

The Manor

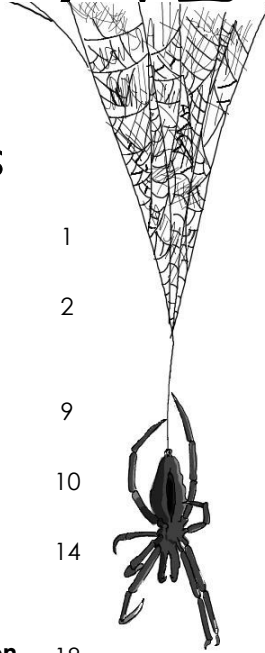


The Manor

Issue 6

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WARNING

BOOBS

AHEAD



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Introduction

Howdy folks, I see you got issue #6 in your hands. Hope you don't have sticky fingers. This issue of *The Manor* is full of OSR dudes sharing their love of gaming. You'll find Matt Jackson shmeared in the beginning and the end of this issue. He wrote the feature piece, **The Brothel at Wargumn**. Matt is a sick, sick man and it is my pleasure to have Matt share it here. Then Ken Harrison (speaking of sickos) adds another cool piece where he presents his **Getting from Point A to Point B**, a trio of matched rooms.

Jason Sholtis has returned and makes the zine so much cooler. Make no mistake, this zine is cool, but Jason adds the leather jacket and the two thumbs up.

Yeah, like Fonzie.

Just so you know I did write something for this issue. I'm not just a pretty face that fronts this gig. I created The Guard class. I'm giving red shirts a name. So when players waltz into town they may think once or twice about scorched earth tactics. Beware adventurers, you may find "the one who knocks."

And batting clean up is my one-shot adventure, **Witches of the Dark Moon**. The great thing about this adventure is that I used a Matt Jackson map, a Tim Brannan class, and Dylan Hartwell's monsters and creepy ass art.

Manor #6 is like a mad scientist in a B-movie lab slapping things together. Add felony grave robbing with electricity and let's see what happens.

Enjoy the zine.

Tim Shorts

May 2014

The
Brothel
at
Wargumn

by
Matt Jackson

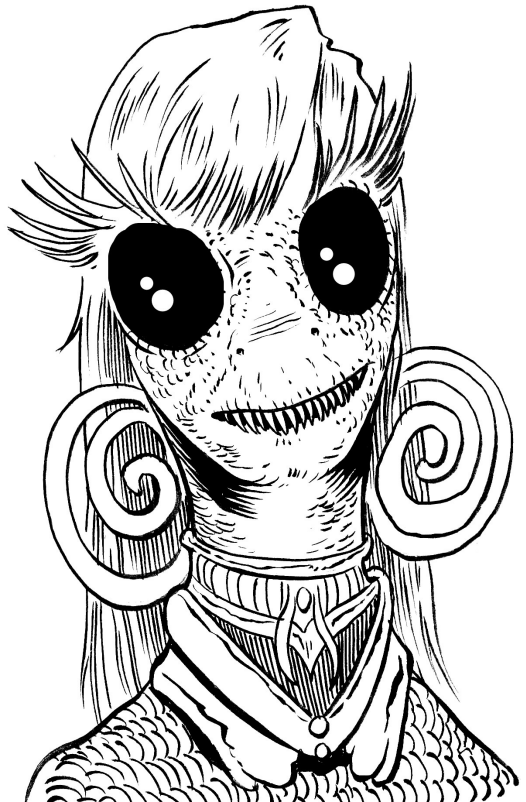
BACKGROUND

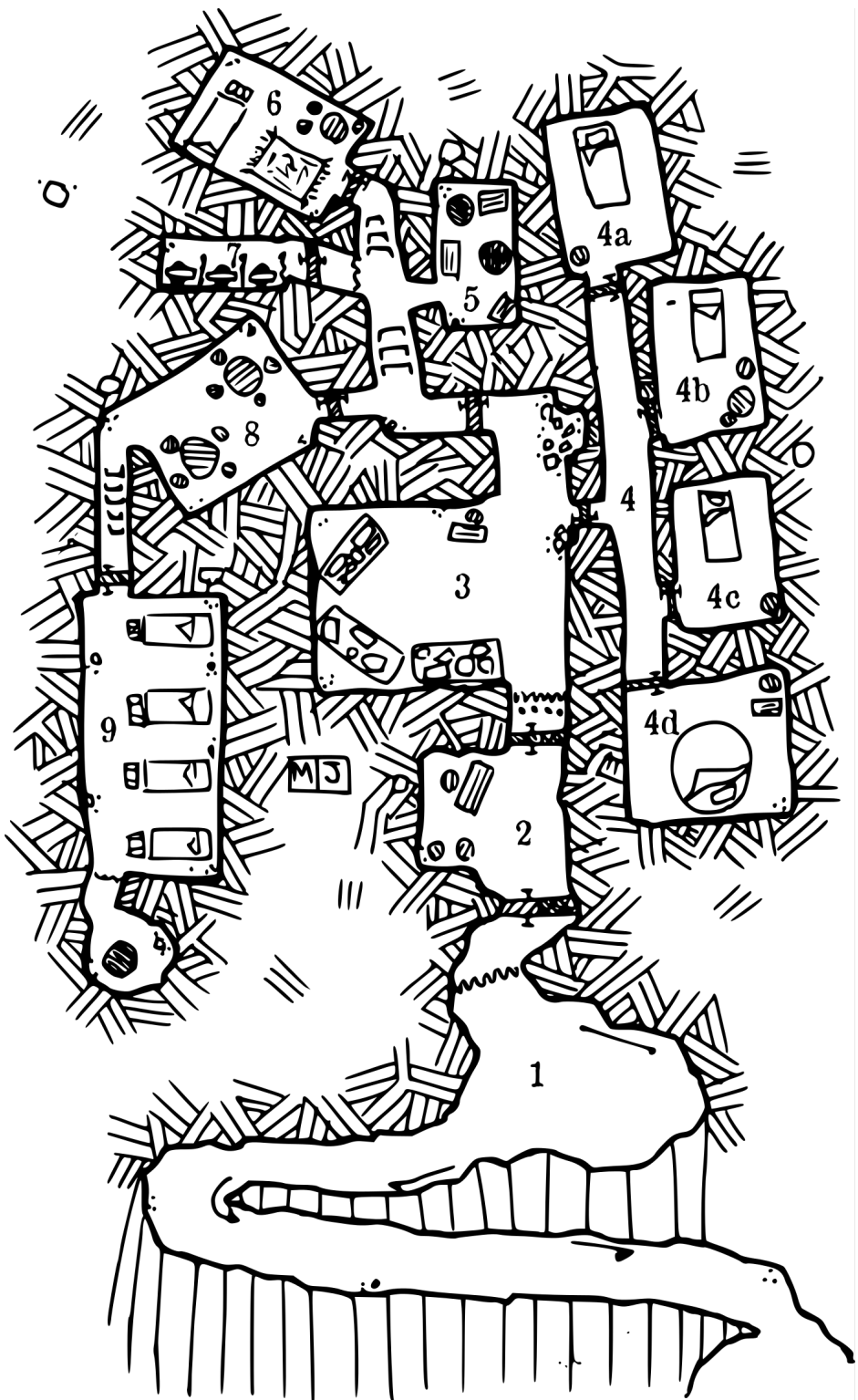
The brothel is a well-known facility operating in the hills overlooking the city of Wargumn. Though knowledge of the operation is common, actually being a customer is much more rare due to the exorbitant cost of the *ladies* in the house. The current owner/operator of the brothel is a halfling named Grunfeld who uses cunning, connections in the city, and magic granted to him by a ring, to control the operation. Grunfeld prides himself on having the most unique servants to service his customers. Some servants can be dangerous, though he takes every precaution to ensure the safety of his clients.

ADVENTURE HOOKS

Anyone in Wargumn can direct the characters to the location of the brothel. More prestigious city folk will feign ignorance, but with the right manner of lubrication they will admit hearing of the vile place.

- A desperate man approaches the party and relates the tale of his bride, daughter, or sister being whisked away to work at the brothel. He will offer all he owns if the party will rescue her.
- Lady Wigdanth wants to hire the party to recover the ghoul kept in the brothel. The ghoul was her husband. Prior to becoming undead he hid a massive treasure. The Lady wishes to question her husband and recover the treasure she believes is hers.





1. ENTRANCE

A narrow path leads up the steep foothills to the entrance of the operation. As the path approaches the small landing, the sides drop away leaving a four foot wide path. A heavy leather curtain covers the entrance to block the weather and wind. Behind the curtain is a thick, oak and steel door with a small hatch that can be opened only from the inside. The guards require proof that one can afford the brothel prior to allowing admittance, often in the form of a coin or two.

2. GUARD ROOM

Hergaut, a tough looking man, occupies a desk next to a solid oak and metal door. Two small stools sit opposite the desk. Hergaut ensures only those who can afford the brothel are allowed entrance. At any time, he is accompanied by d4+1 guards.

Hergaut, HD 2; HP 12; AC 5 [14]; Atk Long Sword (1d8+1); Move 12; Save 14; AL N; CL/XP 3/60; Special: None; Purse: 27sp

Guard, HD 1; AC 7 [12]; Atk Spear (1d8); Move 12; Save 17; AL N; CL/XP 1/15; Special: None; Purse: 1d6sp.

3. WINDOW SHOPPING

This lavishly adorned room is occupied by three raised platforms that are covered in silks, pillows, and furs. A small, but highly polished desk sits opposite the entrance. A large halfling smiles as the characters enter. At any moment there are 2d4 beings resting in suggestive poses. Roll a d6 to determine the sex (1-4 female, 5-6 male). Consult the table below (d12) to determine the race of the beings on the platforms:

1	Gnome	5	Nymph	9	Annis Hag*
2	Elf	6	Dryad	10	Ghoul*
3	Orc/Goblin	7	Lizardman	11	Vampire*
4	Lamia	8	Succubus*	12	Doppelganger*

The creatures marked with an asterisk (*) require special protections while being serviced. Mikaev, Grunfeld's brother, sees that the protections are in place prior to the customer entering the room with the creature.

All the creatures have been beaten, coerced or magically forced into submission. To further protect his investment, Grunfeld has placed magic arm braces upon each that he controls with his magic ring. At his command, the bracers will burst into light and cut through the appendage of the wearer.

Sitting at the desk is the only other person Grunfeld trusts, his brother Mikaev. Mikaev is friendly, happy and nothing but the perfect businessman. He will do his best to ensure the customer's every need is fulfilled. Mikaev has a weaker magic ring that allows him to activate the bracers. The ring also provides protection from attacks. Hanging from the ceiling, near the desk, is a rope that can be pulled to alert the remainder of the guards from Area 9. Ergnaut the Cook, from Area 5, might respond as well.

Mikaev, HD 2, HP 6; AC 5 [14]; Atk Short Sword (1d6); Move 12; Save 17; AL N; CL/XP 2/20; Special: Magic Ring +2 (protection, control the braces); Purse: 21sp.

4. PRIVATE ROOMS

Accessible only via a locked door, these rooms are for the servicing of the customers. Mikaev, Grunfeld and Hergaut are the only ones with the key that opens this door.

These rooms, though made for pleasure, are rather plain. Each room contains a bed with decent, though not fancy, linens. Also in each room is a stool, 4b and 4d also have a table. Room 4d is reserved for special customers and is exquisitely adorned with fine silks (35sp).

5. KITCHEN

Ergnaut the Cook works here to prepare the food for the guards and the servants in Area 4. The small room has two large fire pits with various pots strung across them. Some of the food is rather vile. Exotic cuisine for the exotic servants. Also in the room are three tables, two of which are covered in a jumble of containers, jars, and crates. A huge variety of spices, herbs, and vegetables can be found within these containers.

Ergnaut is a massive man, standing seven feet tall and rotund, but in a muscular way. He is kind-hearted, but when his friends, or his kitchen, is threatened he can become a raging and deadly beast of violence.

Ergnaut, HD: 3; AC 4 [15]; Atk Club or fists (1d6); Move 16; Save 15; AL N; CL/XP 3/60; Special: Thick Hide (his abnormally thick skin provides extra protection), Rage (when enraged he receives a +2 to all attacks); Purse: 3sp.

6. GRUNFELD'S QUARTERS

Grunfeld is a gentleman. His room is decorated with wainscot panels, hardwood floors, paintings (4x25gp), and thick furs (6x20gp). The room has a faint scent of fine cigars from his favorite smokes (11x7gp) which reside on the table in a well-crafted wooden cigar box (20sp). Walking into this room is like walking into a rich lord's palatial chambers and is a drastic difference from the rest of the brothel's stone passages and rooms. Clearly, Grundfeld is living the high life. The door to his room radiates magic and prevents noise from passing through. The hardwood floors also radiate magic and produce a subtle heat that ensures the room is never chilly.

Grunfeld stumbled into power when he befriended an aging mage then murdered him. He stole the mage's treasures, including his cat-sized homunculus servant, Girfirder.

Grunfeld is not stupid, nor easily swindled, and knows when he is outgunned. He will attempt to negotiate to avoid his death, but seek revenge from safe distance.

Grunfeld, HD 7; AC 2 [17]; Atk Short Sword (1d6); Move 12; Save 10; AL C; CL/XP 10/800; Special: Rings and Wand; Purse: 31gp, gems (7x10gp).

Magic Rings:

Brace Control, controls the braces worn by the servants; Protection +2, also provides +5 to saves against fire

Wand of Paralyzation: Upon striking an opponent the target must make a save or become paralyzed for 1d4 rounds.

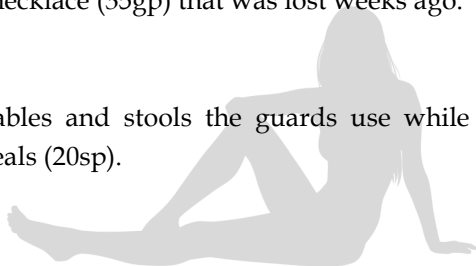
Girfirder (Homunculus): HD 2; AC 5 [14]; Atk 1 bite (1d4 + sleep); Move 6 (Fly 20); Save 16; AL N; CL/XP 3/60; Special: Sleep inducing bite.

7. THE SHITTER

This small room serves as the latrine for the facility. A heavy leather curtain outside the door attempts to prevent the odor from escaping the room. The smell is horrendous, anyone brave enough to dive into the shithole has a one in six chance of finding a diamond necklace (35gp) that was lost weeks ago.

8. THE MESS

This room is occupied with the tables and stools the guards use while eating. A box contains steel forks for meals (20sp).



9. GUARD BARRACKS

At any time there will be 1d6+2 guards lounging or sleeping here. Most will be relaxing and are easily surprised, but will quickly secure their gear and rush into combat. Even if the alert was sounded (see Area 4), there will be two or three deep sleepers in bed.

Guards (1d6+2), HD 1; AC 7 [12]; Atk Spear (1d8); Move 12; Save 17; AL N; CL/XP 1/15; Special: None; Purse: 1d6sp.

A thorough search of the barracks will uncover personal stashes of treasure the guards have hidden away: 31sp, 3 gems worth 24sp and a silver headband with a mounted large blue gem worth 10gp.

Towards the back of the room a curtain serves as a door. Fresh, clean, and warm water pours from a large crack in the wall and pools into a hole in the floor, producing a perfect bathing area. Anyone diving into the shoulder deep pool will discover various trinkets and gems littering the floor.



THE



GUARD

THE GUARD

You believe in a person, a group, an object or a place that needs your protection. Most are hired swords, but your belief separates you from the rest. It is your duty to protect. Your kind can be found in every culture and in every corner of the land. A city guard protecting a sleeping populace. A caravan guard fighting off highway men. A personal guard watching over someone of great importance. A temple guard stands against those who would blaspheme. You are the first line of defense against those who would destroy or take what you hold most precious. Your dedication is personal, born out of experience and personal choice.

Prime Attribute: Strength 13+ (5% experience bonus)

Armor/Shield Permitted: Any

Weapons Permitted: Any

Race: Any

SPECIAL SKILLS

Standing Guard 1st level & 5th level

A guard receives a +1 to detection rolls, as his senses are honed to notice things out of place, strange noises, and smells. At 5th level the bonus increases to +2.

Interrogation 2nd level

A guard has the ability to compel the truth from someone once/level/day. It requires 1d6 turns for each attempt. The target receives a saving throw. Should the target succeed, no other attempts to interrogate will work that day. This ability cannot detect lies. Nor can it make a truthful answer understandable. A person may believe in something that is wrong, but they believe it is the truth.

Formation Fighting 3rd level

A guard provides extra protection for someone he is flanking, +1 to AC. Should a guards be at both flanks, +2 to AC.

Guardian 7th level

Those who fight along side a guard add +2 to their saving throws vs. effects that would result in you fleeing from battle (i.e. fear or morale rolls). In addition, because a guard's dedication is well known, you receive a +2 to reaction rolls with like-minded folks.

Defend to the Death 9th level

The guard must declare he is defending the object, person, or location to the death before the battle begins. Once this is declared, the guard cannot withdraw from the battle. He is granted +1 to hit, damage and AC for the battle. The guard can also continue to fight even after he reaches zero hit points. Death will occur when he reaches his death threshold.

GUARD EXPERIENCE TABLE				
Level	Experience	HD	To Hit	Save
1*	0	1d8	0	17
2*	2000	2d8	+1	16
3*	4000	3d8	+2	15
4	8,000	4d8	+2	14
5*	16,000	5d8	+3	13
6	32,000	6d8	+3	12
7*	64,000	7d8	+4	11
8	128,000	8d8	+4	10
9*	256,000	9d8	+5	9

Guard Greetings

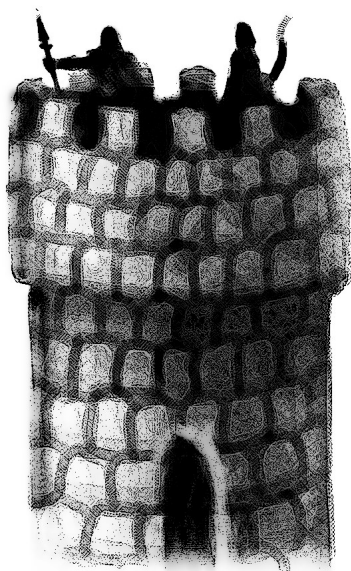


The party rides into town, there is a wall with a gate, with guards in various stages of boredom. Standing watch on a hole in the wall can test the limits of your sanity. How many times have the players approached, and the guards shout, "Halt, state your business?" Then the smartass replies begin. Here is a random table of guard greetings. Some are serious and some are laced with a large dose of smartassness. Why let the players have all the fun?

RANDOM GUARD GREETING (D20)

1. Halt, state your business. (Why reinvent the wheel? This is always the tried and true greeting.)
2. Good day, sirs (and ladies), what brings you to our quiet little town? (Same as above, but more polite.)
3. Guards don't say a thing. They don't care.
4. One gold per person, per cart, per horse and per comment I don't like.
5. Adventures, welcome to (insert name here), we have many fine taverns and shops within, but we ask you to behave. The guard points at two bodies hanging from the wall. The lord will not tolerate chaos here. Please act accordingly.
6. Name. Place of birth. List of arms.
7. It's been a long time since I've seen a group as ugly as this. I don't think they can pass through my pretty gate. That is unless they pay an ugly tax and by the looks of you, it's gonna be high.
8. Archers aim at that one (the guard points at the most annoying person in the party. If the guards are going to kill someone it might as well be the annoying one). If he moves, kill him. Kill them all. I don't like this group. One can enter. The others wait outside. And that one (the annoying player) will not be the one to enter.
9. Listen, the tavern is to the east. Gambling in the back. Women are south. Don't kill anyone. Don't steal anything. And stay away from the water, something has been eating people.
10. The guard seems to wake up even though he was standing. Halt. Halt I say. Halt in the name of Lord...ummm.
11. Stop. You need a writ of passage to enter. The Lord requires all travelers to have a stamped writ of passage. Don't have one? You can buy one over there for 50gp.

12. It's raining again and I always get stuck doing the shit duty. I don't know why they hate me. They all hate me. I didn't do a damn thing to them.
13. Good day to you and welcome to our town. May I assist you?
14. All weapons need to be secured. Magic items must be checked in with the mage guild. If this is a problem, turn around and go home. This is not an option and I am not interested in arguing about it.
15. Did you see any trolls out there? I heard them the other night growling and hooting in the woods over yonder.
16. By the gods you've arrived. The lord is waiting for you. (Insert very annoying adventure here.)
17. The guards surround the party and a group of men ride out. This town is not accepting visitors this day.
18. Hey, doesn't that guy look like Harold? Hey buddy, can you take off your helmet? Other guard comes walking around. He don't look nothing like him. Yes he does. No he don't. (You get the picture.)
19. A very short guard says, I smell something funny. Smells like trouble. Are you trouble? He points at a party member. (Little guard syndrome.)
20. You shall pass. (A variation of the Gandalf greeting.)



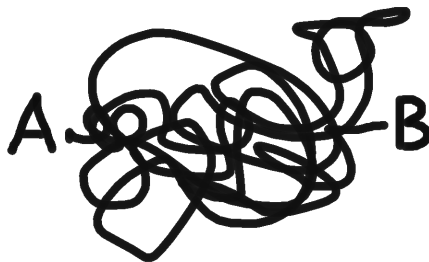
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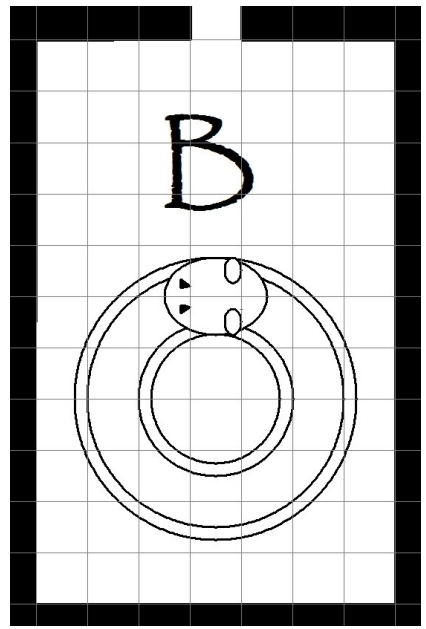
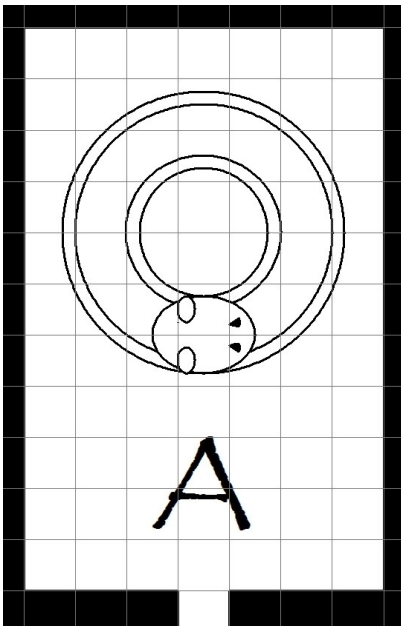
Point A to Point B

by

Ken Harrison

Sometimes the journey is more interesting than the destination...or at least more deadly. Here are three sets of rooms that move adventurers from Point A to Point B via some unusual routes.



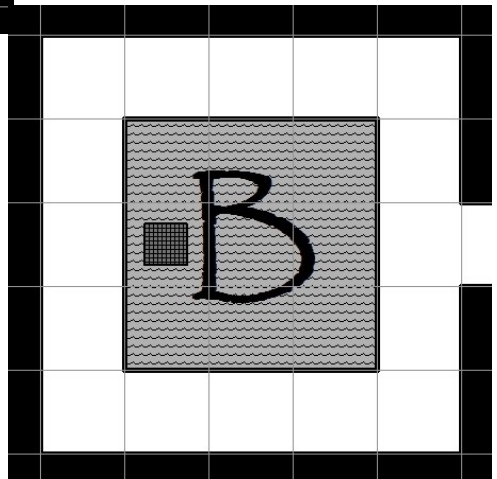
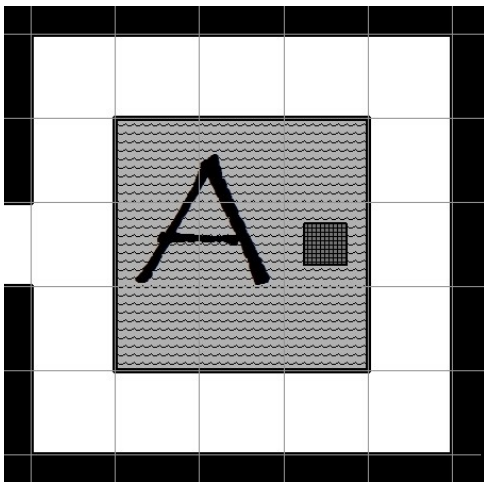


#1: SNAKES (NO LADDERS)

Room A contains a metal statue of a giant coiled snake. The metal has a blue tint. The snake comes alive when touched. The snake attacks anyone in the room. When the snake's attack roll is a natural 20, or 2 above what is needed to hit, the snake swallows its victim whole. The snake does 2d6 damage, but does no damage to victims that are swallowed. If the snake is defeated in battle, it becomes a statue again for 24 hours. It otherwise stays animated for an hour after it is left alone in the room. Swallowed victims are teleported and spit out in Room B.

The snake in Room B is a reddish metal statue. It becomes animated when it is teleporting someone from the snake in Room A. It otherwise remains as a statue of a coiled snake. Once it becomes animated, it remains so for one hour, whether or not the room is occupied. It does not attack and will not fight back if attacked. If it is defeated, it becomes dormant for 24 hours. This also causes the snake in Room A to become dormant for 24 hours.

Snake: 30 hit points (10HD); AC 3 (16); Bite 2d6 (Snake in Room A only)



#2: SHARKS

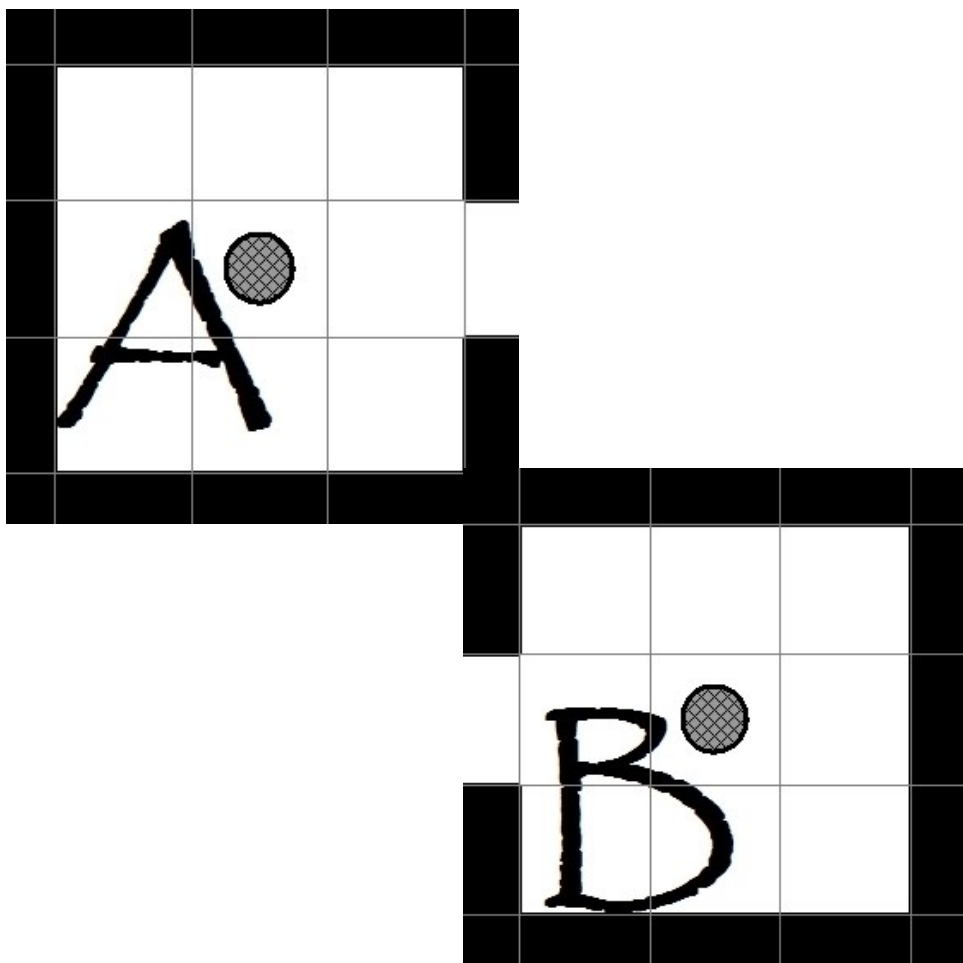
Rooms A and B each contain a 30' x 30' pool of water that is 10' deep. The two pools are connected by a water-filled tunnel. The entrance to each end of the tunnel is blocked by a metal grate that must be removed. The grate may be lifted (bend bar/lift gate) or an opening mechanism triggered (pick lock).

The pool contains four shark golems. If a party or individual enters Room A prior to entering Room B, the shark golems will be in the pool in Room A. If the party enters Room B prior to entering Room A, the shark golems will be in the pool in Room B. If the adventurers cut open any one of the shark golem, they will find a vial containing a *Potion of Water Breathing* (one dose). Each shark golem contains one vial of the potion.

Shark Golem: 25 hit points (10HD); AC 5 (14); Bite 1d6; Immunity to magic as per a Flesh Golem

#3: THE TUBE

Room B lies a significant vertical distance above Room A. They are connected by a narrow vertical tube. When an individual stands on the circular metal grate in Room A for 5 seconds, a circular opening appears in the ceiling of Room A and a fierce current of air blows from the circular grating in the floor. At the same time, a vacuum is created in the opening which sucks the individual into the tube, transporting them to Room B. A circular door opens in the floor of Room B and the individual enters with such force that they are slammed into the ceiling. The individual takes 2d6 of damage (1d6 if saving throw is made). The circular door in the floor of Room B slams shut before the individual falls to the floor and the door only opens when another individual is transported from Room A.



Witches of the Dark Moon

A Low Level One-Shot Adventure

Merrick looked at the bodies of the two boys laying on top of stacked stones. He recognized the one as Tillman, Randolph's boy. The other boy's head had been pulverized, but from the stocky legs and the round belly he guessed it was Mutter's kid. Someone took the time to pose their bodies on the stones, arms and legs spread. Merrick rubbed the gray scruff on his chin and knelt down. He didn't see any blood. The boys were drained some place else. Hard to tell how long they've been laying here. Merrick heard they were missing since yesterday. Critters and bugs haven't touched them.

Merrick stood, jaw and fists clenched. His eyes narrowed when he saw the small blotch on Tillman's palm. He looked at the other boy and found the same mark on the inside of his forearm. The side of his mouth twitched and he backed away from the bodies with his hand on his sword. The dark moon.

Witches.

CURRENT SITUATION

Two boys were murdered and sacrificed. Two more of the village children are missing. Both bodies were marked with dark moons, the symbol for **Noctrina, the Night Mother**. The bodies were found outside the **Old Hill Fort**.

NOCTRINA (goddess)

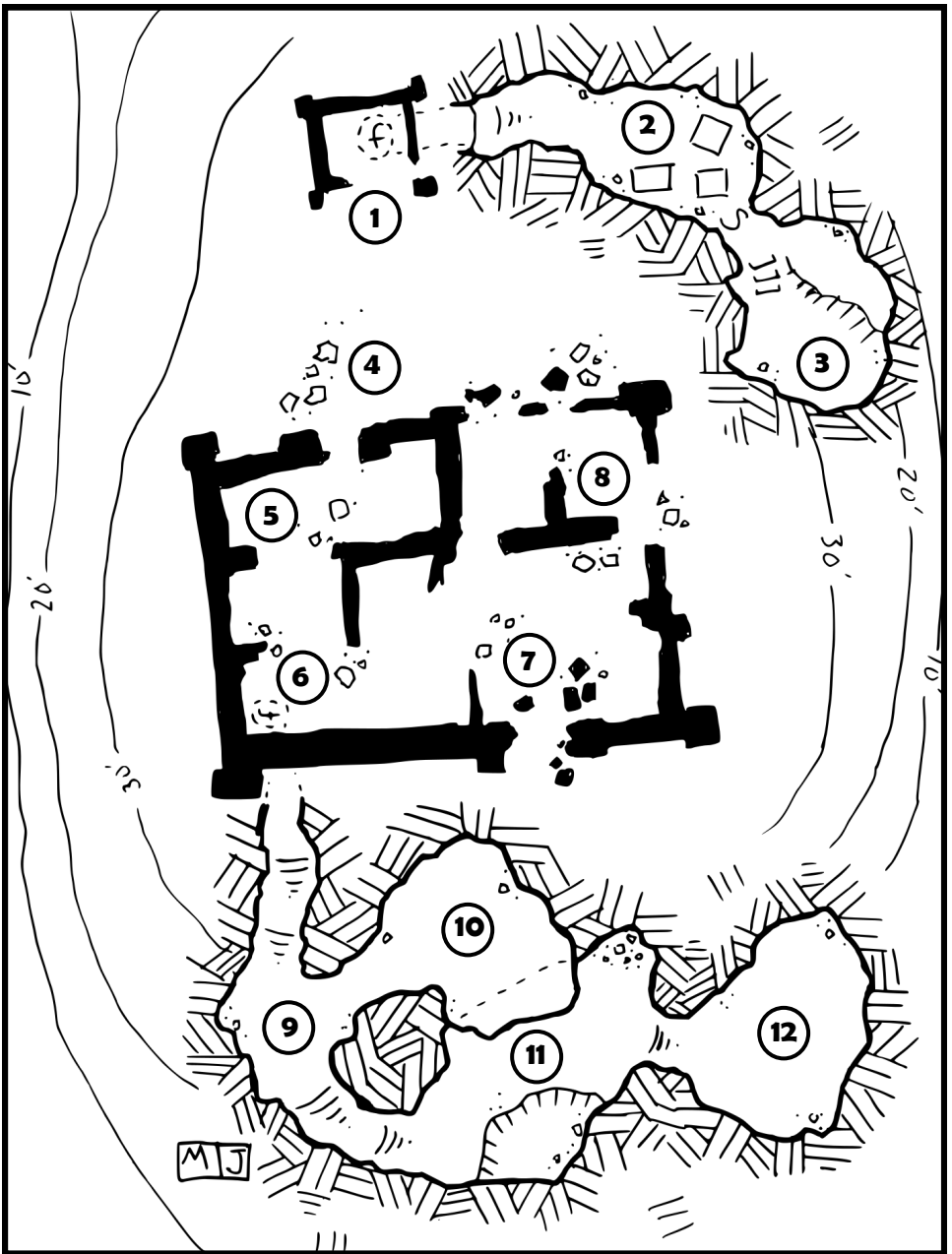
Noctrina is the nature goddess of night creatures. She is depicted standing in front of a leafless tree. Beyond the tree, is a large, black moon. The dark moon is her symbol. Her faithful, **Witches of the Dark Moon**, sacrifice to gain powers. A witch choses a night creature as his or her totem and is granted power to reflect that choice.

WITCHES OF THE DARK MOON

Witches of the Dark Moon worship the Night Mother. They make sacrifices, preferably innocents, to the Night Mother to maintain and gain their powers. The witches are permitted to keep one piece of their sacrifice to use as a component to cast a spell. This component will add to a spell's power.

OLD HILL FORT

The hill fort was abandon over fourty years ago. It has been home to all sorts of creatures, including bandits, and for a short time, a friendly pack of blink dogs. The fort consists of two structures. An out building and the main fort. Both buildings are damaged, entire walls have crumbled and the roofs have collapsed.



1. Out-Building

The southern wall is nothing but debris scattered on the ground and the wooden roof has collapsed. Some of the debris was moved and stacked outside the building.

If the floor is searched, the trapdoor will be found. Hurga has recently cleared the area again. The door opens to a narrow set of earthen stairs.

2. Three Cages

The stairs end in a well-lit room. A large man is hunched over a small cauldron hanging over a fire. There are three cages, two are occupied. There is a small girl in one and a small boy in another. Both look terrified.

Hurga is making dinner for the children. When the party enters, Hurga is easily surprised (1-3 on a d6) because he is focused on his task. If able, he will grab for his spear. His spear is decorated with bird feathers. This gives him a +1 to hit if he throws the spear. This enchantment only works for him. If he is unable to get his spear, he grabs a piece of wood and uses it as a club.

HURGA (2nd lvl Fighter)

HP: 12, AC: 12, Dam: spear (1d6+1) or club (1d4+1), MV: 12, SV: 16.

Possessions: One set of dirty clothes, two quartz rocks he believes are gems and a coin pouch containing 12cp and 3sp.

These are the missing village children. They are terrified and exhausted. The girl's hair has been shorn to her scalp. Otherwise, they are unharmed. There is a hidden door in the back of the cavern. The narrow entry folds back onto itself, making it look like a solid wall.

3. Dark Chamber

In the center of the cavern is a column of darkness. It absorbs the light. The closer the players get to the column, it reduces their vision to one-tenth of normal. Within 5' of the column they will be blind (no save).

Hidden in the darkness near the column is a 4' long spider (a **ragnachio**) that guards the room. It has a single eye that can cast *Hold Person* and can also create a *Web* (same as the spell). There is no limit on either of these abilities.

Within the column of darkness is circular stone, an altar and symbol of the Night Mother. This is where the boys were killed and bled out. It is their blood that fuels the sanctity of the area. Each sacrifice allows the witches to cast their spells for one week. If the altar is destroyed (HP: 50, AC: 18), the witches will know. Destroying the altar will drive the witches from the area.

RAGNACCHIO HD: 3, HP: 15, AC: 14, Dam: bite (1d8) or Spell, MV: 12, SV: 14,

Special: Can cast *Hold Person* from its eye and can shoot a *Web* as the spell. The eye of a ragnacchio can be used as a spell component to double the duration of a *Hold Person* spell. Some claim that the eye creates an area of effect spell.

4. Stacked Stones

This is the area where the two boys were found. The stone has a roughly carved circle in the center.

5. The Bulging Bag

There is a plain burlap bag on the top stone. It looks to be full of something. The bag is tied closed by a knotted rope.

Inside the bag are the ears of a pig, the eyeballs of one of the boys and a batch of short sticks tied together with the hair from the little girl (see 2). These are spell components Ullgar set out to be blessed by the Night Mother. He will retrieve them in the morning.

6. Trap Door

This area has been cleared of debris around an old trap door. It's obvious traffic has come this way recently.

There is a set of earthen stairs below. There is light coming from torches along the walls.

7. Dead Dog

There is a dog laying on a fallen stone. Its paws have been cut off and its throat has been slit. A batch of small green leaves are scattered over its body.

The dog was with the village children. Ullgar cut off the paws to use as a spell component. He placed hemlock leaves over the body hoping to kill a few birds. He needs more feathers to create more charms.

8. Clay Pots

Two sealed clay pots sit on another stone. Both clay pots are marked with the dark circle.

This is Corda Intria, a wine made from the blood of innocence that restores magic (1d3 levels of spells are restored). The wine must be set under the full moon and can be retrieved during the new moon. During the daytime it needs to be covered.

9. Steep Stairs

The stairs have been decorated with crude drawings of a dark moon over naked women and men dancing, animals being slaughtered, and people being sacrificed. A passage to the northeast is well-lit and chanting can be heard from within.

10. Ullgar

The cavern entrance is decorated with animal bones strung together. Skulls sit upon sticks. In the center of the room is a large fire with a sleeping cot near the north wall. A man dressed in animal skins, wielding a staff, is chanting as he circles the fire.

Should the players move through the strung animal bones the cavern will echo with sudden screams. The player should roll a d6, on a 1 they are surprised and unable to act for 1d4 rounds. Spiders drop from the ceiling and attack. Ullgar uses his spells to protect himself. If he is losing the battle he will use a rope and swing into the Area 11 and join Handmaiden Aria in Area 12.

ULLGAR (4th lvl witch)

HP: 12, AC: 16, Dam: staff (1d6) or by spell, MV: 12, SV: 12

Spells:

(2) 1st Level: *Burning Hands, Sleep*

(2) 2nd Level: *Hold Person, Invisibility*

Possessions: Cingulum, cord belt (+3 AC), Potion of Spider Tongue (allows the imbiber to speak with spider for 2d4 rounds)

3 SCREAMING SPIDERS HD: 1, HP: 5 each, AC: 10, Dam: bite (1d2), MV: 3, SV: 17, Special: Scream.

11. Dark Spiders

Within the cavern echoes the squeaking and squalling of several things. It is difficult to see within the cavern even with lighting. A cold breeze blows from below and the party can make out shredded cloths hanging on the walls and hung near the ceiling. There is movement along the ground, but with the flickering of cloth its difficult to make out what is within the room.

The squeaking and squalling comes from the **dark spiders** that have hatched in the shallow pit to the south. They will swarm the players that enter. There are eleven eggs at the bottom of the shallow pit that will hatch during the next new moon.

3 DARK SPIDERS HD: 3, HP: 15 each, AC: 13, Dam: bite (1d4+poison), MV: 12, SV: 14, Special: Poison is deadly, a failed save results in death in 1d4 rounds, if the save is made the victim will become a werespider.



12. Handmaiden Aria

The cavern is covered in thick webbing. A purple crystal hangs from the center of the ceiling. Jagged lines of energy run over its surface. From inside, a singing female can be heard.

Inside the web is Handmaiden Aria, witch and werespider, servant to Noctrina. She is looking to make this area part of her domain. The caves are a natural spawning point for elemental darkness. The Head of Mundi can store a total of twenty viz. It currently holds seven. The webs can be cut, but they cannot be burned away by normal fire. If cut, a player must roll to hit AC 10. A success will clear one square. A failure will result in the weapon getting tangled in the web. It will take a successful STR contest to pull it free. The web has a STR of 15. Failure to pull it free will result the weapon getting hopelessly entangled in more webbing.

ARIA THE HANDMAIDEN (*5th lvl witch/werespider*)

HP: 14, AC: 18, Dam: 1d4 (4 legs) or spell, MV: 18, SV: 11, Special: Spells, can only be harmed by silver or magic weapons, +2 save vs Charm and Hold spells.

Spells:

(2) 1st Level: *Burning Hands, Darkness*

(2) 2nd Level: *Hold Person, Web*

(1) 3rd Level: *Fast Web*

Possessions: Cingulum, cord belt (+3 AC), The Head of Mundi, Athame (a ritual knife that has the dark moon symbol on the handle).

VIZ (*new resource*)

Viz is simply the physical manifestation of concentrated mana. It can be used in the construction or recharging of magic items. It can also be used to cast a spell. In this cast the spell caster will not lose his memorized spell. For each level of the spell, one viz is required (i.e. three viz are required to cast *Fireball*).

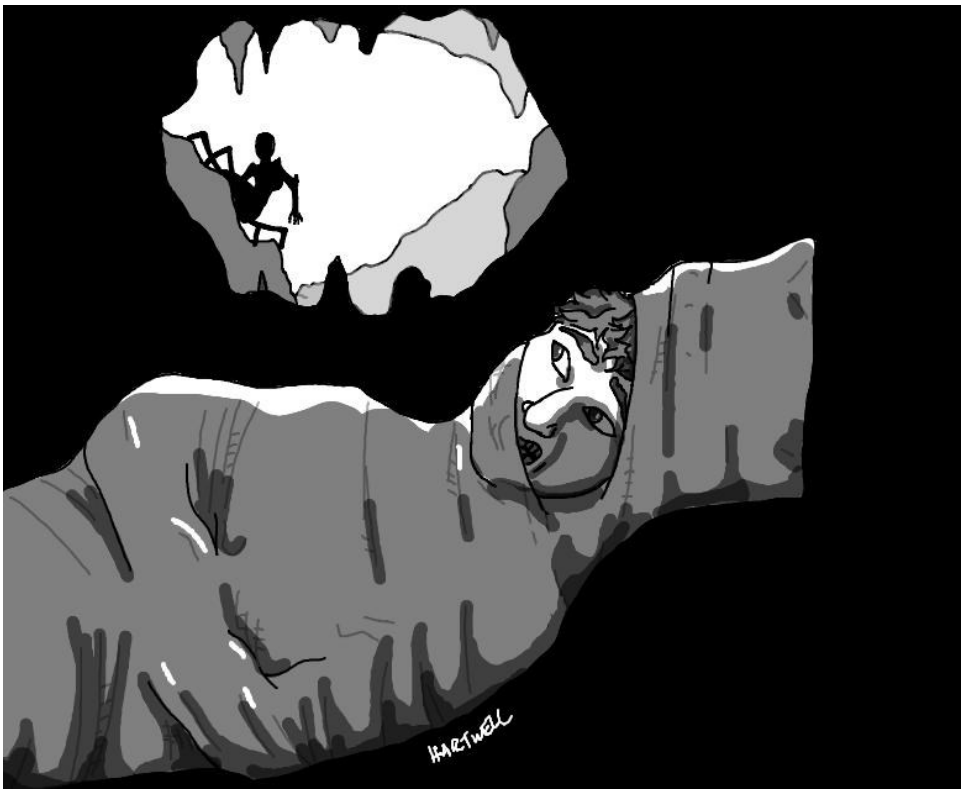
FAST WEB (*new spell*)

Spell Level: 3rd level

Range: 30'

Duration: 8 hours

A small web shoots out of the casters hand and binds a 1' x 1' area. He must roll to hit, but armor isn't included, only dexterity. A small, very sticky web covers the area, if the targeted area is against another surface it will bind the target to that surface. A successful Might roll is required to remove it.



At the back of the cavern is where Aria lives when not in spider form. There is a simple cot and two chests. One contains clothing. The second contains two potions, a scroll, 11sp and 22cp. The bottom of the chest lifts out and her spell book hides beneath. It contains ten spells, including what she has memorized.

Near Aria's sleeping area is a woman webbed to the ceiling. Her eyes are wild, and fearful. She does not speak, only shivers and makes whimpering noises. This is Maria, and she has been blessed by being a vessel. She is to be the mother of a new batch of ragnacchios. Within a week her abdomen will tear open as hundreds of coin-sized spiders eat through her flesh and scatter into the wilderness. If the players return Maria to a town or a village and she does give birth to the ragnacchios, the adventures will soon find the place abandon.

Maria willingly offered to become the vessel of Noctrina's children. She is Aria's human daughter.

Aria the Handmaiden



Manor Compelation

Issues 1 thru 5



Coming Soon