

A Fantasy Roleplaying Adventure Module

HIDEOUS DAYLIGHT

by Brad Kerr



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**



HIDEOUS DAYLIGHT

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Hideous Daylight is an adventure module for fantasy role-playing games. Player characters will navigate a hex-crawl sandbox in a walled garden environment while uncovering clues towards strange phenomenon affecting the land and its inhabitants.

This module was written for low-level characters and requires Old-School Essentials Core Rules. Players should have the expectation that not every combat encounter can be won with a head-on approach and that the threat of character death is real.

There are a number of ways in which this adventure might conclude based on the choices and actions of the players. Many of these outcomes are detailed in the "Followup" section of this document.

Background

In a bucolic countryside sits "Hollyhock," a large walled garden. This land, under the purview of the local duke Omer, comprises several miles of natural wonders: forests, a lake, a hedge maze and a famous rose garden. An attentive staff tends to the grounds and the king himself enjoys visiting Hollyhock every year for his annual birthday hunting retreat.

Several months ago the sun abruptly stopped setting. A hazy late-afternoon sun permanently shines down on the garden grounds. What began as a harmless curiosity soon proved to have disquieting effects on the garden's inhabitants. The animals have grown violent. Strange and inexplicable creatures have appeared and many of the duke's knights have been killed. Duke Omer, desperate to restore normalcy in his garden, has posted an open bounty for enterprising sell-swords to end the curse of endless sunlight.

What's Really Going On

The Duke

Duke Omer is a just ruler with one glaring deficiency: he's in love with a shadow demon succubus and has fathered an army of demons. While strolling through his rosarium one evening, a comely voice beckoned him to climb down a rope into the well. There he met Sarae, a beautiful maiden imprisoned in a mirror; she enchanted him and used his blood to create a demon horde. He's desperate to keep this affair secret but does not fully realize the scope of the danger he's sired.

The Demons

Hidden in the caves beneath the rosarium is a subterranean river that feeds into the garden's central lake. Centuries ago, a strange mirror washed up on the bank of this lightless river. This mirror is the cursed prison of a succubus named Sarae who challenged the princes of hell and lost. Now Sarae bides her time, waiting for opportunities to buy her freedom with gifts of mortal children to her abyssal lords.

150 years ago, Sarae managed to lure a noble into the well and used his royal blood to sire a host of shadow demons. These creatures abducted dozens of children from the surrounding villages and dragged them to hell as dark offerings to evil masters. Sarae's gifts were well received but their numbers were too small; she went dormant in her mirror prison, waiting patiently for another opportunity to serve the shadows.

9 months ago, Sarae got her wish--her otherworldly song lured Duke Omer to her side. Together the two lovers have spawned a new host of demons that stand ready to abscond into the night to abduct the children of the realm.

The Wizard

The threat of the shadow demons caught the ear of the duke's magician, Fabien--albeit a bit late. Fabien's auguries showed him a vision of shadows seeping out of the earth and taking 100 children into hell. Sadly, the hour was late and the shadows had already begun to slink out of the garden's well for their prize. Desperate to stop them, Fabien cast a ritual to prevent nightfall in the garden--trapping the shadows under the earth and protecting the countryside from the hellish threat.

Before beginning his ritual, Fabien made several quick preparations: He first sent his apprentice Muriel to the rosarium to investigate the evil presence he detected there. He cast an enchantment spell on her pet rat familiar "Scampers" to grow to a huge size to protect her. When Muriel died in the well, the monstrous Scampers' mind was shattered and the giant rat now grows more feral each day.

Fabien also sent a note via carrier crow to his close friend, the gardener Rodolphe to summon him to his secret floating atelier for assistance. Rodolphe received the note but couldn't interpret his friend's riddle; he was killed and eaten by Scampers before he could join Fabien's side.

Fabien still sits in his secret floating atelier--awake, sunbaked, and deep in meditation to maintain his spell and protect the innocent.

The Visitors

What Fabien didn't anticipate is that halting the day/night cycle in a localized area for an extended period of time has eroded away the edges of reality. "Visitors" have entered the garden from obscure reaches of the cosmos through portals popping up in the garden. For now, 7 visitors have crossed over (and one rabbit managed to enter the portal and return, changed).

These alien creatures are motivated by singular compulsions. They communicate in a form of telepathy that for all purposes "sounds" like several human voices speaking at once. They have no understanding of right, wrong, pain, or death, and use no names to distinguish each other. Any conversation with the Visitors will be extremely strained and filled with bizarre questions.

The only open portal currently is in the hedge maze though other nearby areas are starting to wear thin. Restoring the natural day/night cycle will gradually close and repair these anomalous portals. The visitors will require some convincing to return home, however.

What the PCs know

The duke sent in a number of his knights to investigate--none have returned. Rather than expend more of his men, he's posted a bounty of 2000 GP to any party that can end the curse of eternal daylight. The gates have been sealed shut but soldiers will place a ladder for the PCs to enter the garden in area G-2.

The knights fear "sun madness" and insist that a trained physicker inspect anyone exiting the garden for signs of this (mostly imagined) affliction. **Because of this, sell-swords are only permitted to enter and exit the garden through area G-2.** Anyone caught hopping a fence will be assumed to be mad and attacked by knights patrolling the perimeter.

A tent-camp has popped up as a base of operations within the donut of twilight just outside the garden walls. PCs are welcome to camp here; additionally, they have access to a provisioner selling basic equipment and an armorer who can repair and appraise gear. A dwarven quartermaster has a keg of ale and operates a sort of tavern from the mess tent. The knights here are indifferent towards the PCs.

The PCs can learn any or all of the following information from the tent camp:

- The sun has stopped setting and no one knows why. A reward is posted for restoring normalcy to the garden.
- Fabien, the king's magician has gone missing around the same time as the start of the endless daylight. He's a prime suspect; it's rumored that he has a hidden workshop somewhere in the gardens but no one knows its location.

- The animals have lost their minds and are attacking people.
- An enormous rat of unknown origins is inside the gardens. It's already killed two knights and should not be directly engaged.
- Other sells-words have already entered; none have returned. The last ones, Charlotte and Bertrand, entered 48 hours ago.
- The general layout of the gardens including the location of the hedge maze, rosarium, lake, stables, and gardener's cottage.
- Inexplicable creatures have been spotted roaming the interior.
- There's a rumor that staying in the sunlight for 24 hours will make people go insane (this is untrue).

Running the Adventure

PCs will explore the grounds of Hollyhock investigating the sunlight curse. Each hex represents approximately half a mile and will take 10 to 20 minutes to traverse (if moving carefully). Most hexes, with the exception of the maze interior and forest, are clearly visible from surrounding hexes. This means that the giant rat or other threats may see and pursue the PCs from a distance.

The garden is surrounded by a 12' tall stone wall embedded with glass shards at its apex to deter poachers and predators.

Many monster statblocks are listed in-line within hex descriptions; additional monsters, monster details, and magic items are listed at the end of the book.



1 hex = 1/2 mile

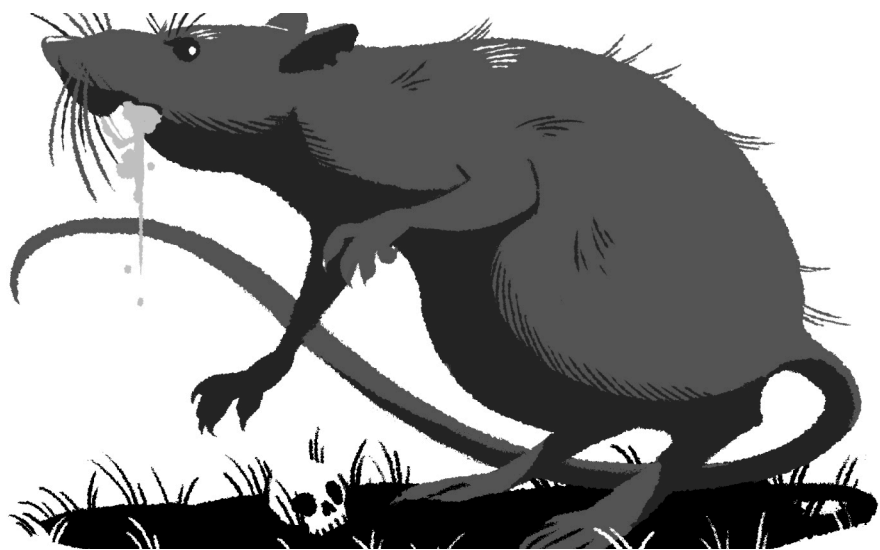
Random Encounters

When PCs enter a new hex or spend more than 10 minutes in a single area, there is a 2-in-6 chance of encountering a wandering threat. Roll 2d6 and compare the results to the random encounter table below.

| 2d6 | Encounter Description |
|-----|---|
| 2 | Adventurers - 1d4+1 level 1 NPCs are struggling to find clues to end the curse. Randomly determine the friendliness, existing injuries, and mental health of the party. |
| 3 | Weird voices and “scratching” sounds from the other side - Visitors from beyond are attempting to communicate through mysterious whispers. They may ask for directions to “the white” (see area H-4). |
| 4 | Lazarus Rabbit attacks (if already discovered in hedge maze area H-7, otherwise reroll). |
| 5 | Horse attack! “Black Beauty” from area G-8 charges, attempts to trample, then runs away. |
| 6 | A lesser “Visitor” is in the area. Consult the Lesser Visitor table. |
| 7 | Scampers (the giant rat) attacks or pursues. |
| 8 | 3d4 carnivorous deer are present in the area. |
| 9 | A swarm of crows swoops in--they may attack or present gifts depending on the PCs choices in area H-1. Otherwise, they make a lot of noise and defecate on the PCs. |
| 10 | A swarm of bees--won't attack if PCs are calm (Wisdom check). Otherwise, deal 2 ongoing damage. See area G-12 for more details. |
| 11 | Wandering Fire: A little living flame wanders towards the gazebo in G-2. Cannot be deterred from its path, speaks Ignan. |
| 12 | Bodies of dead adventurers--randomly determine if they have salvageable weapons and treasure. |

Lesser Visitor Table

| Id4 | Visitor | Description |
|-----|-----------------|---|
| 1 | "Tower builder" | A small, hairless person with perfectly round eyes who feels compelled to stack rocks into little towers. Hundreds of rock stacks fill the area. |
| 2 | "Sorter" | A large, perfectly smooth human head with little arms and legs growing from the bottom. Obsessively puts everything around it in "order"--including player characters who happen to be nearby. Its taxonomy is undecipherable. |
| 3 | "Head smasher" | A squat, glowing, leathery humanoid who is compelled to smack its head against a hard surface. Screams "Ouch! Ow!" Can offer no other explanation beyond "I just have to take care of this real quick." |
| 4 | "Digger" | A 7' tall humanoid with long hair and feet for hands. Compelled to lie on its stomach in a deep hole but can't seem to get it "just right." It keeps digging holes and lying face down inside. The surrounding area is filled with crudely dug holes. |



Garden Locations

G-1: Hedge Maze

An elaborate and imposing hedge maze constructed from tall evergreen herbs.

While the most obvious entrance is along the eastern edge of the maze, a second entrance is found on the southern wall for those who take the time to inspect the outer perimeter. See Map H and page 19 for detailed descriptions of the hedge maze.

G-2: South Gate

An abandoned and dilapidated gate house; the gate itself is now barricaded from the outside. Guards will not open the gate until the sun has resumed its normal behavior. Inside the gatehouse are a few simple pole-arm weapons, rope, panes of glass for window replacements, and some carpentry tools.

A guard on watch is posted on a ladder on the outside wall to allow PCs access in and out of the garden via a ladder. Guards will not lend aid if the giant rat or other violent fauna are nearby.

Giant Rat, "Scampers"

AC 3 [16], **HD** 7 (33hp), **Att** 2 × bite (1d10), **THAC0** 13 [+6], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 850, **NA** 0 (0), **TT** None
▶ Accelerated Healing: Recovers 5 hp per turn up to its maximum HP.

G-3: Rot Pile

Someone has stacked up a pile of dead bodies and left them festering in the sun. It's mostly animals--horses from the stables, deer, wild boars and also a few humans--two dead knights are here. It's awful. There's a wagon underneath somewhere but it's hard to see it from the swelling bodies of the dead. A good push would definitely send it rolling down the hill.

Those with the stomach to dig through this mess will find two suits of plate armor, two longswords, a crossbow, and 351 GP.

Unfortunately, the giant rat is often found here nibbling on the corpses. **Roll twice on the random encounter table and use the worse result.**

Designer suggestion: Rather than rolling a random encounter for G-2, fudge the dice and send the giant rat towards the PCs from a distant hiding place as soon as they've entered the garden. Characters who stand and fight will quickly realize the threat imposed by the rat. This will likely drive the PCs to hide in a nearby area like the hedge maze or rot pile. Either way, the characters are immediately presented with driving action and short-term motivation. Remember that the guards will not lower a ladder for the PCs to retreat if the rat is nearby.

The rat should represent a constant danger to the PCs' safety; the threat of a persistent yet slow moving, high level monster will keep PCs on their toes and strategizing.

G-4: Hills

Rolling hills and shaggy grasses cover this stretch of lawn.

A small herd of 1d4+3 deer graze peacefully on the flesh of a dead guy. The animals have been munching away happily for some time so they're not feeling particularly aggressive but will stand their ground if directly approached. Deer will not fight to the death.

There are few distinguishable remains left on the corpse--tatters of a black cape and dark muddy clothing. A nearby leather satchel contains a bandolier of throwing knives, 1d6 vials of snow snake venom (save vs paralysis to resist short term petrification), an hourglass that marks the passing of 4 hours, a secret assassin guild's signet ring, a wallet with 200 newly minted gold coins, and an incriminating note which reads:

"Half payment of 200 coins rendered on [yesterday's date]. 200 coin more paid [one week from yesterday] or sunset. Watch the well. Nobody in or out. Stay hidden, mind the knight. Destroy this note."

The body belongs to an assassin named Gormax. Duke Omer drew up a deal with the assassin's guild to protect the secret of the rosarium's well. Unfortunately for Gormax, he was surprised by a pack of hungry deer and eaten en route to the rosarium.

Crazed Deer

AC 7 [12], **HD** 1 (4hp), **Att** 1 x hoof, tooth, or horns (1d4), **THAC0** 19 [0]/18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 5, **AL** Neutral, **XP** 10, **NA** 0 (3d6), **TT** None

G-5: Weird Shade

There's a weird patch of shade in this area that never moves and offers no reasonable explanation for its existence. Local fauna is attracted to this area and will often cool themselves here. **Roll twice on the random encounter table.**

The secret source of this shade is the floating sky atelier of Fabien (location G-20). A magical curtain makes it invisible from the ground. At nearly 100 feet in the air, reaching it through conventional means is improbable. A secret staircase to this floating island is found in area G-6. A clue to its existence is found in G-19.

G-6: Big Tree

At nearly 300', this enormous sitka spruce is the tallest point in the gardens by a wide margin. Ancient druids recognized the significance of this spruce and set **12 standing stones** at regular intervals in a ring around the tree's trunk for use in rituals. Each granite obelisk stands roughly 5 feet tall and is decorated with silver druidic runes to represent the numbers 1 through 12 (the runes aren't hard to interpret--they're basically tally marks). Divine spells are empowered in this area--range and damage is doubled while within 60' of the tree. **A wicker basket full of pinecones and a small step ladder leans against the tree.** Canny PCs may note that no tree branches are within reach of the small step ladder--it's actually intended for use with the stones.

The standing stones hold a secret--an invisible, magical staircase leads from the top of the "9" stone to the floating, hidden atelier of Fabien (area G-20). Aside from Fabien himself, only his apprentice Muriel knew of this staircase. Area G-19 provides a clue to its existence. PCs who linger in this area have a 1-in-6 chance each hour of seeing a crow crash into the invisible staircase.

G-7: Rosarium

Note: Do not roll for random encounters in this area. The giant rat and other hostile fauna will not enter.

A formal and intentionally designed rose garden comprising three major subsections:

Walking paths and marble fountain:

Symmetrical hedges--now overgrown and choked with tangles of roses--radiate out in circular patterns from a central marble fountain. Marble statues spangled with lichens depict idealized male forms and look down at the garden from four elevated plinths from the rosarium's corners. This area bears a higher degree of formality than every other location and has suffered the most from months of neglect. Dozens of varieties of rose bushes now thrash together into a thorny concatenation and make the walking paths difficult to traverse.

PCs trained in herbalism may note a number of rare and valuable rose varieties here. A rare "Juliet" rosebush near the fountain would fetch 250 GP from the right buyer.

White marble gazebo: Overlooking the gardens at the north end of the rosarium is a white marble gazebo. Sitting in a heap inside is an ancient and feeble looking knight: Reinfrid, the Knight of Roses (5th level fighter). Reinfrid faithfully served the kingdom for decades; as he reached his twilight years, the king charged him to retire to these gardens and defend its roses. The king meant this as a winking, de facto retirement for the aging knight but Reinfrid, honorable to a fault, took his charge extremely seriously. Until he is relieved of his duty by a member of the ruling nobility, Reinfrid will neither leave the rosarium, nor allow any harm to come to its roses. In fact, Reinfrid passed away

several months ago from heat and dehydration yet still patrols these grounds in undeath. Scampers and other feral wildlife will not enter the rosarium for fear of Reinfrid's capable magic blade. Reinfrid will offer assistance to honorable PCs but will neither leave the rosarium nor enter the well.

If the PCs can tolerate a (benevolent) undead knight watching over them, the gazebo is a rare safe-space in the garden to set up camp.

The old well: An old stone well stands at the south end of the garden. A sturdy knotted rope secured to a beam descends into its depths. *The well connects to an underground cave structure. See Map W and page 24 for a detailed description of this area.* Muriel descended this rope several weeks ago and has not returned; Reinfrid knows about this and may offer information to "honorable warriors" (he will not abide a scoundrel). He knows that the duke has often climbed down the well but is reticent to engage in "gossip" or idle speculation about the duke's motives.

G-8: Stables

A large barn with stalls for up to 20 horses next to a fenced-in yard.

Yasmine, the head groom, has barricaded herself and 8 horses inside. Unless all PCs are moving stealthily, Yasmine will sense their approach.

Yasmine (2nd level ranger) is an unfriendly leathery frontier woman with a crossbow. She may be persuaded to admit the PCs into the barn if they show genuine concern for the horses' well-being. In exchange for helping her clean up an excess accumulation of horse dung, she'll reward PCs with 25 GP, advice, and a safe place to rest.

Her favorite horse, "Black Beauty" escaped and runs feral through the gardens. Yasmine will reward 100 coins and a jeweled saddle to anyone who can return Black Beauty to the stables unharmed.

G-9: Forest (South)

A patchy forest of dry coniferous trees. The thin canopy provides little shade. Dead pine needles blanket the ground, obscuring 3d4 spiked pitfalls--traps set by the duke's men to trap the sun-mad fauna of the garden. PCs who don't take special care in traversing this area have a 1-in-6 chance of stumbling into a trap. Each pit is 6' deep and filled with sharpened stakes which deal 1d6 damage.

PCs who take time to explore these pit traps may discover the corpse of a sell-sword with 39 GP and a longsword made of clear elfen glass. The sword has a 3-in-6 chance of breaking on a successful hit and shatters for 3x damage. Shattered glass re-grows at the sword's handle with every full moon.



G-10: Boathouse

A barn-style boathouse made of gray, sun-baked cedar boards. An attached dock provides lake access. The unlocked boat house contains several small rowboats, a sloop, fishing gear, and supplies for ship repair. A barrel of highly flammable pine tar is tucked away behind other mundane boating equipment.

Remains of a dead magic-user lies outside the boathouse; scraps of his spellbook are scattered about the lawn. A successful Intelligence check will piece the book together, revealing 1d6 random 1st and 2nd level spells. Charlotte from area H-5 will identify the remains as her partner Bertrand.

The giant rat will not pursue PCs across the water.

G-11: Lake (South)/Wetlands

The lake terminates here in a small wetland.

There's an overturned rowboat stuck in the weeds and cattails of the shallows. Underneath is two shadow demons, trapped by the sun's rays. They were swept away by the river in the underground well area, deposited to the bottom of the lake, and managed to hide under a rowboat before being destroyed by the sun. Unfortunately, the boat's rope is hopelessly tangled in the weeds. The demons will mimic friendly human voices to persuade interlopers to untangle the boat (yet without exposing them to the light). This will absolutely sound suspicious. In the case that the boat is turned right-side up, the demons will react with violence and desperation to hide again before perishing in a puff of black smoke in 1d4 rounds.

G-12: Beehives

Atop a muddy slope stands 6 large free-standing wicker bee boxes. Strangely, the bees here have not abandoned their hives and are, in fact, thriving. Their hives overflow with gorgeous amber honey; magic users may detect a faint magic aura emanating from within. Eating a fistful of honey acts as a potion of cure wounds, usable once per day.

As long as a PC is calm, controlled, and moves slowly, the bees will not attack and will generously share their overabundance of honey. Unfortunately, the bees have started building nests in the nearby mud to escape the heat and light of the gardens--PCs who fail to notice this must roll a Dexterity check to avoid falling into a collapsing, bee-filled mud hole, aggravating the colony and prompting a bee attack.

Bees!

AC 7 [12], **HD** 2 (9hp), **Att** 1 × swarm (2hp), **THAC0** 18 [+1], **MV** 60' (20') flying, **SV** D14 **W**15 **P**16 **B**17 **S**18 (NH), **ML** 11, **AL** Neutral, **XP** 20, **NA** 1 (1d3), **TT** None

► **Size:** 10' × 30' area

► **Immunity:** Only harmed by fire, extreme cold, sleep spells (affect the whole swarm), smoke (drives off), or other attacks as the referee wishes.

► **Swarm attack:** Automatically damages characters within swarm area: 2hp.

► **Warding off:** Characters inside the swarm who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch damages the swarm.

► **Escaping:** On exiting the swarm, characters continue to suffer half damage until 3 rounds are spent swatting the attached insects.

G-13: Forest (West)

A patchy forest: pine trees with brown and dying needles. The floor is overgrown with blackberry bushes and knotweed. Suspended in the air in a bright patch of sunlit forest is a wooden kitchen spoon. It levitates through seemingly magical means. Touching this spoon will bind it to a PC through a powerful force. This spoon is haunted by a "Visitor" with a strong compulsion to multiply (see page 30 for more details).

Curse details:

- **Immediately:** The PC will not notice any immediate change; the spoon appears to be completely mundane and will no longer levitate after first being touched. If the PC does not take the spoon with them, they will regardless soon find a wooden spoon somewhere in their inventory.
- **Soon:** The PC may begin to notice an increasingly heavy backpack or trouser pocket. The wooden spoons will multiply at a rate of 1d6 spoons per turn until the PC is completely encumbered.
- **In a few hours:** Extraneous physical exertion (e.g. attacking or being attacked) will cause wooden spoons to "pop" into existence around the PC and clatter to the ground.
- **In a few days:** Minor or mundane physical exertion (e.g. walking on hard surfaces, speaking above a whisper, eating crunchy foods) causes spoons to explode into existence around the PC.
- **In a few more days:** Breathing, drinking, or swallowing will further multiply the spoons.
- **Finally:** unless extraordinary precautions are taken, the spoons will multiply so quickly that the PC will be crushed to death under a surging chug of hundreds of thousands of spoons multiplying exponentially.

Breaking the curse: A "Remove Curse" spell or a convincing, heartfelt plea to an alien creature incapable of understanding its own actions will banish the Visitor from the spoon for 10 minutes. If it is attacked and defeated in this timeframe, the curse will end. Alternatively, if all spoons are destroyed simultaneously, the Visitor will be briefly expelled and made vulnerable to attack/persuasion. Spoons multiply quickly and they carefully hide themselves in any piece of worn clothing so PCs will need to take special considerations to ensure that no spoons are capable of remaining hidden on their person.

"Spoons"

AC 7 [12], **HD** 2 (11hp), **Att** (Will not defend itself), **THAC0** 19 [0]/18 [+1], **MV** 120' (40'), **SV** D12 **W**13 **P**14 **B**15 **S**16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 0 (0), **TT** None

►Effectively immortal. Though attacking "Spoons" will eventually disable its bodily and reproductive functions, it will switch to an incorporeal state and slowly regain its physical form at a rate of 1 HD/day. Its body can be permanently destroyed with magic of level 4 or higher.



G-14: Lake (West)

A large, peaceful lake.

In the deepest, coldest part of the lake lies the Visitor, “Mermaid” (see page 30 for more details). The light radiating from Mermaid is visible from any point on the lakeshore. This Visitor’s compulsion is “to hold.” She will walk along the lake bottom to any creature, boat, or objects that she spots in the water and encircle them in her extremely long arms that can grow up to 100 feet long. Anyone rowing a boat across the water (or worse--swimming) will need to make a Strength check or risk the Mermaid grabbing and pulling them beneath the waves. The Visitor is currently holding every fish, several deer, two sell-swords, and a boat in a giant ball of compressed trash under the waves. Like the other Visitors, Mermaid has no concept of death and does not understand the harm in following her compulsions.

“Mermaid”

AC 7 [12], **HD** 3 (16hp), **Att** Extremely large, crushing arms that want to hug but don’t know their own strength (1d8), **THAC0** 17 [+2], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 0 (0), **TT** None

► Effectively immortal. Though attacking Mermaid will eventually disable its arms, freeing its trapped ball of detritus, it will switch to an incorporeal state and slowly regain its physical form at a rate of 1 HD /day. Its body can be permanently destroyed with magic of level 4 or higher.

► Grab: Huge arms grab and entrap its victim after a hit.

G-15: Lake (East)

A cool, clear lake; thick swathes of seaweed are visible from the surface and may tangle in oars.

Anyone paddling a boat must succeed at a Strength check or be held in place. A bright light from below the water shines in the west and will quickly grow closer to any who enter the water here. See area G-14 for more details on this threat.

G-16: Orchard

The apples and pears of this orchard have long ago ripened and fallen from their branches. The stench of spoiled fruit and the constant buzz of insects makes this an unpleasant place to linger.

Poorly hidden beneath a wooden hatch on a hillock is Rodolphe and Fabien's secret dugout where they craft magical fruit-wines. PCs have a 3-in-6 chance of randomly stumbling onto this hatch.

The shelves contain the following stock:

- **1d2 bottles of Pale Gold Cider.** Slightly carbonated, induces a state of near-weightlessness for 1d6 turns.
- **1d4 bottles of White Riesling.** Slowly drains the pigment from the imbibers' hair, skin, and eyes, inducing a state of albinism that lasts for 1d6 days. 1-in-6 chance of becoming completely transparent (granting advantages on attempts to hide).
- **1d4 bottles of Spiced Mead.** Super-naturally delicious mead, immediately induces extreme nausea and vomiting (saving throw vs poison to resist).
- **2 bottles of Black Wine.** Users hear the whispers of the nearby dead. Anyone who drinks this wine may ask three questions to a corpse and it must answer truthfully.

G-17: Forest (North)

Even at its densest, the forest here offers little shade. The sun-scorched canopy provides a mesh of treacherous shadows across the overgrown forest floor. Prickly vines from wild blackberry bushes make this area difficult to traverse.

A silent hunter stalks this area. Perceptive characters may notice a dark pair of eyes observing their movement through the brush. These belong to the Duke's dog, Bijou--a tall, long-eared hunting dog similar to a Great Anglo-French White and Black Hound. Bijou has somehow retained her sanity although she's jumpy and badly infested with fleas. She poses no threat to PCs and will run away if attacked by threats beyond her fighting capabilities. If the PCs manage to earn Bijou's trust (especially with gifts of food), they will find a loyal companion and a very good girl.

Bijou, Dog

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × bite (1d6), **THAC0** 17 [+2], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 0, **NA** 1, **TT** None

► Well trained: Obeys basic commands: attack, heel, stay, sit, roll over, shake, play dead, drop it, dance, fetch.

G-18: Sculpture Park

This neglected section of the hunting grounds is home to an overgrown sculpture park. These statues were erected 150 years ago by the previous ruling dynasty. They are not well maintained by the garden's current disinterested custodians. The statues depict children standing on marble platforms. Several are damaged enough that they could be easily toppled over (inflicting 3d6 crushing damage).

PCs who spend enough time to clear away the brush will find a memorial plaque that commemorates a tragedy from 150 years ago when dozens of children disappeared from nearby villages. See page 3 for additional information about this tragedy. PCs educated in history or local lore know that the crime was blamed on an evil duke from the previous dynasty who was hanged for witchcraft.

G-19: Gardener's Cottage

A small, tasteful cottage stands here amidst an orchard of pear trees with rotten fruit. Rodolphe the gardener lived and served here for decades. The door is simple unreinforced wood and locked with a poor quality padlock. Inside is a wooden bed frame and hay-stuffed mattress, writing desk, several pairs of muddy boots, a wood stove and cooking tools, a wooden treasure chest, and various farming and gardening implements. Inside the chest is an enchanted Shovel Blade (see page 32 for weapon description).

Sitting on the desk is a hastily-scribbled note from Fabien, delivered by crow just before the ritual began.

*"Dearest Rodolphe,
Trouble, urgent. My atelier: Sitka spruce, 9 o
clock topside. Sand may help find your path.
Consider bringing a bottle of pale gold? -F"*

G-20: Flying Atelier

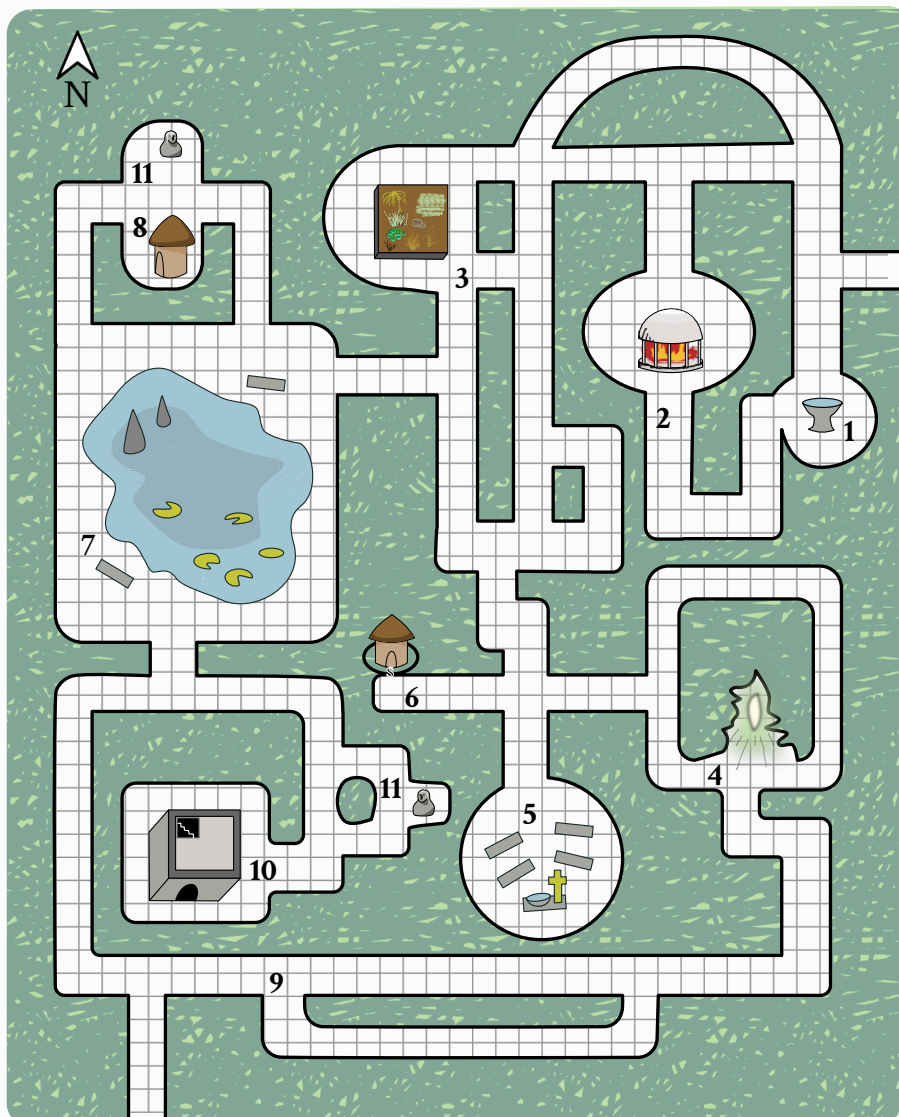
A twisty invisible staircase leads from the sitka spruce to a flying island. Fabien's workshop sits upon a flying puck-shaped platform of enchanted stone, 50' in diameter, 90' in the air. This floating island is completely invisible from the ground yet still casts a shadow. Soft grass, clover, and wildflowers adorn the yard; a quaint stone cottage with a chimney and domed roof occupies the island's center.

Fabien himself sits in front of his workshop spinning steel meditation balls through his long fingers, deep in concentration. He's terribly sunburned--his bleached clothes hang off of his skinny frame and his eyes are crusted shut with pus. He looks terrible.

Protecting Fabien is a stone golem cut from slabs of white marble (see page 32). The construct will allow no one to approach the wizard and only attacks if intruders show blatant hostility. Its mouth is enchanted with a permanent "detect lies" spell--the golem will shout "falsehood!" if any lie is spoken aloud in its presence.

Fabien is focused on maintaining his eternal daylight spell; willpower alone keeps him alive. If PCs try to converse with him, he will speak a few pleading words through the side of his mouth: "Shadows ...coming through the ground...under the well..." He will only end his spell if his golem verifies that the threat of demons has been completely eradicated. Once the spell ends, Fabien will immediately die. He is unable to defend himself while focusing on his spell though his golem will defend him and block any missile weapons.

When the spell ends or Fabien dies, the sun will immediately set. Additionally, Fabien's death will cause the giant rat to revert to its original size. See the "Followup" section for additional details.



Map H: Hedge Maze
1 Square = 5 ft.

Hedge Maze

*The walls of this large maze are crafted from evergreen boxwood shrubs. It was once a place to enjoy a contemplative meandering stroll--now, however it is now host to a portal to the outer realms and seeded with strange and dangerous creatures. If the giant rat is in pursuit, PCs are easily able to lose him in the twisting paths here. Player characters are able to hack their own paths through the brush but **fire will not burn the hedges** (see area H-2 for details). The small tower in area H-10 is visible from all points of the garden. The maze is located in area G-1. There is a 1-in-10 chance of a random encounter every turn within the hedge maze using the same table from page 7.*

H-1: Bird Bath

An elaborate marble bird bath sits in a small clearing--a detachable stone bowl rests atop a 3' marble pedestal embellished with floral motifs. Fabien enchanted this bird bath to create and purify water in its bowl once per day.

A murder of crows have claimed this water feature as their own; their squawks are audible throughout the maze. The crows collect shiny baubles and deposit them in the fountain. Cautious PCs are able to take fresh water or curios so long as they follow the unwritten crow rule of "take a penny/leave a penny." Greedy PCs who fail to leave coins or other shiny objects behind and steal from the fountain will be attacked by the swarm. Conversely, the crows will be appreciative towards generous adventurers; particularly magnanimous PCs may find themselves with a new crow companion perched upon their shoulder.

Contents of the fountain:

- 6d6 GP
- 2d4+1 silver arrowheads
- A silver, jeweled hand mirror (25 GP)

Crow Swarm

AC 7 [12], **HD** 2 (9hp), **Att** 1 × dozens of beaks, all pecking (2 or 4hp), **THAC0** 18 [+1]/17 [+2]/16 [+3], **MV** 30' (10') / 60' (20') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 20, **NA** 0 (1d3), **TT** None

► Size: 10' × 30' area.

► Immunity: Only harmed by fire, cold, sleep spells (affect the whole swarm), smoke, or other area attacks.

► Swarm attack: Automatically damages characters within swarm area: 2hp if wearing armor, 4hp without.

H-2: Gazebo

A gazebo sits amidst a clearing in the hedge maze. In the center of the structure is a whirling conflagration of living flame--a large fire elemental.

This primordial creature is incapable of leaving the gazebo or harming plant or animal life within the garden.

Fabien has protected the hedge maze with a powerful ritual--any fire occurring within the garden sprouts feet and walks innocuously to this gazebo where it remains trapped until Fabien can safely banish it. Note that any fire-based attack or spell by a PC will work normally before the fire animates and wanders off towards the gazebo. Unfortunately, it's been several months since Fabien's attended to his traps and the fires have consolidated into a huge elemental.

The elemental will appeal to PCs in its native language of Ignan to release it. It senses that Fabien is "in the air" somewhere and will offer the PCs a favor if they can release its wards (via a Dispel Magic spell or by washing away the runes inscribed within the gazebo).

H-3: World Garden

A large raised garden bed dominates a clearing within the maze. A bronze plaque commemorates a “World Garden” with plant samples taken from many foreign locales. Among the ferns, vines, herbs, and succulents are several notable plants identifiable by PCs who succeed on an Intelligence check:

- **Woolly Mitten Stachys** - A curative herb that removes poison.
- **Pink Nightshade** - If ground to a pulp and administered orally, induces sleep (saving throw vs poison cancels the effect).
- **Tossobble Cashews** - A shelled nut. Unroasted, causes terrible vomiting (saving throw vs poison cancels). If roasted, a single nut provides the nutritional equivalent of a full meal.

H-4: the White

The green hedges and brown soil of the hedge maze fade to pale the closer the PCs draw to this area. A bright white “rip” hangs in the air and produces an ultra-high frequency “hum.”

The radiation ejected from this phenomenon can harm PCs who linger too close (save vs poison or take 1d6 damage; causes red peeling skin, vomiting, ringing in ears).

When the natural cycle of day and night was broken in the gardens, an itchy little tear began to form between our reality and an alien realm. The White is a gate into that distant world. Anyone entering the white will be bombarded with radiation (1d6 damage/round, save vs spells for half damage). “Dispel Magic” will close the gate for 1d6 minutes; only restoring the natural cycle of day/night will permanently close the gate.

PCs skilled in tracking or bushcraft (or success on a Wisdom check) will note old footprints and handprints leading out of the portal and many rabbit tracks leading in and out of the area.

H-5: Shrine

An altar, baptismal fount, pulpit, and pews adorn this circular clearing. A small locked box in the altar contains communion wafers, a small bottle of wine, and holy water.

Hiding behind the shrine is an injured huntress named Charlotte (2nd level thief). When the many-armed Visitor wounded her leg, she retreated here, waiting for her partner Bertrand (3rd level magic user) to return with help. It’s been over 24 hours so she’s not hopeful for his success.

She knows that strange visitors have emerged from a portal in the garden; she’ll share basic details about “Limbs” and the “Mermaid” to PCs who discover her and offer to parley. She originally wanted to investigate the gardener’s cottage because she’s heard that he’s friends with Fabien. She will lend her services (or a bag of 6d6 coins) to helpful PCs who heal her wound and agree to help search for her comrade.

Note: Bertrand was killed by the rat; his remains are found outside the boathouse in area G-10.

H-6: Secret Tent

A yurt-like permanent tent structure is camouflaged and hidden beyond a layer of evergreen shrub in a conspicuous dead-end corridor.

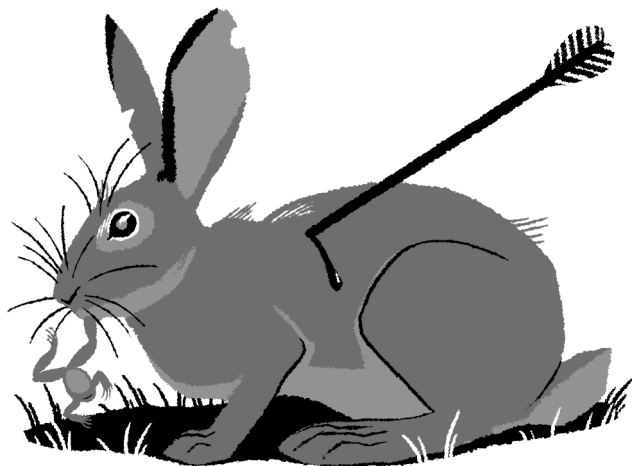
Since maintenance of the elaborate hedge maze demanded a huge time commitment, Rodolphe the gardener secreted this small shelter here so as to not disrupt the carefully maintained aesthetic of the garden. Inside is a simple cot, dried food stores, garden implements, and a pair of magical hedge boots gifted to him by Fabien. He's been fearful to try out this "gift" so they've been hidden under his cot for some time. See page 33 for more details.

PCs who wander down to the end of this dead-end path have a 3-in-6 chance of noticing the secret tent. It is camouflaged from the observation tower in area H-10.

H-7: Pond

A man-made pond complete with lily pads and decorative water flowers occupies this area. Several stone benches provide a place to rest.

The pond is surrounded by a score of dead frogs. The *lazarus rabbit* is here, shaking frogs to death for fun; it attacks the PCs on sight. This arrow-pierced rabbit has entered the White (see area H-4) and survived, now warped into an immortal and blood-thirsty abomination. When the *lazarus rabbit* is slain, it will rise again within one turn, resistant to that which previously killed it.



Lazarus Rabbit

AC 9 [10], **HD** 1* (3hp), **Att** 1 × bite (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12, **AL** Chaotic, **XP** 5, **NA** 0 (0), **TT** None

► Effectively immortal. If the rabbit is killed, it will come back to life after 10 minutes with +1 to its Hit Dice and damage die type. Additionally, it takes ½ damage from the type of damage that killed it.

► Resists missile weapons: Takes ½ damage from arrows and bolts.

H-8: Supply Shed

A simple unlocked supply shed. It contains tools for maintaining the hedge maze, a coil of hemp rope, and a bucket of valuable silver paint.

Weapons covered in this paint count as silver for purposes of damage reduction; however, there is a 4-in-6 chance of the paint flaking off after each combat encounter in which that weapon is used.

H-9: Long Corridor

A long unbroken stretch of path within the maze. The ground is covered by immaculately organized petals from evergreen shrubs and the feathers, bones, and organs of a crow. An alien visitor from the “white” seemingly composed of 20-30 arms wanders here--it will shout a friendly greeting and pursue PCs out of curiosity. Despite “Limbs” polite and inquisitive demeanor, its perpetually active hands will strip nearby PCs of armor, clothing, hair, skin, and bones. Its compulsion is to “disassemble” and it has no understanding of pain, death, right, or wrong. Treat “Limbs” as an actively hostile opponent though its naive and innocent mind is completely at odds with the destruction enacted by its hands. See page 29 for more information. “Limbs” will follow PCs but will not leave the garden until it has “studied it sufficiently.”

“Limbs”

AC 7 [12], **HD** 3 (16hp), **Att** A dozen curious hands disassembling your living body (1d8), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 0 (0), **TT** None
►Effectively immortal. Though attacking “Limbs” will eventually disable its arms, it will switch to an incorporeal state and slowly regain its physical form at a rate of 1 HD/day. Its body can be permanently destroyed with magic of level 4 or higher.

H-10: Observation Tower

A simple stone tower comprising a staircase that rises 20 feet to a 10' square observation platform where one may view the full scope of the hedge maze.

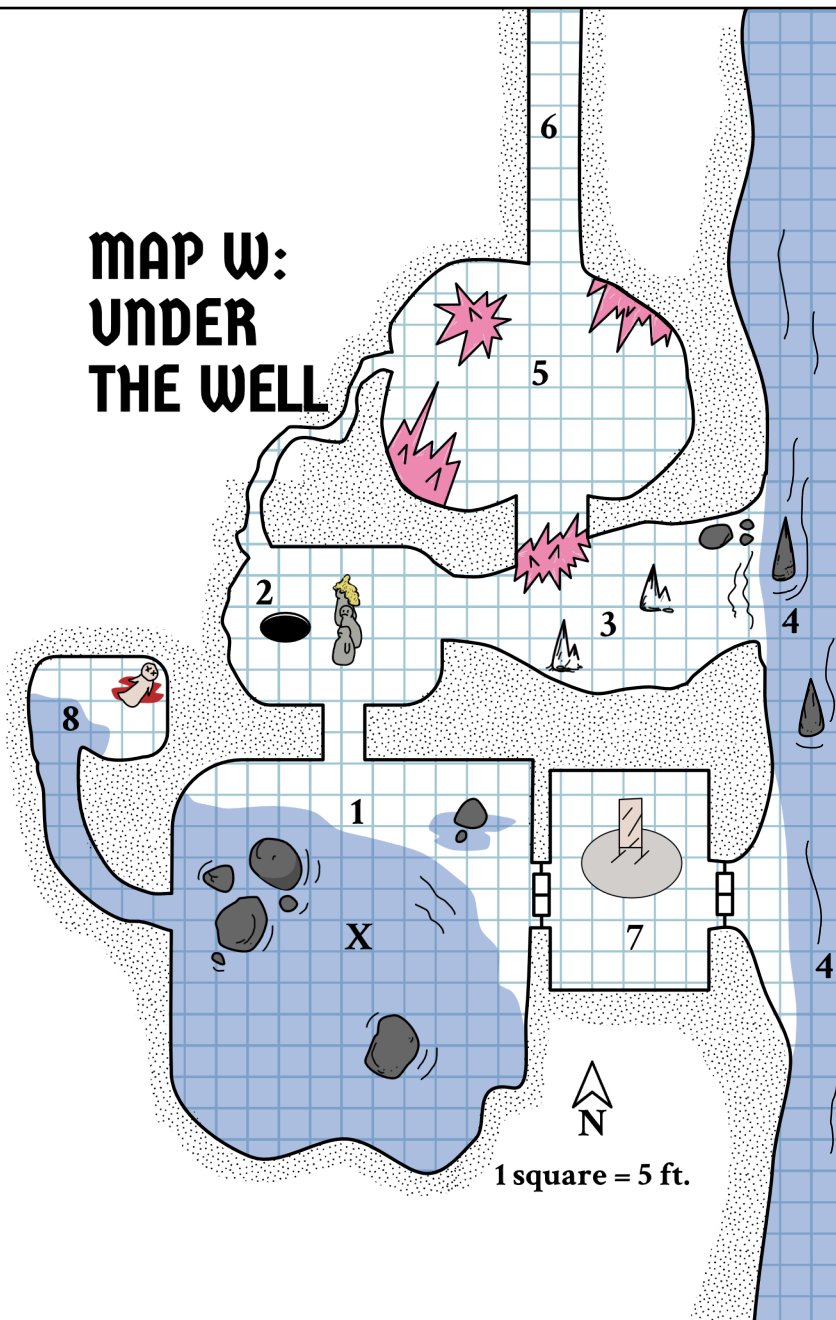
PCs can view a full layout of the maze from the observation platform. The secret yurt is camouflaged but partially visible here.

“Limbs” will spot anyone on this tower and start moving towards them, shouting a friendly greeting of “Yoo-hoo!” (see area H-9 for more detail).

H-11: Statues

Large valuable metallic statues depicting the Duke's ancestors are covered with crow droppings. The statues appear to be made of silver; unfortunately, they're only painted silver from the paint in area H-8.

MAP W: UNDER THE WELL



Under the Well

A series of caverns connect to a subterranean river beneath the well. Secretly, an army of shadow demons is trapped here, waiting for the sun to set so they can climb out and set to work abducting children. The well is accessed from area G-7.

There are no random encounters under the well. Demons will generally be aware of PCs who enter their caverns but will not launch a full assault until they reach area W-3. The demons die in sunlight and thus will not pursue PCs into the water of the cistern or up the rope to the rosarium.

W-1: Cistern

A knotted rope leads 40 feet down into the water of a large cistern (Marked as "X" on the map). The cold, fresh water here is 25' deep. The pool terminates at a silty ledge to the north and east. Huge boulders and miscellaneous rubble accumulate in the western edge of the cistern. **A wide, rounded natural tunnel leads north; a large and locked stone door leads east.** The western rubble hides a small, partially submerged tunnel leading west.

10d6 GP rest at the bottom of the cistern for curious PCs who wish to explore its watery depths.

W-2: Mud Room

A rounded cavern with low 6' ceilings. The floor is covered in fresh wet mud. A tunnel leads south to the cistern. The sound of rushing water is heard from a cavern to the east. A small 1' hole leads north. Most PCs would need to wriggle on their stomachs to get through this winding and claustrophobic passage.

Three human-like effigies made out of mud stand in the center of the room facing west. One has real human hair. These crudely assembled decorations were crafted by shadow imps out of boredom. They serve no purpose other than looking creepy.

On the western edge of the room is a large, funnel shaped hole roughly 5' in diameter. Dangling in its central hole is a small hook and an iron key which unlocks the door to room W-7. Next to the hole is a saw and a dry pool of blood.

Two bored shadow imps hide in the hole and hope that a foolish trespasser will stick an arm near enough for them to grab. The imps will grab anything placed by the hole's opening and hold it with their combined strengths. They'll attempt to manacle a hand to a mounted chain if they grapple an arm for at least 2 rounds.

If PCs linger in this room for more than 10 minutes or if they're particularly loud, additional imps will sneak in from W-3 and attempt to shove PCs towards the hole before attacking. Imps are cowardly and will retreat if necessary.

Shadow Imps

AC 3 [16], **HD** 1 (4hp), **Att** 1 × Barbed tail (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P13 B15 S15 (E1), **ML** 7, **AL** Chaos, **XP** 13, **NA** 2d4 (1d4 × 10), **TT** R + S

►Demonic toughness: Shadow Imps take only half damage from weapons that are not magic or silver.

►Mischief Makers: Able to perfectly mimic human voices and environmental sound effects.

►Born of Darkness: Shadow Imps have concealment in low-light (50% miss chance). Direct sunlight instantly destroys shadow demons.

W-3: Cavern

A natural cavern connects to a cold subterranean river. Stalactites and stalagmites punctuate 8' ceilings and muddy floors which slope towards the east. A large formation of basalt-like crystal bars passage to another chamber to the north. These crystals can be destroyed with blunt weapons and 1d6 minutes of manual labor. Sunlight instantly shatters the crystal. Shadow demons may pass harmlessly through these crystalline structures.

Shadow demons lurk in this chamber; they are extremely bored and eager for a fight. Unless the PCs have been particularly quiet, 4 imps and 3 shadow hogs attack with gusto from their hiding spots. A demon hulk and 1d4 hog reinforcements arrive in 1d6 rounds from room W-5. The demons will pursue fleeing PCs but will not give chase beyond the outer perimeter of the cistern (location W-1) due to the sunlight pouring in from above.

Shadow Hogs

AC 7 [12], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THACO** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Chaos, **XP** 20, **NA** 1d8 (2d6), **TT** None

►Demonic toughness: Shadow Hogs take only half damage from weapons that are not magic or silver.

►Born of Darkness: Shadow Hogs have concealment in low-light (50% miss chance). Direct sunlight instantly destroys shadow demons.

W-4: Beach

A fast, cold river flows north.

Characters or creatures who are swept away will emerge at the bottom of the lake (location G-11) in 1d6 minutes.

A narrow lip runs along the western edge of the cavern. Player characters may attempt a Dexterity check to traverse the river passage between areas W-3 and W-7.

W-5: Crystal Chamber

A wide, dark cavern choked with spiky basalt-like crystal formations. A goblet filled with the Duke's blood sits in a magic circle in the middle of the chamber. Shadow leeches slither out of the goblet to incubate within the crystal formations and grow over time into shadow demons. Spilling the blood or destroying the circle will halt the creation of new demon life.

A shadow hulk lurks here to protect the enchanted blood. If PCs enter this chamber, a combination of 3d4 imps and hogs (with half of their maximum hp) will emerge screaming from the crystals within 1d6 rounds.

Shadow Hulks

AC 6 [13], **HD** 4 (18hp), **Att** 2 × Open-handed slap (1d3), 1 × headbutt (1d6), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 75, **NA** 1d4 (0), **TT** U

►Demonic toughness: Shadow Hulks take only half damage from weapons that are not magic or silver.

►Born of Darkness: Shadow Hulks have concealment in low-light (50% miss chance). Direct sunlight instantly destroys shadow demons.

W-6: the Long Hallway

Designer's note: This area is left open to expand the dungeon further. The referee may want to provide a larger, campaign sized threat by populating a labyrinthine dungeon with legions of demons or omit this hallway entirely for a more easily resolved adventure.

W-7: Mirror Room

Hewn stone walls frame a large rectangular room. It smells like mildew and stale wine. A large freestanding mirror faces away from the door in the middle of the chamber; it sits on an old mold-ruined rug and faces a wooden rocking chair. In the south-western corner of the room is a soiled hay-stuffed mattress surrounded by the dregs of open wine bottles. Educated PCs can identify the wine as particularly valuable and imported from abroad.

Looking in the mirror will summon Sarae, a shadow demon succubus. She will appear as an idealized sexual partner of the first person who gazes into the mirror (and obviously may not appear female). PCs can feel her touch, hear her voice, and see her reflection but cannot see her physically except within the mirror. Destroying the mirror is impossible without a Disintegrate spell; PCs may smash its glass but it will magically become whole again as soon as PCs look away. Sarae remains an immortal prisoner so long as the mirror exists.

Sarae is impatient for the sunlight curse to end and is happy to provide assistance to the PCs. She has scried the general location of Fabien and understands that he's the responsible party for the curse. Sarae will appeal to the player's sympathies to end the sunlight and "help free her"--if PCs grow suspicious, she'll attempt to dominate weak-minded PCs to do her bidding.



W-8: Flooded Hollow

Hidden behind a pile of debris is a short, partially submerged tunnel and a damp cavern chamber. Fabien's apprentice Muriel met her end here--her corpse is missing an arm and shows signs of advanced decomposition. Muriel descended into the well to investigate Fabien's vision of "evil seeping out of the earth" but was ambushed and killed by shadow demons.

Muriel clutches a spellbook with 3d4 random spells of levels 1 and 2. Her bag holds a lantern, a bottle of black wine (see area G-16), a quarterstaff with a silvered tip, and a silver locket with an illustration of her rat familiar "Scampers."

Followup

There are many ways in which the adventure may conclude.

If Fabien dies or if his ritual is otherwise disrupted:

- The sun sets.
- The giant rat reverts to its original size (if it's still alive).
- The "White" closes within 1d6 days.
- The visitors will not return to their world of their own volition and may become trapped.
- The PCs are rewarded with 2000 GP when they return to the basecamp and lauded as heroes.

If the demon threat has not been addressed:

- Demons will emerge from the well within 1d6 hours of sunset to stalk the lands, steal children, and take them to hell through a secret nearby hell-gate. Rescue is unlikely but not impossible.
- If this occurs, Sarae will be freed from her prison and will be free to sow further evil across the land.

If the goblet of blood in area W-5 has been spilled and a sizable portion of demons defeated:

- The demon threat will be halted (at least for now).
- Sarae will seek vengeance; the duke will secretly arrange for the PCs to be kidnapped and sent to the castle dungeon.

If Sarae is somehow defeated or if her mirror is moved to a location where the duke cannot find it:

- The demon threat will be halted (at least for now).
- The duke will suspect the PCs' involvement; he will investigate, through magical means if necessary.

If the duke's crimes are exposed with sufficient compelling evidence:

- He will be removed from power and executed by a citizen uprising. The power vacuum will bring unrest to the countryside.

Expanding the Adventure

The hallway in area W-6 may lead to further demon-infested dungeon encounters.

The contents of Fabien's Atelier in area G-20 are left intentionally open-ended.

Possibilities include:

- A cache of treasure, spellbooks, and magic items protected by magical traps and a crystal golem.
- An extra-dimensional, endlessly sprawling stygian library.
- Controls for piloting the invisible flying island. Its sorcerous engine is dangerously low on fuel.

Monsters

Animals

Bees

Hollyhock bees work overtime to produce magical honey. They're anxious and quick to anger.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × swarm (2hp), **THAC0** 18 [+1], **MV** 60' (20') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 20, **NA** 1 (1d3), **TT** None

- ▶ Size: 10' × 30' area
- ▶ Immunity: Only harmed by fire, extreme cold, sleep spells (affect the whole swarm), smoke (drives off), or other attacks as the referee wishes.
- ▶ Swarm attack: Automatically damages characters within swarm area: 2hp.
- ▶ Warding off: Characters inside the swarm who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch damages the swarm.
- ▶ Escaping: On exiting the swarm, characters continue to suffer half damage until 3 rounds are spent swatting the attached insects.

Crow Swarm

The crows of Hollyhock Gardens, undeterred by wall or gate, should really leave and seek out shade. They don't. Thick swarms of mad, sleepless crows circle the gardens and attack at random.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × dozens of beaks, all pecking (2 or 4hp), **THAC0** 18 [+1]/17 [+2]/16 [+3], **MV** 30' (10') / 60' (20') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 20, **NA** 0 (1d3), **TT** None

- ▶ Size: 10' × 30' area.
- ▶ Immunity: Only harmed by fire, cold, sleep spells (affect the whole swarm), smoke, or other area attacks.
- ▶ Swarm attack: Automatically damages characters within swarm area: 2hp if wearing armour, 4hp without.

Deer

The deer of the hunting grounds were the first to turn feral due to the destruction of their circadian rhythms and the subtle, maddening influence of the other world beyond the White.

These blood-hungry creatures have adopted a strange vocal affect—a sheeplike bleating that sounds like “meaat.”

AC 7 [12], **HD** 1 (4hp), **Att** 1 x hoof, tooth, or horns (1d4), **THAC0** 19 [0]/18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 5, **AL** Neutral, **XP** 10, **NA** 0 (3d6), **TT** None

Giant Rat, “Scampers”

Scampers is the enlarged familiar of the apprentice magician Muriel. An enormous rat standing 7' tall and 12' long. The rat will slowly lumber towards any living creature and attempt to eat it.

AC 3 [16], **HD** 7 (33hp), **Att** 2 × bite (1d10), **THAC0** 13 [+6], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 850, **NA** 0 (0), **TT** None

- ▶ Accelerated Healing: Recovers 5 hp per turn up to its maximum HP.

Horse, “Black Beauty”

A single surviving war horse escaped from the stables and developed a taste for blood. The horse will approach its victims from a distance, charging at its top speed and attempting to trample as many targets as possible in a straight line. The horse will not stop to engage in melee combat, preferring to wear its victims down slowly for hours at a time—charging in whenever it seems most inconvenient for its prey.

AC 7 [12], **HD** 3 (13hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

► Trample: When not in melee. Requires a clear run of at least 20 feet. The horse stomps its victims and continues running in a straight line.

Visitors

Lazarus Rabbit

A normal rabbit that wandered into the visitors' portal and survived—now hopelessly changed into something weird. The lazarus rabbit is criminally insane and kills for sport. When first encountered, the rabbit has an arrow sticking out of its side (having been killed by an arrow once already) This cursed creature, if left unchecked, is capable of eventually destroying the world. Banishment from this reality, a wish spell, or creative long-term imprisonment is likely the best option.

AC 9 [10], **HD** 1* (3hp), **Att** 1 × bite (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12, **AL** Chaotic, **XP** 5, **NA** 0 (0), **TT** None

► Effectively immortal. If the rabbit is killed, it will come back to life after 10 minutes with +1 to its Hit Dice and damage die type. Additionally, it takes ½ damage from the type of damage that killed it.

► Resists missile weapons: Takes ½ damage from arrows and bolts (see monster description).

“Limbs”

This creature resembles a dense bouquet of 20+ human arms suspended on two elongated arms that serve as legs. Limbs' compulsion is to disassemble. This naturally curious creature enjoys conversation and will eagerly ask questions about this world but all the while its legion of hands quickly and effectively disassemble anything in front of it: be it ripping the leaves off of a shrub or peeling the skin and bones out of a still living human. It does not understand the concept of death and will not easily understand why its actions are harmful.

AC 7 [12], **HD** 3 (16hp), **Att** A dozen curious hands disassembling your living body (1d8), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 0 (0), **TT** None

► Effectively immortal. Though attacking “Limbs” will eventually disable its arms, it will switch to an incorporeal state and slowly regain its physical form at a rate of 1 HD/day. Its body can be permanently destroyed with magic of level 4 or higher.

“Mermaid”

“Mermaid” looks vaguely human with a perfectly round face, a permanent smile, and no nose. It’s body glows with an intense radioactive green light and her arms extend to any length. Mermaid’s compulsion is to affectively caress everything within arm’s length. It will hold any creature or object close to it, eventually crushing it to death in an endlessly expanding mass of detritus. Like Limbs, It does not understand the concept of death and will not easily understand why its actions are harmful. It has human-like legs but prefers the cool of the water.

AC 7 [12], **HD** 3 (16hp), **Att** Extremely large, crushing arms that want to hug but don’t know their own strength (1d8), **THAC0** 17 [+2], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 0 (0), **TT** None

►Effectively immortal. Though attacking Mermaid will eventually disable its arms, freeing its trapped ball of detritus, it will switch to an incorporeal state and slowly regain its physical form at a rate of 1 HD/day. Its body can be permanently destroyed with magic of level 4 or higher.

► Grab: Huge arms grab and entrap its victim after a hit.

“Spoons”

The most alien of the visitors; typically takes on the form of a wooden spoon but in its natural state, resembles a doughy humanoid with no visible orifices. It’s compulsion is to duplicate. The stats provided below are for its natural form; see area G-13 for a detailed description about interacting with this creature.

AC 7 [12], **HD** 2 (11hp), **Att** (Will not defend itself), **THAC0** 19 [0]/18 [+1], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 0 (0), **TT** None

►Effectively immortal. Though attacking “Spoons” will eventually disable its bodily and reproductive functions, it will switch to an incorporeal state and slowly regain its physical form at a rate of 1 HD/day. Its body can be permanently destroyed with magic of level 4 or higher.

Lesser Visitors

Strange but harmless creatures compelled to follow their compulsions (stacking rocks, digging holes, smashing their own heads, sorting objects). These creatures will not defend themselves and don’t understand traditional cause and effect.

AC 9 [10], **HD** ½ (2hp), **Att** (none), **THAC0** 20 [–1], **MV** 120’ (40’), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12, **AL** Chaotic, **XP** 5, **NA** 0 (0), **TT** (none)

►Effectively immortal. Though attacking a lesser visitor will eventually disable its bodily and reproductive functions, it will switch to an incorporeal state and slowly regain its physical form at a rate of 1 HD/day. Its body can be permanently destroyed with magic of level 4 or higher.

Shadow Demons

Shadow Imps

Diminutive demonic humanoids with skin the color of pitch and matte yellow eyes. Shadow imps are cruel, sadistic, and impatient creatures--they will giggle and abuse their victims until their dying breaths.

AC 3 [16], **HD** 1 (4hp), **Att** 1 × Barbed tail (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P13 B15 S15 (E1), **ML** 7, **AL** Chaos, **XP** 13, **NA** 2d4 (1d4 × 10), **TT** R + S

►Demonic toughness: Shadow Imps take only half damage from weapons that are not magic or silver.

►Mischief Makers: Able to perfectly mimic human voices and environmental sound effects.

►Born of Darkness: Shadow Imps have concealment in low-light (50% miss chance). Direct sunlight instantly destroys shadow demons.

Shadow Hogs

Small, stumpy demonic quadrupeds without ears or necks--vaguely similar in appearance to black rain frogs. Shadow hogs have pitch black skin and matte yellow eyes. These are singular minded creatures who only intend to destroy and sow disorder.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Chaos, **XP** 20, **NA** 1d8 (2d6), **TT** None

►Demonic toughness: Shadow Hogs take only half damage from weapons that are not magic or silver.

►Born of Darkness: Shadow Hogs have concealment in low-light (50% miss chance). Direct sunlight instantly destroys shadow demons.

Shadow Hulk

Rotund, lurching 10' tall men with pitch colored skin and matte yellow eyes. Hulks move slowly and intentionally with no wasted or unnecessary movements. These creatures lack any personality and seem more akin to empty puppets manipulated by a terrible greater intelligence.

AC 6 [13], **HD** 4 (18hp), **Att** 2 × Open-handed slap (1d3), 1 × headbutt (1d6), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 75, **NA** 1d4 (0), **TT** U

►Demonic toughness: Shadow Hulks take only half damage from weapons that are not magic or silver.

►Born of Darkness: Shadow Hulks have concealment in low-light (50% miss chance). Direct sunlight instantly destroys shadow demons.

Sarae, Shadow Succubus

A shape-changing demon from the shadowy pits of the abyss; the succubus attempts to lure mortal men to ruin and to spread sin and wickedness through the land.

AC 9 [10], **HD** 6 (26hp), **Att** 2 x mysterious scratches (1d3), **THAC0** 16 [+3], **MV** 120' (40')*, **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** C, **XP** 650, **NA** 1 (1), **TT** None

►Demonic toughness: Shadow Succubi take only half damage from weapons that are not magic or silver.

►Born of Darkness: Shadow Succubi have concealment in low-light (50% miss chance). Direct sunlight instantly destroys shadow demons.

►Magic Powers:

- a. Cause darkness in a 10-foot diameter (twice per day)
- b. Level drain (1 level) with kiss (save vs spells)
- c. Summon 1d3 shadow imps (once per day)
- d. Change shape (at will)
- e. Charm Monster (as the spell, once per day)
- f. Scry (as the spell "Wizard Eye", once per week)

►Immortal Prisoner: So long as Sarae's mirror prison is whole, Sarae will revive within 1 turn. The mirror can only be destroyed by a "Disintegrate" spell.

Other

Marble Golem

AC 2 [17], **HD** 8 (36hp), **Att** 2 x huge fists (1d10), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 650, **NA** 1 (1), **TT** None

►Can only be harmed by magical attacks.

►Unaffected by charm and sleep.

►Bodyguard: Intercepts all missile attacks or melee attacks made against its ward if within 10'.

►Lie detector: Shouts "falsehood!" if any lies are spoken in its presence.

Magic Items

Shovel Blade

At first glance, resembles a common garden shovel. Closer inspection reveals a sharpened edge that functions as a sword.

- 1d8+1 damage, magical two-handed melee weapon
- Plant bane: deals an extra 1d6 damage to plants
- Wielder may cast "burrow" 2/day. The ground suddenly parts under the shovel's edge to create an instant tunnel up to 60' long which lasts for 10 minutes.

Hedge Boots

Strange living boots that resemble tree stumps and roots.

- Roots dig into the soil: The wearer can't be forcibly moved while standing on dirt or grass.
- If wearer of boots stands in sunshine for 1 hour, no other food is required for 24 hours.
- Wearer can siphon nutrition from the soil. If the wearer stands in sunlight for 10 minutes, the wearer may lose 2 hit points to heal 1d6 hit points.
- After using each of these abilities once, the wearer becomes part plant and is unable to remove the boots or eat normal food.

Glass Sword

An elven blade crafted from magical glass.

- +1 to hit, 1d8+1 damage, magical melee weapon
- The sword has a 3-in-6 chance of breaking on a successful hit and shatters for 3x damage.
- Shattered glass regrows at the sword's handle with every full moon.

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