref+2/Will+4

Abilities: Str 16, Dex 16, Con 12 (-2), Int 10, Wiz 4 (-7), Cha 7.

Skills: Craft (Fletching) +0, Listen +1, Spot +1, Knowledge (Nature) +1, Knowledge (Geography) +1, Profession (Hunter -1), Hide +7, Move Silently +7, Survival +2.

Feats: Track, Weapon Focus (composite longbow), Two weapon fighting.

Languages: Kelevan, Dwarven.

Other: He has been maddened with fright (-7 to wisdom) and starved for a week (-2 to constitution).

Challenge Rating: 2

Alignment: Neutral

Treasure/Possessions: Dirty clothing (urine and excrement covered), Studded Leather (urine and excrement covered), dagger and a club.

Personality and Appearance

Oscar is a moody old dwarf at the best of times. Unusually for a dwarf, he enjoys the piece and quiet of the woodland as opposed to the hustle and bustle of village life. Content with his hobby of archery and fletching arrows, he wiles away his time in his shack as he drinks the local ale and pipe weed that he picks up from the village once a week. However, recently, Oscar has been attacked on a number of occasions by the vargouilles that nest in an old tomb a mile or two away. Therefore, he and his dogs have been maddened by their experiences and

do nothing but shut themselves away in a dark room. As a result, Oscar has not eaten or drank for days. He is thinning and slowly dying from dehydration (even though he has a well just outside his house!). If the PCs manage to increase Oscar's wisdom to six or above (through clerical healing or natural healing), then Oscar (although still quite mad and disturbed) will offer to take the PCs to the entrance of a tomb where he saw a head rip free of its body and fly at him with green eyes (though he will not enter the tomb for any reason).

Tactics

Oscar is a mad old dwarf and sees everyone as vargouilles in his mind. He waits in hiding within his room and jumps out wielding two weapons (a club and a dagger) when he thinks the adventurers will least expect it. If reduced to less than half hit points, Oscar drops to his knees and sobs at the PCs and pleads with them not to take his head.

Monsters

A Typical Cultist

Human, 1st-level commoner
Medium Humanoid

Hit Dice: 1d4+1 (3 hps average)

Initiative: +1 (+1 dex)

Speed: 30

Armor Class: 12 (+1 dex, +1 padded armor, +10 base)

Base Attack/Grapple: +0/+0

Attack: Club +1 (1d6+1), Dagger +2 (1d4+1)

Space/Reach: 5/5ft

Saves: Fort+1/Ref+1/Will+0

Abilities: Str 12, Dex 12, Con 10, Int 10, Wiz 10, Cha 10.

Skills: Random Profession skill +4, Knowledge Religion +4, Bluff +2, Intimidate +1.

Feats: Skill Focus (Knowledge religion),
Weapon Focus (dagger).

Languages: Common (1/4 can speak
Infernal).

Challenge Rating: 1/4

Alignment: Usually Lawful Evil

Treasure/Possessions: Padded Armor
(Dirty and worn out), Belt pouch (1d4cp,
1d6tp), Poorly maintained dagger, Club,
Dark red and blood stained robes.

A Typical Cultist (Armed and Armored)

Human, 1st-level commoner
Medium Humanoid

Hit Dice: 1d4+1 (3 hps average)

Initiative: +1 (+1 dex)

Speed: 30

Armor Class: 14 (+1 dex, +2 leather
armor, +1 shield +10 base)

Base Attack/Grapple: +0/+0

Attack: Morningstar +1 (1d8+1) or Dagger
+2 (1d4+1) or crossbow +1 (1d8)

Space/Reach: 5/5ft

Saves: Fort+1/Ref+1/Will+0

Abilities: Str 12, Dex 12, Con 10, Int 12,
Wiz 10, Cha 10.

Skills: Random Profession skill +4,
Knowledge Religion +4, Bluff +2,
Intimidate +1.

Feats: Skill Focus (Knowledge religion),
Weapon Focus (dagger).

Languages: Kelevan (1/4 can speak
Blackspeech Orc).

Challenge Rating: 1/2

Alignment: Any Evil

Treasure/Possessions: Leather Armor
(Dirty and worn out), Small wooden
Shield, Morningstar, Belt pouch (1d4cp,
1d6tp), Poorly maintained dagger, Dark
red and blood stained robes.

Skeletal Brown Bear

Large Undead

Hit Dice: 5d12 + 10 (37 hps average)

Initiative: +7 (+3 dex, +4 Improved
Initiative)

Speed: 30

Armor Class: 14 (+3 dex, +2 natural, -1
size, +10 base)

Base Attack/Grapple: +2/+6

Attack: Claw +6 (1d6+4)

Full Round Attack: 2x Claw +6 (1d6+4),
bite +2 (2d6+2)

Space/Reach: 10/5ft

Saves: Fort+1/Ref+4/Will+4

Abilities: Str 23, Dex 16, Con -, Int -, Wiz
10, Cha 1

Skills: None

Feats: Improved Initiative

Languages: None (understands Kelevan)

Other: Undead Immunities, Immune to
Cold, Damage Reduction 5/bludgeoning

Challenge Rating: 2

Alignment: Neutral Evil

Treasure/Possessions: None.

Skeletal Sanctum Guard (When Fighting Near the Shrine)

Medium Undead

Hit Dice: 1d12 +2 (8 hps average)

Initiative: +5 (+1 dex, +4 Improved
Initiative)

Speed: 30

Armor Class: 20 (+1 dex, +2 natural, +5
armor, +2 shield, +10 base)

Base Attack/Grapple: +0/+1

Attack: Longsword +4 (1d8+3)

Full Round Attack: Longsword +4
(1d8+3)

Space/Reach: 5/5ft

Saves: Fort+2/Ref+3/Will+4

Abilities: Str 13, Dex 13, Con -, Int -, Wiz
10, Cha 1

Skills: None

Feats: Improved Initiative
Languages: None (understands Kelevan)
Other: Undead Immunities, Immune to Cold, Damage Reduction 5/bludgeoning
Challenge Rating: 1
Alignment: Neutral Evil
Treasure/Possessions: Masterwork longsword, Breastplate armor, Heavy steel shield.

Bugbear Zombie

Medium Undead

Hit Dice: 6d12 +3 (42 hps average)
Initiative: +0
Speed: 30 (can't run)
Armor Class: 16 (+5 natural, +1 shield, +10 base)
Base Attack/Grapple: +3/+6
Attack: Morningstar +6 (1d8+3)
Full Round Attack: Morningstar +6 (1d8+3)
Space/Reach: 5/5ft
Saves: Fort +2/Ref +2/Will +5
Abilities: Str 17, Dex 10, Con -, Int -, Wis 10, Cha 1
Skills: None
Feats: Toughness
Languages: None (understands Kelevan)
Other: Undead Immunities, Immune to Cold, Damage Reduction 5/slashing, Single actions only
Challenge Rating: 2
Alignment: Neutral Evil
Treasure/Possessions: Rotten Animal Furs, Morningstar and a Light Wooden Shield.

Vargouille

Small Outsider (Evil, Extraplanar)

Hit Dice: 1d8+1 (5 hp average)
Initiative: +1
Speed: Fly 30 ft. (good)
Armor Class: 12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple: +1/-3
Attack: Bite +3 melee (1d4 plus poison)

Full Attack: Bite +3 melee (1d4 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Shriek, kiss, poison

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8

Skills: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5

Feats: Weapon Finesse

Challenge Rating: 2

Treasure: None

Alignment: Always neutral evil

A vargouille is slightly larger than a human head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds. Vargouilles speak Infernal. Vargouilles attack by biting with their jagged teeth. Their special attacks make them even more dangerous. A vargouille's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitutionbased and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the

creature into a vargouille within 24 hours (and often much sooner; roll Id6 separately for each phase of the transformation). First, over a period of Id6 hours, all the victim's hair falls out. Within another Id6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next Id6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete Id6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Vargouille Queen

Large Outsider (Evil, Extraplanar)

Hit Dice: 6d8+12 (36 hp)

Initiative: +6

Speed: Fly 30 ft. (average)

Armor Class: 16 (-1 size, +2 Dex, +5 Natural), touch 11, flat-footed 14

Base Attack/Grapple: +6/+11

Attack: Bite +7 melee (Id4+1 plus poison)

Full Attack: 8 x Bite (only two attacks in each fighting arc) +7 melee (Id4+1 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Cacophonous Shriek, Hissing Despair, Multiple Kiss, Poison

Special Qualities: Darkvision 60 ft,

Outsider Traits.

Saves: Fort +7, Ref +7, Will +6

Abilities: Str 12, Dex 14, Con 14, Int 5, Wis 12, Cha 8

Skills: Hide +7, Listen +12, Move Silently +10, Search +6, Spot +14

Feats: Weapon Finesse, Improved Initiative

Challenge Rating: 4

Treasure: Standard

Alignment: Neutral evil

The Vargouille Queen speaks Infernal but vary rarely chooses to do so.

Rumored to have leaked from another plane of existence, a vargouille queen is a terrifying beast to behold. Although at some point this creature was dubbed a vargouille "queen," this creature is the ruler of nothing. If fact the term queen can be quite misleading as the beast is gender neutral and reproduces asexually. When an outbreak of vargouilles emerges in a certain area, it is a safe bet that there is a vargouille queen that is the route cause of the outbreak hidden somewhere.

Tactics

The Vargouille Queen attacks by biting with her many sets of jagged teeth. In addition to her multiple attacks, her special attacks make her even more dangerous. Although a vargouille queen has eight heads, due to her awkward shape and size, she can only bring two heads to bear in any one arc (i.e. two attacks to the front, two to the side, two to the back, etc). The vargouille queen's natural weapons are treated as evil-aligned for the purpose of overcoming damage reduction.

Cacophonous Shriek (Su): Instead of biting, as a standard action the vargouille queen can open its many distended mouths and let out a terrible ear piercing shriek. Those within 60 feet (except other vargouilles or vargouille queens) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fortitude save or

be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille queen's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Multiple Kiss (Su): A vargouille queen can kiss as many paralyzed targets with a successful melee touch attack as she threatens (up to a maximum of eight, and only two in each arc). An affected opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. Only a humanoid, monstrous humanoid, or giant can be affected by this ability. The save DC is Constitution-based and includes a +1 racial bonus.

Poison (Ex): Injury, Fortitude DC 16 or be unable to heal the vargouille queen's bite

damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Hissing Despair (Su): A vargouille queen emits a constant distracting hiss that fills all around her with a profound feeling of hopelessness. Whenever a creature other than a vargouille or a vargouille queen within 15ft hears the hissing they must succeed at a Will save DC16 or be subject as if to the bane spell (-1 moral penalty on attack rolls and saves against enchantment and fear). The vargouille queen uses this ability as a free action unless she has used her Shriek ability in the same round. The Hissing Despair is a mind affecting effect. The save DC is Constitution based and includes a +1 racial bonus.

Many eyes, Many Ears (Ex): Due to the vargouille queen's many sets of eyes and ears, she receives a +4 racial bonus on spot, search and listen checks.

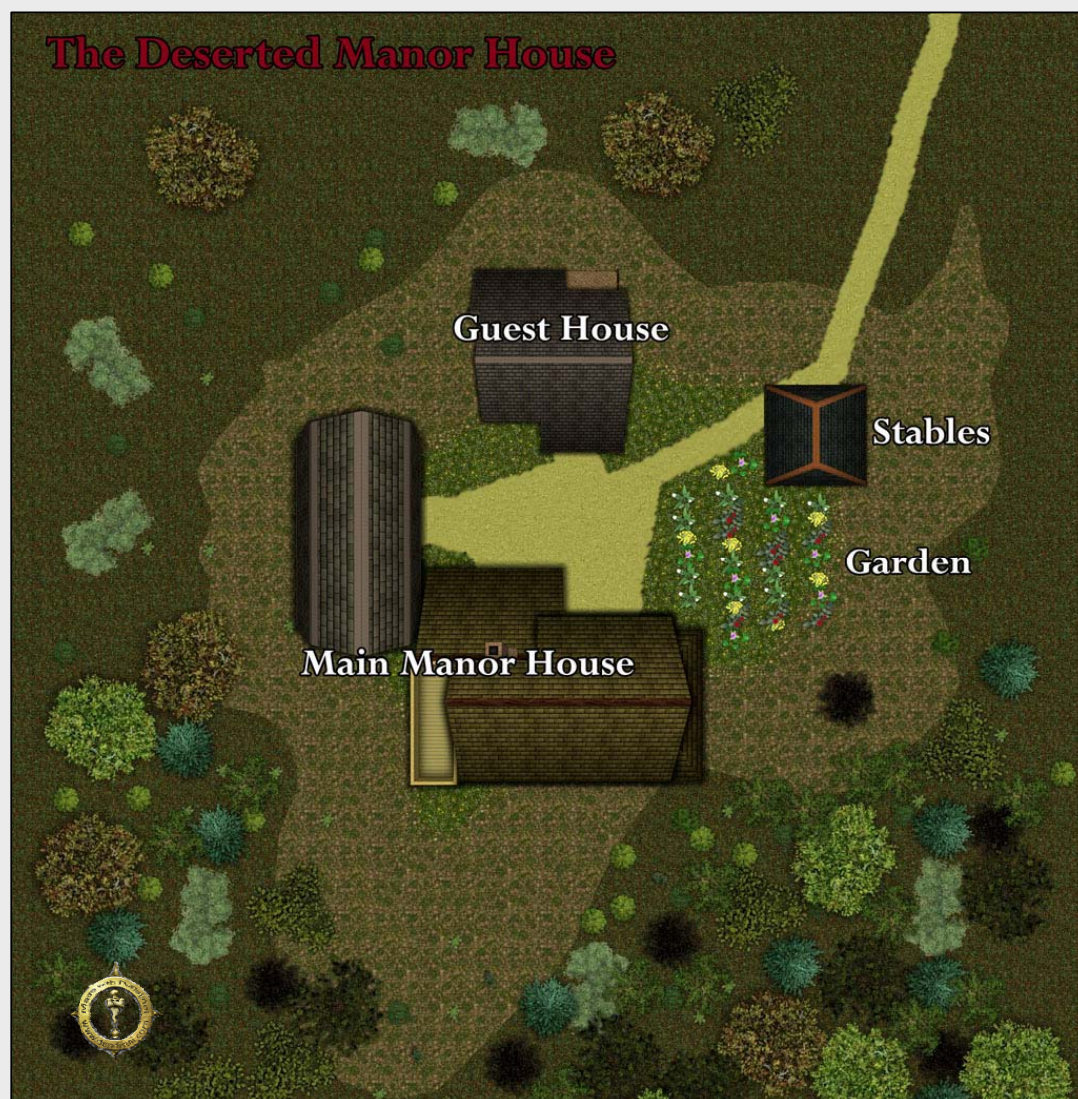
Appendix Two: Maps



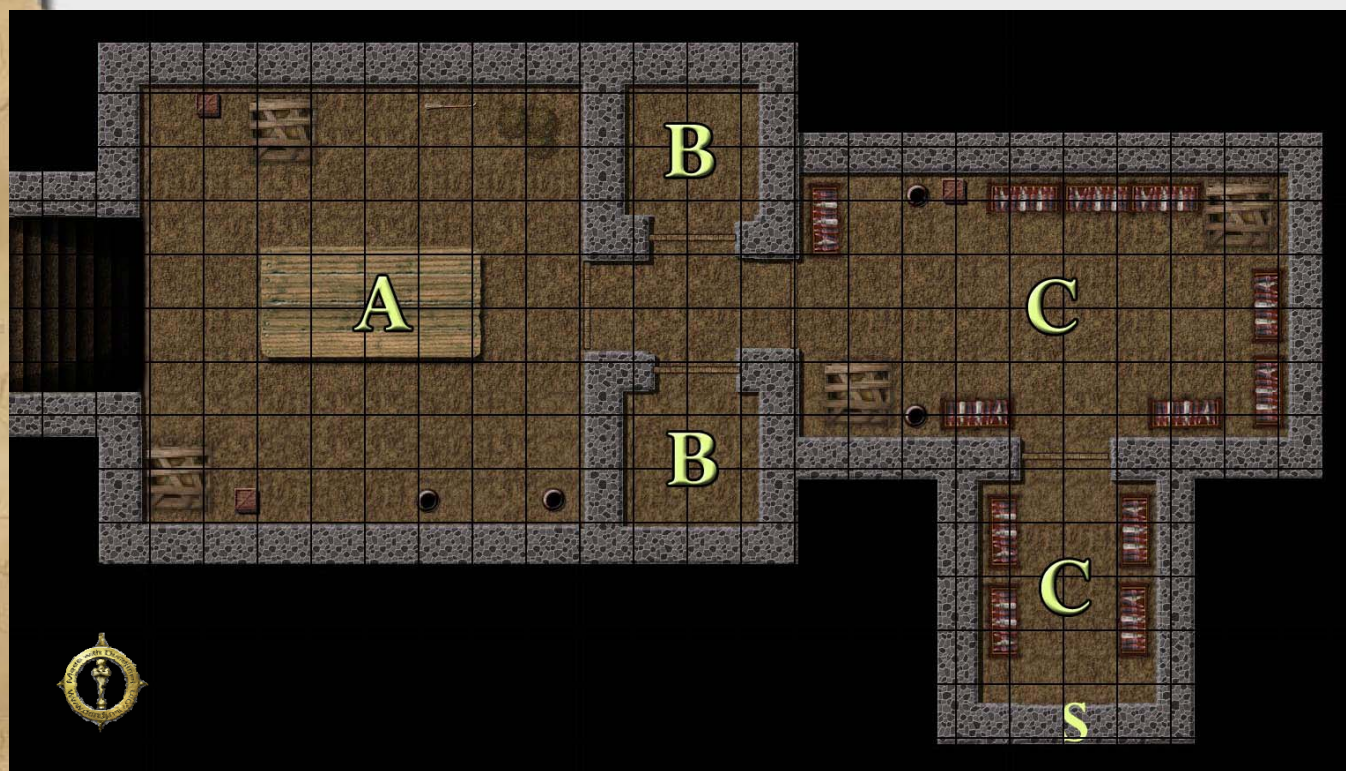
Eichen Key

- A** Town Hall
- B** Temple
- C** The Hobbling Goblin Inn
- D** The Merry Mage Tavern
- E** Morganstein Manor House
- F** Oscar Drok's Shack

Morganstein Manor House Grounds



Morganstein Manor House Basement Level 1



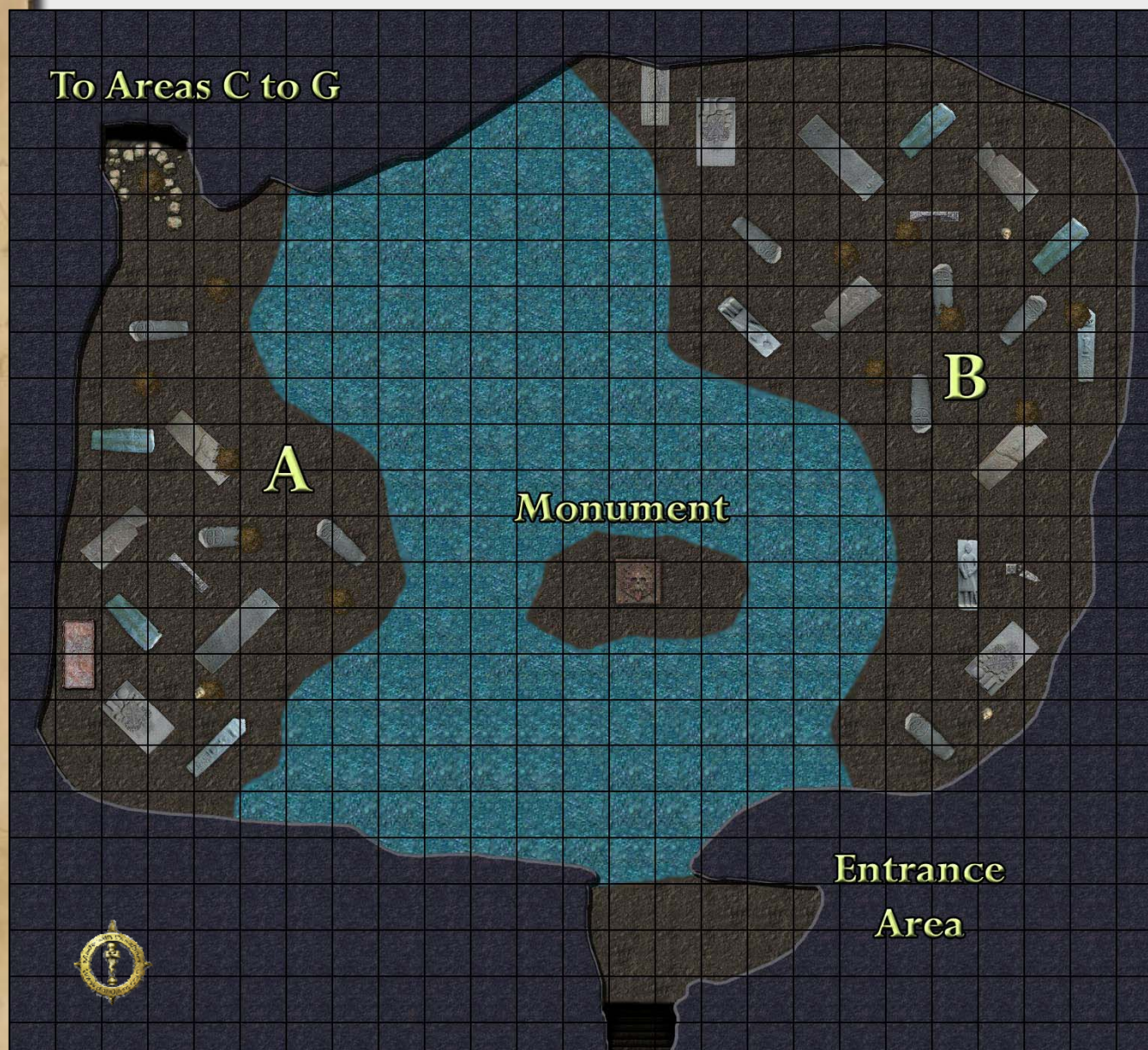
Manor House Basement Level 2



Drok's Woodland Shack



Orcish Burial Grounds Areas A & B



Orcish Burial Grounds Areas C to G



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