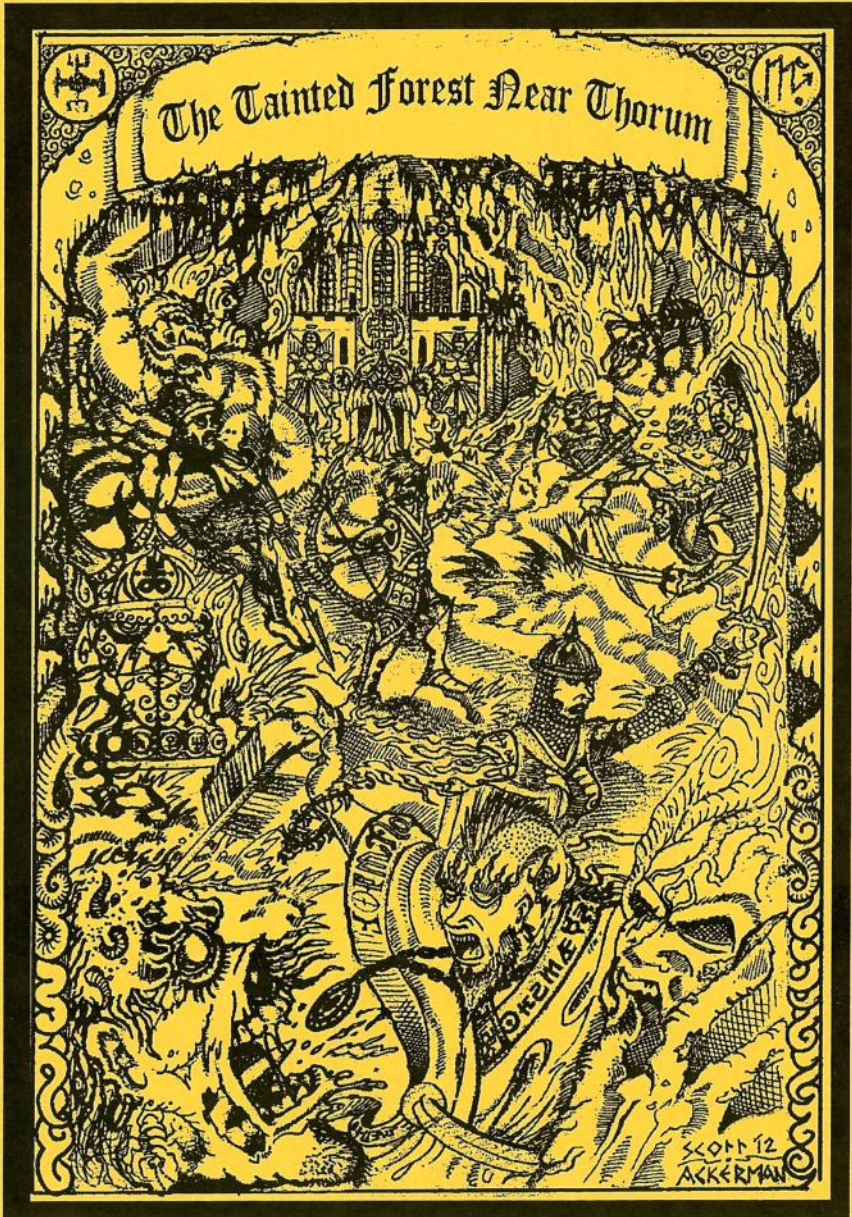


Issue
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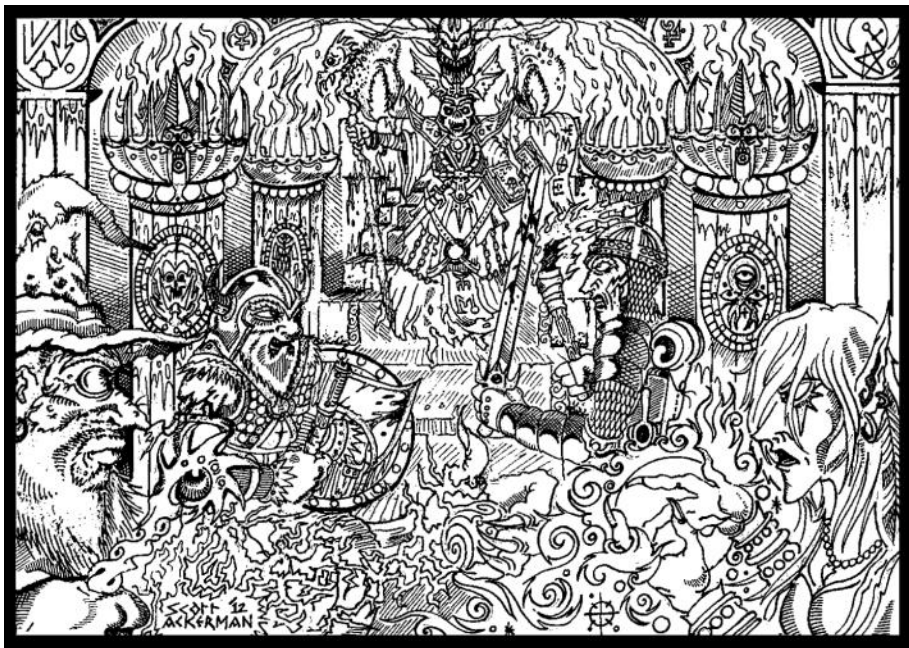
This PDF Edition of Crawl! fanzine 4, The Tainted Forest Near Thorum, contains a letter sized copy of the map of Thorum and its environs and the Map of Macrobius' Dungeon at the end of the PDF.

Crawl!fanzine **No.4**

PDF Edition

The Tainted Forest Near Thorum

A Level 5 Adventure for DCC RPG
by Yves Larochelle



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COMPATIBLE WITH
**DCC
RPG**

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Adventure awaits...

The 4th issue of *Crawl!* is a bit of an experiment. As a whole it's an adventure for 4 to 8 5th-level characters. In its parts it's a riverside village with a hidden secret, a dark forest with an extraordinary dragon and a dungeon with a sinister evil. The adventure was written by a member of the DCC RPG community, *Yves Larochelle*, who goes by sheriffharry on the Goodman Games forums. Primary art is by the talented and extremely hardworking artist, *Scott Ackerman*. For me, the editorial challenge was fitting a complete adventure of this scale into the zine format while keeping it loose enough to use at any table. Most of all, I hope my readers find something of use for their gaming!

Game On!

Reverend Dak

(Dungeon) Master in Chief

Correspondence, Concerns and/or Criticism? Contact!

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Submissions!

Original submissions are welcome. Everything that gets published will belong to the author, artist and creator. For art submissions, send a link to some samples. I prefer old-school D&D style black and white line-art with hatching or halftone. Smaller, incidental fantasy themed pieces are always needed. If you have a brilliant idea or proposal, I want to see it, but make sure you use a short and informative subject line. Include a quick blurb or sample text in the email. Don't send attachments until requested. All contributors will get a free copy of the zine. Email crawl@straycouches.com.

The Tainted Forest Near Thorum

A Level 5 Adventure for DCC RPG
by Yves Larochele

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Introduction

The party of adventurers is asked to investigate strange occurrences in the remote village of Thorum. Local rumors tend to point to a group of bandits established in the nearby forest that have been harassing the town for years. But all may not be what it seems in the village of Thorum...

Background

Macrobius was an ambitious and talented necromancer. His sanctum was a small tower deep in a forest surrounding the village of Thorum. He lived there seeking new spells and enchanting magic items with the help of his wife, the witch Esmeralda, and his apprentice, the elf Fillis.

Meanwhile in a Chaotic Overworld, the demon Dzyvatz was dreaming of power and recognition. He devised a plan to become a demonic prince. The first part of that plan was to establish a cult in his honor on the material plane. He stole an evil and powerful magic item, the Black Root of Abysmal Domination. The Black Root can subvert the hearts and minds of the weak-willed races of the world. He set his eyes on the remote village of Thorum, home of a devout order to the Goddess of Justice. He decided to make Macrobius the instrument of his will. He sent one of his minions, the succubus Fridoline, with the Black Root to corrupt him. Macrobius, eager for power and prestige, received Fridoline with much enthusiasm. She secretly taught him much about the black arts of demonology and necromancy. Enthralled by his newly acquired powers, he achieved quasi-immortality and left everything to establish a new lair on a desolated island on the river near Thorum.

Fridoline, disguised as a novice, used the Black Root to seduce the head cleric of the order, Cedric. The same was done to his brother, Alberic. They both had been secretly desecrating the church. They have also started preaching that the Gods are becoming deaf to human prayers and that a great change is coming. But they were, in fact, preparing for the coming of a new order in Thorum, the cult of Dzyvatz. A secret shrine, dedicated to Dzyvatz, has been built beneath the Church of the Goddess of Justice.

Recently, the abandoned Esmeralda was tipped by a scrying spell that foul things were at work concerning her former husband. Suspicious of the clerics' new preaching doctrine, she decided to hire Richter's bandits, the Terrible 13, to abduct Alberic. She had him brought to her tower and is currently interrogating him to understand what is going on.

The Adventure

The party has been requested to visit the village of Thorum. They've been asked to investigate recent and disturbing occurrences, culminating in the disappearance of a local cleric.

Investigating in Thorum

The following clues can be gathered by the party:

1. Recently the holy symbols of Justice have been stolen, destroyed or damaged in the church of Justice.
2. Bodies (as many as 3 dozen) have been taken away from their graves in the cemetery. Some have been horribly disfigured and have shown up in the river.
3. Alberic, the brother of the head cleric, has recently disappeared. The head cleric doesn't seem concerned.
4. Most people suspect the "Terrible 13", a group of bandits led by the Half-orc Richter, to be the cause of the recent problems. They have been sporadically raiding the village for years, but somehow the local militia has never been able to get rid of them (in fact Krolas regularly receives bribes from Richter to "forget about him"). Interestingly, never have the bandit raids been so sacrilegious. Their hideout is rumored to be in the forest near a clearing south of the village, but no villager knows exactly where. On top of the bandits' bad reputation, the forest has supposedly become "evil" in the last 10 years and nobody wants to enter it willingly.
5. If the party closely investigates the local Order of the Goddess of Justice, or actually go to the church during a service, they'll learn that recently Cedric has been subtly preaching about the disinterest of the Goddess of Justice towards humans and the coming of great changes in the world.
6. If the party meets the drunken Fillis at the Inn, he might talk about his former master, Macrobius, and how he would be able to solve the problems plaguing the town. But Fillis' ramblings should be pretty much incoherent, and he will categorically refuse to discuss Macrobius when sober, unless solid proofs of Macrobius' evil deeds are shown to him.
7. The eldest villagers may have vague memories of a crazy magician and his wife living in a tower deep in the forest decades ago.

Notes for the Judge

“The Terrible 13”

The party may try to locate Richter's hideout. Either by bargaining or by finding a letter on Richter's body, they will learn of the tower of the mysterious “E”. If there is any mentioning of this in Thorum, elder villagers or Fillis will point to the former necromancer's tower in the forest and the witch Esmeralda.

The Tainted Forest

While traveling either from the bandits' hideout or from Thorum to Esmeralda's tower, the party faces perilous encounters in the Tainted Forest (*See Tainted Forest Wandering Monsters table on page 9.*)

Esmeralda

When they finally find Esmeralda (and a now un-charmed Alberic), she will know about most of the details of Macrobius' vile plot. She will try to convince the party to help her defeat him and Fridoline. If the party kills her, they will find most of the important information about Macrobius' plot in Esmeralda's private journal, or the un-charmed Alberic will get them up-to-date on the quasi-immortal necromancer's scheme.

The Underground Shrine of Dzyvatz

The party may discover the evil cult of Dzyvatz underneath the church of the Goddess of Justice in Thorum. They will have to deal with Cedric and Fridoline.

Macrobius

Either using the Mirrors of Quick Getaway, or help from Esmeralda or her journal, the party (and possibly with a little help from some of the more powerful Thorum residents) should find the dungeon of Macrobius, and come face to face with the Quasi-immortal Necromancer and retrieve the Black Root of Abysmal Domination. Maybe...

Places to go...

The Village of Thorum

The village lies in between a main road and a wide river (*Map found on inside cover.*) Its population of about 1000 is mostly human, with about 150 halflings. The two major churches in the village are those of the Goddess of Justice (Law) and the God of the Halflings (Neutral).

Area A. Inn of the Greyhaak's Moonshine

Small, smoky, and noisy, the Inn of the Greyhaak's Moonshine could be the best inn you ever set your adventurers' feet in. And on top of it all, a halfling is bartending!

If questioned about recent events, the innkeeper Belboc's personal feelings tend to be like those of most of the villagers and he suspects Richter's gang. Veronica, the local waitress has dated one bandit of the Terrible 13 a couple of years ago, she doubts they are involved in Alberic's disappearance but would lead the party to their hideout. Fillis is basically a failed wizard, but he knows about Macrobius.

Belboc, halfling male: Init 0; Atk Dagger +0 melee (dmg 1d4); AC 11; hp 3; MV 20'; Act 1d20; SV Fort 0, Ref +1 Will -1; AL:L.

Veronica, human female: Init 0; Atk hands melee (dmg 1d3); AC 11; hp 2; MV 30'; Act 1d20; SV Fort 0, Ref +1 Will 0; AL:N.

Fillis, see *People to see.*

Area B. Church of the Goddess of Justice (and Underground Shrine of Dzyvatz!)

While not of very large size, the Church of the Goddess of Justice is a very nice piece of architecture. Acolytes of Justice are tending to their duties.

Inside the church, signs of vandalism can be found: beheaded statues, missing Holy Symbols, evil writings, etc. These are actually the acts of the charmed Cedric and Alberic before his disappearance. If the party is given an opportunity to investigate the church, they will find a secret door in the church kitchen leading to the underground shrine of Dzyvatz. Fridoline can be found here training Cedric. The hidden shrine is always guarded by four Ghastly Ratmen. One of the Mirrors of Quick Getaway (see Appendix) is in the shrine leading to Macrobius' island.

Acolytes of Justice (4): Init 0; Atk Mace +0 melee (dmg 1d6); AC 12; hp 5; MV 30'; Act 1d20; SV Fort +1, Ref +0 Will +1; AL L.

Ghastly Ratmen (4): Init +1; Atk unarmed +1 melee (1d6+2); AC 13; HD 2d8+1; hp 13; MV 40'; Act 1d20; SP Paralyzation (on a successful hit, character must make a DC 12 Fort save or be paralyzed for 1d3 rounds), infravision 75', SV Fort +2, Ref +0, Will Immune; AL N.

Ghastly Ratmen are the intolerable crossbreeds of undead humans and rodents. They cannot tolerate daylight.

Cedric & Fridoline, see *People to see*.

Area C. Church of the Halfling God

Like Thorum's halfling population, the halfling's church is small. The interior is nice and clean, reflecting the pride of the halfling community.

Here the party can find Iasmin, who can be of great help to the party if convinced of the evil things going on underneath the church of Justice or on Macrobius' Island.

Iasmin, see *People to see*.

Area D. Burgomaster's office and Militia quarters

This is Thorum's only official "civil building". It looks just imposing enough to convey the Burgomaster's self-importance.

Ivan Dutill, burgomaster, see *People to see*.

Krolas, head of the Militia, see *People to see*.

Lieutenants (2): Init +2; Atk Longsword +3 (dmg 1d8); AC 16; HD 2d12; hp 13; MV 30'; Act 1d20; SP Rally troops; SV Fort +1, Ref +1 Will +0; AL N.

Rally troops: Once per turn, a lieutenant can give soldiers that have failed their morale check another check. If the check is successful the soldiers can return to battle.

Soldiers (30): Init +1; Atk Longsword +2 (dmg 1d8); AC 15; HD 1d8; hp 5; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will 0 AL L.

The Tainted Forest

An encounter occurs 2 in 6 for every mile traveled in the forest, use each encounter only once.

Tainted Forest Wandering Monsters (1d6)

1. **Soldier ants, giant (1d5+3):** Init +2; Atk bite +6 melee (3d4+3); AC 18; HD 3d8+6; MV 50' or climb 50'; Act 1d20; SP 20% have poisoned stinger (+6 melee, dmg poison: DC 16 Fort save or 2d4 Stamina); SV Fort +7, Ref +3, Will -3; AL L.

Spawning Ant Queen: Init -4; Atk bite +0 melee (1d3); AC 12; HD 5d8+10; MV 10' or climb 10'; Act 1d20; SP The Queen can spawn 1d3 new giant ants each round (50% chance), SV Fort +4, Ref -4, Will +8; AL L.

2. **Thorun's White Gorillas (1d5+3):** Init +3; Atk slam +7 melee (dmg 1d10+3); AC 14; HD 5d8; MV 35' or climb 25'; Act 2d20; SV Fort +9, Ref +7, Will +2; AL C.
3. **Hargn, the dragon of the river:** A giant fishlike creature, the size of a house, with shimmering green and silver pearlescent scales moves through the forest.

See the Appendix H: Hargn The River Dragon.

4. **Venomous Deathwolves (1d6+4):** Init +2; Atk bite +5 melee (dmg 1d6); AC 13; HD 2d8; MV 30'; Act 1d20; SP can breathe venom for additional 1d8 damage; SV Fort +1, Ref +0, Will +0; AL C.
5. **Ghastly Ratmen(1d6+4):** Init +1; Atk bite +1 melee (1d6+2, SP); AC 13; HD 2d8+1; hp 13; MV 40'; Act 1d20; SP Paralyze, infravision 75', SV Fort +2, Ref +0, Will Immune; AL N.

Paralyze: On a successful hit, character must make a DC 12 Fort save or be paralyzed for 1d3 rounds.

6. **Sneaky Bandit Patrol (1d3):** A small group of sneaky bandits (See Area E) are patrolling the area. If they spot the adventurers, they'll attempt to slip away and report back Richter. Richter may seek out the interlopers, or await in ambush.

Area E. The Bandits Hideout

The bandits hideout is a large bunker-like compound in a small clearing in the forest.

The Terrible 13 are a dangerous bunch. One of the bandits is always on guard duty. If the party is spotted from far away, Richter may ask Illico, the illusionist, to cast an illusion to misguide them.

The “Terrible 13”

Richter, see *People to see*.

Bandits, muscle (6): Init +4; Atk Longsword +d5 melee (dmg 1d8); AC 16; HD 3d12; hp 27; MV 30'; Act 1d20; SP push back SV Fort +1, Ref +2 Will +1; AL:C.

Push back: On a successful hit, a muscle bandit may push back his target 5 feet. The target may make a DC 15 Fort save to resist.

Bandits, sneaky (5): Init +2; Atk Short sword(+1) +2 melee (dmg 1d6+1); AC 14; HD 3d6; hp 13; MV 30'; Act 1d20; SP sneak attack; SV Fort +2, Ref +3, Will +1; AL:C.

Sneak attack: A sneaky bandit can sneak silently, hide in shadows and backstab as a Thief at +4. A successful sneak attack results in an automatic critical hit (See Crit Table II/d12).

Illico, human female, wizard: Init +0 Atk Dagger(+2) +2 melee (dmg 1d4+2); AC 12; HD 5d4; hp 14; MV 30'; Act 1d20+1d14; SP Spells; SV Fort +2, Ref +1, Will +3; AL C.

Suggested Spells: d20+7 (judge's discretion); Fireball, Fly, Invisibility, Phantasm, Magic Missile, Ropework.

Treasure: 6d12 x100 gp worth of gems and misc. coins. Illico's spellbook with 1d4 spells.

Area F. The Tower of Esmeralda

This is an old brick tower, about 40 feet high with very small windows. It would look uninhabited if not for the little puffs of smoke coming out from the top.

The tower has only three rooms, one on each level, linked together by a central staircase.

The front door is locked. **The first room/floor** is a kitchen, and although in a rare state of untidiness, it is not at all messy or dirty. **The second floor** is Esmeralda's chamber. Esmeralda's laboratory is on the **third floor**. If the party is careful, they can easily surprise Esmeralda

in her laboratory while she is questioning Alberic.

Esmeralda and Alberic, See *People to see*.

Area G. The Island of Macrobius

The Island itself is desolate apart from rodents and a few copses of dying trees. A Mirror of Quick Getaway (See *Appendix N: New Magic Items*) is hidden among one of these trees. The dungeon entrance is a cave leading underground and is fairly easy to locate.

The Dungeon of Macrobius

The dungeon air is damp. Unless noted otherwise, a light source is required for characters without infravision. (*Map found on page 13.*)

Room G1 (Dungeon entrance)

The entrance of the cavern doesn't look unusual and all is calm at first sight. There is however a horrid stench coming from within.

This room is completely filled with dead animals in various stages of decomposition, hence the smell. There are no monsters or anything of value for the party.

Room G2 and G3 (Ghastly Ratmen Lair)

These are dark and moist caverns. Noises can be heard in the darkness...

These caves are the lair of Giant Hedgehogs and Ghastly Ratmen. They are there to scare away animals or foolhardy villagers. They will attack interlopers on sight. The stairs in G3 lead to the labyrinth's entrance in G4.

Giant Hedgehogs (8): Init +2; Atk bite +2 (1d4); AC 12; HD 2d8; MV 20'; Act 2d20; SP Projectile spines; SV Fort +1, Ref +3, Will +1; AL N.

Projectile spines: As an attack action, giant hedgehogs can project spines up to 100', Atk +4 (1d6).

Ghastly Ratmen (6): Init +1; Atk bite +1 melee (1d6+2); AC 13; HD 2d8+1; hp 13; MV 40'; Act 1d20; SP Paralyze, infravision 75', SV Fort +2, Ref +0, Will Immune; AL N.

Paralyze: On a successful hit, character must make a DC 12 Fort save or be paralyzed for 1d3 rounds.

Room G4 and G5 (The Labyrinth and Lair)

At the bottom of the stairs you end up in a long, straight corridor. The air here is much cleaner, but nonetheless a feeling of fear and disgust overwhelms you.

This is actually a labyrinth that is the lair of 4 renegade Men-Beast-with-Elephant-Head helped by 5 Hellish Razorback servants, which were “hired” by Macrobius to guard the entrance to his dungeon. The walls of the labyrinth are magically protected from damage. Exit of the labyrinth in G4 leads to G6.

Men-Beast-with-Elephant-Head (4): Init +8; Atk tusks +8 melee (1d12+2) or axe +8 melee (1d10+4); AC 15; HD 6d8+6; hp 35 each; MV 30'; Act 2d20; SP never surprised; SV Fort +6, Ref +8, Will +2; AL C.

Hellish Razorback (3): Init +4; Atk bite +6 melee (1d10+2); AC 13; HD 3d8; hp 16 each; MV 35'; Act 1d20; SP breath weapon, protection from fire; SV Fort +3, Ref +2, Will +1; AL C.

Hellish Razorbacks are infernal cousins of standard wild boar, but more ferocious and deadly. They can breathe fire that does damage equal to their current hp, DC 12 Ref save for half damage.

Treasure: 5d6 x100 gp

Room G6 (Bottom of the stairs)

The area at the bottom of the stairs seems empty. The uneasy feeling you felt upstairs increases as you enter this room.

There are no monsters in this room. The “uneasy feeling” the characters feel comes from the proximity of the Black Root.

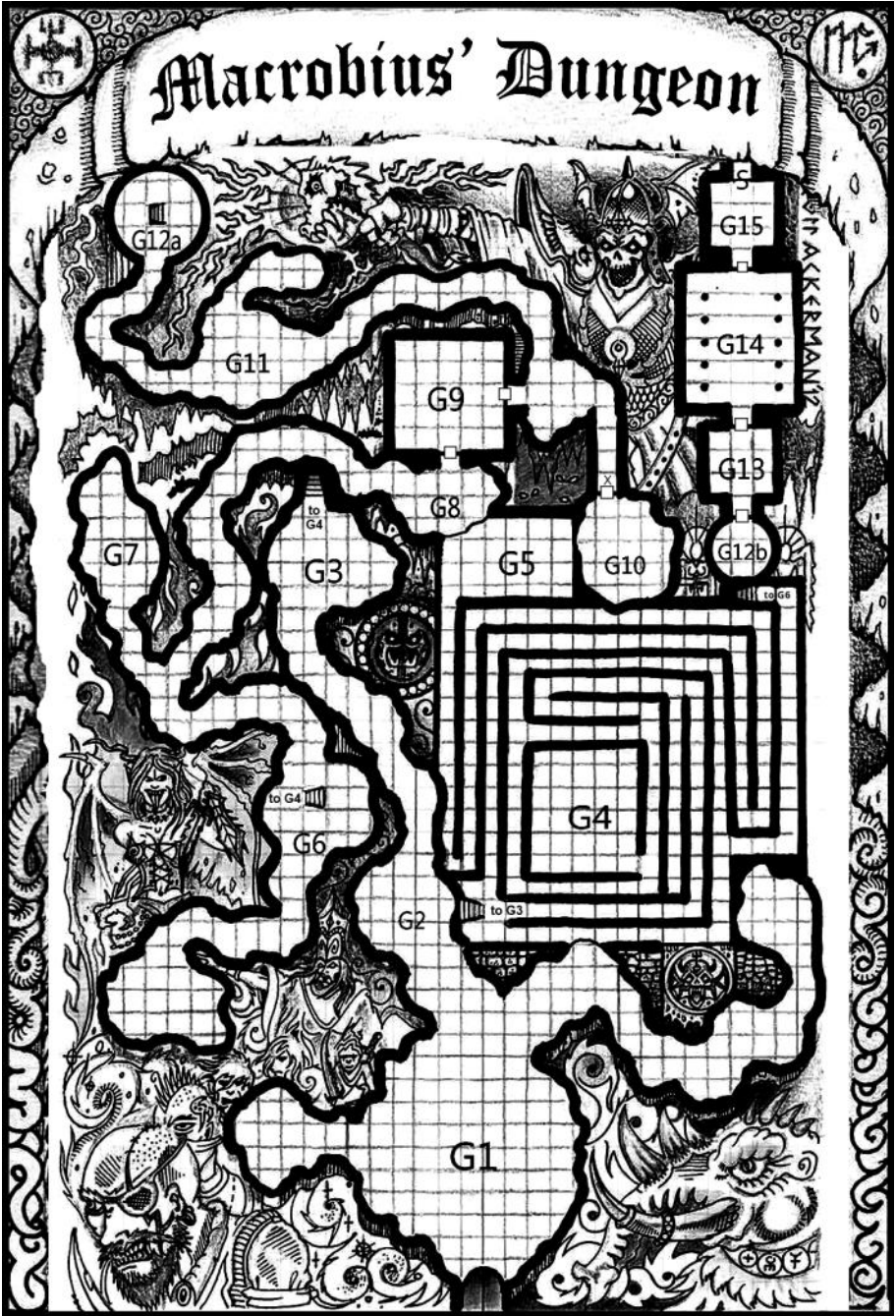
Room G7 (Garbage room)

Before you can see anything in that room, the smell grips your nose: this is a junkyard of some kind with countless debris of an organic and inorganic nature.

Within the pestilential piles of garbage lying in that room roam four giant predacious Death Watch Beetles ready to attack the party if they get near them.

Giant Death Watch Beetle (4): Init -2; Atk mandibles +3 melee (1d4+2, acid); AC 15; HD 2d8+2; hp 11 each; MV 30' or climb 20'; Act 1d20; SP Acid; SV Fort +1, Ref +0, Will -3; AL N.

The bite of a Death Watch Beetle excretes an acid that can dissolve organic materials, such as wood, leather or skin. This does an additional 1d6 damage (DC 10 Ref save for half.) A piece of equipment worn or carried (determined randomly), made of organic materials, has a 10% chance of being destroyed for every point of acid damage taken.



Notes:

The stairs in G3 lead down to G4 (near the bottom left corner of the maze.)
 The stairs out of G4 (at the top right of maze) lead down to G6.

Room G8 (The “debarras”)

This room looks like a storage area of some kind, everything is lying pell-mell. You see piles of broken furniture, rusted weapons and armors, bones, old books and many broken statues and works of art.

Within one of the piles of bones are three Fungaloids, humanoid fungi, ready to engulf the party.

Fungaloids (3): Init -5; Atk slam +4 melee (4d4+poison); AC 18; HD 2d8+6; hp 13 each; MV 10'; Act 2d20; SP poisonous slime, infravision 100'; SV Fort +8, Ref -4, Will +4; AL N.

Humanoid fungi people are covered in a poisonous slime. On a successful hit the slime can cause severe mental damage, [PCs] temporarily losing 1d4 Intelligence points and if they fail a DC 15 Fort save, they will permanently lose an addition 1d4 personality points.

Treasure: Many statues are worth 1000+ gp.

Room G9 (The laboratory)

This room is clearly some sort of alchemical laboratory, there are tables covered with books, burners and glass containers that are filled with strange liquids. Everything is covered in dust.

The entrance door frame to that room is actually a fierce Mimicking doorway. It will attack the first character passing near or through it.

Mimic, Door Frame: Init +2 (Surprise 90% automatic); Atk “mouth” +5 melee (3d4); AC 15; HD 6d8+8; hp 40; MV 20'; Act 1d20; SP camouflage; SV Fort +6, Ref +1, Will +4; AL N.)

Treasure: Many alchemical tools and books may be found in the laboratory. Various items used by wizards may be found in this room (Judges discretion.)

Room G10 (“Deathtrap!”)

As you open the door, you see an old man, obviously a powerful wizard, scrying through a gigantic Crystal Ball (10' high). Within the Crystal Ball you recognize the streets of Thorum, but many buildings are on fire and demons are killing the villagers. The wizard has his back to you and doesn't seem to have noticed your presence. He says: “And now, for my final touch..!” and starts casting a spell, still looking through the crystal ball. Between him and you, there seem to be some sort of a “force-field” protecting him, activated between two enormous columns.

This whole room is a (death)trap. The whole scenery is a Perpetual/Programmed Illusion devised by Macrobius. The door is

actually a one-way Wall of Force (also devised by Macrobius) that will let any character in, but not out. Anyone entering will disappear into the room. On the other side of the door the room is actually completely filled with water, and any character unable to breath under water will take 1d6 points of Stamina damage each round. When Stamina reaches 0, a character loses 1d6 hit points each round.

Every character entering the room could feel something is “fishy” with the room (DC 15 Int check) or get out before being trapped in (DC 20 Reflex save). If somehow the characters can break the Wall of Force (DC 25 Str check or DC 25 Knock Spell check), the water will be released in the corridor but most will flow back to the river through a trapdoor in the entrance. Any character in the water has a chance of being sucked into the trapdoor (DC 15 Ref save) resulting in 2d6 damage from the 20 ft drop. The walls of the pit are slick (DC 25 climb check.)

Room G11 (The last defenders)

This cavern is empty and all is quiet. Maybe too quiet.

Hidden in the room are two Flesh Mounds that will fight the party to death.

Living Flesh Mounds (2): Init +0, Atk +8 limb slap (1d12); AC 14; HD 8d8+8; hp 40 each; MV 15'; Act 2d20; SP collect limb ; SV Fort +12, Ref +2, Will +6; AL C.

Living Flesh Mounds are animated conglomerates of flesh, bones, brain tissues and viscera from different dead beings magically glued together and acting as a single, cruel entity seeking revenge from its intolerable condition by killing other, more “normal” beings. On a successful hit, target must make a DC 12 Fort save or take an additional d10 damage and lose a limb, usually an arm or leg, that is absorbed and assimilated into the Flesh Mound.

Room G12a-b (The last stairs)

As you start descending the stairs, the eerie feeling you felt before is now a sense of present and clear danger. But you must go forward!

The stairs are just that, stairs! The stairs in G12a leads to G12b.

Room G13 (The Black room)

This room is completely obscure.

Macrobius cast a special improved version of Continual Darkness 15' radius and of Silence 15' radius within this room. No light, natural or

magical will penetrate it. There are no monsters or traps here but Macrobius will be alerted (via a number of magical Glyphs on the floor, wall and ceiling) whenever it is entered.

Room G14 (Shrine of Dzyvatz)

This room is a shrine dedicated to some evil demon. Apart from several large columns you see an altar at the end and a gigantic demon statue near you... and a shriveled wizard at the other end of the room!

The statue is made in the image of the demon Dzyvatz, ape-like humanoid with gigantic palmate antlers, crab-like claws for arms and a long spiked tail, it will fight the party to death. Meanwhile Macrobius will cast many spells to protect him.

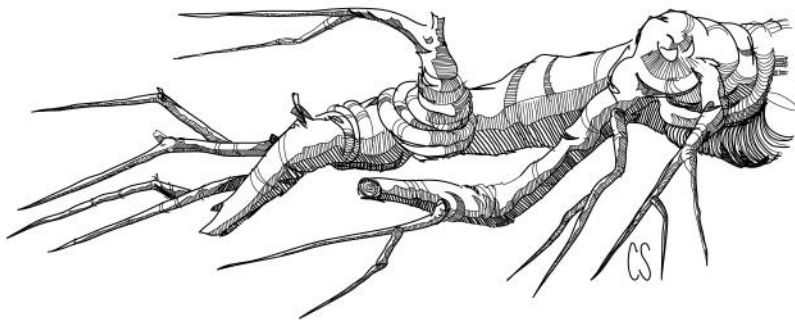
Macrobius' Golem (statue of Dzyvatz): Init +2, Atk +10 melee 2d10; AC 13; HD 9d8+16; hp 62; MV 15'; Act 2d20; SP Haste (win initiative automatically), Magic weapon to hit only, Immune to most spells; SV Fort +11, Ref +4, Will +15; AL N.

Macrobius, see People to see.

Room G15 (Macrobius' lair)

Strangely enough Macrobius' lair is very spartan. There is only a couch and some books here.

The Black Root of Abysmal Domination is kept in a secret vault. Cedric was brought to the island to cast two, overlaid, Glyphs of Warding (10d6 electrical damage each) on the vault door. Macrobius' phylactery (containing his soul, no less!) and his spell-book (containing many high level spells) are also kept in the vault.



People to see...

Macrobius

Quasi-immortal necromancer and all over bad guy

Init +5, Atk necrotic touch +6 melee (1d10, plus SP); AC 20; HD 10d8+16; hp 78; MV 20'; Act 2d20; SP Spells, Chilling touch (1d10+ DC 15 Fort save or paralyzed for 1D4+2 rounds), Magic weapon to hit only, immune to charm, sleep, polymorph, lightning; SV Fort +10, Ref +6, Will +13; AL C.

Suggested Spells: As wizard, d20+10 (Judge's discretion); Prismatic Sphere, Gate, Monster Sum. VII, Mass Charm, Monster Sum. VI, Finger of Death, Reverse Gravity, Anti-Magic Shell, Programmed Illusion, Wall of Force, Animate Dead, Phantasmal Killer, Confusion, Lightning Bolt, Hold Person, Fireball, Haste, Invisibility, Darkness 15' radius, Magic Missile, Magic Shield, Hypnotism.

Motivation: Macrobius is completely subjugated by Dzyvatz, he wants everybody either dead or serving him and worshipping the demon.

Cedric

Male human cleric of Justice, hunchback head of the church of Goddess of Justice

Init +1; Atk mace(+2) +2 melee (1d6); AC 18; HD 4d8; hp 24; MV 20'; Act 1d20; SP spells; SV Fort +1, Ref +2, Will +4; AL C (tainted by the "root").

Suggested Spells: As Cleric, d20+6 (Judge's discretion): Darkness, Paralysis, Protection from Good, Word of command, Banish, Binding, Curse, Snake charm.

Motivation: The "hunchback" Cedric is currently charmed by Macrobius using the Black Root and completely subject to his will.

Fridoline

Succubus, perfidious seductress

Demon Type IV: Init +8, Atk claw +12 melee (1d10) and tusks +12 (1d12); AC 20; HD 12d8+16; hp 88; MV 20' or fly 60'; Act 2d20; SP Infravision, Demon Type IV abilities, Ability drain, Spells; SV Fort +12, Ref +10, Will +11; AL C.

Fridoline appears as a plain female acolyte. Her true form reveals the head of an elephant and her body is a cross between a human and a winged wasp. She has demon Type IV immunities, abilities and an

expanded crit range of 17-20. On a successful hit, the target must make a DC 20 Will save or permanently lose 1d4-1 Intelligence or Personality points (determine randomly.) She can cast spells as Wizard and Cleric.

Suggested Spells: As Wizard, d20+12 (Judge's discretion); Charm, Forget, Demon summoning. As Cleric, d20+16; Darkness, Word of Command.

Motivation: Disguised as a new novice of Justice, Fridoline has gone undetected in the Church. At night she helps Cedric establish the new cult of Dzyvatz in the secret shrine beneath the church. When attacked, she'll begin by summoning demons, and escaping to Macrobius's Island. If pushed, she may prove to be deadly.

Esmeralda

Female human witch, hag with a heart of gold

Init -2; Atk claw -2 melee (1d4-1) or curse (DC 16 Will save) or spell; AC 9; HD 3d6; hp 33; MV 20'; Act 1d20+1d20; SP familiar, curse, spellcasting (+8 spell check); SV Fort +4, Ref +0, Will +8; AL N.

Suggested Spells: As Wizard, d20+8 (Judge's discretion); Polymorph, Lightning Bolt, Knock, Spider Web, Feather Fall, Charm Person.

Motivation: When the party encounters Esmeralda for the first time, she is probably interrogating Alberic on the 3rd level of her tower, trying to uncharm him. She will have learned much about Macrobius's machinations: Macrobius's quasi-immortality, the Black Root, the succubus Fridoline, the secret shrine to Dzyvatz and that Cedric is also under a charm. Depending on the party's actions she might be a deadly enemy or a resourceful ally against Fridoline.

Alberic

Male human cleric, younger brother of Cedric recently abducted by Esmeralda

Init +0; Atk mace +3 melee (1d6); AC 17; HD 3d8; hp 15; MV 20'; Act 1d20; SP spells; SV Fort +0, Ref +1, Will +3; AL L (C while tainted by the Black Root).

Suggested Spells: As Cleric, d20+3 (Judge's discretion); Purify Food, Blessing.

Motivation: Alberic, once un-charmed, will help the party, even if that means going against his brother Cedric.

Richter

Male half-orc, unscrupulous chief of the "Terrible 13"

Init +3 Atk "Gordy" +6 melee (dmg 2d4+7); AC 17, HD 5d6; hp 25; MV 30'; Act 1d20; SP Sneak attack; SV Fort +5, Ref +5 Will +1; AL:C.

Sneak attack: Richter can sneak silently, hide in shadows and backstab as a Thief at +9. A successful sneak attack results in an automatic critical hit (Crit Table II/d20).

Gordy: Richter is in possession of an enchanted bastard sword with the following characteristics: +3; Int 10, telepathy; Banes giants, dragons, clerics; Special Purpose, slay lawful creature; SP detect gold, shed light, vampiric touch, resistance to critical hits; AL Chaotic (*See Sword Magic in the Core Rules.*)

Motivation: Richter is not necessarily hostile to the adventuring party, but he has no reason to help them or reveal the nature of his deal with Esmeralda. His group have nothing to do with the church vandalism or the cemetery pillaging.

Richter can be parleyed with, but he will not under any circumstances be pushed around, threatened or insulted. He might tell the party he brought Alberic to Esmeralda's tower, if he sees a monetary advantage to him doing so. Alternatively he might require that the party prove their worth to him (by accomplishing a hazardous burglary for the 13, or by having a character defeat two of the 13 in an armless combat, for example).

If killed, the party finds a letter from Esmeralda on him that simply says: "*Bring the cleric to my tower, I have your gold and your gems ready. signed: E.*".

If the party inquires about a tower owned by an "E" in the village, somebody will eventually remember the presence of the necromancer Macrobius and his wife Esmeralda living in a tower in the forest, before it became "infested with evil".

Iasmin

Female halfling cleric, priestess of the Halfling God, dedicated canoness

Init +2; Atk club(+2) +4 melee (1d4); AC 15; HD 5d6; hp 16; MV 20'; Act 1d20; SP spellcasting as a cleric (+7 spell check); SV Fort +3, Ref +2, Will +5; AL L.

Suggested Spells: As Cleric d20+7 (Judge's discretion); Blessing, Food of the Gods, Cure paralysis, Restore vitality, Exorcise, Remove curse.

Motivation: If she learns of the Dzyvatz cult beneath the church of Justice, Iasmin will readily help the party in any way she can. She can provide healing and possibly raise dead. She may join an expedition to Macrobius's Island if shown solid proof of Macrobius & Cedric's misdeeds.

Ivan DuTill

Male human commoner, burly Thorum burgomaster

Init 0; Atk hands +0 melee (dmg 1d3); AC 11; hp 3; MV 30'; Act 1d20; SV Fort 0, Ref 0 Will +1; AL:N

Motivation: Unfortunately Ivan is as stubborn as he is a coward. With his annoying, loud and high-pitch voice, he will refuse to act openly against the Terrible 13 or the Church of the Goddess of Justice or to commit any help to the party from the militia, even if presented with solid proof of Macrobius' ploy. Ivan is convinced that he knows everything and has nothing to learn from "outsiders". He will relentlessly argue with anyone opposed to his ideas.

Krolas

Male human, dumb and strong head of the Thorum militia

Init +3 Atk Longsword +4 melee (dmg 1d8); AC 17; HD 3d12; hp 25; MV 30'; Act 1d20; SV Fort +1, Ref +2 Will +1; AL:N.

Motivation: Krolas secretly works for Richter. He will absolutely refuse to make a move against Richter's hideout. In fact, short of a direct invasion of Thorum, Krolas will not give any attack or defense order to Thorum's militia.

Fillis

Male elf, local "sponge"

Init +1 Atk Dagger +2 melee (dmg 1d4); AC 11; HD 3d4; hp 10; MV 30'; Act 1d20; SP Spells; SV Fort +1, Ref +1 Will +2; AL:L.

Suggested Spells: As Wizard d20+4 (Judge's discretion); Force Manipulation, Magic Missile, Ventriloquism, ESP, Forget

Motivation: Fillis is basically a failed wizard, but he knows about Macrobius. If kept sober one way or another, he can be a proficient spell-caster of value for the party.

Conclusion

(and further adventures with Dzyvatz)

If the party succeeds in defeating Macrobius and Fridoline and recovers (or tries to destroy) the Black Root of Abysmal Domination, Dzyvatz will not be happy about it. As one sees fit in his/her ongoing campaign, further adventures could involve his revenge.

Appendix H:

Hargn The River Dragon

The shimmering river near Thorum is named after its equally shimmering inhabitant, the dragon Hargn. Hargn tends to keep to himself. He would rather enjoy the fish of the river than be bothered by land loving mortals. When in water, Hargn is virtually invisible and is never seen. If encountered out of the water, he appears as long tailed fishlike creature with scales of a silvery green pearlescent sheen. He walks on four legs, with each ending in large emerald like claws. This dragon typically keeps to himself. He considers humanoids as any other fauna, they're either food or play things. There is a 1 in 20 chance that Hargn will be hungry and a 1 in 10 chance that Hargn will want to play. And by play, he likes to grab his play thing and bat it into the air with his tail. This tail slap can send a man sized creature flying 10 feet for every 5 points of damage taken. If attacked, Hargn will be highly aggressive and will fight to the death. Otherwise he will ignore the interlopers and disappear into his river.

Hargn, the river dragon: Init +8; Atk +11, 2 claws (dmg 1d8), bite (dmg 1d12), tail slap (dmg 1d20); AC 23; HD 8d12; hp 48; MV 50' or swim 100'; Atk 4d20; SP Breath weapon, Spells, Amphibious, Fast Reflexes, Water passage, Wall of mist; SV Fort +8, Ref +12, Will +8; AL C.

Breath, Sleep Gas: Twice per day, Hargn can breath a cloud of sleep gas with a radius of 1d4 x 10' up to 60' away. All caught in the cloud must make a DC 18 Fort save or fall asleep for 1d6 hours.

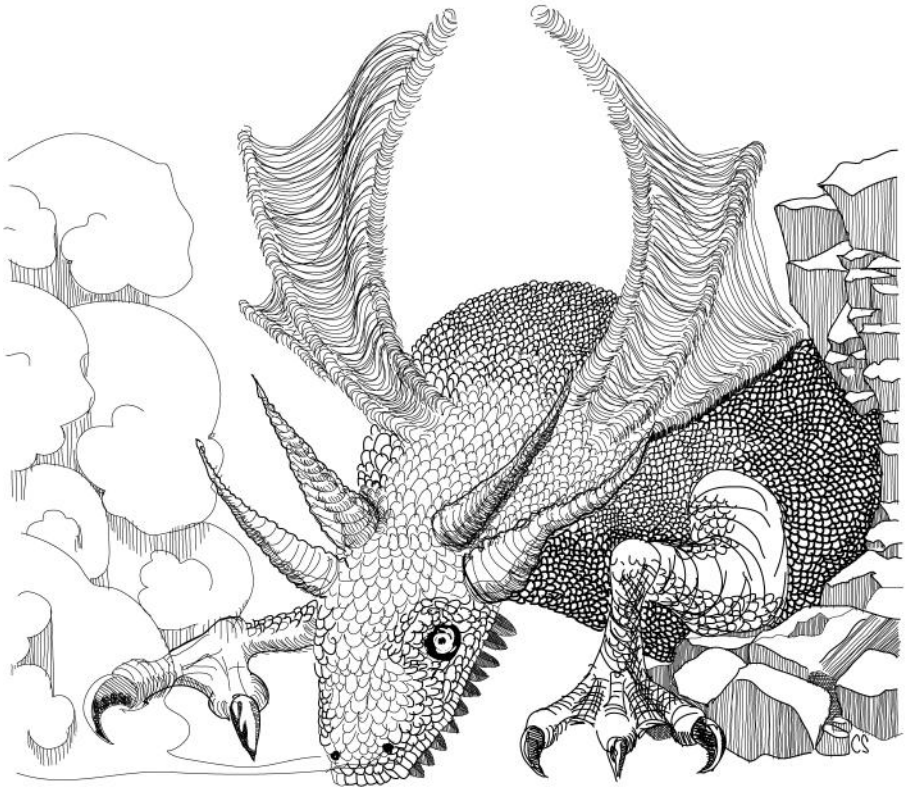
Spell, Cause Fear: Spell Check d20+4; 11 or less, failure and lost. 12 or more, target flees for 1d3 rounds. (Fumble, caster flees for 1d4 rounds. Critical, target flees for 1d3 turns.) Will save vs Spell Check.

Spell, Magic Shield: Spell Check d20+4; 11 or less, failure and loss. 12 or more, caster gains +4 AC for 2d6 rounds. (Fumble, caster is blown back 10' and knocked prone, taking 1d4 damage. Critical, caster gains +4 AC for 1d4 turns, automatically blocks Magic Missiles & mundane attacks.)

Spell, Magic Net: Check $d20+4$; 11 or less, failure and lost. 12 or 13, failure, 14 or more, a shimmering net fills a 10 cu. ft. area for 1d6 hours. Movement within the area is halved if using magic weapons, or strength check (DC 18) to break through the netting. (Fumble, caster becomes wound up in a net, strength check (DC 15) to break free. Critical, up to 20 cu. ft. area.)

Water Passage: At any time, Hargn can move into or pass through water without leaving a wake or splash. Effectively becoming invisible in water.

Wall of Mist: Once an hour, Hargn can summon a wall of mist. The wall is up to 100' x 20' x 100'. Within the mist, targets suffer -4 to all attacks and move at half speed.



Appendix N: New Magic Items

The Black Root of Abysmal Domination

The Black Root of Abysmal Domination is the sole remnant of long gone vegetation that used to populate a small portion of a chaotic overworld. It simply looks like a black, dry tree root, a bit less than a foot long and with many extending foul looking tendrils. It is however a powerful magic item. It has the following uses and side-effects:

Improved Charm Person/Monster: By touching at the same time the root and the victim for 6 full rounds, the user is able to charm him/her (DC 30 Will check) beyond the limits of the normal Charm Person spell in regard to both duration and to what extreme deed the user can ask the victim to perform.

Foul Influence: The area within ten miles of the root slowly becomes “corrupted” and evil. That means that over months and years, all creatures become more chaotic, or already chaotic ones are drawn to the area.

Magic Corruption: When using the root, non-demons automatically suffer a minor corruption. The character must make a DC 15 Will save. If failed there is an 85% chance of suffering a major corruption and a 15% chance of a greater corruption (see Corruption in the Core Rules).

Sword Magic: The root has been imbued with Sword Magic powers. 3 x Type I, 2x Type II and 2x Type III determined randomly or pick with Judge’s discretion (*See Sword Magic in the Core Rules.*)

In order to destroy the root, it must be brought back to the Chaotic Overworld from whence it came and put deep in its soil. Within a year it will grow back as an abysmal leafless tree and will be then unmovable.

Mirrors of Quick Getaway

These two very heavy mirrors (1000 lbs each), although they appear normal, at first look like they actually show the reflection from the other mirror, wherever it is. They are magical gates to each other functioning in a very similar way to a teleport spell.

Magical corruption: Each use requires two DC 13 Will saves. If both saves succeed, passage is safe. If one fails the character suffers a Minor corruption (See Corruption in the Core Rules). If both saves fail, the character is teleported to a plane Chaotic Overworld, likely the realm of demonic princes! Clerics in the party should pray to their gods for his life, and his soul...



THE END

Special, extra loud thanks to Reverend Dak (and friends), Daniel J. Bishop (ravencrowking), Jon Marr (purplesorcerer.com), Sylvain Moisan, James Huff, Sándor Gebei for proofreading and/or playtesting this adventure!

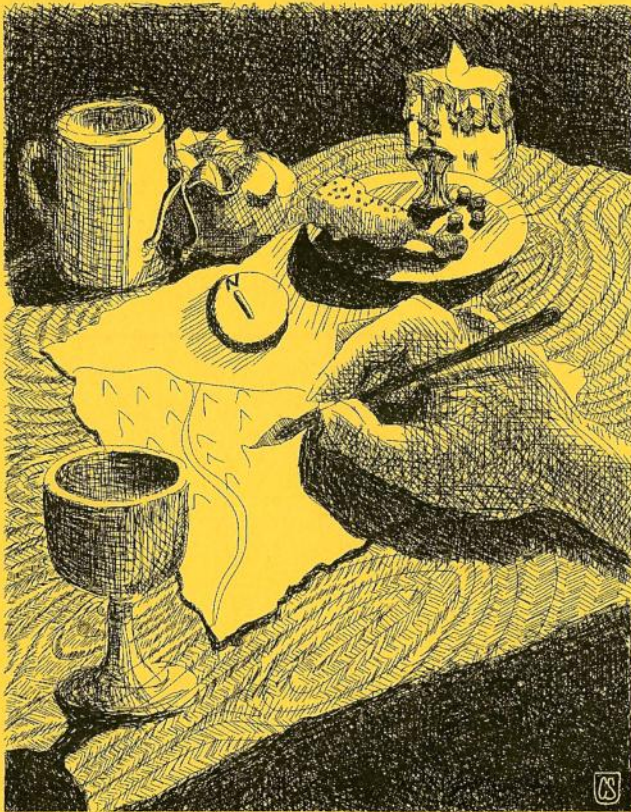
- Yves Larochelle, shriffharry on the Goodman Games Forums.

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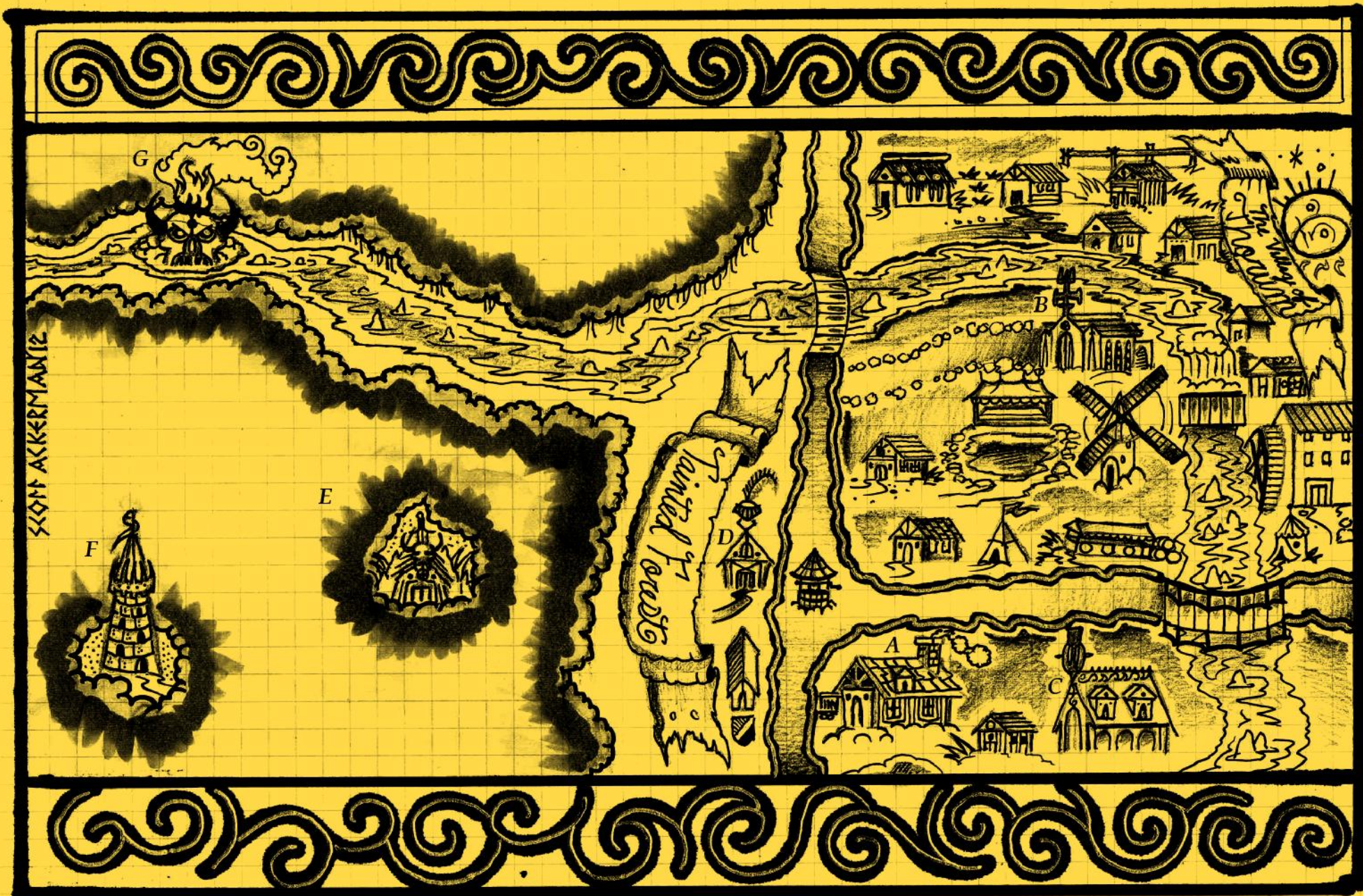
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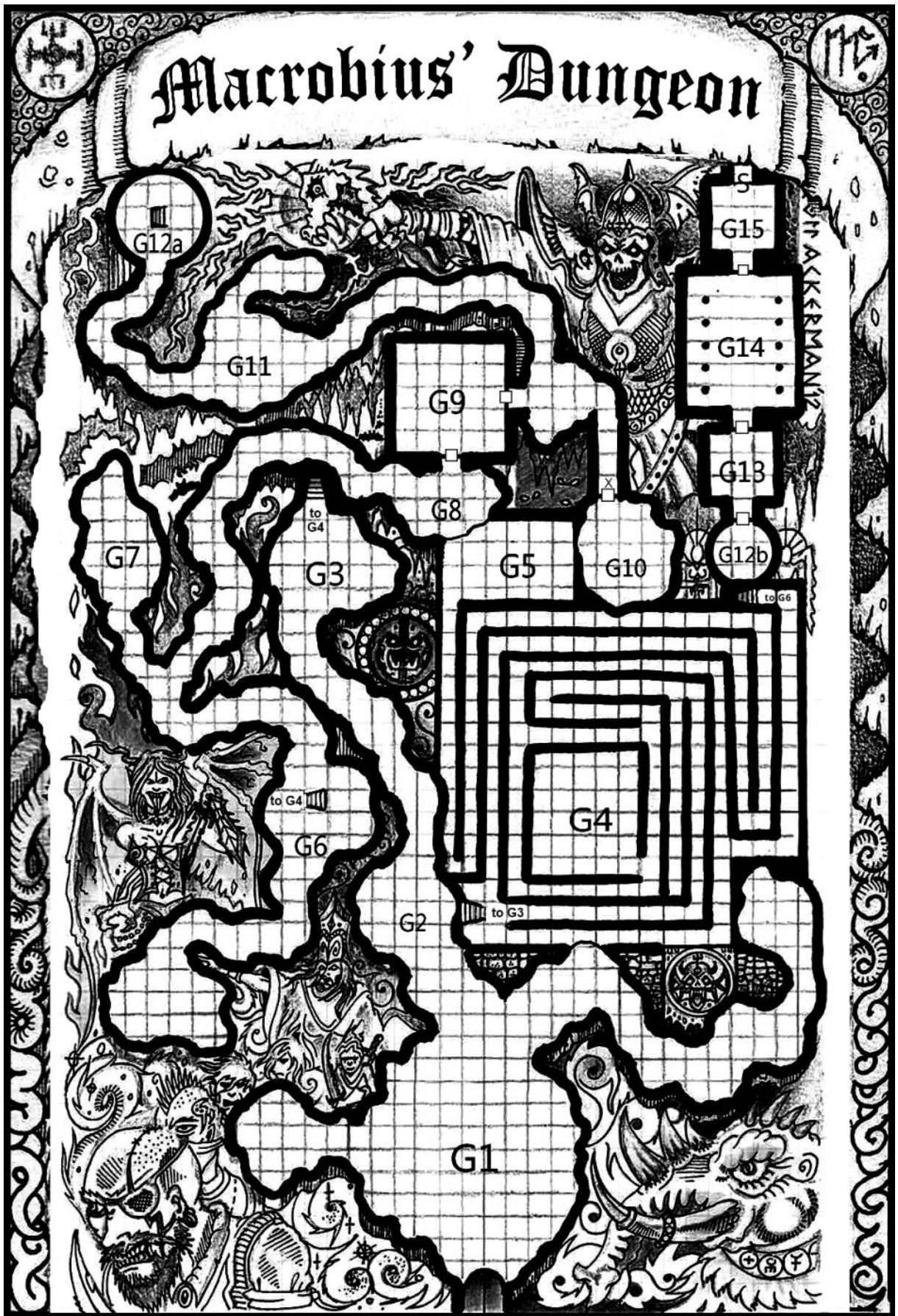


The Village of Thoram and its environs:

- A. Inn of the Greyhaak's Moonshine (page 7.)**
- B. Church of the Goddess of Justice (page 7.)**
- G. Church of the Halfing God (page 8.)**

- D. Bargomaster's Office and Militia Quarters (page 8.)**
- E. The Bandits Hideout (page 10.)**
- F. The Tower of Esmeralda (page 10.)**
- G. The Island of Macrobius (page 11.)**

Macrobius' Dungeon



Notes:

The stairs in G3 lead down to G4 (near the bottom left corner of the maze.)
The stairs out of G4 (at the top right of maze) lead down to G6.