

PRAYERS OF THE FORGOTTEN



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DEAD RELIGIONS. LOST RELICS. FORGOTTEN GODS.

Prayers of the Forgotten

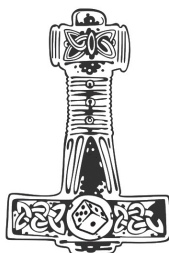
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“A man can no more diminish God’s glory by refusing to worship Him than a lunatic can put out the sun by scribbling the word ‘darkness’ on the walls of his cell.”

~ C.S. Lewis, *The Problem of Pain*

“There is no such thing as a dead god. Only dead followers.”

~ Sir Baylin the Last

Herein you will find rules for using boons (minor favors from long-forgotten gods), brief histories of two expired religions and one alien philosophy, relics of minor potency, short encounters introducing the players to expired religions, and the maps for those encounters.

Whether you choose to incorporate boons into your games or not, the relics and encounters can fit into nearly any adventure without much trouble.

However, if boons appeal to you, don’t look at them as merely boosts to character power, but look at the role-playing opportunities and adventure hooks they present.

In the future we hope to write *Legacies of the Ancients*, which will focus on class-specific content, such as the dwarf’s heritage and the elf’s lineage.

We hope that *Prayers of the Forgotten* adds enjoyment to your games and opens new doors to adventure.

With gratitude,

Carl Bussler and Eric Hoffman

Rules for Boons

Idol magic is the purview of the cleric, but there are long-forgotten gods of greatly diminished power who relish to find new followers and thrive again. Gods can fall out of favor, be destroyed (mostly), or be lost to antiquity. Without the worship of the masses, they fade into oblivion.

If a character was to discover an idol of such a god, he could, perhaps, become the deity's *avored soul*: A herald of the god's return. In exchange for minor aid, the god gains a foothold in the mortal world and begins the long climb back to relevance.

These favors are called boons, and in no way are they as powerful or as detrimental as spells channeled by wizards or clerics. However, any class can become a *avored soul* and begin requesting boons.

Bonding with a Forgotten God

The first step to receiving boons is making a bond with a deity. A character must find an idol of an ancient god that has fallen out of favor, and the god cannot have any existing followers. Essentially, the character becomes the first new follower. The character must also know the god's name, which could require some research.

Alternately, the judge could ask for a DC 15 INT check, allowed once daily, until the character recalls or uncovers the name of the deity. Occupations such as sage, minstrel, scribe, shaman, or trader may have come across the name in their travels.

A judge may rule that no records of the god's name exist, and that no living creature knows the god's name; in which case, the name of the god comes to the character in a dream. This could be an interesting opportunity to run a short dream-state adventure for the characters. During this collective dream, a task is given to the party, and with successful completion of this adventure, the bond is secured.

The character who has the relic and initiates the bond is, from that point on, considered the *avored soul* of that deity.

Requesting a Boon

Due to their diminished state, forgotten gods only have a maximum of three different boons they can bestow upon characters. A maximum of three boons may be granted to a character per day, and these can be the same boon, or any combination of boons.

As with spellcasting, there is a chance the character may not experience the desired outcome. Additionally, characters that call to these ancient forces must accept the inherent risk in doing so.

When a boon is requested, the character makes a Boon Check. This is a d16 roll. If a 16 is rolled, the character may benefit from an additional boon that day. If a 1 is rolled, something detrimental occurs. Roll on the Forgotten Gods Castigation Table. Otherwise, boons are always granted.

Forgotten Gods Castigation Table [d8]

Just like the cleric's idol magic, requesting boons carries the possibility of deity disapproval. Results from this table are cumulative.

1. The character is branded with the holy symbol, name, or likeness of the deity. This can be a tattoo or a scar, but it is permanent, and results in a +1 Personality bonus when dealing with those of the same religion, but a -1 Personality to those of any other religion.
2. The character must pay homage to the deity. Starting as soon as he is able, he can either spend 10 minutes uttering passages from ancient rites, or permanently destroy something of at least 10 gp in value as a sacrifice.
3. The character must pray for forgiveness immediately. He must spend at least one hour in prayer, beginning as soon as he is able (i.e., if he is in combat, he can wait until the danger is over). Failure to finish the full hour of prayers within the next 4 hours is looked upon unfavorably; he incurs a -1 penalty to all Luck checks until he completes the full hour.
4. The character must increase the deity's influence by recruiting

a new follower. If he does not convert one new follower to the deity's worship by the next sunrise, he takes a -1 penalty to an ability to be rolled randomly on 1d6 (Strength, Agility, Stamina, Personality, Intelligence, and Luck). This penalty is revoked once a new follower is obtained. A holy symbol or other token of the deity valued at no less than 10 gp must be given to the new follower.

5. The character must undergo a test of humility and suffers a -1 penalty to Personality. For the remainder of the day, he must defer to all other characters as if they were his superiors. Failure (at the discretion of the judge) means the penalty remains for another day, but the penalty becomes -2. Continued failure to comply results in further penalties until the character's Personality becomes 0, at which point the character becomes a ghostly prophet, completely under the control of the deity.
6. The character incurs a -1 penalty to their attack rolls, damage rolls, or spell checks (determine randomly) until a significant sacrifice is made. This can be a personal flailing (loss of at least 4 hp), or irrevocably destroying an object(s) of 100 gp value. Once this sacrifice is made, the deity revokes the penalty.
7. The character must endure a test of faith. He gains an illness that reduces his natural healing by 1 point, and attempts to magically heal him fail. This lasts for one day. Magic cannot remove this effect. If the character endures the test to the satisfaction of the deity, he retains his relationship. If not (judge's discretion), the effect remains.
8. The character is ordered by the deity to meditate on their relationship and come to a better understanding of what he has done to earn disapproval. The character incurs an immediate -1 penalty to all Luck checks. The only way to lift this penalty is for the character to meditate. For every full day of meditation, the character can make a DC 10 Willpower save. Success means the Luck check penalty is removed.

Relics

One of the requirements that must be met in order to establish a connection to a dead god and request boons is a relic of the former religion. This can be a holy symbol, a holy text, or even a mummified part of a high priest or saint.

What follows are some suggestions for relics:

1. A body part of a deceased saint, high priest, crusader or founder, such as a tooth, finger, blood, hair, eye, or even an entire head. Typically these are found in ornate, jeweled boxes.
2. A holy symbol. Usually made of wood or metal, they are sometimes made from the bones of animals, humans, or even demons.
3. Idols in the likeness of the deity can be fashioned from stone, clay, wood, metal, or cloth.
4. A holy text can be a book, tablet, or scroll.
5. Clothing, such as a burial shroud, tabard, or robe which belonged to a saint, priest, or founder.
6. A weapon of renown which belonged to a crusader, guardian, or founder.
7. The armor of a crusader, guardian, or founder.
8. Personal items and tools of trade that belonged to the founder, such as jewelry, a writing quill, a hammer, or an hourglass.

These items may or may not bestow additional benefits beyond that of the boons granted, but in some rare cases the items could be lucky or even magical. In many cases, the items are no longer suitable for use. Swords and armor may be rusted and broken, clothing tattered, and texts faded.

If the items are lost or destroyed, the connection to the deity is also lost, and boons can no longer be granted. Additionally, should a character not take suitable care of such an important item, the judge should feel

obliged to bestow a Luck penalty until the item is recovered, repaired, or some other atonement is made.

Boons for All Classes

Any class can become a *favored soul*, request boons, and use granted power to aid himself or other characters. But how do you explain clerics that walk the fine line between heresy and faith?

You could choose to simply not allow it. Or, if the cleric's god is a jealous one, and the player wishes to try his luck, the judge could double any disapproval rating gained through failed spell checks.

However, look to history and see how many cultures were polytheistic, praying to whatever god had influence on the situation at hand. If you and your players roll that way, then allow the cleric the option of boons as well.

Requirements and Limitations of Boons

When creating your own boons, use the following as a guide:

1. Any character class can become a *favored soul* and request boons.
2. Aid does not come in the form of spells and is not subject to spell duels or spellburn.
3. Aid cannot require a direct saving throw from another character.
4. Characters may benefit from three boons per day, either from the same or different boons.
5. For each request, the character makes a Boon Check. On a natural 1, consult the Forgotten Gods Castigation Table. If a natural 20 is rolled, an additional boon may be granted that day.
6. The character must possess a physical representation of the god or a relic of the dead religion. This could be a stone statue, famed weapon, wood carving, holy text, etc.

7. The character must know the god's name.
8. Boons can never grant more than a +1 bonus to anything, be it a roll to hit, damage, health, etc.
9. Boons always involve risk, payment, or sacrifice.
10. Aid can be delivered in a variety of ways, such as; jogging a character's memory, good weather, lightening a load, etc.
11. The god will require some form of recognition, hoping that word will spread and its influence will grow.
12. Forgotten gods have limited power, and as such, have at most 3 boons they can bestow upon the faithful. Unlocking new bonds can require further adventures.

Blessed Saint Osthenes The Pure

Osthenes was a blind patron of the diseased, maimed and deformed. It is believed that centuries ago, after establishing a plague colony on a remote island, he discovered a magical fountain. Drinking from this fountain ensured his own everlasting life and godhood, but his mortal form disappeared into the aether.

Upon the next sunrise, he began granting spells to his followers. Unfortunately, his small contingent of faithful were eradicated by the native people of that remote island, and the short-lived religion of Osthenes died with them.

Boon - Blessing of Restoration

"May your healing waters assuage my weariness and raise my spirits, oh Blessed Saint Osthenes."

At the player's choice, this blessing may heal one point of Stamina, Strength, or Agility damage. A vial of specially prepared, flower-infused holy water (costing 10 gp) must be poured over the afflicted. The process of creating the holy water requires a day of preparing materials and reciting prayers.

Boon - Plea for the Dying

“Blessed Saint Osthene, may you grant this unfortunate soul a reprieve, that he may speak again of your everlasting benevolence.”

This grants a +1 bonus to a Recovering the Body check. If successful, the recovered character must donate at least 100 gp to the church of Saint Osthene by the next sunrise or fall permanently dead.

Boon - Recompense for the Maimed

“Saint Osthene, may your blessed hands wipe away the scars of this unfortunate soul.”

This boon restores 1 point of Personality loss or grants a temporary +1 bonus to any Personality check. The recipient of this boon must pay it forward and do something nice for another person by the next sunrise or suffer 1 point of Personality loss until the following sunrise.

Relic - The Ruby Eyes of Saint Osthene

In his mortal form, Saint Osthene was nearly blind and suffered from a condition called Ruby Fever. His skin was red and his eyes would discharge blood instead of tears. Despite this infliction, his devotion to the injured and infirm never faltered.

When Saint Osthene drank of the healing fountain, he disappeared, but two large rubies, looking exactly like eyes, were left behind. These were hidden in an underground shrine.

The Eyes have the following abilities:

- Looking through an Eye will reveal the presence of disease or poison. This is limited to the viewer's range of sight.
- If placed in an empty eye socket of a living humanoid, sight will be restored. Additionally, that character will gain the ability to see the presence of disease and poison, and know its potency (what DC check is required). The Ruby Eye can be removed, at which time sight will again be lost.

- If both Eyes are placed into the sockets of a skeleton, it will rise with the following stats and serve solely the *avored soul* until the next sunrise. It may only be used in defense of the faithful. Failure to adhere to this tenet will result in a permanent loss of 1d4 Luck.

Skeleton: Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL L.

The Road to Former Glory

It's possible that Saint Osthene could regain his former level of power, and regain his ability to bestow spells to his clerics. Here are some adventure hooks that judges can explore:

- Convince the ruler of a city-state to allow the Ruby Eyes of Saint Osthene to be placed into the pupils of the colossus overlooking the harbor, and to dedicate it to Saint Osthene.
- Erect a temple on the island of his religion's demise. The temple must be built on the ruins of a former or rival religion.

Encounter - The Hidden Shrine of Saint Osthene

When the native tribes learned of a new religion prospering on the island, they decided they'd had enough and began to hunt the followers and priests of Saint Osthene. The faithful put their religious relics and wealth in a natural underground cave complex for safekeeping.

Have the characters discover a large (15' high) statue in the likeness of an old man in robes, with his eyes wrapped in gauze. On his head is a gold crown (fake). Littered around the statue are the bones and skulls of numerous animals. The statue has no innate powers, and the bones were placed there by the followers of Osthene, hoping to frighten the natives.

1. Entrance. Characters can discover the secret door under the statue with a check, or anyone attempting to climb the statue to reach the

crown will topple it, thus revealing a long natural tunnel that drops into area 1. This chamber has stacks of torches and oil, but nothing else of use or interest.

2. Bridging the Chasm: The chasm is nearly 50' across, and the slow moving river is 50' below. There are two baskets dangling over the chasm, connected to thick hemp ropes that rise to the ceiling and wind their way through an elaborate pulley system to a bamboo bridge beyond. If a dwarf, elf, or human (or two halflings) gets into a basket each, then the baskets will lower to the chasm floor and the bamboo bridge will drop into place for use. Stepping off the baskets allows them to return to their starting position and the bridge once again rises. Players will need to either leave companions behind or find other means to hold the baskets in place. Characters could decide to simply swim across and climb the cliff, but they will first need to survive the haunted waters of area 3.

3. River of Misery: The last of the followers of Osthenes, rather than be killed and eaten by the vicious natives above, tied and drowned themselves in the cold, dark waters of the chasm. Now the waters are haunted. Anyone swimming in the water must make a Willpower save (DC 15) or be wrought with despair by the pleas of the dead and begin to drown.

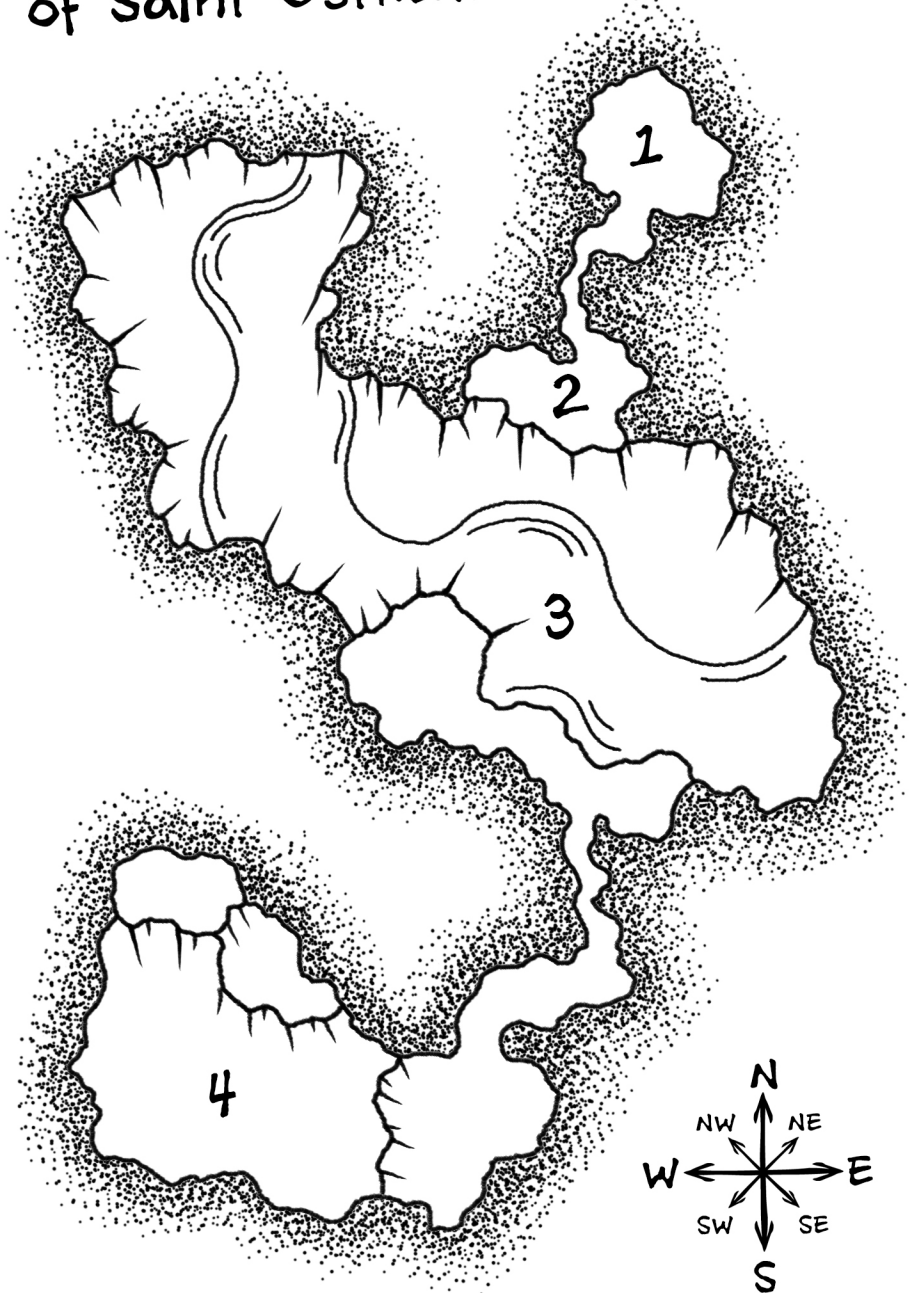
For each failed save, the character sinks further into the seemingly endless dark waters, and suffers 2d5 points of Stamina damage. For each successful save, the character may begin swimming back to the surface. To extrapolate distance, consider a successful save counters a failed save. A character dies when he reaches 0 Stamina. Stamina damage lasts for 1d5 hours.

Anyone who drinks the water must make a Fortitude save (DC 15) or become wracked with pain, suffering a -2 penalty to Strength, Stamina, and Agility until the next sunrise.

4. The Rise of the High Priest: The last (and first) High Priest of Saint Osthenes still dwells here, guarding the religion's relics and wealth. She is a skeleton, kept alive by the Ruby Eyes, and her sole purpose is to await the coming of one worthy to revive the fallen god.

Her name is Maurena, and she stands at the highest rise, 30' above the

The Hidden Shrine of Saint Osthene's the Pure



entrance to the chamber. She will address the lawful character with the highest Personality, and will ask him only one question, "What is best in life?" If he answers to her satisfaction, she will offer him the option to become the *favoured soul* of Saint Osthene, and then fade, leaving behind the Ruby Eyes of Saint Osthene. If the character refuses to take the mantle, she will request they all leave. If they refuse to leave, or if no lawful character is in the party, she will attack.

Undead High Priest of Saint Osthene: Init +2; Atk claw +2 melee (1d4) or by weapon +2 melee; AC 9; HD 3d8+6 (21 hp); MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, cast spells as cleric of level 3, can turn living as a cleric turns unholy; SV Fort +0, Ref +0, Will +0; AL L.

A heavy chest containing 1200 gp worth of coins, gems, and jewelry awaits on the uppermost level.

The Seven-Forked Path to Serenity

The Path, for brevity, is not an entity or persona. Instead, The Path is a philosophy from an ancient and alien culture, brought to this reality by dimensional travelers. As such, even Clerics may prosper with adherence to the rules and traditions of The Path, so long as they do not conflict with the tenants of his deity, and vice-versa. The alien nature of the Seven Forks may dissuade some characters, but the faithful will find that there is real power in adherence to these, sometimes enigmatic, rules:

1. Wisdom sprouts from experience, and experience grows like a fungus on life.
2. When it is obvious that goals cannot be reached, adjust your goals.
3. A clean soul begets a clear mind.
4. Open your heart to receive the vibrations of the Cosmos.
5. To know what you know, and what you do not know, is knowing what is truly known.

6. Hear to forget, see to remember, do to understand.
7. There are only two possible mistakes in life; failure to start and failure to finish.

There are several known variations to the seven forks, and Judges may change any or all of them to fit their campaign. The rules should encourage emergent role-playing instead of changing game mechanics. Following The Path is based more on intent and effort than strict adherence, and any character who makes an honest daily attempt to interpret and live by these rules may benefit from a boon.

Boon

Living right has its own rewards, but attempting to follow The Path can manifest in daily life to great benefit. Once per day, a faithful follower of The Path may roll any saving throw with one improvement on the die chain.

Relic - 7-Fold Booklet

The faithful of The Path often inscribed the rules on small books made of an alien metal similar to bronze, but much lighter. These are known as 7-fold booklets, because they fold 7 times in a non-Euclidian fashion that disturbs the mortal eye. Finding one of these booklets is often the method by which characters come to find the power in The Path. When a character touches a 7-fold booklet for the first time, he may make a Luck check. If successful, the character feels the power of The Path and may begin to take advantage of all The Path has to offer. Each 7-fold booklet attunes itself to only one living creature at a time.

The Road to Former Glory

Faithful followers of The Path may craft a 7-fold booklet once they have successfully followed the tenets (without Castigation) for one month. The crafting of a new 7-fold booklet requires 50 gp in materials, one week of uninterrupted work and a skill check (DC 10). Failure means those materials and time are wasted, but the character can start another book. Through construction of these 7-fold booklets

the faithful may proselytize the Seven-Forked Path to Serenity.

Encounter - The Wreck of the Dimensional Skiff

A skiff crewed by dimensional sailors experienced a catastrophic event, temporarily transporting them and their vessel to the prime material plane while negating their planar shift abilities. The vessel crashed through earth and rock many years ago, causing an evolutionary deviation to the local subterranean flora. The players are currently exploring that location:

1. Entrance: A circular hole approximately 15 feet in diameter appears to have been burrowed directly into the wall of the passage. Debris from the wall is strewn about the entrance, spilling into the passage.

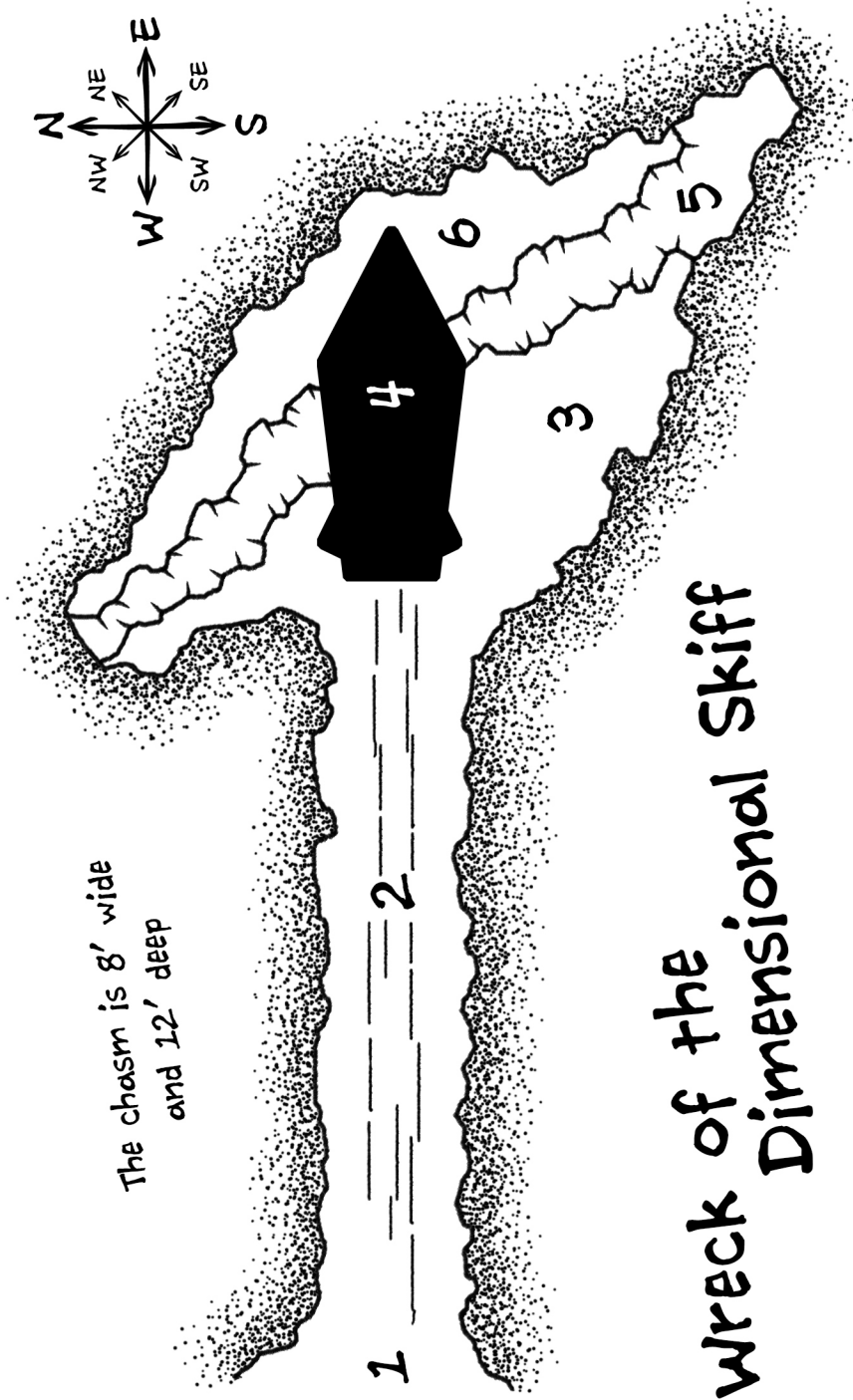
2. The Scar: This tubular passage heads directly into the complex wall, slightly descending as it progresses. The floor has evenly spaced gouges as if something massive was pushed or dragged through the rock. An odd purple glow can be seen from further ahead.

3. The Cavern: The vessel has apparently broken into an existing space underground. The walls, floor, and ceiling of this natural cavern are uneven and contain many stalactites and stalagmites. There is a crevasse about 8 feet wide running roughly northwest to southeast. The soft gurgling of running water can be heard from within the chasm.

The most obvious feature of the cavern is the 30'-long dimensional skiff lying in the middle of the cavern (see area 4 below). Two bodies of thin, blue-skinned humanoids lie at the bottom of the vessel's ramp. It appears they suffered great blunt force trauma, consistent with being in a dimensional skiff that crashed through bedrock. Each has a cutlass and a small shield of a strange, fine-quality metal. These items will never rust or break.

The front of the skiff is covered with a mauve fungus with quivering, purple cilia about one foot long that reach out towards any light source. The fungus covers all but the back quarter of the ship. The strange purple light that illuminates the cavern seems to come from the fungus.

The chasm is 8' wide
and 12' deep



wreck of the
Dimensional Skiff

4. The Skiff and The Fungus: The dimensional skiff is made of a material that looks like wood, but is much, much harder and stronger. The vessel looks like a launch from a large sailing ship, except that it has a covered cabin, much like a modern lifeboat. There are 3 portholes in each side made of a glass-like material that is, again, infinitely harder and stronger than glass. It is unbreakable by non-magical means. There is a ramp descending from the starboard hull, reaching to the cavern floor. A hatch opens directly into the belly of the vessel. There is no other entrance to the skiff.

Inside, a corpse of a thin, blue-skinned man wearing a tricorne hat sits in a chair toward the front of the vessel. He has a cutlass and small shield, as above, as well as a phlogiston flintlock tucked into his belt.

The Phlogiston Flintlock resembles a regular flintlock pistol. It is imbued with dangerous and volatile magic, however. The flintlock can fire once per round, does not need ammunition or to be reloaded, merely cocked between each discharge.

It has a range of 40/80/120 and inflicts 2d8 damage. On a critical fumble, however, the pistol explodes causing 2d10 points of damage to the wielder. If maximum damage is rolled on the explosion, a vortex to the Abyss opens and 1d4 randomly determined demons are summoned per a Phlogiston Disturbance result of 9 (see Table 4-7, page 103 of the Core Rulebook).

The fungus covering the skiff was once a harmless phosphorescent underground fungus growing on the crevasse walls. When the dimensional skiff crash-landed, the strange transdimensional energies that emanated from it caused the fungus to mutate, gaining psionic powers. It has fed on those energies for years, growing bigger and stronger. It now requires living host creatures to reach the next stage of its evolution.

Psionic Fungus: Init +0; Atk special; AC 10; HD 15d8; MV 0'; Act special; SP psionic blast, mass charm, absorption, immune to critical hits, immune to mind-affecting spells or abilities, vulnerable to fire; SV Fort +5, Ref -10, Will +10; AL N.

The Psionic Fungus will start the encounter by using its mass charm ability. All creatures within 60' of the fungus must make a Willpower save (DC 10) or come under the charm effect of the fungus. If a character successfully saves he is immune to the charm power unless the fungus manages to evolve to the next phase. Charmed characters will obey the orders of the fungus, even if they are harmful or deadly to the character. The fungus will compel any charmed characters to move closer and contact the fungus with bare skin, starting the absorption process.

Characters unaffected by the mass charm ability will be attacked with the psionic blast ability. The fungus can target one creature per round within 100'. The target must make a Willpower save (DC 12) or take 2d4 points of damage. A critical success on this save will confer immunity from the psionic blast ability.

Characters who come into contact with the fungus with bare skin will become stuck to the fungus. They can pull free with a successful Strength check (DC 18), inflicting 1d4 damage, plus another 1d6 for each full turn the character has been stuck. Stuck characters are slowly absorbed by the fungus. Each turn the character must make a Willpower save (DC 14) or lose 2d3 Personality to the fungus. Once the characters Personality score reaches zero he is completely absorbed by the fungus. The fungus will push out a fungal version of the character in 2d5 days to go forth and start a new colony.

The fungus is immune to mind-affecting spells or abilities. The fungus takes double damage from fire or fire-based attacks.

The best way to kill the fungus is to burn out its roots deep in the crevasse. If fire is applied to the fungus just above the surface of the water at the bottom of the chasm (such as from a lit flask of oil) for two consecutive rounds, the fungus will ignite and be unable to use any of its abilities. The entire growth will be consumed by the fire in 2d3 rounds. Any characters stuck to the fungus will take 1d6 damage each round while the fungus is aflame.

5. The Crevasse: The crevasse is about 8' wide and 12' deep. A shallow, slow stream trickles along the bottom, slowly carving into the rock below. The roots of the psionic fungus dip down into the water.

Contact with the water is necessary to the survival of the fungus as described above.

6. Hidden Body: Another corpse of a dimensional sailor lies under the forward port hull of the dimensional skiff. This sailor has a cutlass and shield as described in area 3. He also has a small metal booklet of a metal not unlike bronze. It is, of course, a 7-fold booklet.

The Stormlord

The Stormlord expects his followers to be fearless and remorseless in their pursuit for glory. The cult of The Stormlord was popular with the chaotic raiders and sailors of the Northlands, but their veracity became their downfall. Worship of The Stormlord was outlawed in the fair cities, and even mention of the name carried punishment.

Only when a bounty was put upon the cult leader's head did the religion falter and fade into obscurity. Diotrychus, an unlikely figurehead, was a mercenary from the southern kingdoms. It was his betrayal by the cunning wizard Tolemancus that marked the end of The Stormlord's influence.

Boon - Battle Cry of the Stormlord

"Hokahey!" Friend and foe alike take pause as your battle cry to The Stormlord echoes around you.

During combat, your character gains a +1 bonus to hit, damage, or saving throw. If the opponent is not slain, the recipient of the boon suffers a -1 Luck penalty until a proper blood sacrifice is made. This penalty is cumulative.

Relic - The Sword of Diotrychus

Diotrychus was a feared raider, a skilled navigator and sailor, and a warrior of great renown. He worshiped The Stormlord since the day he could wield a sword. Only through a wizard's trickery was Diotrychus laid low.

In addition to making a connection with The Stormlord, the bearer of the sword gains a +1 to waterborne navigation checks.

Despite its extremely rusted appearance, the sword can still cause grievous wounds, and grants +2 damage. If the sword is pressed into combat, there is a chance it may break, equal to 1% per point of damage inflicted. If the weapon breaks, there will be a deafening clap of thunder, and a bolt of lightning will strike the wielder and anyone within 30' of the sword, inflicting 3d4 damage to each.

Even though the weapon will be destroyed, if the wielder survives, the connection to The Stormlord is not lost. However, boons will not be granted until another sword of superior quality (at least 500 gp value) is crafted and used to slay a sea monster. This beast should be challenging, and if the wielder slays this beast without aid, the sword regains the bonuses to navigation checks and damage.

The Road to Former Glory

If the players want to revive the Stormlord, there are a couple options open to them:

- Slay the wizard Tolemancus. Take his body to the highest peak of the Ghostwind Mountains and offer it to the Stormlord.
- Reforge the Sword of Diotrychus.

Encounter - The Circle of Fury

Atop the small hill is a circle of stones. At the center of this circle is a low stone in which is embedded a sword with a gold hilt and jeweled pommel. Pictograms describe a battle of few against many. Anyone attempting to pull the sword from the stone initiates a combat consisting of 7 waves of oncoming furious warriors. The sword will not pull free until all seven waves of warriors are defeated.

There are seven individual stones in the circle, and they will all glow a ghostly blue light. As each wave ends, one of the stones will cease to glow. This will give the players a clue as to how long this combat will last. Each wave begins with a clap of thunder and a flash of light-

ning. Wind and rain, at first gentle, will increase in ferocity with each round.

When the first furious warrior is defeated, the second wave begins, and two enraged warriors charge the hill, coming from out of the darkness. Each new wave begins once the previous wave is defeated. The number appearing is equal to the wave, so that on the 7th wave, 7 more warriors arrive to do battle. There is one round of rest between waves.

When a furious warrior or player character dies, ghostly winged valkyries arrive to whisk the body to Valhalla. Players have one round to heal/recover the fallen character before the body is removed.

Furious Warrior: Init +2; Atk axe +3 melee (1d8+2); AC 14; HD 2d12+5 (17 hp) ; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +0; AL C.

If the characters remain on the hill, they gain a +1 to hit and damage. These adjustments are cumulative by round, so that by the 7th round, they have a +7 to hit and damage.

Additionally, each round the characters must make a Willpower save (DC 10) or spend the round screaming in anger. On a failed roll of 1, that character must attack the nearest comrade for one round. With a save of 20, that character gains an improvement on the die chain for his next melee attack.

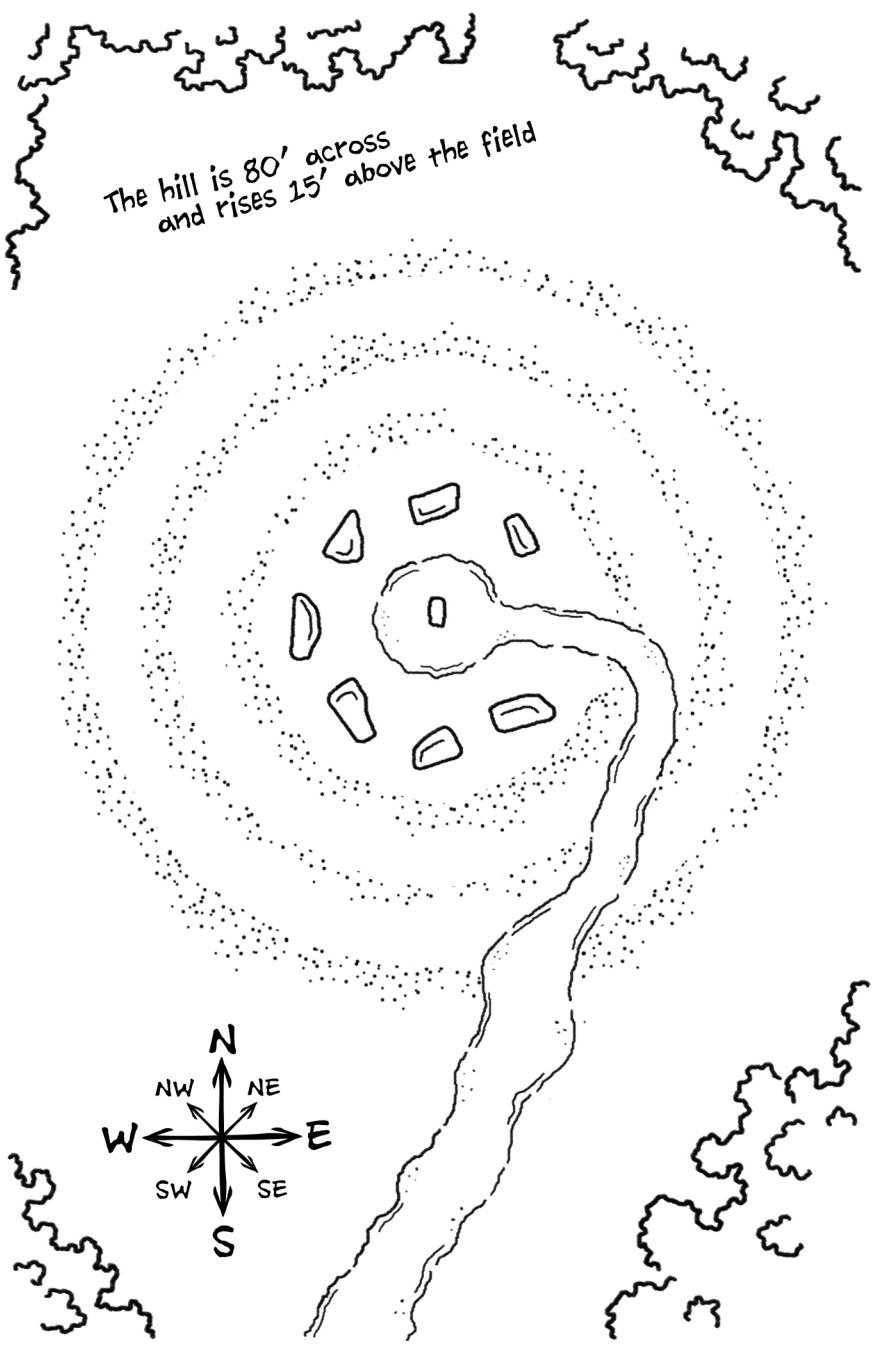
To scale the encounter, reduce or increase the number of waves of furious warriors. We suggest a minimum of 3, and a maximum of 10.

If the characters are victorious, the sword may easily be pulled from the stone, but its true appearance will be revealed: That of a rusty, broken sword. This is the Sword of Diotrychus, and despite its appearance, it is still quite a potent weapon (see Relic - The Sword of Diotrichus).

Also, where every slain warrior falls, there is a single uncut moonstone worth 30 gp.

The Circle of Fury

The hill is 80' across
and rises 15' above the field



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