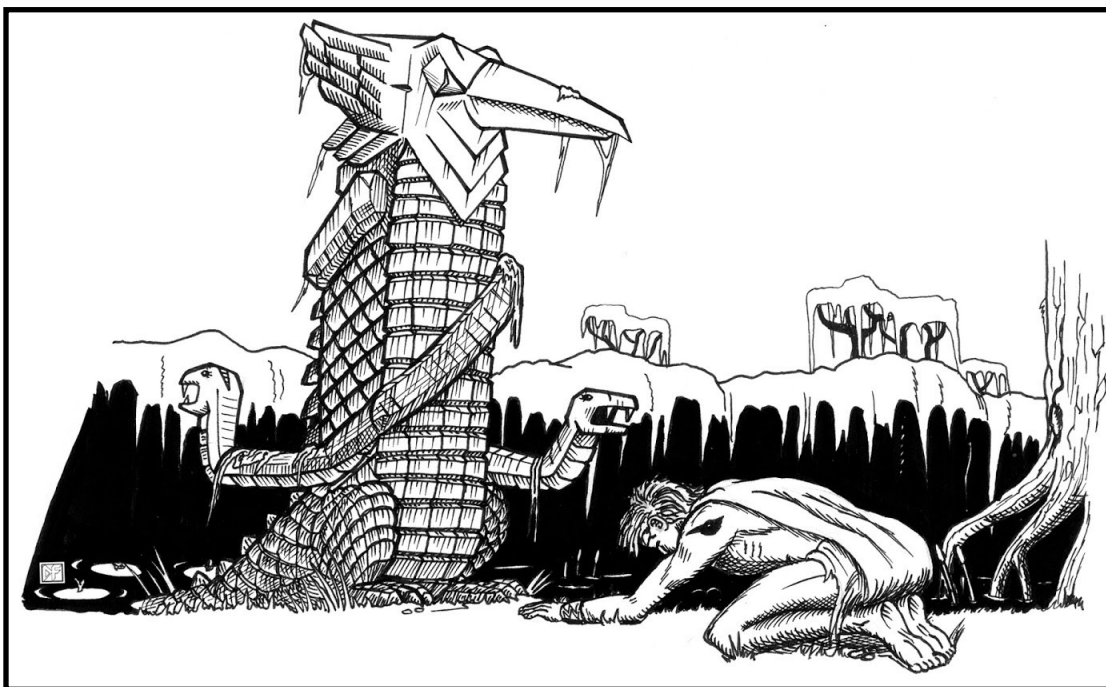


THE BOG GOD'S CHAMPION



A FREE DCC RPG ADVENTURE
BY PAUL WOLFE



MYSTIC BULL GAMES
WE ARE OLD. WE ARE SCHOOL. WE ARE GAMING.

THE BOG GOD'S CHAMPION

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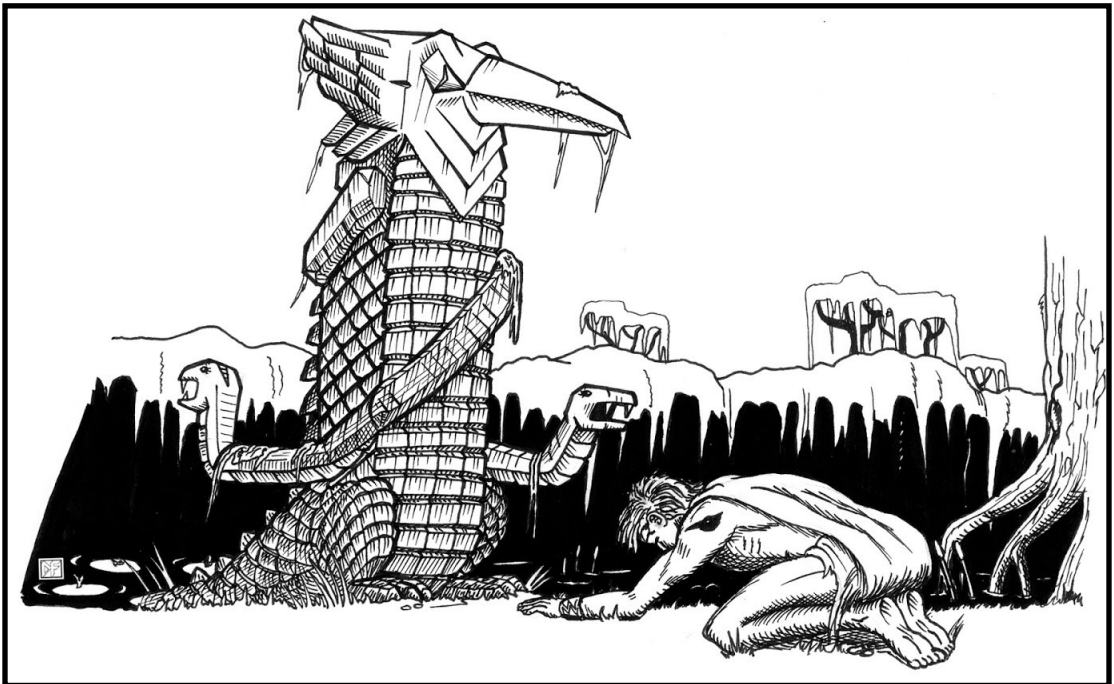
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MYSTIC BULL GAMES
WE ARE OLD. WE ARE SCHOOL. WE ARE GAMING.

Within the Pits, a stinking bog formed by the outflow of offal from the decadent city of Ugama, lurks the progenitor of serpentine horrors that plague the dwellers of that unfortunate place. Stiria, the Mother Serpent, is rumored to be a creature from hell – a massive legged serpent with bright eyes that mesmerize those that fall under her gaze. Borchanar – called the Prince of Rags and lately a champion of Myrddin – a demi-god of the bogs – has disappeared into the darkest part of the Pits seeking to slay Stiria and end her plague of horrors. He carried *Myrddin's Tooth*, a rusty red longsword considered an artifact of the bog god. Now the adherents of Myrddin seek a champion to find their Prince and return the artifact of the bog god (or any other hook that's more appropriate to your campaign).

The Pits

The Pits is a maze of bayous separated by boggy islands clustered with drooping willows and tall mangroves. The darker parts of the Pits crawl with every manner of oozing and lurking thing. Bulbous eyes glow from shadowed overhangs and sudden splashes startle those that would travel its watery byways.

The characters are assumed to be traveling by boat. Sturdy, shallow draft boats can be obtained for 300 sp from various clans of *zombi* that inhabit the place. These craft hold up to 6 humans with gear and can be rowed or poled, as the situation dictates. Larger craft are unwieldy in the tight, cluttered conditions of the bogs, though smaller craft, such as canoes and small rafts can also be found among the *zombi*.

Overview

The party finds themselves in the miles wide bog called the Pits, seeking information and clues as to the path and fate of Borchanar, called the Prince of Rags by the adherents of Myrddin. Many believe that he was killed by the Mother Serpent, the creature he was sent to slay, though others are suspicious of the insular marsh elves, the foul scrag (amphibious humanoids known to waylay lone travelers), or other perils of the Pits.

Travel in the Pits is difficult, as described in the next section, but more importantly, the characters start with almost no information. Though there are a few set piece sites in this adventure, the majority of the action is generated as the characters travel through the bog and interact with the things found there. Though there's a basic system for generating encounters, weather and the like, the Judge should feel free to arrange things to the players' style. If day after day of rain and no encounters becomes tedious, spice it up however you want. You could even arrange each of the random encounters into a series of planned encounters, or sites, using the adventure map. Or do your own thing. Jeez. You don't have to listen to me. It's your game.

Daily Travel

By boat, the party has a base move of four hexes (about 10 miles) through the Pits. Weather, conditions on the ground and encounters can change this travel time. Each day, the Judge rolls for Weather and Travel Conditions. Additionally, there are two chances for encounters, once in the morning and once in the evening (1 in 6 indicates an encounter). Weather and travel conditions may add chances for additional encounters or increase/decrease the chance of existing encounters.

Weather

The weather in the Pits is unpredictable, though it is typically cool, muggy and foggy.

Roll (2d5)	Forecast	Description	Encounter Chance	Persistence
2	Wide Temp. Swing	25% chance of major storm	2 in 6	0-1 day
3	Heavy Rain	Speed 1/2	No change	0-2 days
4	Wind and Rain	Speed 1/2; Ranged weapons -1d attack	No change	0-3 days
5-6	Cool and Muggy with Light Fog	Beautiful Day!	2 in 6 if camping with fire	0-2 days
7-9	Heavy Fog	Visibility 0-300 feet; Speed 1/2	2 in 6	0-2 days
10	Great Storm	No movement; Save or 1d3 damage	No encounters	0-1 day

Descriptions

Forecast – In the Pits, precipitation typically means rain.

Encounter Chance – Encounter chance applies to each encounter for the day.

Persistence – This is how many days after the first that this weather persists before another check.

Unseasonal Temperature Change – Wild swing in temperature, either very cold or very hot. This has a 25% chance of causing a Great Storm (see below)

Speed Reduction – This reduces the party’s overland speed for the day and is cumulative with Travel Conditions.

Heavy Fog – Limited visibility affects the range of spells and ranged attacks.

Travel Conditions

If the weather indicates “no movement” travel conditions can be ignored.

Roll (2d5)	Condition	Description	Encounter Chance
2	Impassible	Path is blocked; full movement, but don't advance	Normal; Extra Encounter Chance
3	Snags and Snarls	A rough patch of bog requires multiple stops to jump out and untangle the boat. ½ movement	2 in 6; Extra Encounter Chance
4-6	Navigable	Nothing untoward today; Regular movement	Normal
7	Boat Damaged	The boat is damaged and time must be taken to repair it. ½ movement	2 in 6; Extra Encounter Chance
8	Ghost Lights	Corpse candles appear in the middle distance. If the party follows them,	2 in 6
9	Channel	A wide, navigable channel speeds travel; x1.5 speed.	Normal
10	Perfect Camp	As Navigable, above, but the party finds a perfect campsite at the end of the day; Natural healing x2	Normal



Encounters in the Pits

Roll (2d6)	Encounter	Stats
2	Special	See Below
3	Great Serpent (1)	Init +3; Atk bite +3 (1d4) or constrict (1d6; DC 15 Str check to escape); AC 14; HD 2d8+2; MV: crawl/slither 30' or swim 50'; Act 1d20; SP Constricts automatically 1 round after successful bite attack; SV Fort +4, Ref +2, Will +3; AL C
4	Marsh Elves (2d4)	Init +1; Atk spear +1 (1d8) or bow +2 (1d6) or net +2 (Entangle); AC 14; HD 1d8+1; MV 30'; Act 1d20; SP Net entangles (Ref DC 11) Escape requires Ref DC 14 per round; SV Fort +1, Ref +2, Will +1; AL N
5	Hunters (2d6)	Init +0; Atk sword +1 (1d8) or bow +2 (1d6) or spear +1 (1d8); AC 12; HD 1d6; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -1; AL N (or C)
6-7	Wildlife	If hunted/fished, overland movement reduced by 1/2 for the day (see below)
8	Eye Crows (2d6)	Init +2; Atk grab shiny thing +4 (no damage); AC 16; HD 1d4; MV 20' walk, 40' fly; Act 1d20; SP Mesmerizing eye (Will DC 12) SV Fort +2, Ref +2, Will +3; AL C
9	Scrags (2d4)	Init +0; Atk trident +2 (1d6) or bite +2 (1d4); AC 14; HD 1d8+1;
10	Mohgd	Init -2; Atk slam (1d8); AC 20; HD 4d10+4; MV 20'; Act 1d20; SP Diseased (Fort DC 14), Sunlight effects; SV Fort +6, Ref -2, Will +1; AL C
11	Strangle Willow	Init +4; Atk tendrils +3 (entangle, choke); AC 12; HD 4d8; MV 0' (30' reach); Act 4d20; SP Entangle (Ref DC 14), Strangles automatically on the round following entangle (1d3 Stamina per round until dead), Each tendril has its own hp (1 HD); SV Fort +2, Ref +3, Will +0; AL N
12	Special	See Below

Great Serpent – The great serpent is one of a brood from the Mother Serpent (see Sites). The serpent is 12' long and can walk on stubby, crocodile-like legs (30') or swim (50'). It attacks with its bite and then encircles its prey. Each round after that, it constricts (1d6 damage – Str DC 15 to escape) and then drags the victim

underwater (Fort DC 10+rounds underwater or lose 1d3 Con per round until dead). **Complications:** Killing a Great Serpent causes the marsh elves to track the party down and ask them to recover their artifact (see below) **Clues/Quests:** Proof of killing a Great Serpent adds +2 to rolls when dealing with marsh elves.

Marsh Elves – These insular, alien-looking elves do not tolerate trespassers on their lands. Though they typically won't attack regular travelers, they warn them off by firing arrows into the party's boat. **Complications:** There is a 2 in 6 chance that when encountered, they are fighting a Great Serpent. **Clues/Quests:** If treated with, the marsh elves know of Borchanar's travels. The marsh elves befriended the Rag Prince and sent three warriors to assist in his quest. One of these warriors carried the *Stone of Elminthor*, an artifact valued by the marsh elves. If the party locates the *Stone of Elminthor* in the course of their travels, the marsh elves implore them to return it to them.

Hunters – A group of men found a dry camp and holed up here. Marsh buck and giant sturgeon are strung up in trees being butchered, meat smokes over fires and skins are staked out curing, all for transport back to Ugama or the *zombi* villages. **Complication:** There is a 2 in 6 chance that the hunters serve the Mother Serpent. They attack with the intention to capture the party in order to sell them to the creature. **Clues/Quests:** Evil ones know the location of Stiria's lair (see sites); Either group has a 1 in 6 chance to know of Borchanar's last camp.

Standard Wildlife – The party flushes a herd of marsh buck, flocks of ducks, school of fish or other normal animal. **Complication:** 1 in 6 chance that an encountered animal is a creature of Stiria, the Mother Serpent. Next encounter is with Scrag (see below). **Clue/Quest:** None; if the characters wish to hunt/fish, they net 1d6 rations, but reduce movement for the day by ½.

Eye Crows – These black bird-like creatures have one large, lamp-like eye and are spies for Stiria (see below). They primarily spy on the party, but if they spot a shiny valuable, they swoop down and attempt to steal it. Those within 30' that meet the crow's eye for the first time in an encounter must make a Will Save (DC 12) or be mesmerized – unable to move or act until the crow breaks off contact. The effect can also be dispelled simply by shaking the victim out of it. **Complication:** When encountered, an extra encounter chance is triggered. The next encounter is with Scrag (see below); **Clues/Quests:** None; the feathers of the eye crow are valued for their alchemical properties (1d4 sp per bird).

Scrag – These semi-amphibious humanoids seek victims for their cooking pots or experiments or for their goddess, Stiria, the Mother Serpent. She often dispatches them to capture victims in order to birth a new brood of great serpents. **Complication:** Attack to capture the party and bring their unholy camps; 1 in 6 chance they bring captives to Stiria's lair. **Clues/Quests:** There's a 3 in 6 chance that a captured scrag knows the location of the Stiria's lair, Mohgd's lair or Borchanar's last camp (1d3).

Mohgd– Mohgd, a 12' tall humanoid composed of stone, left his home in the nearby mountains and has had a hard time of it ever since. He hunts the Pits for food at night. If Mohgd is exposed to sunlight, his body transforms into flesh – reducing his AC to 12. **Complication:** Encounter only occurs at night; His long time in the swamp has given him a bite that causes a wasting disease. **Clues/Quests:** The disease can be cured with Laishaberries (if searching for this, a character with the appropriate skill/occupation can delay travel for a day to find 1d3 treatments); Recent injuries to Mohgd reveal shards of rusty metal imbedded in the wounds (these were shed from *Myrddin's Tooth*). Mohgd lairs in a makeshift cave (see Sites).

Strangle Willows – Though rare, this man-eating plant waits and hungers, hiding within the drooping boughs of the willow trees. Five tendrils can attack independently and each has its own hit points. **Complications:** If encountered in the evening, it strikes after the party is asleep. **Clues/Quests:** 2 in 6 chance that one of the patches has a golden necklace with a pendant stamped with the symbol of Myrddin, known to be carried by Borchanar (this only occurs once). The necklace is non-magical, but worth 20 gp – twice that to an adherent of the bog god.

Special Encounters

These encounters provide more direct clues to the location of Stiria's lair. Judges should simply choose one, if a special encounter is indicated.

A Slaughter of Eye Crows

A massive flock of eye crows wheel and shift in the sky. The beasts attack in a swarm causing 1d4 damage to all within a 60' radius. The birds can be dispersed by dealing 40 total hit points to the swarm (AC 12). The crows are not able to use their mesmerizing eyes during this attack. The remnants of the flock can be espied for 1d4 hours after the attack, making a beeline back to Stiria's lair.

Marsh Elf Hero, Hanging

A dead cypress tree stands in the middle of a wide bayou. From its sagging branches hangs a marsh elf, Corach, hung by the neck. Within the tangled dead branches of the tree lurks a strangle willow, which attacks the first person to climb into its boughs to retrieve the elf.

Strangle Willow (1): Init +4; Atk tendril +3 (entangle, choke); AC 12; HD 6d8; hp: 4x2, 5x2, 7, 3; MV 0' (30' reach); Act 6d20; SP Entangle (Ref DC 14), Strangles automatically on the round following entangle (1d3 Stamina per round until dead), Each tendril has its own hp (1 HD); SV Fort +2, Ref +3, Will +0; AL N

The elf holds a small, unremarkable blue stone clenched in his fist. Though the stone detects as magical, it is not the *Stone of Elminthor* – it is but a fake created by one of Stiria's scrag sorcerers. Bringing this fake stone back to the marsh elves causes them to accuse the party of deceit.

If Corach's body is returned to his tribesmen, his spirit appears to the character with the highest Luck. A cleric can make a Spell Check (DC 14) to speak with the unfortunate marsh elf. Corach describes the island under which Stiria resides and various landmarks to reach it. This effectively removes any movement penalties for travel conditions for the next 2d3 days, though weather can still affect the character's movement.

The Shambling Horror

A humanoid shadow appears behind the party at a distance. It hides and reappears, as if following the party. The figure stays out of range until the party stops (in ambush, resting, etc). At an unexpected moment, the undead form of Borchanar shambles in amongst the party bearing a rusty longsword. **Complication:** It does not fight or speak, but stares blankly toward a random area of the Pits. This is an illusion created by Stiria. The creature can be cut down easily (AC 10; hp 1; no attacks). The sword detects as magical, but if returned to the adherents of Myrddin, is proven to be a fake. **Clues/Quests:** If the illusion is seen through, the creature is an undead scrag (same stats).

Scrag Camp

The scrag's makeshift camps dot the boggy islands of the Pits. There is a 1 in 6 chance that any camp found also contains a cultist of Stiria. Those with a cultist shaman also are home to a Great Serpent. These scrag's are considered shaman to the humanoids, empowered with their goddess' will. **Complication:** If one or more of the party members are captured during a scrag encounter, they are brought to a camp with a Stirian cultist. The creature interrogates those with magical abilities or those carrying any magical item and then has those victims transported to Stiria's island for sacrifice. All others are fed to the Great Serpent. **Clues/Quests:** Captured scrag's have a 1 in 6 chance of knowing the way to Stiria's island. Cultists always know where their goddess' island resides.

Scrag's (3d8) Init +0; Atk trident +2 (1d6) or bite +2 (1d4); AC 14; HD 1d8+1; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +0; AL C

Scrag Cultist (1) Init +0; Atk trident +2 (1d6) or bite +2 (1d4); AC 14; HD 1d8+1; hp: 6; MV 30'; Act 1d20; SP Spells: Paralysis, Darkness, Holy Sanctuary SV Fort +1, Ref +2, Will +0; AL C

Great Serpent (1) Init +3; Atk bite +3 (1d4) or constrict (1d6; DC 15 Str check to escape); AC 14; HD 2d8+2; hp 12; MV: crawl/slither 30' or swim 50'; Act 1d20; SP Constricts automatically 1 round after successful bite attack; SV Fort +4, Ref +2, Will +3; AL C

Black Pool

A wide pool of black water lies in the character's path. Cold evil seems to flow from it. Small, black streams fan out from the pool, connecting it to other pools, and the black lake where Stiria's island sits. A character with appropriate skill or

occupation can follow these streams, by making an Intelligence check each hour. There is a 1 in 6 chance per hour of encountering another black pool. When near a black pool or following its tributaries, there is a 2 in 6 chance of another encounter, per hour. **Complication:** Within 120' of a black pool's shores, the powers of all magical items are dampened. This is left up to the Judge, but for example, items with bonuses to attack or damage are reduced by 1, any item that requires a spell check has its spell check die type decreased by 1. Casting spells is unaffected. All hirelings and henchmen must make morale checks when a black pool is found. Those that fail desert the party in 1d3 hours. **Clues/Quests:** Spellcasters feel the weight of a supernatural intelligence when near a black pool and can make a Spell Check (DC 15) in order to make mental contact with the spirit. The entity hungers for magic, but only the kind used to enchant items. Sacrificing even a minor artifact to the black pool yields information about the area and possibly other boons (at the Judge's discretion). The entity, called Quilun, truly desires *Mor'Hyanda*, the magical dagger found in Stiria's lair. Bringing the dagger to any black pool and sacrificing it nets the character doing so 1 Luck point. If the party promises to bring the dagger, Quilun extrudes a thin tributary of black water leading directly to the black lake and Stiria's lair. NOTE: Magical items sacrificed to any black pool are destroyed.

Sites

These are sites that the characters might stumble upon or be led to (or dragged to) during the course of their investigations.

Borchanar's Camp

In a secluded bayou is a stony island with a rock chimney and broken stone wall standing half submerged in the muck. Investigating here reveals an old camp. Investigation by a tracker determines Borchanar's party was here and appeared to leave in a hurry, by boat.

NOTE: If the characters are here at night, there is a 1 in 6 chance that they attract Mohgd (see below). With a fire, excessive noise, etc., that rises to 3 in 6.

A *detect magic* spell in the chimney reveals a hidden hollow secured with a wooden lid. Runes burned onto the lid likewise detect as magical. With a *read magic* or sufficiently powerful *read languages* spell, the runes read like a half-mad poem about the love of the sun's destructive power. Attempting to remove the cover causes a bright flash of light that permanently blinds anyone within a 10' radius (Fortitude DC 15). Reciting the poem disarms the runes for 1d3 turns. NOTE: The trap causes 3d6 damage to Mohgd should he happen to be within its range, incidentally.

Within the hollow is an ivory case decorated with the iconography of a strange angular being. The case holds a scroll with the spells: *patron bond* (AKAS) and *invoke patron* (AKAS). In addition, a golden amulet of strange design and

impossible angles lies beneath the scroll. This amulet is considered a holy symbol to those that worship the entity AKAS and acts as an interface to the strange alien god (see the Patron Monday entry for AKAS on <http://www.mysticbull.net> for more information).

Searching nearby, the characters have a 1 in 6 chance per hour of finding the lair of Mohgd (see below).

The Stone Man's Lair

On a huge ruined stone foundation jutting from the bog, Mohgd has stacked and fitted worked stone blocks and then covered them with layers of peat. Grass and a small tree grow on the surface of this large makeshift cave.

During the day, Mohgd sleeps within, though he is a light sleeper (regular chance to surprise). His cave is large enough for him to stay out of the sunlight if confronted within, though if he's injured to ½ hit points, he must make a Will save (DC 8+damage sustained) each round or charge out mindlessly and attack.

At night, there's a 3 in 6 chance that he's here before a roaring fire, feasting on several scrag who were unlucky enough to fall into this hands. Though partially sated, Mohgd always thinks ahead where food is involved. He may attempt to draw the characters in by acting as if he's friendly, but otherwise jumps into the swamp and attempts to pick a large party off one-by-one.

Within his lair are stacks of moldering bones and three leather sacks (the contents of which he's carefully separated): 300 cp, 150 sp, 250 gp. Beneath a stack of rotting leather that serves as the stone troll's bed is a small bag with three polished, but uncut gemstones (500 gp total) and a finely crafted dagger with a carved horn hilt (20 gp, +1 damage).

Mother Serpent's Lair

A black lake, five miles wide, sits surrounded by thick groves of cypress and willow. Flocks of eye crows caw and quork here, though they do not move to attack. In the center of the lake sits a muddy, barren island. On the lee side of the island stands a 30' tall onyx menhir. Directly opposite is the sheared off stump of a once gargantuan tree.

The Lake

Magical items brought to within 120' of the lake have their power dampened (see Black Pool). Contact with Quilun cannot be made here, however.

The Island

The island can be reached by boat in two hours from the lakeshore. The oozing mud of the island's surface slows movement to ½ and decreases Reflex save rolls by 1d.

If characters are brought here as prisoners of the scrag, the beasts wait until dusk to reach the island, where their prisoners are lashed to the menhir. The scrag promptly retreat to the lakeshore before the sun sets and start a massive bonfire. 1d4 hours after sunset, Stiria slithers out of her burrow and devours the captives.

The entrance to Stiria's lair is a wide, muddy hole in the side of the island about 5' above the water.

The Menhir

Graven upon the face of the onyx menhir are three spells: *monster summoning* (all monsters are insect variants), *scare*, and *binding*. These spells were carved by an adherent of the Nazhghad, an entity from the faraway Piretis Jungles and patron god of the *jeh* insect men. When learning these spells, and each time these versions are cast, the spellcaster must make a Fortitude save (DC 10+spell level) or suffer from the Nazhghad's patron taint. This condition also attracts agents of the Nazhghad, who seek to convert the afflicted to their patron's service. See the Mystic Bull website (<http://www.mysticbull.com>) for more information on the Nazhghad.

The Stump

The stump of a massive cypress tree sits here, split in two. Packed into the crevice is the oozing mud of the island. Digging out the mud requires 2d6 hours (Reduced by 1 hour per worker to a minimum of 1 hour. The appropriate tools are required, otherwise the time is doubled), and reveals a hidden passage down into Stiria's lair. The passage is 5' in diameter and drops 20' to Area 6.

The Burrow

Area 1 – Entrance

This wide, muddy hole sits 5' above the water, descending at an angle, however, 5' in, the burrow is flooded to Area 2. Swimming through the black, muddy water requires a Reflex save (DC 12) or the swimmer becomes tangled in roots and water plants within the flooded passage. Trapped characters must make a Fortitude save (DC 8+round count) each round or lose 1d3 Stamina until dead.

Area 2 – Split

The burrow splits four ways here. Once beyond the flooded entrance, there's a 1 in 6 chance per round that Stiria is alerted and slides down from Area 4 to investigate. Fighting here is penalized -2d for medium weapons (due to the confining and slippery conditions) and -1d for small weapons. Large weapons and bows are not useable here, though crossbows can be used at -1d. The walls of the connecting passages are 5' in diameter.

Area 3 – Egg Clutch

1d10 eggs are half buried here, the latest clutch of the Mother Serpent's children. This room is 20' diameter, but only 4' tall. On a successful Intelligence check while searching (DC 12), characters find one viable egg. The egg is worth 10 gp for its alchemical properties. If Stiria is left alive, the egg hatches in 1d6+4 days. The great serpent reaches its full size in 3d6 days.

Area 4 – Lair

Stiria typically rests here. The room is 30' diameter, but only 4' tall, with a muddy, but solid stone floor. The base of the menhir (area above) protrudes from the ceiling. Just below the menhir an obscured hole that drops down to Area 5 (Reflex DC 14 or fall for 1d6 damage). Fighting in this room is penalized -2d for large weapons, and -1d for medium weapons. Bows cannot be used, though thrown weapons and crossbows suffer -1d.

Stiria is a 30' long serpent with six short legs and mottled black and white scales.

Stiria, the Mother Serpent: Init +4; Atk bite +8 (2d4) or constrict (2d5; DC 15 Str check to escape); AC 16; HD 6d8+6; hp 42; MV: crawl/slither 30' or swim 50'; Act 2d20; SP Constricts automatically 1 round after successful bite attack; can constrict up to 3 man-sized creatures; Dazzling Gaze; SV Fort +10, Ref +4, Will +10; AL C

Dazzling Gaze: Those that meet the gaze of the Mother Serpent for the first time must make a Will save (DC 15). Those that fail are charmed (as per Charm Person, result 14-17) and become devoted to the Mother Serpent. If the save is successful, the victim is dazzled for 1d4 rounds – suffering -1d to all Action dice. **NOTE:** Those charmed are not killed, but sent into the world to gather sacrifices for the Mother Serpent.

Area 5 – Refuse

Stiria is descendant of a bio-weapon released from the prison controlled by the entity AKAS (see the Mystic Bull Games blog Patron Monday entry). Her alien biology does not require sustenance, though kills produce fertile eggs within her body. Those that she hunts and kills are dumped into this burrow where they rot and are eaten by the Corpse Worms. If a character is wounded in this chamber, he or she must make a Fortitude save (DC 9 + hp lost) or contract an insidious disease that consumes the brain. After 24 hours, the character loses 1 Intelligence. Each day, the victim must make a Fortitude save (DC 10+days passed) or continue to lose 1 Intelligence. When the character's Intelligence drops below 3, the victim is irretrievably insane. Should the save be made or the disease cured, the character naturally heals all but one point of Intelligence, which is permanently lost.

NOTE: Those that fall into this mess suffer a -1d to Initiative the first round of combat.

Corpse worms (3): Init +1; Atk bite +3 (1d4); AC 12; HD 1d8+1; hp 5, 6, 9; MV: Slither 20'; Act 1d20; SP The corpse worm latches onto its prey with a successful attack and drains 1 Stamina per round as it sucks the victim dry. Tearing off the corpse worm requires 1 round and deals 1 damage to the victim; SV Fort +10, Ref +4, Will +10; AL C

Corpse worms are 8' long thin, flaccid worms with large toothed and suckered mouths.

Within the carnage of bones and rotting corpses are the following: Several bags and backpacks containing: 335 sp, 115 gp, *Mor'Hyanda* (Elven magical dagger "Black Blade" -- +1 attack, *Darkness* 1/day), Scroll case with three scrolls: Treasure map (1,000 gp), *Writs of Abiding Consciousness* (see Magic Items), *Darkness and the Arrival of Zoth* (see Magic Items) *The Stone of Elminthor* (see Magic Items).

Area 6 – Grave of the Prince

This burrow is 10' in diameter and 5' tall. The dead roots of a large stump protrude from the ceiling. Digging amongst the roots reveals a blocked passage (see the Stump, above).

The body of the Rag Prince Borchanar lies here. In his hand is *Myrddin's Tooth*, a rusty, jagged longsword (see Magic Items).

Aftermath

When Stiria is killed and the characters return *Myrddin's Tooth* to the adherents of Myrddin, the cultists choose the warrior, halfling, or dwarf with the highest Personality to become Myrddin's new champion. This character receives 1 Luck point and must participate in a *patron bond* ritual with the bog god. If completed successfully, the character is given *Myrddin's Tooth*, though he or she is expected to serve the bog god faithfully.

If the *Stone of Elminthor* is returned to the marsh elves, the tribe becomes a staunch ally to the party and grants them three boons – minor artifacts of some power. Each member of the party also receives 1 Luck point. Elves with at least 13 Personality are also granted a henchman, a 0-level marsh elf.

NOTE: If the characters keep the prince's effects, including the *Stone of Elminthor*, the characters are anathema to the marsh elves and are hunted relentlessly. Henchmen and hirelings must make morale checks each day or desert.

Boons of the Marsh Elves

Each of these is described more fully in Magic Items.

Dolan'anta (Hidden Face), a wide straw hat woven from tough marsh grasses. Granted to an elf, wizard or cleric.

Osta (Defender), an enchanted short sword, unadorned and constructed of dull black iron. Granted to a halfling, dwarf or warrior.

Elee en' Linel (Eyes of the Water Girl), a wicker shield woven from willow branches. Granted to an elf, cleric or warrior.

Magic Items

Myrddin's Tooth

Myrddin's Tooth is a rusty, jagged longsword with an ivory pommel in the shape of a crocodile with snake-like tentacles. The longsword grants a +1 to attacks and damage, is of Neutral alignment. The sword is unintelligent, though it does have a special purpose: Throw down the powerful of Ugama. When fighting against a threat in some official capacity of the city, the sword deals an additional 2d6 damage. As such, the bearer of Myrddin's Tooth is ruthlessly hunted by the Pentarch's Angels, assassins said to be of such beauty that an enemy pauses in awe before he or she can react. Those that carry Myrddin's Tooth while not bonded to the bog god must make a Fortitude save each month or suffer patron taint (see the Patron Monday entry on Myrddin).

Writs of Abiding Consciousness

This sheaf of scrolls is composed of thick leathery leaves and writ with an ink composed of the blood of a unicorn. The contents speak of reveries with evil nature spirits imprisoned on an island far away. Reading the scrolls requires a *comprehend languages* spell – the language is an obscure spiritual dialect – and 2d12 hours of study. Knowledge imparted includes three cleric spells: *Remove Curse* (+2 to Spell Check), *Wood Wyrdling* (+2 to Spell Check), and *Demon Summoning* (Normal Spell Check). Judge's are encouraged to add additional information relevant to the campaign or subsequent adventure hooks.

Darkness and the Arrival of Zoth

A small plainly bound book with high quality paper, *Darkness and Arrival of Zoth* seems to be a simple prayer book. Analysis of the text requires 2d12 - CL days of study to understand that these prayers contain prophecies concerning an entity called the White Child of Zoth – simultaneously an intermittent heavenly body and powerful otherworldly entity. Once understood, a successful *read magic* spell reveals one spell: *Planar Step* (cast at the 24-26 result). The spell allows the caster to step through the dimensions to Zoth, a planetoid that appears in the sky on an irregular cycle. The caster may attempt to unwind the magic of this spell, allowing a more generic version to be transcribed into his or her spell books, though the process and ritual for doing so is left up to the Judge.

Dolan'anta

This a wide straw hat provides a +1 bonus to spotting secret doors and other hidden things. Magic users and elves gain +1d to cast any spell granted by an elven patron. Additionally, when wearing the hat the subject receives a +2 bonus to reactions when dealing with other elves.

Osta

This enchanted short sword adds a +1 to attacks. If the wielder forgoes attacking, he or she can add +2 to the AC of an ally by parrying incoming melee and ranged attacks, though the wielder takes the damage on a successful hit against an ally defended. The sword emits light equal to a candle upon command (*me'a*), but is otherwise unintelligent.

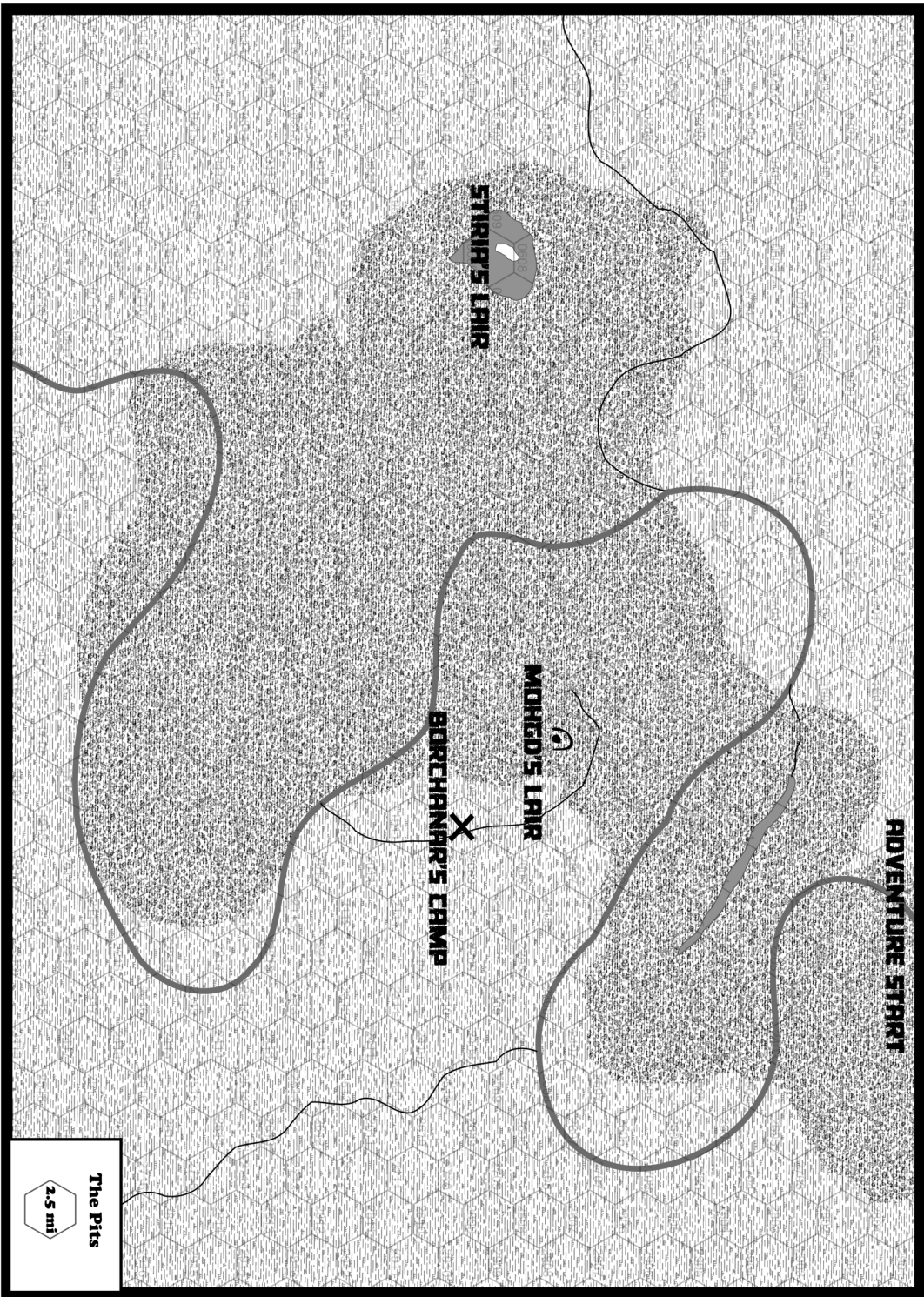
Eleen' Linel (Eyes of the Water Girl)

This wicker shield grants the bearer a +2 to AC (total). In low-light conditions, the bearer can also see in darkness up to 30' with infravision. A critical hit upon the bearer shatters *Eleen' Linel* and the bearer must make a Will save (DC 12). On a failure, the bearer loses 1 Luck.

The Stone of Elminthor

This uncut, polished blue stone is about the size of an eye. Whomever holds the stone gains +2 to AC. Speaking the command word (*vara*) casts *Protection from Evil* in a 10' radius 3/day. Finally, 1/day if blood is dropped upon the stone (1 hp worth) and the command word (*fallana*) is spoken, the stone heals 2 HD, cures a mundane disease or removes poison (bearer's choice) to the next person touched by the stone. **NOTE:** Failing to return the stone to the marsh elves has lasting consequences.

The Pits: Area Map



Stiria's Lair: Crappy Map

