

# CLAW'S CARVERY

A GROGNARDISH GALLIMAUFRY



NUMBER 1

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# TOMB OF THE MANTIS KHAN

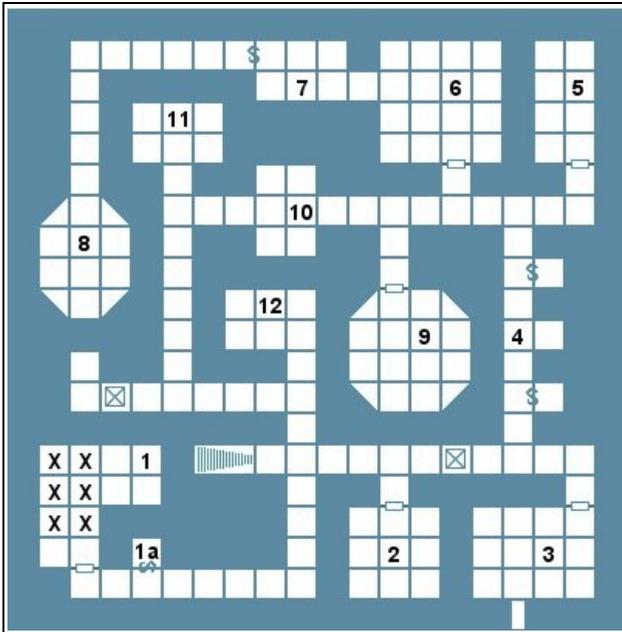
## A MINI-ADVENTURE FOR 4TH-LEVEL CHARACTERS

### INTRODUCTION

Long ago a tribe of fearsome mantis-folk ruled the grasslands. Either they are extinct or they have migrated elsewhere, but their elaborate underground tomb complexes are occasionally discovered. Subsidence has revealed the entrance to this one. Wide steps lead down into darkness.

### DUNGEON MAP

Scale: 1 square = 10 feet



### PIT TRAPS

2 in 6 chance to trigger; 10 feet deep and spiked, doing 1d6 + 3d4 damage.

## WANDERING MONSTERS

Roll 1d6 every two turns. A result of 1 indicates an encounter. Roll 1d6:

Roll	Result
1-4	<b>Giant Centipedes (4d6):</b> HD 1d2 hp; AC 9 [10]; AT 1 bite (1 hp damage); MV 13; SV 18; AL N; CL/XP 1/15. Special: Bitten characters who fail their saving throws are horribly sick for 10 days – 50% movement rate, no other physical activity possible. (Unlimited*)
5	<b>Mantis Ghoul-Shamans (1d3):</b> HD 4+3; AC 5 [14]; AT 2 claws (1d3), 1 bite (1d3) + special; MV 12; SV 13; AL C; CL/XP 6/400. Special: Non-elves struck must save or be paralysed for 2d4 turns. Immune to <i>Charm</i> , <i>Hold</i> and <i>Sleep</i> . Cast spells as 3rd-level clerics. (6*)
6	<b>Mantis Zombie-Warriors (2d6):</b> HD 3+3; AC 5 [14]; AT Weapon (1d10); MV 9; SV 14; AL N; CL/XP 3/60. Special: Immune to <i>Charm</i> , <i>Hold</i> and <i>Sleep</i> . Attack last each round. (18*)

\*The figure in parentheses is the total number of this monster type that can be encountered randomly. It does not include monsters placed in rooms.

## MAP KEY

**1/ Pressure Drop:** There are hundreds of small circular holes in the ceiling. A leather-armoured human skeleton lies 25 feet north of the door, impaled by three short, heavy spears. Gold coins spill from a pierced backpack. Anyone entering any of the squares marked "X" has a 2 in 6 chance of triggering a pressure-sensitive trap: several spears fall from ceiling holes, inflicting 3d4 damage on anyone underneath. (A lever in the secret room at 1a deactivates all the traps.) There are 300 gp altogether. Also in the backpack is a carved jade statuette of an oddly leering, unsettling insectoid entity. The statuette bears a mild yet unpleasant curse: any Lawful characters viewing it for the first time must save vs. spells or soil themselves on the spot. It is worth 250 gp to the right buyer.

**2, 5, 7, 11/ Empty Rooms:** No monsters, traps or treasure. The Referee can add tomb furnishings and miscellaneous dungeon dressing as required.

**3/ Ferocity and Freedom?:** A slight draught of fresh air emanates from a breach in the south wall. It's the entrance to a burrow, too tight for elves or humans to walk without stooping (no Dexterity bonus to AC, always lose initiative ties), that leads to the surface but is inhabited by a fierce giant weasel.

**Giant Weasel (1):** HD 4+4; hp 18; AC 7 [12]; AT 1 bite (2d4); MV 15; SV 13; AL N; CL/XP 5/240. Special: Clings to victim, inflicting 2d4 damage per round until killed or driven off.

**4/ Lurid Lure:** The central alcove contains a wall-mounted wooden shield, dusty with age but gaily painted with colourful images of mantis warriors butchering human-like figures. Moving the shield opens the secret doors north and south, releasing a pair of mantis ghoulish-shamans into the passage. The Referee should select appropriate spells for them.

**Mantis Ghoul-Shamans (2):** HD 4+3; hp 26, 21; AC 5 [14]; AT 2 claws (1d3), 1 bite (1d3) + special; MV 12; SV 13; AL C; CL/XP 6/400. Special: Non-elves struck must save or be paralysed for 2d4 turns. Immune to *Charm*, *Hold* and *Sleep*. Turned as wraiths. Cast spells as 3rd-level clerics.

**6/ Honour Guard:** There are 8 mantis zombie-warriors wielding halberds. They attack intruders but do not pursue anyone fleeing the room.

**Mantis Zombie-Warriors (8):** HD 3+3; hp 17, 17, 13, 21, 18, 18, 19, 8; AC 5 [14]; AT Weapon (1d10); MV 9; SV 14; AL N; CL/XP 3/60. Special: Immune to *Charm*, *Hold* and *Sleep*. Turned as ghouls. Attack last each round.

**8/ Tomb of the Mantis Khan:** Opening the secret door from Room 7 produces a faint draught of air, enough to agitate a set of wind chimes at the turn in the passage. It is almost impossible, therefore, to surprise the undead mantis khan and his mantis zombie-warrior attendants in this room. The khan has a short bow and looses an Arrow +2 at the first non-mantis to enter the room. He uses a scimitar-like Sword +1 in melee. His attendants wield halberds. Three wooden coffers contain the khan's treasure: 5,000 sp, 3,000 gp, 3 gems (2 x 250 gp, 1 x 1,200 gp) and a Potion of Diminution.

**Mantis Khan (1):** HD 5+3; hp 28; AC 3 [16]; AT Weapon (1d6+2 or 1d8+1); MV 12; SV 12; AL C; CL/XP 7/600. Special: Only harmed by magical weapons, fire and spells. Immune to *Charm*, *Hold* and *Sleep*. Turned as a mummy.

**Mantis Zombie-Warriors (2):** HD 3+3; hp 22, 18; AC 5 [14]; AT Weapon (1d10); MV 9; SV 14; AL N; CL/XP 3/60. Special: Immune to *Charm*, *Hold* and *Sleep*. Turned as ghouls. Attack last each round.

**9/ Charmer:** Those who listen at the door hear what sounds like three or four inhuman voices humming or buzzing in weird harmony. In fact, it is a single mantis ghoulish-shaman producing overtones by rubbing his vestigial wing cases together. This strange performance has the effect of “charming” 14 giant centipedes and the shaman can cause them to swarm against intruders. Select appropriate spells for the shaman. He wears tattered indigo robes and a pectoral amulet of platinum and jade (material value 1,250 gp) that provides a +1 bonus to saving throws vs. magic.

**Mantis Ghoulish-Shaman (1):** HD 4+3; hp 25; AC 5 [14]; AT 2 claws (1d3), 1 bite (1d3) + special; MV 12; SV 13; AL C; CL/XP 6/400. Special: Non-elves struck must save or be paralysed for 2d4 turns. Immune to *Charm*, *Hold* and *Sleep*. Turned as a wraith. Casts spells as a 3rd-level cleric.

**Giant Centipedes (14):** HD 1d2 hp; hp 2 each; AC 9 [10]; AT 1 bite (1 hp damage); MV 13; SV 18; AL N; CL/XP 1/15. Special: Bitten characters who fail their saving throws are horribly sick for 10 days – 50% movement rate, no other physical activity possible.

**10/ Scroll of Darkness:** The southern half of this space is shrouded in a bubble of magical darkness, centred on a scroll on a shelf there. There is a 1 in 6 chance that a wandering monster lurks in the dark. The scroll radiates *Darkness 15-foot Radius* when it is unrolled, as it is now. If it is removed from the dungeon, there is a 2 in 6 chance per month that it will simply vanish, never to be seen again.

**12/ Mortal Fear:** Silver gleams and gems sparkle in an open wooden coffer, surrounded by a scattering of bones. There are 1,200 sp and 5 gems (2 x 50 gp, 2 x 100 gp, 1 x 500 gp). The doorway is enchanted. Anyone entering the room must save versus magic or become convinced that if they depart, death will follow. They will be too terrified to leave for 1d3 x 10 turns. Roll for wandering monsters as normal. The enchantment does not affect animals or the undead. Any character who is forcibly removed from the room must make a further saving throw or go insane for as many days as the number rolled on the d20.

#### **NOTE**

One of my objectives with this adventure was to present undead monsters that may not be immediately identified as such by the players. Don't describe the mantis-undead as “zombies” or similar, but rather as large insectoid creatures with a fusty aroma, dusty grey-green carapaces and huge, inscrutable eyes. Yes, they're in a tomb complex, but players of cleric characters should be in some doubt regarding their ability to “turn” these opponents.

# RANDOM VILLAINOUS COGNOMENS

*"Yield to me, puny mortals, for I am Baalhotep!"*

No, that won't do. No self-respecting villain lacks at least one, and preferably several, vainglorious and self-aggrandising epithets appended to his or her name. After all, if the heroes don't know your credentials, why should they tremble and cower? Let's try that again, shall we?

*"Yield to me, puny mortals, for I am Baalhotep, Scion of the Uncounted Stars, Savant of the Living City, Adept of the Five Secret Sigils!"*

Now that's more like it!

**Step 1:** Roll once on Table A. Amend title gender as appropriate.

**Step 2:** Roll 1d6. On a 1, roll twice on Table B and once on Table C. On 2-5, roll once each on Tables B and C. On a 6, roll once on Table C only. Tweak as required – “ninth” for “nine”, “serpents” for “serpent”, etc.

**Step 3:** Roll 1d6. On 1-3, you're done. On 4-6, the villain has another cognomen. Go back to Step 1.

**Table A (Roll 1d30, or 1d10 and 1d3 to determine the column)**

Roll	Column 1	Column 2	Column 3
1	Adept	Herald	Overlord
2	Bastard	Hierarch	Primate
3	Champion	Hierophant	Prince
4	Chosen (One)	Initiate	Ruler
5	Conqueror	Jarl	Savant
6	Creator	Keeper	Scion
7	Duke	King	Son
8	Emir	Knight	Sultan
9	Emperor	Lord	Vanquisher
10	Harbinger	Master	Vizier

**Table B (Roll 1d20 and 1d3 to determine the column)**

<b>Roll</b>	<b>Column 1</b>	<b>Column 2</b>	<b>Column 3</b>
1	Abominable	Flaming	Screaming
2	Accursed	Forbidden	Secret
3	Black	Gnawing	Seven
4	Blasphemous	Great	Shining
5	Blinding	Howling	Silent
6	Bloody	Hundred	Sleepless
7	Burning	Ineluctable	Susurrant
8	Chaos	Jade	Thousand
9	Cold	Lightless	Three
10	Crawling	Living	Turbulent
11	Creeping	Lost	Uncounted
12	Cryptic	Mighty	Undying
13	Crystal	Mystic	Unholy
14	Dark	Nine	Unknown
15	Dead	Numberless	Venomous
16	Dread(ful)	Primal	Vile
17	Ebon	Purple	Violet
18	Eternal	Ravenous	Whispering
19	Falling	Red	Yawning
20	Five	Scarlet	Yellow

**Table C (Roll 1d20 and 1d3 to determine the column)**

<b>Roll</b>	<b>Column 1</b>	<b>Column 2</b>	<b>Column 3</b>
1	Abyss	Fortress	Shadow
2	Beyond	Fruit	Sigil
3	Bones	Fury	Sign
4	Book	Gate	Skull
5	Castle	Grail	Spear
6	Cave(rn)	Hand	Sphere
7	Chasm	Hornets	Spider
8	Citadel	Key	Star
9	City	Mystery	Storm
10	Codex	Nebula	Sword
11	Cosmos	Night	Tome
12	Dance	Opal	Tower
13	Darkness	Plain (or Plane)	Twilight
14	Depths	Planet	Universe
15	Doom	Plateau	Vault
16	Dragon	Prism	Void
17	Dream	Ring	Vortex
18	Eye	Scroll	Whisper
19	Flame	Secret	World
20	Flies	Serpent	Worm

Yes, I know, it's possible to roll "Lord of the Dark Darkness" or "Keeper of the Flaming Flame". What's your point?

# GRIM AEGIR

## AN NPC FROM OLD NORSE ROMANCE

Are your players getting too big for their boots? Need a worthy adversary to strike the fear of god(s) into them? Here's one.

Grim Aegir is a villain in the medieval Icelandic romance *Göngu-Hrólfs saga*. At the start of the saga, he is introduced thusly (translation by Hermann Pálsson and Paul Edwards):

*No one knew Grim's background or his family, for he'd been found on the beach at Laeso Island by the sorceress Groa. She [...] reared Grim as her foster-son. She taught him so much about witchcraft that no one in Scandinavia could rival him, and his nature was utterly different from any other man's. Some people think that Grim's mother must have been a sea ogress, for he could travel at will in both sea and fresh water; that's why he was called Grim Aegir. He used to eat raw meat and drink the blood of men and beasts. He would often change himself into the forms of various creatures and could do it so quickly that the eye hardly saw it. His breath was so hot that even men in armour could feel it burning them. He could spew venom and fire at people, killing both them and their horses, and they were helpless against him.*

Ah, they knew how to make memorable NPCs in the 14th century! I've statted him out so he can kill your PCs and drink their blood.

### GRIM AEGIR

Hit Dice: 8 (48 hit points)

Armour Class: 3 [16]

Attack: Weapon (by weapon)

Saving Throw: 8

Special: See below

Move: 12

Alignment: Chaos

Grim Aegir is immune to damage from non-magical weapons. In melee he goes berserk, gaining +2 to hit due to his inhuman ferocity. He casts spells as a 16th-level Magic-User. He uses *Polymorph Self* to assume the forms of monstrous beasts – dragon, serpent, boar, bull, etc. He can pass through the elements of earth and water, at his normal movement rate, as if they were air.

Grim Aegir has two breath weapons, each of which he can use up to three times per day. He can spew a stream of venom at a single target within 30 feet (save or die) or breathe a cone of flame (30 feet long and 10 feet wide at the base) that inflicts damage equal to his remaining hit points (save for half damage).

If any of his limbs are cut off, they turn into poisonous snakes with 2 Hit Dice apiece. If he is killed, his face contorts into an expression of such stark hatred and malice that anyone who sees it must save or die on the spot. Even after death, he lashes out violently with his fists until reduced to -10 hit points, after which he stops moving and his body crumbles to dust.

## HÓLMGANGA

### DUELLING RULES FOR NORSE CAMPAIGNS

In the Icelandic sagas, the concept of personal honour is enormously important as character motivator and driver of plot. Offences against a person's honour include such things as insults, slander, infringement on another's property and physical assault. The laws of the land are supposed to deal with such matters, and the favoured outcome is some form of arbitration and, ultimately, reconciliation. Human nature being what it is, such a peaceful resolution is not always achieved and a cycle of violence, once initiated, can escalate to a blood feud. While this is disastrous for the characters involved, it makes for exciting narrative so it's good news for the saga reader.

Before the start of the eleventh century, when the practice was abolished, Iceland's laws also allowed the wronged party to seek redress by challenging the offender to a duel. Two kinds of duel are mentioned in the sagas. The first, *einvigi*, refers to men meeting in single combat to settle a matter of honour, which can occur independently of third-party interference or adjudication. One example is the fight between Bjarni of Hof and the eponymous hero of *The Tale of Thorstein Staff-Struck*, in which both combatants acquit themselves decently and honourably, neither man exploiting any unfair advantage over the other despite the absence of witnesses. The other, more formal type of duel is called *hólmganga* ("island-going") and is conducted according to strict rules. The fullest account of these rules is given in *Kormak's Saga*, which features several duelling scenes. In the guidelines that follow, I don't try to incorporate all the details of the *hólmganga* ritual – which in any case differ from one text to the next – but rather to provide a playable model for Norse duelling in old-school games that captures some of the flavour of the literary sources.

Here are some situations that might lead to a duel in a Norse-flavoured campaign:

An NPC claims that the PCs have stolen something.
An NPC insults a PC or claims that the PC insulted him.
The PCs have (knowingly or otherwise) killed the servants of a powerful and hot-tempered local chieftain. The chieftain demands compensation. If a large cash settlement is not immediately forthcoming, he challenges the best fighter in the party to a duel.
In a heated theological debate, a Norse cleric is incensed by a derogatory reference to Freyja's sexual proclivities and challenges the speaker (perhaps a missionary or cleric of another faith) to a duel.
An arrogant professional dueller has demanded a farmer's youngest (and favourite) daughter as his bride. Having refused, the old man faces a duel in three days. One of the PCs might volunteer to fight in his stead (assuming the dueller accepts this), especially if the farmer has something of value to give.

If a character is challenged to a duel and declines to fight, or fails to turn up at the specified time and place, then he loses honour and is diminished in the esteem of the local populace, including his retainers or other supporters. The Referee decides how this is made manifest in the campaign. I have seen attempts to introduce systems of "honour points" and the like, which might work just fine provided the bookkeeping isn't too onerous. My preference would be a simple penalty on reaction/morale rolls. A penalty of -2 is certainly warranted for backing down in the face of a challenge. Naturally, if this method is chosen, the Referee should also be prepared to hand out bonuses to characters who attain significant honour by performing valorous deeds.

If the challenge is accepted, then a time and location must be mutually agreed by the participants. Two or three days are usually deemed sufficient for preparation. The participants must also agree on arms and armour. Shields are mandatory, even for characters who don't normally use them, e.g. magic-users. (Such characters do not gain the usual Armour Class bonus but the shield is still useful, as we shall see.) Swords and axes are the most commonly used weapons. The participants need not both employ the same type of weapon.

The duel may take place on a small island suited to the purpose, but more often the *hólm* is metaphorical and artificial: a spread cloak, five ells square, pegged out on the ground. Beyond the outer edges of the cloak, a further space is defined by the

placing of strings, or hazel-poles, to mark the outer perimeter of the duelling-ground. If a participant sets one foot outside the perimeter, he is considered to be retreating; if he puts both feet outside, he is running, and has forfeited the duel – and his honour, with consequences as described above.

When all is prepared, the duel begins. The participants enter the duelling-ground and take turns striking each other. At this point we depart from the abstract combat system common to old-school games and enter a more concrete, detailed mode, with characters trading individual blows. Don't bother with combat rounds, especially not if yours are a minute long. Don't roll for initiative; the challenged character goes first, while the challenger tries to defend himself with his shield. Since the latter is not trying to attack but only avoid damage, he is considered to be fighting defensively and gains a -2 [+2] bonus to AC. (Or use the rules for defensive fighting, if any, in your game system of choice.)

If the blow connects, the defending character may choose to sacrifice his shield to avoid sustaining any damage. (This can be automatically successful – my preference – or the Referee may require a successful saving throw.) Each participant is allowed three shields; if all three are destroyed, he must defend himself with his weapon. He still gains the -2 [+2] AC bonus for fighting defensively.

**Option:** The participants may elect “seconds” to hold their shields for them. If the “second” belongs to a character class not normally able to use shields, then no AC bonus is granted, though the shield may still be used to avoid damage, as above. If all three allowed shields are destroyed, the “second” retires from the duelling-ground and the participant must use his weapon to parry, as described above.

Whenever a participant sustains damage, there is a 2 in 6 chance (alternatively, a 10% chance per point of damage sustained) that his blood falls on the cloak. If this happens, the bleeding character may elect to retire from the duel by paying a ransom of three marks of silver (48 gp) to his opponent, who is then declared the victor. The loser suffers a diminution in personal honour as outlined above.

The duel continues, turn by turn, until one of the following conditions is met:

- One participant is killed or, for whatever reason, can no longer fight.
- One participant retreats or runs from the duelling-ground.
- One participant pays a ransom to retire from the duel.
- Both participants agree to stop fighting.

### EXAMPLE OF A NORSE DUEL

Asmund has been challenged to a *hólmganga* by Bjorn, over a perceived insult. Both men are 4th-level fighters, wear mail and wield swords. At the appointed time, the duel begins.

As the challenged party, Asmund strikes first. He needs 15 to hit Bjorn's AC 2 [17] (mail + shield + defensive bonus). He rolls 2: a clumsy stroke, easily parried by Bjorn.

It is Bjorn's turn to strike. He also needs to roll 15 or more. The roll is 6. Asmund parries.

Asmund rolls 4. Bjorn rolls 18, which is a hit unless Asmund sacrifices his shield – which he does, avoiding damage. Bjorn waits while Asmund drops the shattered shield and takes up another.

Asmund rolls 11. Better, but still not good enough to trouble Bjorn. Bjorn rolls 9.

Asmund rolls 19, and Bjorn sacrifices his shield. “That was a heavy blow,” he says. He takes up his second shield and strikes again, rolling 12.

Asmund rolls 7. Bjorn rolls 17 and Asmund, breathing hard, now takes up his third and last shield. “Things are not going as well as I expected,” he mutters grimly.

The unlucky Asmund rolls 3. Bjorn rolls 18. Asmund's shield is splintered and now he must defend himself with his sword alone. His AC is now 3 [16].

He swings at Bjorn and rolls 15. Bjorn sacrifices his second shield. Bjorn then aims a blow at Asmund, rolls 14 and hits, doing 4 points of damage. The Referee rolls to see if any drops of Asmund's blood fall on the cloak. They do. There is murmuring among the spectators. Asmund glares at Bjorn, who still has a shield to spare, considers his options, and hurls his sword to the ground. “Luck is not on my side today,” he says, pays three marks of silver to release himself from the duel, and goes home in a foul mood. He will also have to pay Bjorn compensation for the original insult and suffer whatever penalty the Referee decides to impose for his tarnished reputation.

### RECOMMENDED READING

*Kormak's Saga*, in *Sagas of Warrior-Poets*, Penguin, 2002.

*The Tale of Thorstein Staff-Struck*, in *The Sagas of Icelanders: A Selection*, Penguin, 2000.

# NEW MAGIC ITEMS

## FLUTE OF THE FOREST

Not a flute as such, this woodwind instrument resembles a recorder with a flared end. It was created by sylvan elves to protect and minister to the trees of the forest. Playing it has two effects. Firstly, it drives out afflictions (disease, unwanted tenants, etc. – but not dryads) from any tree within 10 yards. Secondly, if there are any treants within three miles (determined by the Referee), 1-2 are summoned by the sound of the flute, arriving in 1d12 turns. Treants summoned in this way will most likely be favourably disposed (+2 on reaction rolls) but they are not bound to the flute-player's will, nor will they act counter to their alignment or their role as stewards of the woodland.

The flute may be played three times per day, for up to a turn at a time. For reasons that remain obscure, it is sometimes known as an "ent whistle".



## PREBASANG'S MELANCHOLY MARIONETTE

A foot-tall wooden marionette, carved and painted to look like a child with a sad face. When operated (the puppeteer can take no other action while working the marionette, but can move at half speed), the doll's doleful expression and mournful movements strike a poignant chord in any human, demi-human or humanoid onlookers within 20 feet. Those who fail a saving throw can only stand and gaze at the marionette in sorrowful silence, contemplating the pathos of this fragile figure amid the brutish cruelty of the universe. Grizzled veterans may shed tears.

The effect lasts as long as the puppeteer continues to operate the marionette, plus one round. If the affected creatures are attacked, the enchantment is immediately broken. It is also possible for their unaffected companions, if there are any, to slap some sense into them. Make a new saving throw for each round of shaking and shouting, "Come on, Thorax the Mighty! For Crom's sake snap out of it!"

**Optional extra rule:** Lawful (or good) creatures do not receive a saving throw. Neutrals do, and are unaffected if they succeed. Chaotic (or evil) creatures save at +2 and, if successful, may be roused to violent fury (50% chance, +2 bonus to hit) for 1d6 rounds.

# WHAT'S ABOARD THE MYSTERIOUS DRIFTING VESSEL?

Roll 1d20 three times and combine the results in the creepiest manner possible.

Roll	Result
1	Giant Rats (3d100) – 10 times normal chance of disease
2	Wererats (2d6)
3	Vampires (1d6)
4	Drowned Zombies (4d6)
5	Sea-Ghouls (2d8) – including solicitous chief steward
6	Eye of the Deep (1)
7	Pirates (1d20+20)
8	Acolytes of Cthulhu (1d20)
9	Deep Ones (3d4)
10	Shoggoths (1d4)
11	Mutant Giant Two-Headed Octopus (1) – standard 8 tentacles but two beaks for biting
12	Ogres (2d6) – if there are only two, see <i>Time Bandits</i> for details
13	Cannibal Berserkers (3d10)
14	Sahuagin (1d6x10)
15	Saltwater Trolls (1d8)
16	Polar Bear (1) – Roll 1d6: 1-5 it's starving, 6 it's a Zombie
17	Slaves (3d10)
18	Sea-chest – Roll 1d6: 1-2 treasure, 3-5 contents are ruined, 6 it's a Mimic
19	Ghosts (1d100)
20	Giant Eels (1d4)

# YNYS BACH

## A MINI-ADVENTURE FOR HIGH-LEVEL CHARACTERS

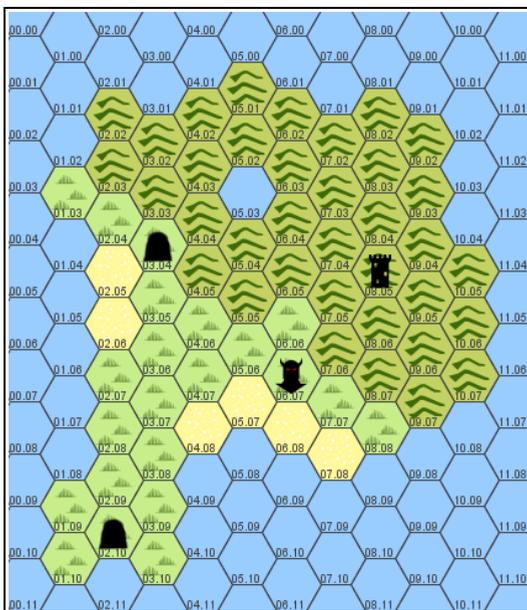
### INTRODUCTION

Amid the rolling swells of a great ocean – possibly the Sea of Os'r – lies a verdant isle three or four miles across. PCs might find Ynys Bach by chance while “wave-crawling” or they might be led here by a treasure map. The surf pounds against a rocky shoreline, but two beaches of pale sand make viable landing sites for sea-farers.

This adventure is recommended for player characters of 9th level and higher. Ynys Bach may be a small isle but its denizens present a formidable challenge even to a strong party.

### MAP

Scale: 3 hexes = 1 mile



## RANDOM ENCOUNTERS

Roll 1d6 thrice per day. A result of 1 or 2 means an encounter. Roll 1d6:

Roll	Result
1	<b>Boar (1):</b> See encounter 03.04 below.
2	<b>Fomorian (1):</b> One of these piratical giants (see encounter 06.07 below) out foraging for food.
3	<b>Giant Crabs (2d6)</b> (coast) or <b>Giant Hornet (1)</b> inland.
4	<b>Music:</b> Faint harp tune heard. Source uncertain.
5	<b>Sheep (2d10)</b>
6	<b>Zephyr:</b> Magical breeze heals 1d6+1 hit points.

## MAP KEY

**02.10/ Sea Cave:** The entrance is submerged most of the time, and only accessible at low tide – 1 in 4 random chance unless the PCs know the tide times. Inside, a passage slopes up to a dank cavern wherein sit half a dozen sea-chests. They are guarded by the ghost of an ancient mariner named Ellyll, who prefers to attack by hurling bizarre curses (of escalating levels of terror) each round until he is either banished or destroyed. The chests contain, in total, some 40,000 sp, 9,000 gp, and a suit of Plate Mail Armour +1. Whoever claims this armour must accept a *Geas* never to strike first in combat. If the *Geas* is broken, the character loses 2 experience levels.

**Ghost (1):** HD 10; hp 34; AC 0 [19]; AT 1 curse (special); MV 9; SV 5; AL C; CL/XP 14/2,600. Special: Immune to physical attacks and non-magical weapons, hurls curses.

**03.04/ Boar's Lair:** A monstrous boar the size of a bison lives in this cave. Its temperament is vile. Among the bones and debris in its lair are several items of value: a decorated helmet (150 gp), a gold torc (250 gp), a fine cloak (25 gp after cleaning), a gilt-bronze brooch (75 gp), a gilt-bronze ornamented scabbard (25 gp), two silver-inlaid swords (50 gp each), two shields (one of which is a Shield +1), a pair of gold arm-rings that together function as Gauntlets of Ogre Power, an iron cauldron (5 gp), and an iron flask containing a Potion of Invisibility.

**Boar (1):** HD 9; hp 45; AC 0 [19]; AT Gore (3d6); MV 12; SV 6; AL N; CL/XP 10/1,400.

**05.03/ Pool of Purification:** Hidden by the gods, this freshwater pool can only be found by Lawful characters. Non-Lawfuls will be mysteriously misdirected and unable to approach it, although they may be led to the pool by a Lawful guide. The waters are magically cleansing. Bathing therein removes all enchantments from a character, including charms, curses, magically inflicted diseases or injuries (though not wounds from magic weapons), etc. Magical items immersed in the waters must successfully save (using their owner's saving throw versus spells) or be dissolved utterly. Any pollution or other defilement of the pool will incur the wrath of the Celtic gods, who will take all necessary steps to punish the responsible party. The Wild Hunt is not out of the question.

**06.07/ Fomorian Encampment:** Five fomorian giants have risen from the sea and are preparing to assault Branwen's tower. All are hideous, but there are differences between them: Fomorian #1 is 14 feet tall and wields a tremendous Spear +2. The spear adjusts its size to match its owner, and grants the power of levitation (as the potion) once per day. Fomorian #2 is a clerical/druuidical spellcaster, 12 feet tall and equipped with a staff made from the trunk of a young pine tree. Fomorian #3 is 9 feet tall and wields a big spiked club. Fomorian #4 is "only" 7 feet tall, with a single great bloodshot eye. It is armed with a club. It has a venomous glance, and any character meeting its gaze must make a successful saving throw or die on the spot. (Needless to say, its fellows are careful not to look it in the eye.) Fomorian #5 is 13 feet tall, with two heads and two huge clubs to boot. These terrible foes have a sack containing 40 mixed gems (10,000 gp total).

**Fomorian #1:** HD 12; hp 50; AC 2 [17]; AT Spear +2 (6d6+2); MV 15; SV 3; AL C; CL/XP 14/2,600. Special: Levitation, 1/day.

**Fomorian #2:** HD 10; hp 49; AC 4 [15]; AT Staff (4d6); MV 12; SV 5; AL C; CL/XP 13/2,300. Suggested spells: (1<sup>st</sup> level) *Detect Magic*, *Locate Animals*, *Predict Weather*; (2<sup>nd</sup> level) *Locate Plants*, *Produce Flame*; (3<sup>rd</sup> level) *Call Lightning*, *Protection from Fire*.

**Fomorian #3:** HD 4+1; hp 13; AC 5 [14]; AT Spiked club (1d6+3); MV 9; SV 13; AL C; CL/XP 4/120.

**Fomorian #4:** HD 4+1; hp 17; AC 5 [14]; AT Club (1d6+2); MV 9; SV 13; AL C; CL/XP 6/400. Special: Venomous glance.

**Fomorian #5:** HD 10; hp 41; AC 3 [16]; AT 2 clubs (2d8/3d6); MV 12; SV 5; AL C; CL/XP 10/1,400.

**08.05/ Branwen's Tower:** Inside this four-storey stone tower, no one may tell a lie or commit an act of violence without making a saving throw versus spells. The sole inhabitant is Branwen the Barefooted, of whom it is said that her hair is like the midnight and her eyes are like the morning. Branwen is a Lawful Magic-User whose only desire is to be left in peace with her spinning wheel, her great loom – the tower's rooms are decorated with half a dozen magnificent tapestries (3d6 x 100 gp each) – and her Harp of Beguiling. The latter item functions as the staff of the same name, but it may only be activated by a Bard or someone with exceptional (13+) Intelligence, Dexterity *and* Charisma. Branwen may reward gallant giant-slayers with a plain but pleasant supper and a tapestry or two. She may (or may not) take an exceptionally deserving character for a dip in the magic pool.

**Branwen the Barefooted:** Magic-User 9; hp 23; AC 9 [10]; AT Dagger (1d4); MV 12; SV 7; AL L. Suggested spells: (1<sup>st</sup> level) *Charm Person, Protection from Evil, Read Magic, Sleep*; (2<sup>nd</sup> level) *Detect Evil, Invisibility, Mirror Image*; (3<sup>rd</sup> level) *Dispel Magic, Hold Person, Slow*; (4<sup>th</sup> level) *Poly-morph Other, Remove Curse*; (5<sup>th</sup> level) *Hold Monster*.



## CREDITS

### Words & Maps

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### Pictures

Cover: Danes invading England. Source: [Miscellany on the life of St. Edmund \(MS. M.736 fol. 9v \). Bury St. Edmunds, England, ca. 1130.](#)

*This page:* Two ladies with a harp. Medieval woodcut. Found here: [harspectrum.org/pictures/wood\\_2.shtml](http://harspectrum.org/pictures/wood_2.shtml)

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