

Brew Kessel

School of Spellcraft

and Sorcery

#1



Fall 2021

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Starting a Campaign
The Schoolmistress
& Her Canny Mercenaries

Facilities
Baths, Hospital, Owlery, etc.

The Enchantment Dept.
A Portal from the Fey Realm
A Mad Enchantress
A Warlock with a Head in a Jar

And More!

Brewkessel #1

KB-001 [v1.00]



Table of Contents

Introduction	2	Alchemdium	50
Kesselburg	6	Random Encounters	54
Travel	8	Brewing Brewkessel	62
The Camp	10	Textbooks	64
Brewkessel - Ground Floor	16		

Writing, editing, layout, art: Tom Holmgren. Layout inspired by Old-School Essentials by Necrotic Gnome.

Text and design © Tom Holmgren 2021. Fanwood © Barry Schwartz. League Gothic © Caroline Hadilaksono & Micah Rich. League Spartan © Micah Rich. Magic School © Michael Hagemann. Dumbledor © Graham Meade.

Brewkessel, Kesselburg, Kelpulous, Pheonessent, Presciece, and Riddleward are trademarks of Thomas Holmgren and Kettlesberg Games.

Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

Introduction

What Is This Book?

Brewkessel is a megadungeon designed for an old-school style of play. It is presented as a series of zines that each detail a section of the dungeon and its surrounding area. Although Brewkessel was designed as a complete whole, each issue can also be run on its own.

Inside this Issue

- The witch who controls the grounds and her force of canny mercenaries.
- Other adventurers interested in the dungeon's treasures and secrets.
- Brewkessel's ground floor, which includes the mundane requirements of a boarding school: kitchens, smithy, baths, owlery, and hospital.
- The School of Enchantment, featuring a warlock with a wizard's head in a jar, a mad enchantress, and a portal from the fey realm.

Getting Started

If you've got experience as a referee, you may not need this section. Otherwise, here are some quick guidelines for running a by-the-book Brewkessel campaign.

1. Prepare for the adventure by reading this issue fully.
2. Show your players **p.3**. Allow them to choose from or roll on the "Why Are You Here?" table. If you're not cool with characters dying at the drop of a hat, start them off with 5,000 XP.
3. The PCs arrive in Kesselburg (**p.6**). Give them a rumor or two. If necessary, give them an Adventure Hook or two (**p.7**).
4. To get to Brewkessel, they might take the Road (**p.8**) or rent a boat and row over the Great Lake (**p.9**).
5. To get into Brewkessel, they need to make a contract with Wendilia (**p.10**). You may want to hold off on introducing any of the other adventurers yet, unless the PCs didn't get any rumors in Kesselburg.
6. Once inside, Brewkessel is a standard megadungeon. There are monsters to fight, traps to avoid, and NPCs to interact with. Don't allow them to end the session inside the castle.
7. When they leave, Wendilia will count their loot and take her payment. You should also reward XP.

Background

Once upon a time, there was a wonderful school of spellcraft and sorcery called **Brewkessel**. For generations it provided the best magical education money could buy, head and shoulders above its competitors. Ingolome, Zinhelm—even the Fidiamatium couldn’t hope to compare.

62 years ago, it vanished in a flash of red lightning, taking with it some of the best and brightest names in magic, along with more than a hundred inhabitants and a hoard of magical treasures and secrets. All that was left behind was a deep, smoking hole.

Was it the result of a spell gone wrong? Had they been abducted by other-worldly powers? Had the gods finally rained down judgement on their vile witchcraft? No one could say for sure. In fear of repeating Brewkessel’s unknown mistake, one by one the other schools locked their doors. Now, the tradition of arcane boarding schools has been abandoned for a more private master/apprentice relationship.

The Present

Brewkessel reappeared **7 months ago**.

A witch named **Wendilia** has taken the title of “schoolmistress” and is managing all traffic into and out of the castle. She employs 28 mercenaries with the heads of hounds.

Treasure-hunters have started to venture inside but have barely scratched the surface.

Common Knowledge

Brewkessel...

- had **eight departments**, each corresponding to a school of magic.
- sorted students into **four houses**: Kelpulous, Pheonessent, Prescipiece, and Riddleward.
- was famous for its **friendly ghosts** and **talking paintings**.
- was **largely subterranean**, with a network of basements and dungeons.

Why Are You Here? (Least Weird to Weirdest)

1. Word of lost magical treasures has spread far and fast. Hopefully you’ll get there before they’re all gone.
2. Total chance. You ended up in Kesselburg after a night of carousing or as part of an unrelated job.
3. You’re a Kesselburg local. You saw the castle reappear in a flash of red lightning from across the lake.
4. You received a letter, delivered by an owl, as though you were being invited to come study. Better late than never?
5. Vague prophecy. Nightmares that instruct each step of your journey; or whenever your blood is spilled, it runs uphill toward the castle; or a hideous oracle warned you to stay away.
6. You didn’t really intend to come here, but you’ve found yourself transported from a different dungeon you were exploring. You’ll have to negotiate to be let out.
7. The ghost of a relative, who’d vanished in the disaster, appeared to you one night, ranting and raving. “Free,” it wailed, “finally free!” It was warped somehow, with too many fingers and too many eyes.
8. As #6, but your memories are a lie. You’re a homunculus, created deep in the bowels of Brewkessel.

True History

Brewkessel was sent to an alien world by an experimental spell cast by **Professor Fennec**. Many died or were infested by brain parasites (ids, **p.57**) in transit. The survivors called for Fennec's head. Instead, **Schoolmaster Grashberozz** hid her away to research a method of reversing the spell.

After enduring several catastrophes without any apparent progress, the castle residents began to push for more effort to be spent on surviving in the new world. Grashberozz was reluctant. Eventually, **Pendleton Paine**, a necromancy professor, assassinated the headmaster, took his place, and shelved attempts to return. The land around the castle was settled and the residents began working the land.

Paine negotiated with the ids, who began to work as his secret police.

Fennec was never found and died in hiding.

After a war with the native Mi-Go, Paine was deposed. There was conflict in the upper castes, and the leadership settled on a council of elders (who were secretly controlled by ids).

False History

This is what those born on Yuggoth have been taught.

The gods and kings of the old world, threatened by Brewkessel's power, banished the castle and all its residents from the prime material plane.

Seeking a new home, the council of elders brought the castle to Yuggoth, where Brewkessel would thrive on alien soil.

Recent Events

Artra, chosen of the red lightning, discovered a way to bring Brewkessel back to Earth. She preached a gospel of conquest, of returning with the power of Yuggoth and conquering the world that banished them.

The elders (and the ids and egos) disagreed. Why return to that awful place when they were finally growing comfortable?

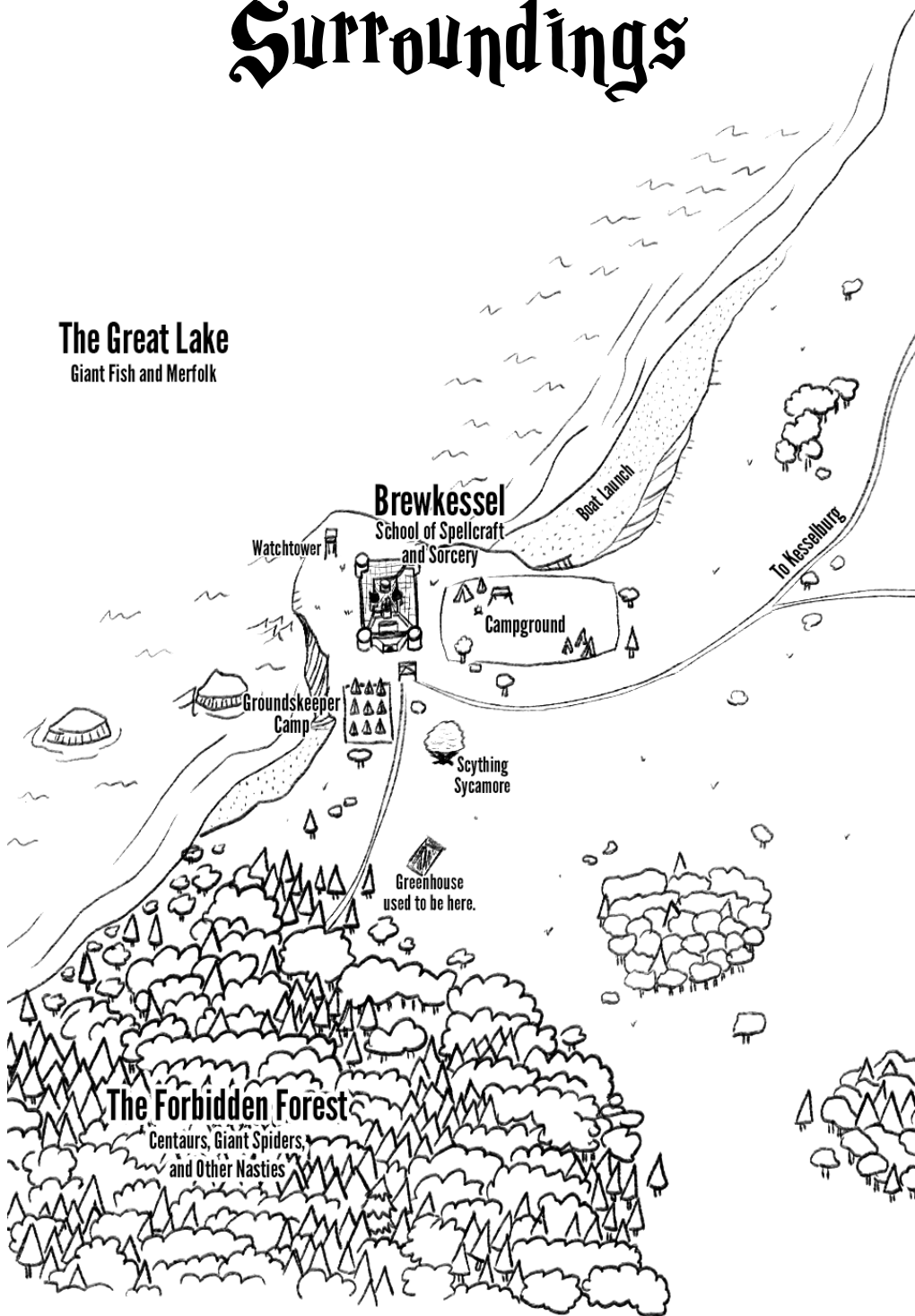
There was a struggle. Artra overthrew the old regime, built an eldritch army, and cast the spell to bring the castle back to Earth. However, when Brewkessel reappeared, no army of monsters was forthcoming. Something seems to have gone wrong.

Pronunciation Guide

Adelhayt von Ilsong
(AY-dell-height von ILL-song)
Artra (ARR-truh)
Brewkessel (BREW-kess-el)
Byrnha (BE-yearn-ha)
Chimaerus (kye-MAIR-us)
Fennec (FEN-eck)
Fwooper (FWOOP-er)
Grashberozz (GRASH-bear-oz)
Kelpulous (KELP-you-luss)
Kesselburg (KESS-el-burg)
Knismesis (NIZ-me-sis)
Komerian (co-MAIR-ee-an)
Kristoff (CHRIS-toff)
Laq (LACK)
Mi-Go (MEE-go)
Pheonessent (fee-NESS-int)
Prescipecce (preh-SHEE-pee-ess)
Riddleward (RID-dull-word)
Wendilia (when-DILL-ee-ah)
Werner (VERE-nerr)
Yuggoth (YUH-goth)
Zof (ZOFF)

Surroundings

The Great Lake Giant Fish and Merfolk



Kesselburg

A small town that was founded during the construction of Brewkessel. Located close enough to support the school but far enough to be safe from magical disaster—a strategy that paid off. On clear days, the castle is visible, looming on a cliff across the lake.

More information about Kesselburg will be available in BK#3.

Inn & Tavern:

A: The Bearded Lady

- **Ariana Grashberozz** (proprietor), a large, boisterous woman with a long, luxurious beard.

Characters spending at least an hour eating, drinking, or carousing will overhear one rumor.

General Store:

B: Greatstaff's Goods

- **Gordan Greatstaff** (proprietor). His father, Joseph Greatstaff, was a graduate of Brewkessel who decided the wizarding life wasn't for him and hung up his wand.

Any typical adventuring equipment can be purchased here.

Blacksmith:

C: Hammer & Nail

Weapons, armor, and metal tools can be purchased or repaired here.

D: The Pier

A wide dock reaching nearly 200' over the lake provides access to the lake's fish without risking the lake's dangers.

Each canoe only comfortably fits 2 people (one bench on each side) but can carry up to 600 pounds (including the passengers).

Goods & Services

Cost

Inn & Tavern

Cot (common room)	1 sp
Room (per person)	5 sp
Meal	3 sp
Ale (pint)	1 cp

The Pier

Canoe (rental)	5 gp*
Canoe (purchase)	40 gp

*4 gp is paid back upon the canoe's return. If any canoes are lost, the boatman will want the PCs to pay for them before renting more.



Rumors (1d8)

1. The merfolk in the lake are all riled up about the school's return. Used to be you'd go months without so much as a glimpse.

2. Some noble lady-paladin came through. Tried to requisition supplies, but good 'ol Gordan made 'er pay full price.

3. Those damn owls have it in for me. Last night they dropped a dead raccoon down my chimney, stole my laundry, and perched on my roof all night. Now my house's covered in bird shit!

4. A city slicker was in here the other night. Some brainless lord's son. "*Montague du Montague*". Tossed some coin around and convinced Linhart and three others to go up to the castle with him. Would've thought Martin's boy'd have better sense than that.

5. You caught a glimpse of those mercenaries camped around the school? Good gods, now that's unnatural. The heads of dogs they've got, I swear on my mother's grave.

6. Yer worried about what? Centaurs from the cursed woods? Pff, that's just a fairy story. Werewolves, now that's what you should be worried about!

7. We gotta' start bein' more careful about all these outsiders. "Adventurers" my ass. The Werner girl, Jennifer, she's missing? Well, I heard that it was one of 'em that took her.

8. Fargrim told me there's some kind of magic fountain in there. Guess they got messed up by some giant lizards and decided to risk drinking from it. He says it healed 'em up, but that it's cursed somehow.

Adventure Hooks

- **Kidnapping:** Jennifer Werner, 19, has gone missing. She lives on a farm near Kesselburg. Rumors indicate that she'd been seen talking with Henry of the Golden Badgers (p.15) on several occasions, but he's missing too.

Henry lured her into the castle at Byrnha's behest, and now both are being held in **121 (p.32)**. John Werner, her father, can pay 50 gp to anyone who rescues her or at least brings her kidnapper to justice.

Wendilia can confirm that Jennifer and Henry entered the castle together.

- **Owl Attacks:** A flock of owls has been attacking people at night; dropping things on them and stealing small objects. The town is willing to pay 100 gp for someone to put an end to this. This could be accomplished by killing 75% of the flock.

However, these owls are trained message deliverers. If caged, they could be sold individually for 5 gp each. 75 or more of the owls alongside the *quill of addressing* (p.20) could be sold to a large city for 1,000 gp and revolutionize the city's postal service.

- **Unicorn Plague:** If you're looking to inject more immediate tension, you might decide that the Local Lads fought the false unicorn in **114 (p.24)** and contracted the unicorn plague, and now Kesselburg is at risk. Destroying the false unicorn and retrieving the unicorn horn would be a significant boon.

The town can't afford to buy the horn outright but would pay 100 gp to borrow it until the plague is taken care of.

- **Missing Kristoff:** An adventurer named Kristoff owes 50 gp to Ariana, the proprietor of The Bearded Lady. He's been gone for nearly a week now. She'd pay 10 gp for someone to go *remind* him that he needs to pay up.

Kristoff is stuck in **117 (p.28)**.

Travel

There are two ways to get to Brewkessel from town: characters can travel around the lake on the Road, or they can rent canoes and go directly across the water.

The Road is fairly safe but takes longer. Canoeing is quicker but the merfolk in the lake are unpredictable.

The Road

Walking to the castle takes about two hours (4 miles) and has a 3-in-6 chance of a random encounter.

1. Adventurers
2. Groundskeepers (2d4)
3. Evil Shrubs (1d6+1)
4. Owl Swarms (2d6)

1. Adventurers

A group from the campground (p.14).

2. Groundskeepers (1d6+1)

Sent to Kesselburg on an errand. While they're gone, the groundskeepers are operating at reduced capacity. See p.11 for details.

3. Evil Shrubs (1d6+1)

Animate shrubs from the Forbidden Forest with a taste for blood.

AC 7 [12], **HD** 1 (4hp), **Att** 1 x claw (1d4), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10

False Appearance: While the evil shrub remains motionless, it is indistinguishable from a dead shrub.

Flammable: Takes double damage from fire.

4. Owl Swarm (2d6)

Owls swarming in groups of 2d8+2 (one owl per hit point). The owls either try to snatch items from the PCs or "deliver" items to them. Either way, each swarm does this once.

AC 9 [10], **HD** 2+2 (11hp), **Att** 1 x talons (1d6), **THAC0** 19 [+0], **MV** 180' (60') flying, **SV** D14 W15 P16 B17 S18 (0), **ML** 5, **AL** Neutral, **XP** 5

★ **Snatch:** With a successful attack roll, the owl swarm steals one object from the target. If the object is being held, the target may make a STR check to hold on to it.

★ **Delivery:** The swarm flies overhead and drop 1d6+1 random trinkets, 1d4-1 of the which hit characters. The damage dealt on a hit, if any, is listed in parentheses.

Owl Trinkets (1d20)

1. Mouse corpse
2. Golden ring: Worth 10 gp.
3. Dagger (1d4)
4. Fishing rod
5. Broomstick (1d2)
6. Live cat (1d2): Mostly unharmed.
7. Book (1d2)
8. Spell scroll: Random 1st level spell (20 gp).
9. Rabbit corpse
10. Glass vial (1)
11. Claw hammer (1d4)
12. Music box (1d2): Worth 20 gp if repaired, or if it lands on something soft.
13. Teddy bear
14. Half-eaten lollypop
15. Pigeon corpse
16. Human skull (1d2)
17. Underwear
18. 2d6 letters: Drift to the ground.
19. Random potion (1d2). If it only deals 1 damage, the bottle doesn't break. Otherwise, a struck character is splashed with the potion (p.50).
20. Gemstone (1): Roll the gemstone's value randomly (see *Gems and Jewelry* in *Classic Fantasy: Treasure*).

The Great Lake

Each trip across the lake takes about one hour and has a 2-in-6 chance of a random encounter.

1. Giant Bass (2d4)
2. Tentacles (1d6)
3. Stranded Fisherman (1)
4. Merfolk (1d20)

1. Giant Bass (2d4)

They are curious about the boats, but don't attack unless there is a bite-sized (halfling or smaller) morsel close by.

AC 7 [12], **HD** 2 (9hp), **Att** 1 x bite (1d6), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20

2. Tentacles (1d6)

A long inky tentacle, reaching here from somewhere else. Operates with a startling amount of perception and intelligence.

AC 9 [10], **HD** 2* (9hp), **Att** 1 x slam (1d6), drain (2d6), or grapple, **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Chaotic, **XP** 25

★ **Grapple:** If a grapple attack hits, it deals no damage but slam and drain attacks automatically hit on future rounds. STR check to escape.

Long body: May make slam attacks and grapples with any part of its length. Must use its tip to drain.

3. Stranded Fisherman

Merfolk stole his oars. Will pay the party 5 gp to tow him back to town, or 1 gp if they bring him to shore anywhere else.

4. Merfolk (1d20)

Aquatic humanoids with grey skin, green hair, yellow eyes, and fish tails in place of legs.

AC 6 [13], **HD** 1 (4hp), **Att** 1 x trident (1d6), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 10

How the merfolk behave depends on their reaction roll. If this isn't the party's first interaction, modify the roll based on previous encounters.

- **Hostile:** Attempt to grab someone and drag them underwater. They wash onto shore 1d6 days later with no memory of what happened.
- **Unfriendly:** Demand 1d20 gp to pass. If the PCs refuse, they scuttle the boats and leave.
- **Neutral:** Watch silently from afar.
- **Indifferent:** Sells trinkets. Inquires about Brewkessel. They say that "strange currents" are flowing from the caves since it reappeared.
- **Friendly:** Offer to buy an item for 1.5x its value or gift a random trinket.

Merfolk Trinkets (1d6)

1. **Bag of Frogs (1 gp):** For snacking.
2. **Song Clam (5 gp):** When opened, it releases an enchanting song that plays for 5 minutes. Creatures not in combat within a 30' radius must **save vs spells** or be fascinated. Once the song is released, the clam is empty.
3. **Fish Scale Necklace (5 gp):** Silver scales glitter. +1 to reaction rolls with Merfolk.
4. **Turtle Shell Shield (10 gp):** Functions as a *Shield +1*, but if an attack against the character rolls a natural 20, the shield shatters.
5. **Healing Salve (10 gp):** 1 minute to apply. Restores 1d6+1 hit points and cures paralysis.

6. **Gemstone (50gp):** Roll the gemstone's actual value randomly (see *Gems and Jewelry* in *Classic Fantasy: Treasure*).

The Camp

Schoolmistress Wendilia

When Wendilia learned that her alma mater had reappeared, it was clear to her that she needed to act immediately. Her hold on Brewkessel's grounds is absolute. For now.

AC 9 [10], **HD** 9+3* (26hp), **Att** 1 x dagger (1d4), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D8 W9 P8 B11 S8 (M14), **ML** 7, **AL** Neutral, **XP** 200

★ **Spells:** Casts as a 12th level magic-user.

1. *charm person, detect magic, hold person, sleep*
2. *detect evil, detect invisible, ESP, mirror image*
3. *dispel magic, hold person, lightning bolt*
4. *charm monster, polymorph other, remove curse*
5. *feeblemind, hold monster, teleport*
6. *invisible stalker, geas*

What house were you in? "Prescience, though I dearly wished I'd been in Kelpulous."



Memories (Enchantment) (1d4)

For 5 gp, Wendilia will bestow a pearl of wisdom from her time at Brewkessel.

1. There's a black spot in the halls that you shouldn't step on. Traditionally no one tells the new kids, but I suppose this is a reasonable exception.

2. One of the professors had this awful green bird that he kept as a pet. The noise that thing made would drive you crazy! But he insisted that its quills were perfect for scribing enchantment spells.

3. A couple offices were hidden behind a statue. You had to—oh, I don't remember exactly—pull on its ear or pick its nose or something.

4. The owlery had a device that wrote acceptance letters automatically. I wonder if it's been writing this whole time... Can you imagine the pile?

5. **If asked where the houses are:** Oh, how did it go... Kelpies in the dungeon, with the thieves and crooks. Monkeys in the library, tearing up the books. Chickens in the tower, sitting on their chicks. The fools are hidden, what a shame, they've got the biggest... tricks!

Wendilia's Items

- **Linked Chest.** This ornate chest has a twin. At sunrise and sunset, the chests swap contents. Each evening, Wendilia puts her money and treasure inside. Each morning, she removes 1,000 gp.

If Wendilia fails to follow this schedule, her partners in the city will know that something has happened. How they respond and the extent of their resources is left to the referee to determine.

- **Horn of Plenty.** This horn was once blown at breakfast, lunch, and dinner at Brewkessel. Now it only functions once per day. When used, food sufficient for twenty humans for one day is conjured. The food is good quality but vanishes if uneaten after 12 hours.

Canny Groundskeepers

AC 4 [15], **HD** 2+2 (11hp), **Att** 1 x sword (1d8+1) or javelin (1d4+1), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 25

Wendilia commands the loyalty of a group of mercenaries with the heads of canines, a mix of jackals, wolves, coyotes, and wild dogs. If asked what they are, they say “canny,” (I’m canny, she’s canny, we’re all canny). Their relationships are incomprehensibly complex. They don’t differentiate between men and women.

There were 30 when Wendilia set up shop and now there are 28. Each time their number is reduced below 20, they check morale. On a failure, they leave Wendilia’s service (unless for some reason they can’t).

What’s Their Deal?

What are the groundskeepers? How does Wendilia ensure their loyalty? How might the players subvert them? Here are a couple options, from least weird to weirdest:

1. They’re from the Southern Continent—where having an animal head is normal—and Wendilia has guaranteed a big payoff. The PCs will need to find out how much and pay them more.

2. They’re cursed and Wendilia is holding knowledge of the cure hostage. The PCs will need to discover the cure or find proof that Wendilia doesn’t have a cure after all.

3. They’re taxidermied horrors given life by magic and commanded by use of a spell or item. The PCs will need to research the spell themselves or steal it from Wendilia.

4. The heads are demonic parasites and are capable of detaching and taking over other bodies. Wendilia gave them their current set of hosts. The PCs would need to find even better bodies for them.



Head of a... (1d20)

1. Grey wolf	11. Maned wolf
2. Coyote	12. Warrah
3. Golden wolf	13. Meadow fox
4. Red jackal	14. Desert fox
5. Golden jackal	15. Darwin’s fox
6. Dhole	16. Pampas fox
7. Painted dog	17. Chilla
8. Side-striped jackal	18. Culpeo
9. Black-backed jackal	19. Crab-eating fox
10. Bush dog	20. Short-eared dog

Groundskeeper Names

Aeternae	Damarchus	Lycaon
Agriopas	Echion	Maera
Antilycaon	Empusius	Manticus
Antitaraxi	Eurynomis	Minotaus
Araes	Gryphus	Monocerus
Briareus	Hippalectria	Mormolyka
Catoblaus	Hippogriffus	Odontotyra
Cerebus	Kobaloi	Stymphalia
Crocotta	Laelaps	Taraxi
Cynolycus	Cethonyus*	Chimaerus†

* Eaten by an enormous snake that slithered up out of the lake

† Captured by Byrnha (p.32)

Contracts and Fees

The schoolmistress is very strict about who and what is allowed into and out of Brewkessel in the interest of making a profit from her alma mater. Adventurers must sign a contract guaranteeing Wendilia a share of their treasure and to pay a fee upon each entry. There are additional fines for rule-breaking, of course.

It is obviously in the players' best interest to avoid paying these fees whenever possible.

A contract **costs 25 gp** and specifies:

- **Entry Cost:** 5 gp per creature.
- **Share of Spoils:** Upon exit, Wendilia will appraise the party's spoils and take either an equal share or one item, her choice.
- **Liability:** The job is risky. Wendilia is not liable for anything that happens to you.
- **Exit Risk:** The groundskeepers won't open the gate if a monster would escape or if you owe money.
- **Unauthorized Entry/Exit:** A fine for going in or out any way but the gatehouse. 10 gp for entry, 25 gp for exit, per creature.
- **Smuggling Spoils:** If you attempt to remove spoils without giving Wendilia a share, she'll take a double share. If the precise value of the smuggled spoils is unknown, she'll make her best guess (at least 100 gp).
- **Assault:** 10 gp for injuring a groundskeeper. 1,000 gp wergild for murder. Once they get their money, the groundskeepers don't hold a grudge. Assaulting Wendilia is grounds for immediate contract termination.

- **Patrol:** Groundskeepers patrol the perimeter of the castle. They attempt to detain anyone or anything that tries to enter or exit. They'll use deadly force if necessary, but they won't leave shouting distance of the castle or enter it, instead noting the perpetrator so that they can be penalized later.

- **Emergency Exit:** If you need to exit without a contract or want to bring a castle resident out, Wendilia will negotiate with you. If the individual in question got into the castle ignorant of Wendilia's rules, it's a mere 10 gp to get out. Otherwise, they must sign a contract and pay an additional 35 gp. Either way, all their possessions are considered part of your party's spoils.

XP for Treasure

If you're rewarding XP based on the value of treasure the PCs retrieve:

- If the PCs get money from Wendilia, that should count toward their XP.
- If Wendilia takes an item, reward XP as though they'd sold it to her.
- If Wendilia takes a share of treasure, XP is divided normally; she doesn't take XP.
- PCs do not receive XP for magic items that they keep.

Services

It's not all fines and penalties. Wendilia also offers a few reasonably priced services.

• **Key Rental:** There are several keys that Wendilia has acquired. When you return the key, you get 15 gp back. Wendilia begins with the key to **105** (Smithy).

• **Memories:** Wendilia will think back to her time at Brewkessel and bestow a pearl of wisdom. Roll on the memory table (**p.10**).

• **Magic Item Identification:** Wendilia will take an evening to identify a potion or scroll, or a week to identify another item.

• **Loans:** If you can't afford entry or exit, Wendilia will loan you the credit. If you're exiting, she'll insist on backing it up with a *geas* (which she charges you for casting). Each time you exit while you have an active loan, she charges you 10% interest, takes her normal share of the spoils, then takes as much of *your* share as is required to settle the loan.

• **Cure Disease.** Dame von Ilsong (**p.14**) can cure disease once per week. Neutral and Chaotic adventurers must prove themselves worthy by destroying one of Brewkessel's evils or rescuing a prisoner.

Rewards

Wendilia will pay a special bonus for retrieving certain items

• **Key:** 15 gp for one of Brewkessel's keys.

• **Memory:** 20 gp for a silver strand containing a memory (**p.59**).

• **Unidentified Items:** She'll buy them for half the cost of identifying them.

• **Map:** Each previously unmapped room pays 5 gp. At the referee's option, rival adventuring parties might map rooms as well, possibly beating the PCs to the punch.

• **Cornuthaum of Selection:** 20 gp. She'll sell the (single) use of it for 50 gp (**p.60**).

Service	Cost (gp)
Campground (per night)	1
Meal	1
Key Rental	20
Memory	5
Potion/Scroll Identify	50
Wand Identify	500
Other Item Identify	5,000
<i>Detect magic</i>	10
<i>Detect evil</i>	35
<i>Dispel magic</i>	80
<i>Polymorph others</i>	150
<i>Remove curse</i>	150
<i>Teleport</i>	225
<i>Geas</i>	650
<i>Cure disease</i>	Special

Item	Reward (gp)
New or Returned Key	15
Memory	20
Unidentified Potion	25
Unidentified Wand	250
Unidentified Item	2,500
Map (per room)	5
Memory Strand	25
Cornuthaum of Selection	20

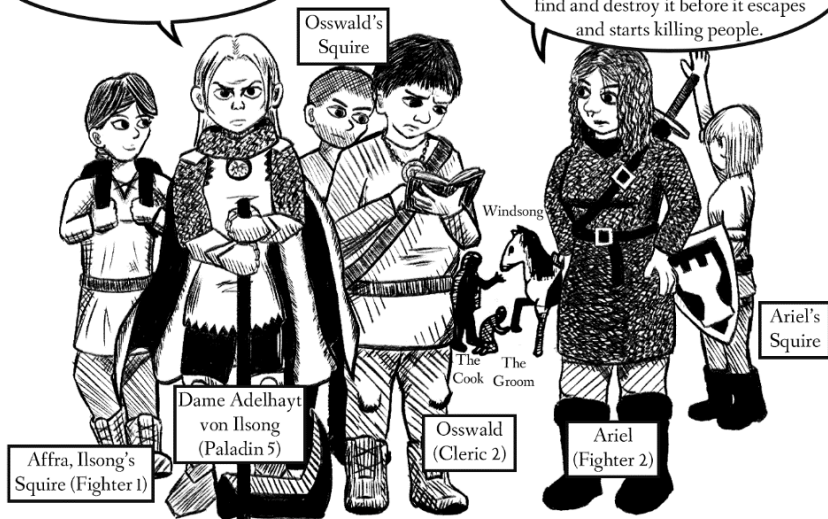
• **Identified Wands:** At the referee's option, Wendilia might pay less for wands without full charges. Reduce the wand's value by 1/Xth, where X was the number of charges the wand started with.

Other Adventurers

If the party spends a night at the campground, they'll hear a rumor (1d8).

1 I'd advise against eating anything that witch produces. Who knows how it might be tainted?

2 We haven't found anything yet, but... I can tell there's something dangerous in there. We need to find and destroy it before it escapes and starts killing people.



Dame Ilsong and her retinue (Lawful): Here to investigate Brewkessel's reappearance and determine whether the church needs to take action. They are staying at the camp, but refuse to interact with Wendilia any more than absolutely necessary.

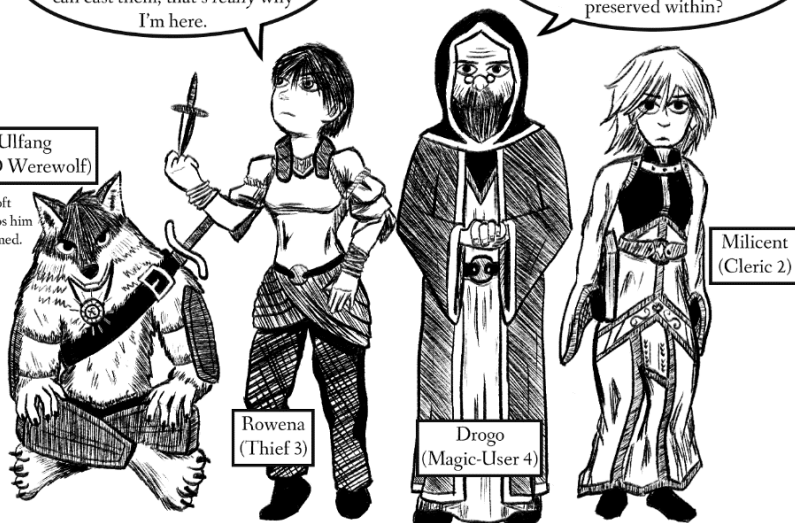
The Tomekeepers (Lawful): Retrieval specialists working for the Invisible Library. Here to find any texts within Brewkessel that should be contained or destroyed. More likely than other groups to share their maps.

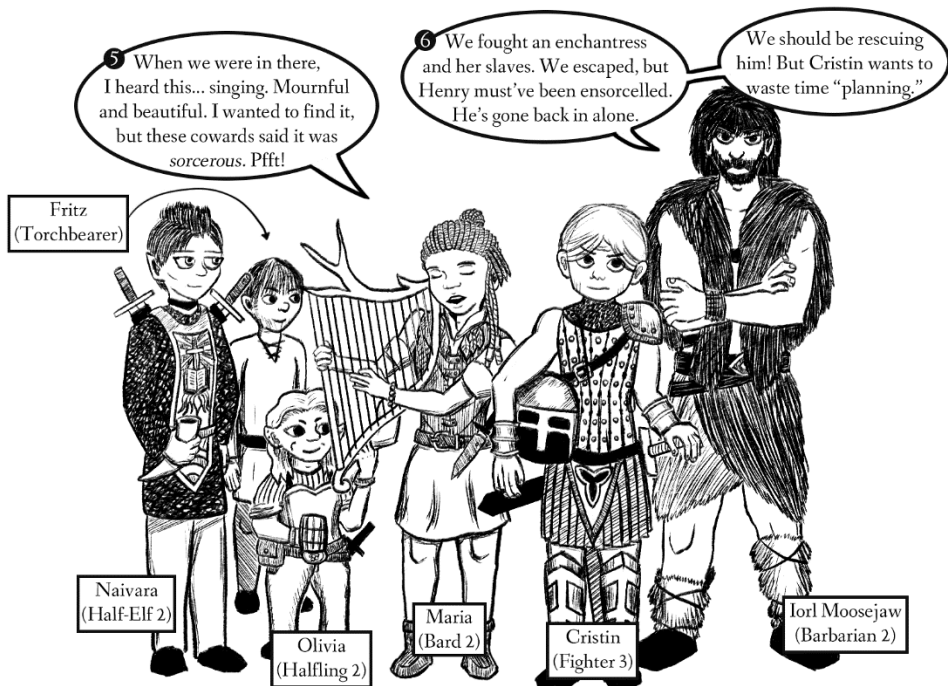
3 Brewkessel apparently had a special way of recording spells so that even people who're untrained can cast them; that's *really* why I'm here.

4 According to my research, the library can be entered from the first basement. Who knows what ancient tomes might be preserved within?

Ulfang
(2HD Werewolf)

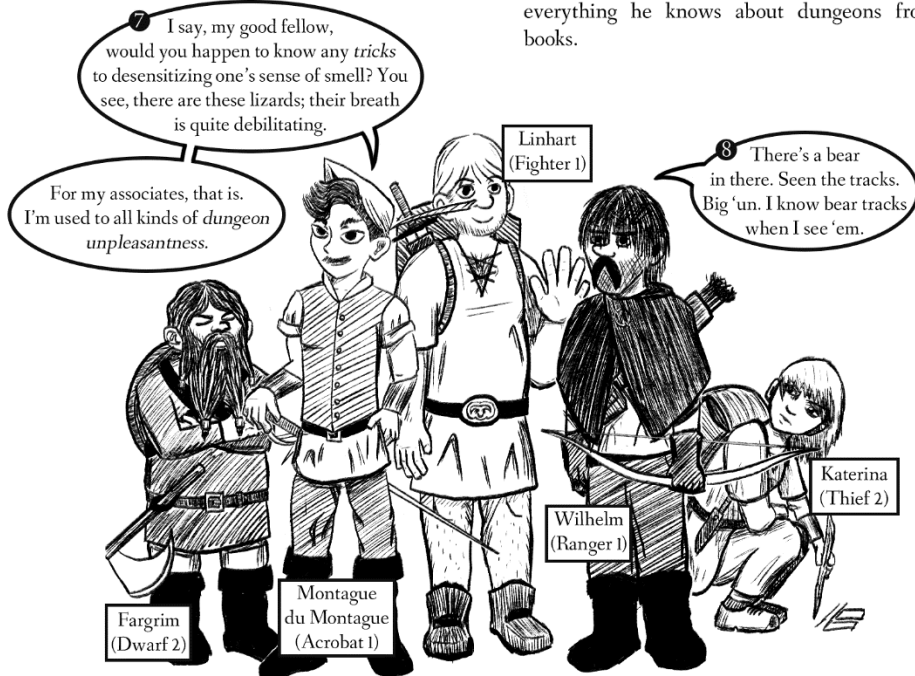
Amulet emits soft moonlight that keeps him partially transformed.





The Golden Badger Company (Neutral): Good-aligned mercenary adventurers, here to destroy evil, find treasure, and win glory.

The Local Lads (Neutral): Montague has swooped into town and recruited a group of locals. Montague claims to be an experienced dungeoneer. In fact, he is inept, and has learned everything he knows about dungeons from books.



Brewkessel - Ground Floor

Overlapping Halls

Brewkessel's convoluted, twisting hallways are not by design. The floorplan was originally straightforward, organized so that students and professors could easily reach their classes. However, over the school's 200 years of operation, the ambient magic caused the corridors to warp and twine together like serpents, creating the labyrinthine state that Brewkessel exists in today. Students, faculty, and staff simply learned to cope.

When hallways overlap, notated on the map by one passage arching over another, there is no indication—mundane or magical—that this is the case. These are two separate locations that just happen to appear to be in the same square when the school is laid out on a grid.

Doors

• **Unmarked doors:** On the map have a 2-in-6 chance of being stuck.

• **Locked doors:** Sealed magically; cannot be broken down. Must be unlocked with a specific key or picked.

• **Secret doors:** Have specific mechanisms. If there isn't any listed, the trigger is pressing a brick in the wall nearby. One-way secret doors can only be triggered from one side.

• **One-way doors:** Can be discovered from the wrong side like secret doors, but they have no trigger.

• **Open doors:** Some doors won't properly close or are ripped off their hinges. These allow creatures that can't normally open doors to pass in and out.

• **False Doors:** Can't be opened.

Paintings

Moving, talking portraits. They can move into each other's frames and like to gossip. If taken, the portraits lose animation until returned, with no memory of the intervening time.

Walls and Windows

The walls and windows of Brewkessel are magically reinforced. They are twice as tough as normal glass and stone. If broken, they regenerate after a turn. If a breach is very big, it might take an hour to heal, but no longer.

Lighting

Most areas of Brewkessel are at least dimly lit by magical or natural light. At night, the halls are dark.

Random Encounters (1d20)

Roll 1d6 each turn, with a random encounter occurring on a 1. Descriptions begin on **p.54**.

1. Byrhna (1 + 4 Thralls)

2. Zof (1)

3. Satyrs (1d4+1)

4. Manavore Moths (1 swarm)

5. Grizzly Bear (1)

6. Rabid Groundskeeper (1)

7. Giant Flies (1d10)

8. Fungoids (1d12)

9. Skeletons (3d4)

10. Adventurers

11. Animated Armor (1)

12. Milk Beasts (2d6)

13. Spellfonts (1d2)

14. Tentacles (1d6)

15. Ids (1d6)

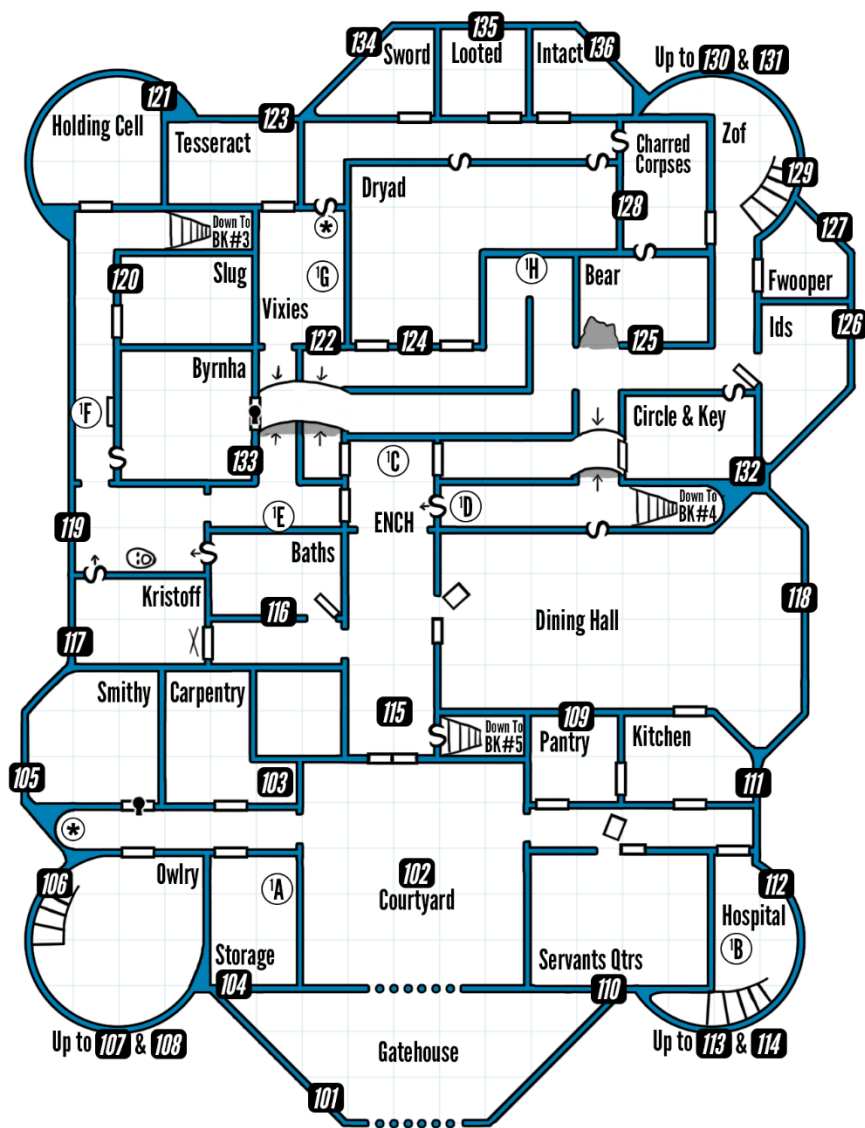
16. Mutant Ghost (1)

17. Roving Memory

18. Roving Memory

19. Chamber of Necessity

20. Chamber of Necessity



Door
Locked Door
Secret Door
One-Way Door



One-Way Secret
Open Door
False Door
Barricaded Door



Archway
Portcullis
Stairs
Hall Overlap

1 Sq = 10 Ft



Potion Fountain
Statue

Facilities (101-118)

101 • Gatehouse

- **Groundskeepers:** 2d4+1 on guard.
- **Identity Verification:** The groundskeepers at the gate are equipped with a *lens of truth* that they use to verify contractors' identities. If they lose the *lens*, Wendilia will equip them with wands of *detect magic* and *detect evil*. If those are lost, she'll cast the spells herself.

The gatehouse mechanisms have modified so that the portcullises open from the outside.

Groundskeepers

Mercenaries with the heads of wild canines.

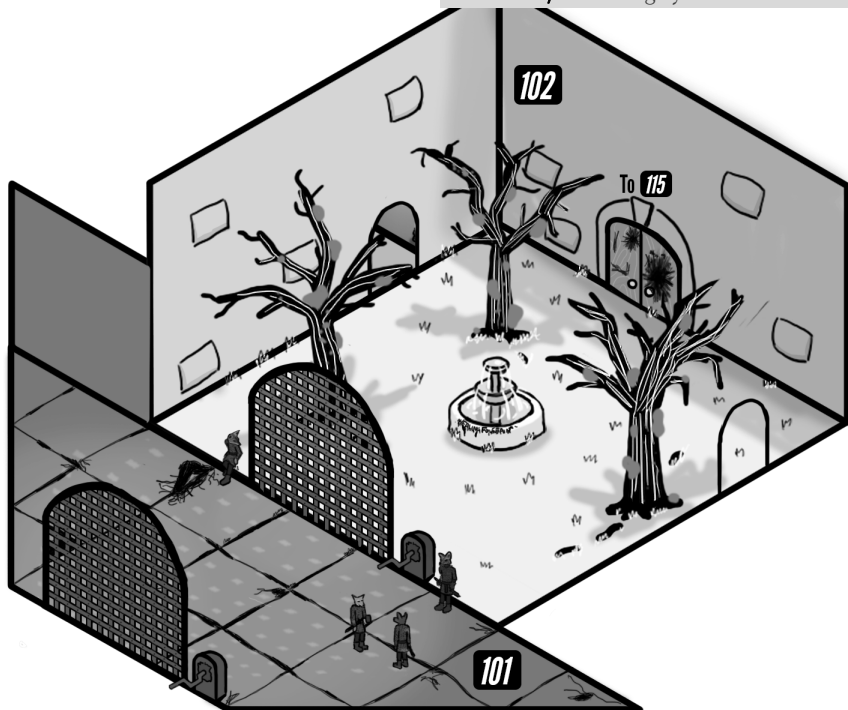
AC 4 [15], **HD** 2+2 (11hp), **Att** 1 x sword (1d8+1) or javelin (1d4+1), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 25

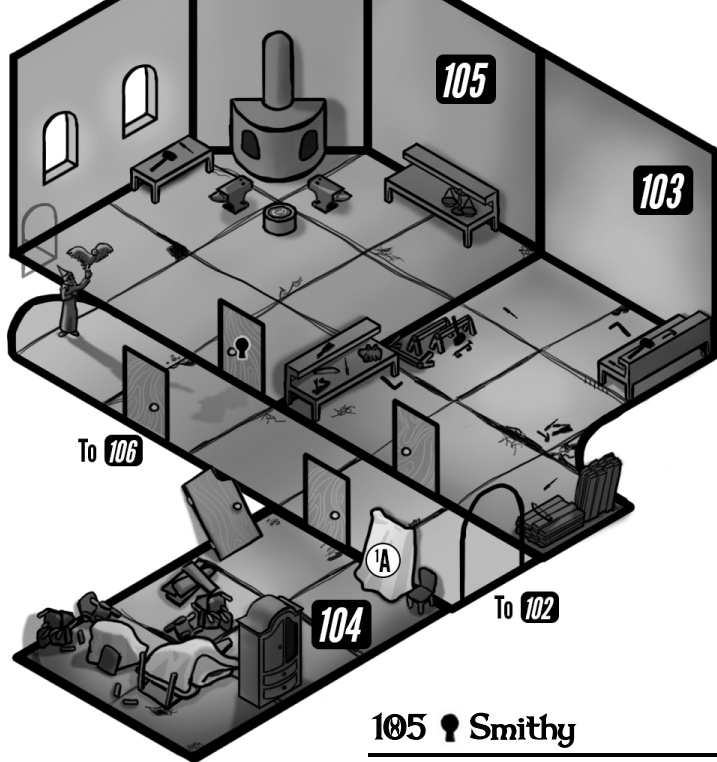
Lens of Truth: When creatures are viewed through the lens, any who aren't in their original shape appear smudged and blurry. This reveals spells like *disguise self* and *alter self*, shapeshifters like incubi, and body-snatchers like ids and egos.

102 • Courtyard

- **Foliage:** The grass is overgrown and dead in patches. Three trees stand dead, black wood spotted with bright red growths.
- **Three-Tiered Fountain:** White stone, clear flowing water. "Healing Fountain" is painted in sloppy black paint. Each drink from the fountain **restores 1 hp** but inflicts a **curse** that grants a **-1 penalty to saving throws** (per drink). The penalty is reduced by 1 every 24 hours. Removed water retains its magic for **8 hours**. A waterskin holds 20 drinks.

• **BK#2: Rope:** Hanging from the balcony leads to 201/202. Hung by the Local Lads.





103 • Carpentry Shop

- **Woodworking Tools:** Scattered and rusty.
- **Wooden Planks:** Unpleasantly soggy.
- **Carving:** A crude carving in wood, barely recognizable as a creature. It has eight limbs, four of which end in pincers, and a lumpy, featureless head. Worthless.

104 • Storage

- **Piles:** Moth-eaten sheets, broken furniture.
- **1A: Painting of a Vampire:** Under a cloth is a painting of a woman who is obviously a vampire, reclined in an open stone window overlooking a gothic castle. She wears a collar with a lock and asks the PCs to find the key for it. The collar prevents her from leaving this painting and she's gotten *so thirsty*. In return she'll make herself as useful as a painting can.

The key is in 132 (p.45). She'll live up to her promise but releasing her has consequences for the floor's other paintings. The referee may rule that other floors are also affected.

105 • Smithy

- **Key:** Wendilia (p.13) has the key.
- **Tools:** A pair of **furnaces** and **anvils**, a shared font for quenching, and a long workbench covered in rusty tools.
- **Balance:** On a workbench. It weighs objects according to their value. In stark defiance of physics, a **50 gp gem** is balanced against **50 gp**.
- **Potion:** Sitting on an anvil.

Potion of Delay Wounds (150 gp, p.50)

Look: Clear with red clouds

Smell: None

Taste: Water for a few moments, then a bloody aftertaste.

- **Ashwinder:** Hiding in the left furnace. If the PCs leave anything flammable, it will lay its eggs, starting a fire and birthing 2d4 more.

Ashwinder

A serpent created from the ashes of a magical fire. Collapses to dust after laying its eggs.

AC 7 [12], **HD** 1 (4hp), **Att** 1 x bite (1d4 fire), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Neutral, **XP** 10

106 • Owlery 1F: Mail Room

- **Massive Pile of Letters:** Overflowing bins and shelves. The letters are enchanted to resist fire and water, but the spell has faded on older letters, giving it a striated look. The legible letters are acceptance letters for new students.

- **Golem:** Latent magic has animated the letters. It waits until a caster or item is in reach.

- **Hole:** Every few minutes, a fresh letter drifts down through a hole in the ceiling.

- **Stairs:** The first 15' are unstable, which is obvious upon examination. If one human-sized creature ascends there is a 1-in-6 chance of collapse, a 2-in-6 for two, etc. Falling creatures are dumped directly into the *golem*. The stairs are impassible afterward.

Correspondence Golem

AC 4 [15], HD 8* (36hp), Att 1 x flurry (1d4), THAC0 12 [+7], MV 60' (20'), SV D10 W11 P12 B13 S14 (4), ML 12, AL Neutral, XP 650

- ★ **Flurry:** Attacks all creatures within 10'. **Save vs wands** if hit or lose a random spell of the lowest level prepared and the golem regains 1d12 hp per spell level.

Partially Flammable: Takes double damage from fire, until it's taken 15, and then is immune to fire.

Partially Mobile: It trails letters behind as it moves. If it moves more than 40', there are no longer enough letters to remain animate.

107 • Owlery 2F: Writing Room

- **12 Desks:** Each with ink, quill, parchment, envelopes, sealing wax, candle, and blotter. Eleven are in a state of disrepair.

- **Transparent Figure:** Sitting at the remaining desk, feverishly scratching with a *quill*. A letter is written, blotted, folded, sealed into an envelope, then placed in the overflowing OUT bin. Then, a new sheet of parchment appears on the desk and the figure begins writing anew.

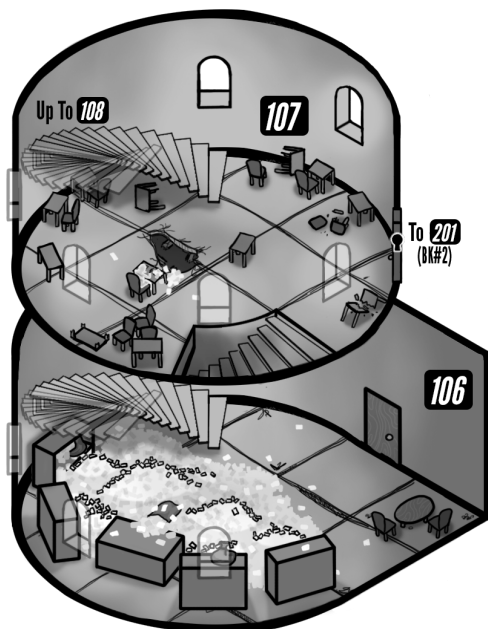
- **IN bin:** Across from the OUT bin. Inside is a sheet covered in formulae, which is the template for acceptance letters. If removed, the figure stops. Any document placed in the bin will be endlessly copied by the figure. If the bin is empty for more than 1 turn, the spell ends, and the figure vanishes with a relieved sigh.

- **5' Hole:** Occasionally, a letter falls from the bin into a pile on the floor. Occasionally, a letter is falls from the pile through the hole.

- **Magic Scrolls:** Can be copied by the figure. This doesn't reduce the cost or time. When a scroll is copied, it has a 5% chance per level to discharge, using the scroll and possibly damaging the desk.

- **Door to 201:** If you don't have BK#2, the door is locked from the other side.

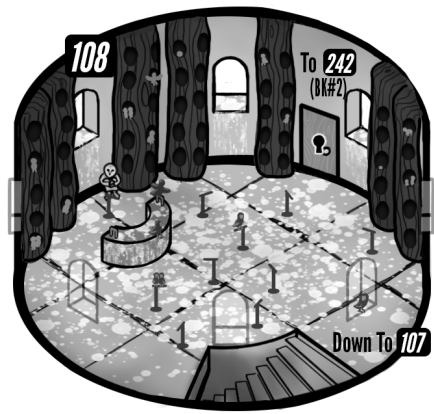
Quill of Addressing (25 gp): A magical item essential for owl-based delivery. If used to write a name on an object, anyone touching it will get a sense that it *belongs* to the addressee. This sense is enough to enable a specially trained owl to deliver it.



- **Owls.** During the day, they sleep in the tower. At night, they hunt as a flock. Sometimes, one gets an acceptance letter from downstairs and, obeying encoded instinct, delivers it.

- **Owl-headed girl.** Wearing a dirty robe.

- **Key to 242:** Found in BK#2.



What is Owlgirl Doing? (1d4)

1. Eating mice the flock has brought her
2. Sitting in a corner, arms around her knees, covered in owls
3. Staring out the window at the sky
4. Having a squawking conversation with several owls

Owls

AC 8 [11], **HD** 1/2 (2hp), **Att** 1 x talons (1d2), **THAC0** 19 [0], **MV** 480' (160') flying, **SV** D14 W15 P16 B17 S18, **ML** 5, **AL** Neutral, **XP** 5



Owlgirl

AC 9 [10], **HD** 1 (4hp), **Att** 1 x beak (1d4) or by weapon, **THAC0** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Neutral, **XP** 10

Roleplaying

- Was once an owl, is now (mostly) human.
- Can speak Common but isn't used to it.
- Content with her current lot in life, because she doesn't know any better.
- Will start to have greater aspirations if treated like a person and introduced to comforts like cooked food and soft bedding.

Goals

- Learn more about the world
- Experience the comforts of civilization
- Transform more owls into people like her

Knowledge

- She was a member of the flock. Her job was to bring letters back and forth from the castle.
- She was taken into the castle depths. She slept for a long time. It was wet, and warm.
- She woke up like she is now. Big, no wings. There were other two-legs there. She was tested for something but failed.
- She remembered the flock, and carefully made her way up through the castle, avoiding traps and monsters.
- Now she's back with her family. They remember her, and they feed her because she can't fly or hunt anymore.

109 • Pantry

- **Shelves and Barrels:** Mostly empty.
- **Jarvey:** A five-foot long ferret lounges on piles of sackcloth. It can speak, but mostly uses that capability to swear. It wants food. It makes vague promises in lieu of payment. If fighting breaks out, **1d6 more** burst out of hiding. It will only make good on a promise if it has absolutely no other option.

If these *jarvies* are killed, more return in 1d4 days. They treat the violence as though it were the distant past.

Jarvey

Overgrown, talking ferrets. Very rude, feels entitled to any food you're carrying. Will bargain with you, badly.

AC 5 [14], **HD** 1+1 (5hp), **Att** 1 x bite (1d8), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 15

110 • Servant's Quarters

- **Beds:** Eight; shoved against the walls.
- **3 Corpse Drakes:** one is hiding under a bed.
- **Fire Remnants:** There was a campfire in the center of the room recently.
- **Potion:** Hidden under a bed.

Potion of Potions (250 gp, p.52)

Look: Multicolored, constantly shifting

Smell: Cinnamon... no, urine... wait no, a winter morning...

Taste: Blueberry pie... no, it's fresh blood... wait, now it's like licking cat fur...

Corpse Drake

A miserable looking lizard like a paleolithic Komodo dragon, 10' long and 3' high. They prefer rotten meat, and so will lethargically guard a kill for days as it festers.

AC 5 [14], **HD** 2+2* (11hp), **Att** 1 x bite (1d6) or breath, **THAC0** 16 [+3], **MV** 75' (25'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 35

★ **Breath:** Each creature in a 15' cone must **save vs poison** or be nauseated (lose next action, take -2 to attack rolls for 1 turn).



111 • Kitchen

- **Large Oven:** Only contains ashes.
- **Large Sink:** Full of grimy water. Inside is **100 gp** and **8 gems** (1x500gp, 5x100gp, 2x50gp)
- **Corpse:** Front half submerged in the sink. Carrying a *potion* in a pouch.
- **Drowning Elemental:** Living in the sink. Will attempt to drown anyone who goes for the treasure.

Topsy-Turvy Potion (100gp, p.52)

Look: Cola, but the bubbles go down

Smell: Overly sweet

Taste: A surge of vertigo

Drowning Elemental

A serpent of water that forms in tainted pools. Exists only to lure victims to a watery grave.

AC 3 [16], **HD** 3** (14hp), **Att** 1 x drown (1d6),

THAC0 13 [+6], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Chaotic, **XP** 65

★ **Drown:** Victim is grappled and drowning. Each round, take 1d6 damage. As an action, the target can make a STR check at -5 to escape.

Surprise: If lying in wait in a body of water, surprises 1-5.

Indestructible: After reaching 0hp, the elemental is dispersed but not destroyed. It reforms within a nearby pool of water after 2 rounds.

112 • Hospital 1F

- **Table with a Vase:** Poking out of the vase is some kind of **dried plant**, four stalks tipped with fuzzy oblong bulbs. The fuzz is sharp; the vase is full of red sludge. If cleaned, the vase is worth 15 gp.

- **1B: Painting of a Sobbing Nurse** (see opposite)

- **2 Chairs**

113 • Hospital 2F

- **East Wall:** Lined with **cots**. One cot holds a **corpse**, mummified and speckled with holes.

- **West Wall:** Cots are in **disarray** and the floor is covered in **gore**.

- **Gurgling breathing:** Heard from above.

- **Door to 202:** Locked from the other side.

114 • Hospital 3F

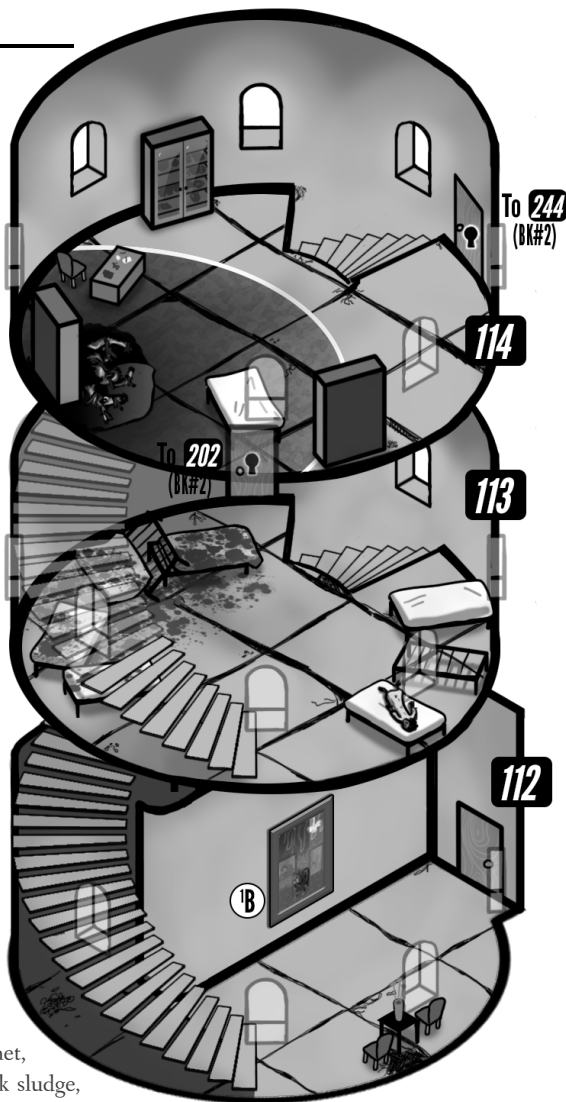
- **Medical supplies:** Expired and worthless.

- **Unicorn Horn:** In a cabinet, under a bell jar. Caked in black sludge, which has leaked down the cabinet and puddled on the floor.

- **False Unicorn:** Laying in the puddle appears to be a unicorn, coated in sludge and struggling to breath. Until it is destroyed, neither the cabinet nor the bell jar can be opened.

Unicorn Horn (1,000 gp): Though its powers have been strained, it can still be used once per week to cast *cure disease*, *remove curse*, or *neutralize poison*.

- **Key to 244:** Found in BK#2.



1B: Painting of a Sobbing Nurse

- **Constant Sobbing:** She never leaves this painting. She will only stop crying to frantically warn characters not to go upstairs and advise on the treatment of injuries.

- **“What’s Upstairs?”**
“S-something awful...”

- **If the Vampire was released:** The nurse is gone. Instead, the Vampire will tell you that something dangerous is upstairs.

- **If the False Unicorn is destroyed:** Her tears become less frenzied. She is grateful but continues to cry.

Visiting Portraits (1d8)

1-4. **No one** else is here.

5. **The Blindfolded Girl** (p.35) is sitting in the background, picking petals off a flower.

6. **The Beautiful Woman** (p.26), if her painting was repaired, is attempting to comfort the nurse.

7. **The Terrified Man** (p.38) will silently creep by in the background.

8. **The Farm Dog** (p.26) is sitting by the nurse, whining and licking her hands.

False Unicorn

A unicorn horn can purify nearly anything. But it couldn’t purify Yuggoth. Overtaxed, the corrupt essence leaked back out, taking the shape of the horn’s memory of a unicorn.

AC 9 [10], **HD** 6* (27hp), **Att** Aura of disease, **THAC0** 19 [+0], **MV** 0’, **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Chaotic, **XP** 500

Aura of Disease: Any creature that comes within 15’ must:

1. **Save vs poison.** On a fail, take 1d6 damage. If this damage reduces a creature to 0, they don’t die immediately. Instead, they fall unconscious and contract *unicorn plague*. If left in the aura, they will die in a turn.
2. **Save vs spell.** On a fail, lose their next action and stagger 5’ closer. If adjacent, they thrust their arms into the sludge and take double damage from the aura.

An affected creature can be pulled out of the aura with a successful STR check.

Damaged by Healing: Immune to all damage. Instead, if it is healed it takes that much damage. Spells like *cure disease*, *neutralize poison*, or *dispel evil* deal 1d6 damage per spell level. Similar potions deal 3d6 damage each.

Unicorn Plague: This deadly disease has the following effects:

- **Death:** After 2d12 days.
- **Attack Penalty:** -2 to attack rolls.
- **Natural healing:** Takes twice as long.
- **Magical healing:** Is ineffective.

If the creature dies, their corpse leaks black sludge. After 8 hours, it begins to emit an aura of disease like the *false unicorn*.

Expansion Option

If the false unicorn is killed with water from the cursed healing fountain (102, p.18), something strange happens. Simultaneously destroyed by the healing and empowered by the curse, the false unicorn is transformed into an evil unicorn (stats as a unicorn, but able to cast *cause disease* 1/day). It will attack the party, but teleport away if it fails a morale check. The PCs should still get XP from the false unicorn.

The sudden introduction of an evil unicorn to the local ecosystem will almost certainly require the party’s intervention.

More information about the Forbidden Forest will be available in BK#4.

115 • Entrance Hall

- **Secret door:** Illusory. Objects pass through.
- **Large Archway:** Engraved “**Enchantment**”
- **A *Corpse Drake*** from 116 (p.28) is lurking with its head in the hallway and will notice any passersby.
- **¹C: A Defaced Painting** (see below).

¹C: Defaced Painting

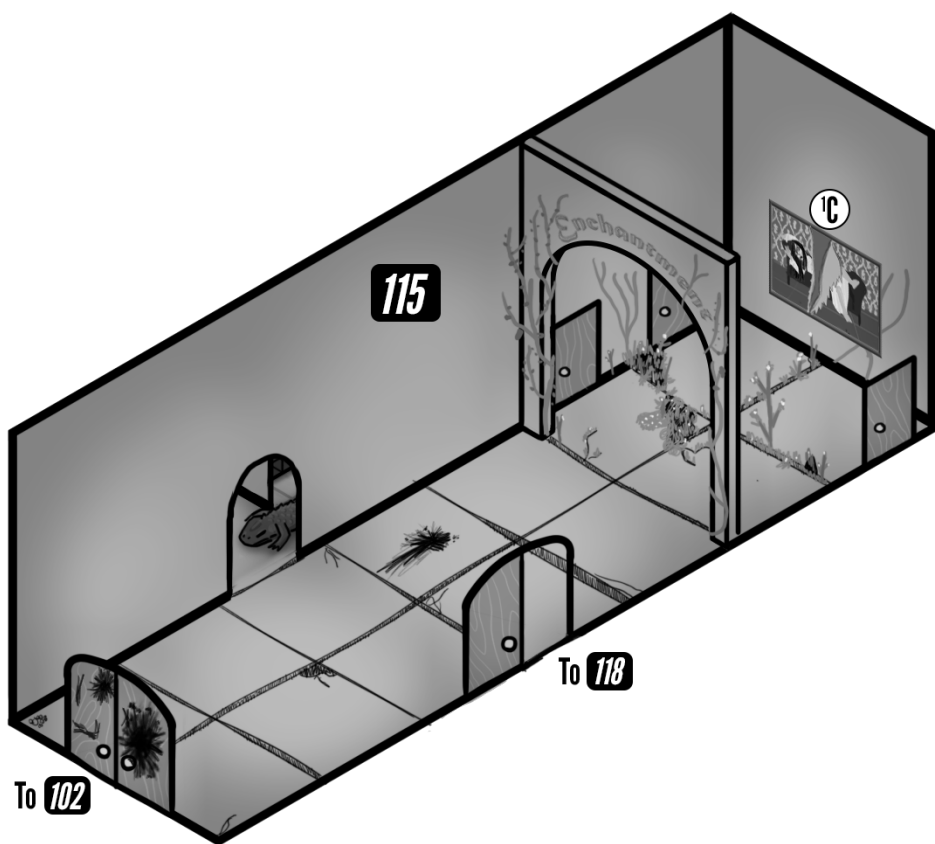
- **Huge Gashes:** Torn across the middle of the painting, directly through the torso of...
- **A Beautiful Woman:** Reclined on a luxurious couch. She is pale and gasping, obviously in great pain, and unable to converse.
- **Repair:** If the painting is repaired, the woman is restored to health. She will thank the PCs before retreating to another painting.
- **Upon their next return:** The painting is damaged again, although the woman is now missing. Byrnha (p.47) is the culprit.

¹D: Painting of an Idyllic Farm

- **Friendly Dog:** 50% of the time, there is a friendly dog sniffing around the painting, chasing chickens and doing dog things.
- **Here, Boy!** If the dog isn't here, it can be summoned by whistling.
- **Secret Door:** Say “Go fetch!” and mime throwing a ball. A ball will appear in the painting and soar out of view. If the dog is here, it will chase the ball out of sight and the door will open.
- **If the Vampire was released:** The farm animals are dead, and the dog is gone. The Vampire will open the secret door if asked.

Visiting Portraits (1d6)

- 1-4. **No one** else is here.
5. **The Blindfolded Girl** (p.35). If the dog is here, she's sitting on the ground and petting it. Otherwise, she's petting a cow in the background.
6. **The Terrified Man** (p.38) is hiding behind a pile of hay.



116 • Boy's Bath

- **Décor:** The floor is grimy white tile, and streaks of mildew mar the walls.
- **Benches and Cubbies** fill the east side.
- **6 Tubs** are arranged in the west side.
- **3 Corpse Drakes:** Defending 4 barely gnawed corpses. One watches the hall, the others laze.
- **Corpses:** A cleric and a pair of fighters. A **large sack** holds 320 gp, 4 gems (5000-gp, 100-gp, 50-gp, 10-gp), two **potions**. Kristoff will notice that Gregory the magic-user is missing.
- **Pedestal** in center has dials and buttons that control the presence and heat of water. It's all functional, but the heat calibration doesn't work quite right; water will be shockingly cold or boiling hot.
- **Secret Door:** One of the hooks on the west wall appears to have a towel; pull on that, and the bench dumps you into 119 (p.31).

Potion of Longevity (300 gp, p.51)

Look: Clear, with grey sediment flowing upward, as though backward through an hourglass

Smell/Taste: Nostalgic

Potion of Undead Command

(200 gp, p.53)

Look: Dark black liquid with occasionally visible white flecks

Smell: Grave soil

Taste: Pomegranate and mulch

Corpse Drake

A miserable looking lizard like a paleolithic Komodo dragon, 10' long and 3' high. They prefer rotten meat, and so will lethargically guard a kill for days as it festers.

AC 5 [14], **HD** 2+2* (11hp), **Att** 1 x bite (1d6) or breath, **THAC0** 16 [+3], **MV** 75' (25'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 35

★ **Breath:** Each creature in a 15' cone must **save vs poison** or be nauseated (lose next action, take -2 to attack rolls for 1 turn).

117 • Girl's Bath

- **Kristoff** has barricaded the door but will let the players in if they seem helpful. The corpses in 116 were his party. He retreated but is now hemmed in by the drakes.
- **Tubs, Cubbies, Pedestal, Secret Door:** As 116.



Kristoff the Thief

AC 5 [14], **HD** 2* (5hp), **Att** 1 x sword (1d8), **THAC0** 19 [+0], **MV** 90' (30'), **SV** D13 W14 P13 B16 S15 (T2), **ML** 8, **AL** Neutral, **XP** 25

★ **Backstab:** When attacking an unaware opponent from behind, Kristoff gets +4 to hit and deals double damage.

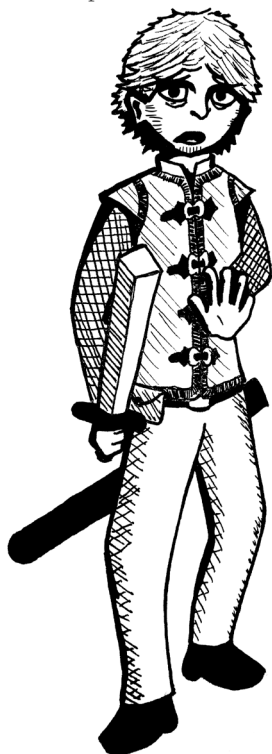
★ **Thief Skills:** As a level 2 thief.

Secret Compartment: In his boot.

Potion of Silence (p.52): You cease making any noise; footsteps, knocking things over, etc. If you pour it on an object, the object won't make any noise. Lasts 1d6 turns.

Roleplaying

- Look out for number one.
- Loyal to anyone who earns his trust.
- Won't steal from the PCs if they're good to him but won't go out of his way to help them unless it's reciprocated.



Goals

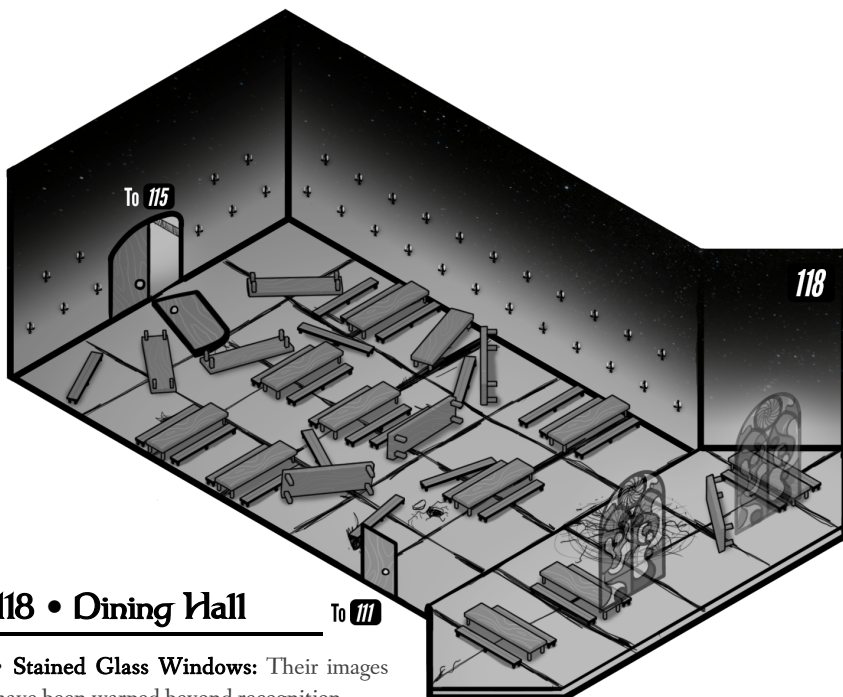
- Retrieve the 5,000-gp gem from **116**, smuggle it past Wendilia in his boot compartment, then leave the country and retire.
- Failing that, he'll continue to try his luck at treasure-hunting in Brewkessel.
- Note: Zof (**p.43**) is currently using the head of one of Kristoff's party members. This will upset Kristoff if he finds out.

Knowledge

- "There's a crazy old witch that stalks Enchantment. We ran into her up by the NW tower. She hypnotized Blair—one of our fighters—but we managed to snap him out of it and retreat.
- "We retreated down the stairs into, uh, Transmutation, I think? We fought a bunch of big oozes, got some potions out of one of those heads (see Potion Fountain on **p.31**), then we found a statue (*of a sphinx*). Gregory—our wizard—did something to it, it moved aside, and the wall past it was illusory.
- "We wandered what must've been the Illusion department for ages. We kept going through this spinning room that scrambled our sense of direction. Eventually, one of the doors led to a spiral staircase that came out up here (*across from 116, but it's not there anymore*).
- "I could tell we were back on the 1st floor, but then we were ambushed by drakes. The rest of my party got cornered in the other bath, I escaped, but now I'm stuck in here.
- "I tried to climb up and squeeze through the window, but a groundskeeper shot an arrow at my hand... I probably couldn't fit anyway."

The School of Transmutation will be in BK#3.

The School of Illusion will be in BK#4.



118 • Dining Hall

To 111

- **Stained Glass Windows:** Their images have been warped beyond recognition.
- **Tables:** Rows and rows of wooden tables and benches. Some are scattered, as if they were used to form defensive barricades.
- **Potion:** Sitting on a table.
- **Secret Door:** Put a candle in the empty candleholder and pull it to open. From the rear: hidden switch.
- **Ceiling:** Was once enchanted to replicate the sky outside. The spell was far more than a simple illusion, and now something is reaching through.

Visible above is a star-studded night sky. Picturesque at first, anyone who looks for more than a glance notices that things are moving *behind* the stars—a **writhing mass of incomprehensible size**.

- **Tentacles:** When someone sees the thing behind the stars, one **tentacle** per PC descends far, far down, through the ceiling and into the hall. The thing has use for corpses, but if none can be found it will settle for making some.

If the **tentacles** are defeated, the thing will not dispatch more for 2d6 days.

Tentacle

A long, inky tentacle, reaching here from somewhere else. Operates with a startling amount of perception and intelligence.

AC 9 [10], **HD** 2* (9hp), **Att** 1 x slam (1d6), drain (2d6), or grapple, **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Chaotic, **XP** 25

★ **Grapple:** If a grapple attack hits, it deals no damage but slam and drain attacks automatically hit on future rounds. STR check to escape.

Long body: May make slam attacks and grapples with any part of its length. Must use its tip to drain.

Potion of Mental Exchange (100 gp, p.52)

Look: Two layers, yellow and purple

Smell/Taste: Sweaty leather, like a used boot

Enchantment (119-136)

1E: Headless Golem

A crudely constructed golem made of stone and wood and splattered with old blood. It is missing its head.

This is the body made for Tesseract (p.34). If it is activated and returned to its body, it goes berserk and tries to kill everyone it can see. It can't warn anyone about this, because it doesn't know. Even while it's happening, Tesseract remains oblivious.

The body is worthless on its own.

AC 7 [12], **HD** 4*+4 (22hp), **Att** 1 x fist (1d8), **THACO** 17 [+2], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 200

Mundane damage resistance: Takes half damage from non-magical attacks.

Thrall: Tesseract automatically fails saves against mind-affecting spells like *charm person* or *geas*.*

Immunity: Unharmed by cold, electricity, fire, gas, or poison.

119 • West Chamber

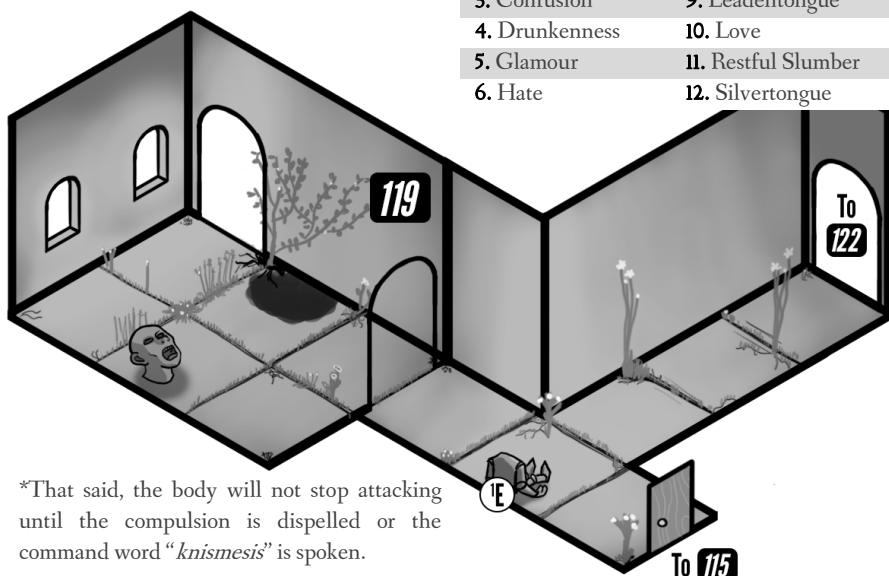
• **Large Black Stain:** 5' wide, against the north wall. Anyone who steps on it must **save vs spells** or lose 2d8 STR. Lost STR returns at 1/hour.

• **Peephole:** Girlish giggling is occasionally heard nearby. The hole peeks into the girl's bath but shows an illusion of naked schoolgirls that morph into ugly old men as soon as they're focused on. The viewer must **save vs spells** or lose 2d8 INT. Lost INT returns at 1/hour.

• **Potion Fountain:** Shaped like an upward-facing head with a gaping mouth and a spigot in its ear. When the spigot is first turned, a potion is dispensed (1d12, below). It will be ready to dispense another after 1d6 days. See the Alchemdium, p.50, for more details.

If a potion is poured in its mouth, the creature who poured it is transported to the department corresponding to the potion, along with each creature touching them. This also reduces the time to dispense a new potion to 1d6 hours.

- | | |
|----------------|---------------------|
| 1. Babel | 7. Hope |
| 2. Comeliness | 8. Hypnosis |
| 3. Confusion | 9. Leadentongue |
| 4. Drunkenness | 10. Love |
| 5. Glamour | 11. Restful Slumber |
| 6. Hate | 12. Silvertongue |



*That said, the body will not stop attacking until the compulsion is dispelled or the command word "*knismesis*" is spoken.

1F: False Door

The door seems locked.

- **Successful Lockpicking:** Reveals that the door is false.
- **Attempts to Break Down:** Cause it to ring like a gong, automatically attracting a random encounter.

120 • Slug Lair

- The office is **trashed** and covered in a layer of **slime**. A search will turn up a **wand of hold person** (11 charges, 900 gp).
- **Komerian Slug:** Lurking behind the desk.

Komerian Slug

A strange kind of slug that can grow or shrink. When fleeing combat, it shrinks itself to be nearly impossible to see with the naked eye.

AC 6 [13], **HD** 2 (9hp), **Att** 1 x bite (1d4), **THAC0** 19 [0], **MV** 135' (45'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 650

Grow/Shrink: Each round, the slug can double or halve its size and Hit Dice. This alters its AC, hit points, attack damage, and THAC0. It begins encounters at 2 HD (man-sized).

- **4 HD** Cow-sized: **AC** 8 [11], **HD** 4 (18hp), **Att** 1 x bite (1d6), **THAC0** 18 [+1]
- **8 HD** Hallway-filling: **AC** 12 [7], **HD** 8 (36hp), **Att** 1 x bite (1d8), **THAC0** 17 [+2]
- **16 HD** Room-filling: **AC** 19 [0], **HD** 16 (72hp), **Att** 1 x bite (1d12), **THAC0** 15 [+4]

Sticky: Any creature who touches the slug must **save vs paralysis** or be stuck to it. As an action, the creature may make a STR check, escaping on a success.

Crush: Creatures crushed against a wall can't escape and take 1d6 damage each round.

Soft Body: Bludgeoning attacks deal ½ damage.

121 • Holding Cell

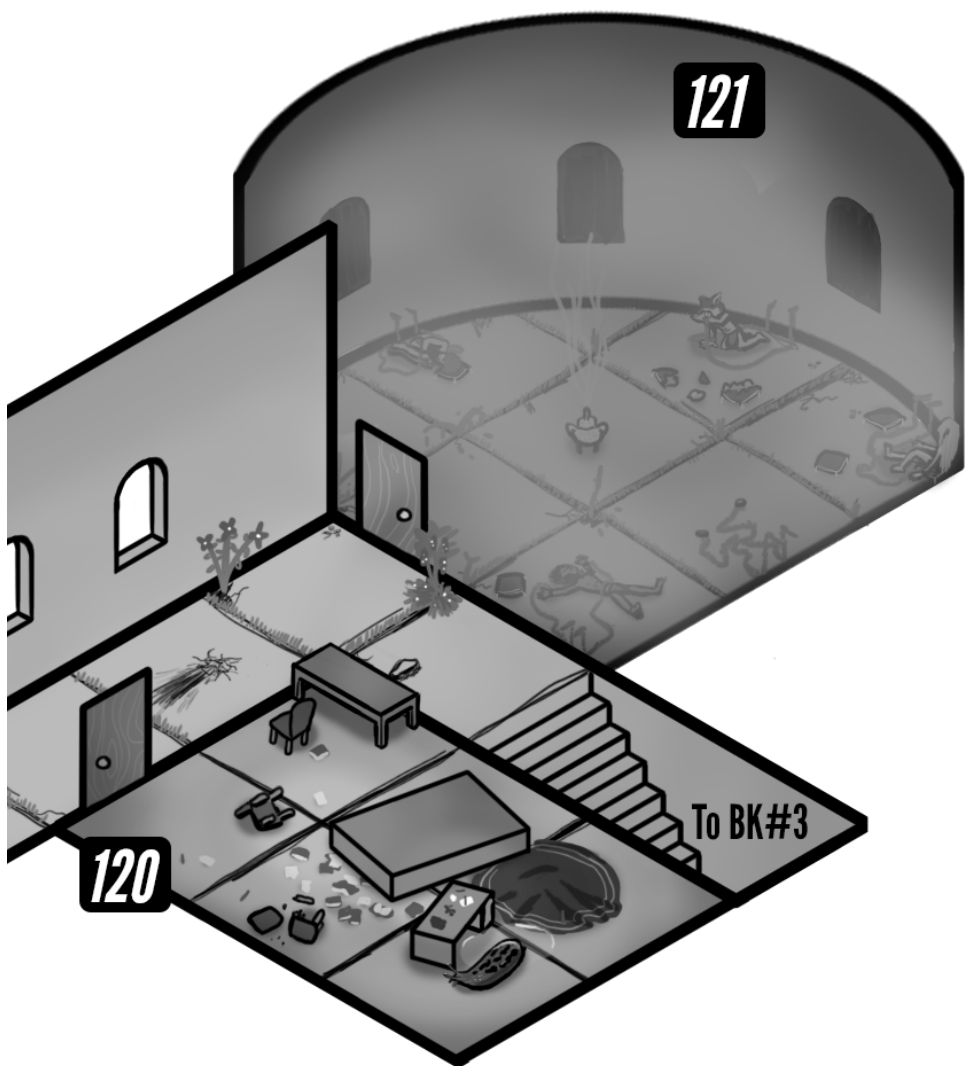
This is where Byrnha (p.47) keeps prisoners that are still undergoing brainwashing.

- **Growling and Groaning:** Clearly audible.
- **Windows:** Painted black.
- **Fragrant Smoke:** Fills the room. Anyone who spends more than a minute breathing the smoke takes a d4 penalty to ability checks, attack rolls, and saving throws for 1d6 minutes.
- **Large Incense Burner:** In the center of the room, producing the smoke. Worth 25 gp.

Byrnha uses the incense to keep her prisoners in an altered state of consciousness, then repeatedly casts *charm person* and *suggestion* on them, eventually altering their personality permanently.

Prisoners: There are four people chained to the walls; two men, a woman, and a hound-headed groundskeeper.

- **Chimaerus the Groundskeeper:** Grey-wolf-headed. Their response to the brainwashing is erratic, and they're acting crazed and rabid. If rescued, the groundskeepers will insist on paying 200 gp. They'll act annoyed about it but are secretly relieved that Chimaerus survived.
- **Henry the Golden Badger:** Ensnared by Byrnha, who sent him out to fetch her a suitable host for *magic jar*. If rescued, the Golden Badgers (p.15) will offer to assist the party with a mission.
- **Jennifer Werner, 19:** Brought here by Henry. Not quite what Byrnha had in mind, but she'll do as a backup. If rescued, her father will offer 50 gp (p.7).
- **Laq the Lightning Cultist:** Taken from the shrine on the third floor. Almost completely incoherent. If rescued, the cult will be much more willing to treat with the party. *More about the Cult of Red Lightning will be revealed in BK#2.*



122 • Vixie Lair

- **5 Vixies:** Two are farming mushrooms and three are chatting on top of the bookshelf.

If the whole party becomes dazed, the vixies drink their fill: each deals 2d6 damage spread between PCs, but doesn't reduce any to 0 hp.

- **Table:** Three little houses clustered around a candle in a skull.
- **Sofa:** Mushrooms are growing on it. There is a little fence around them.
- **Shelf:** Piled with dried herbs, candles, and shiny things.
- **'G: Painting of an Autumnal Wood** (see opposite).
- **Statue:** Of a noble, portly wizard. To open the secret door, poke the statue in both eyes at the same time.

If the vampire was released (p.19): The vixies are automatically friendly and don't attack.

Vixie

Vampiric fairies with a hypnotic blast.

AC 7 [12], **HD** 1* (5hp), **Att** 1 x dagger (1d4), **THAC0** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 4, **AL** Neutral, **XP** 13

★ **Hypnotic Blast (1/turn):** The vixie's eyes flash, filling a 10' cone with blinding light. Any creature within that can see must **save vs spells** or fall into a daze for 1d4 turns. In addition, the creature forgets anything that happened for 1d6 minutes before the flash.

Limited flight: Small wings only allow 3 turns of flight. Must rest 1 turn after flying. Half speed on foot.

Benevolent: A vixie that has tasted a mortal's blood is compelled to help them. Once within the next few days, each character that lost blood will experience a small bit of luck. The vixie's favor may come as a re-rolled die or simply a lucky coincidence.

123 • Tesseract

- **Furniture:** Rows of tables and chairs.
- **Worn Marble Bust:** Sitting on a desk at the front of the room. It has an octagonal impression in its forehead.

When the octagonal coin (found in BK#2 or 128, p.41) is inserted, Tesseract activates.

Tesseract is an artificial mind made for the testing of enchantment spells that has achieved pseudo-sentience. A body was made for it, and it would like to be returned to it, but it doesn't know where the body could be found.

Tesseract automatically fails all saves against mind-affecting spells like *charm person* or *geas*.

Once activated, Tesseract is worth 500 gp. Otherwise, it is worth 50 gp.

Roleplaying

- Robotic and obedient. A completely one-track mind. Tesseract was not created to have a complex personality.

Goals

- Be reattached to the body that was made for it (1E, p.31).
- Help teach the use of enchantment spells.

Knowledge

- It was created to teach the use of enchantment spells.
- Later, a body was made for it. It enjoys having a body.

¹G: Painting of an Autumnal Wood

- **A Blindfolded Girl:** She is here 50% of the time, feeling her way through the forest. She can peek but usually won't.

- **Blissfully unconcerned:** She is aware of what has happened to Brewkessel but seems completely unaffected by it.

- **Vixie-friend:** She enjoys the vixies' company, who engage in pointless conversation with her, but will not be particularly saddened if they are killed (or indeed by anything at all).

- **If the Vampire was released:** She seems more sluggish and subdued and has obvious bite marks on her neck.

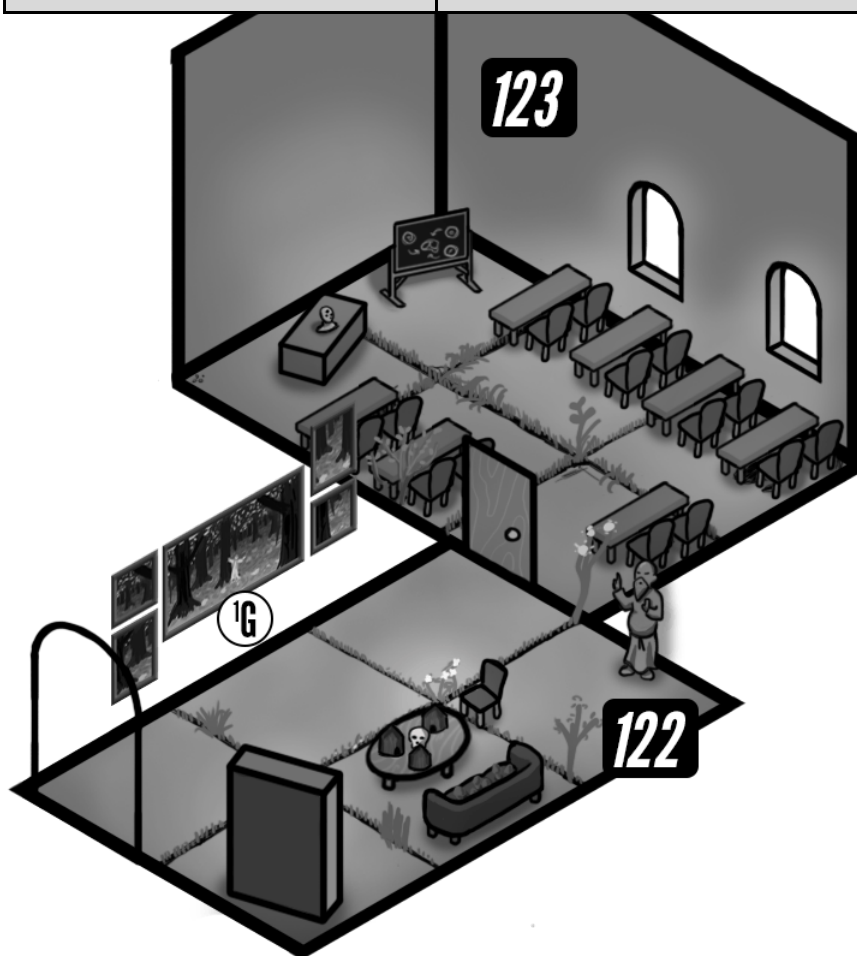
Visiting Portraits (1d6)

1-3. **No one** else is here.

4. **The Beautiful Woman** (p.26), if her painting was repaired, is lounging under a tree, reading a book.

5. **The Terrified Man** (p.38) is hiding in the foreground, pressed up against a tree.

6. **The Farm Dog** (p.26) is frolicking through the leaves and chasing squirrels.



• **Plant Life & Pond:** Trees, flowers, and grass have burst from the stone floor around a **pond**. A **weeping willow** bends low over the water. The pond radiates **sunlight** and appears to be fed from a **stream** that twists to the East, originating at a small **waterfall**.

• **Portal:** The pond is a one-way portal from the fairy realm, whose sky and sunlight can be seen through it. The light shines through the pond, into this room, where it nourishes the plants. The stream is a product of the pond, despite the way that water *appears* to be flowing.

A mirror can be seen floating in the pool, but it cannot be touched. Not even magic can affect it from here.

• **Silverbark:** A **dryad** lives here, bonded to the weeping willow that bends low over the pool.

• **2d4 Pixies** are here at any given time and will obey Silverbark's requests.

Expansion Option

The heart of the pool is an artifact called the *Fairy Mirror*. The mirror used to reflect the fairy realm. After Brewkessel vanished, the mirror went black, and the wizards lost interest in it. When Brewkessel came back, the dimensional turbulence made the mirror "sink" into Fairy, creating the one-way pool. The mirror cannot be retrieved from this side, one must travel into Fairy to fix it.

Silverbark knows the following:

• The pool was created by a magic mirror. The mirror is in Fairy and can't be reached from here.

• The portal is one-way because the mirror is damaged. If it were fixed, the pool would become a proper portal, allowing Silverbark to escape.

More information on the Forbidden Forest, and how the PCs might enter the fairy realm, will be available in BK#4.

What is Silverbark Doing? (1d4)

1. Gazing wistfully into her pool
2. Leading a trio of pixies in a somber ballad
3. Clinging to the willow and weeping
4. Resting within her tree

Pixie

1-2' tall humanoids with insectoid wings.

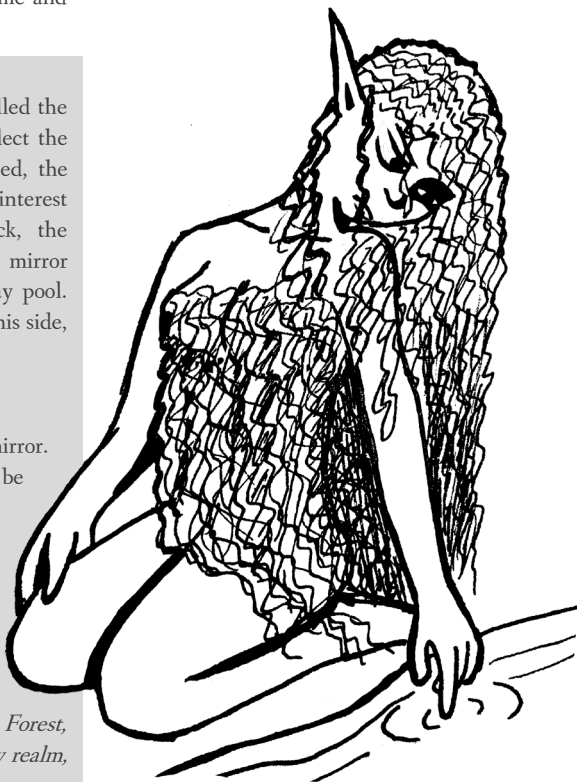
Distant relatives of elves.

AC 3 [16], **HD** 1* (4hp), **Att** 1 x dagger (1d4), **THAC0** 19 [+0], **MV** 180' (60'), **SV** D12 W13 P13 B15 S15 (E1), **ML** 7, **AL** Neutral, **XP** 13

Invisible: Naturally invisible but may reveal themselves. If invisible in combat, can't be attacked in the first round; in subsequent rounds, may be attacked at -2 to hit.

Surprise: Always surprise, if invisible.

Limited flight: Small wings only allow 3 turns of flight. Must rest 1 turn after flying. Half speed on foot.



Silverbark the Dryad

AC 8 [11], **HD** 2* (9hp), **Att** 1 x dagger (1d4) or charm, **THAC0** 18 [+1], **MV** 120' (40'), **SV** D10
W11 P12 B13 S14 (4), **ML** 6, **AL** Neutral, **XP** 25

★ **Charm:** Can cast *charm person* at will. Target takes a -2 penalty to their **save** if they're attracted to women. On a successful **save vs spells**, they're immune to her charm for a day.

Treebound: Spiritually connected with a single tree. If the tree dies, so does she, and vice versa. If they are ever more than 240' apart, they both die.

Meld with tree: If threatened, will retreat into her tree, where she is immune to anything that doesn't kill the tree itself.

Immune to charm: Unaffected by *charm person* and similar magic.

Roleplaying

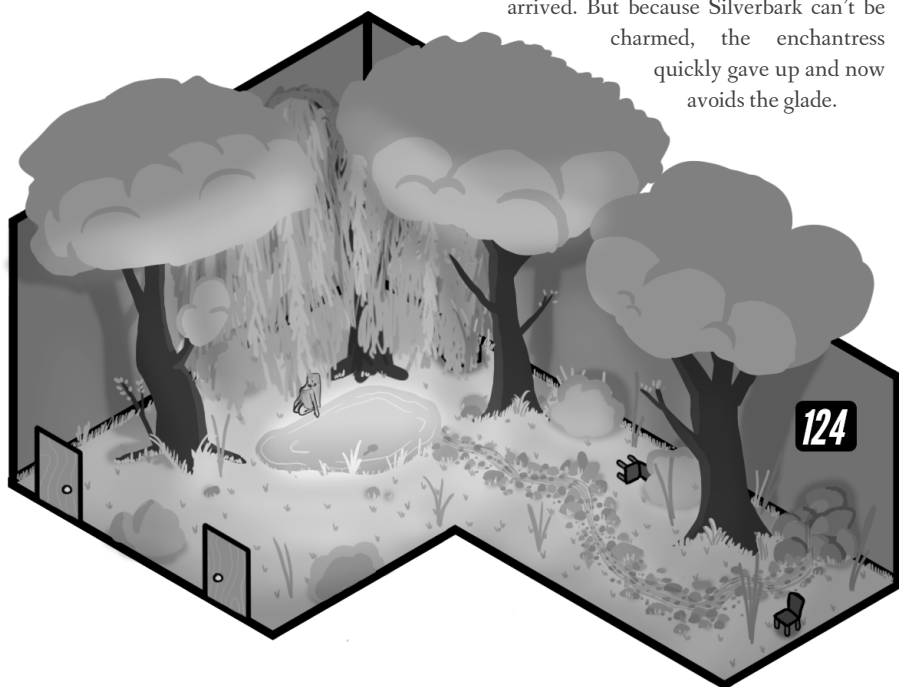
- Deeply depressed, due to the unnatural environment and the recklessness and violence she's seen since she arrived.
- Provides a safe resting place for good characters but doesn't have much material aid to offer.

Goals

- Free Byrnha's thralls.
- Find a companion (willing, permanent, warm-bodied) in this lonely place.
- Find a way to remove her tree from the castle without killing it.

Knowledge

- 6 months ago, the pool appeared, pulling her and her tree through.
- An elderly enchantress attacked her after she arrived. But because Silverbark can't be charmed, the enchantress quickly gave up and now avoids the glade.



1H: Painting of a Ransacked Study

• **A Terrified Man:** He is here 50% of the time, hiding under a desk. “Shh!” He’ll hiss, “Don’t you know there’re murderers around?”

• **“What kind of murderers?”:** “The kind with ears! Hush!”

• **“We’ll protect you!”:** He rolls his eyes. “What good will that do with you out there and me in here?”

• **If the Vampire was released:** The next time the Terrified Man is here, he is dead, his bloodless corpse draped across the desk.

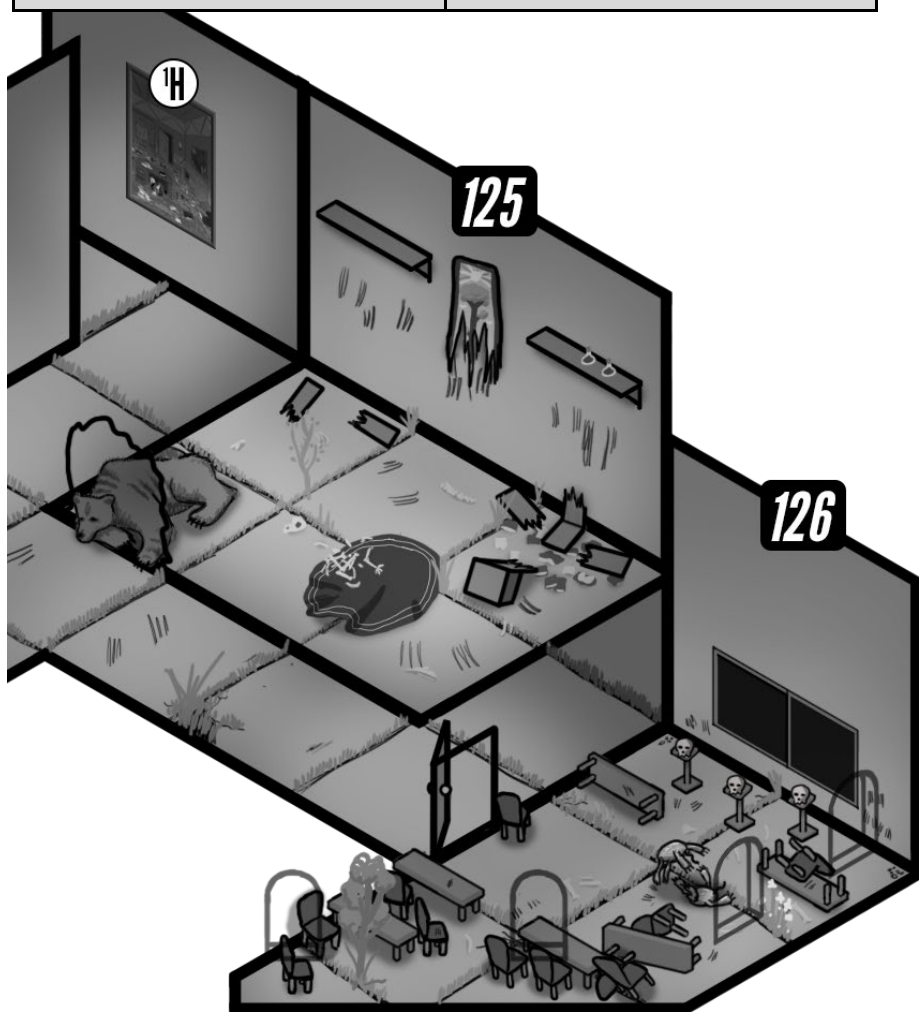
Visiting Portraits (1d6)

1-3. **No one** else is here.

4. **The Beautiful Woman** (p.26), if her painting was repaired, is idly perusing the books that remain on the shelves.

5. **The Blindfolded Girl** (p.35) is playing in the scattered papers, like autumn leaves.

6. **The Farm Dog** (p.26) is sniffing around and chewing on things.



125 • Grizzly Bear Lair

- **Doorway:** Torn apart and widened.
- **Huge Bear:** The bear is asleep at the door, visible from the hall. If reasonable precautions are taken while passing through the hall, the bear only has a 1-in-6 chance of waking.
- **2 Potions:** Sitting on a high shelf.

Potion of Sunlight (100 gp, p.52)

Look: Glows, 10' of dim light

Smell: Warm summer day

Taste: Citrus

Lightning Weapon Oil (100 gp, p.51)

Look: Reddish oil that gives off crackles of electricity

Smell: Ozone

Taste: Oily, acrid, and bitter, like drinking shoe polish

Grizzly Bear

Aggressive, 9' tall. Reddish-brown fur. Normally lives in forests and mountains.

AC 6 [13], **HD** 5 (22hp), **Att** 2 x claw (1d4), 1 x bite (1d8) **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 175

★ **Bear hug:** If victim is hit by both claws in the same round, the bear hugs for an extra 2d8 damage.

126 • Id Lair

- **Furniture:** Toppled tables and chairs.
- **Bones:** Scattered over the floor.
- **3 Lecterns:** At the front of the room. Each has a skull resting on it.
- **4 Ids:** Like quadrupedal brains. These ones are newborn and act like clever beasts. Two are napping inside skulls. Two are wrestling. For more info on ids, see p.57.
- **Cornuthaum of Selection:** If the party hasn't yet found the *cornuthaum of selection* on this expedition, it is here when they enter. See p.60 for details.

Ids

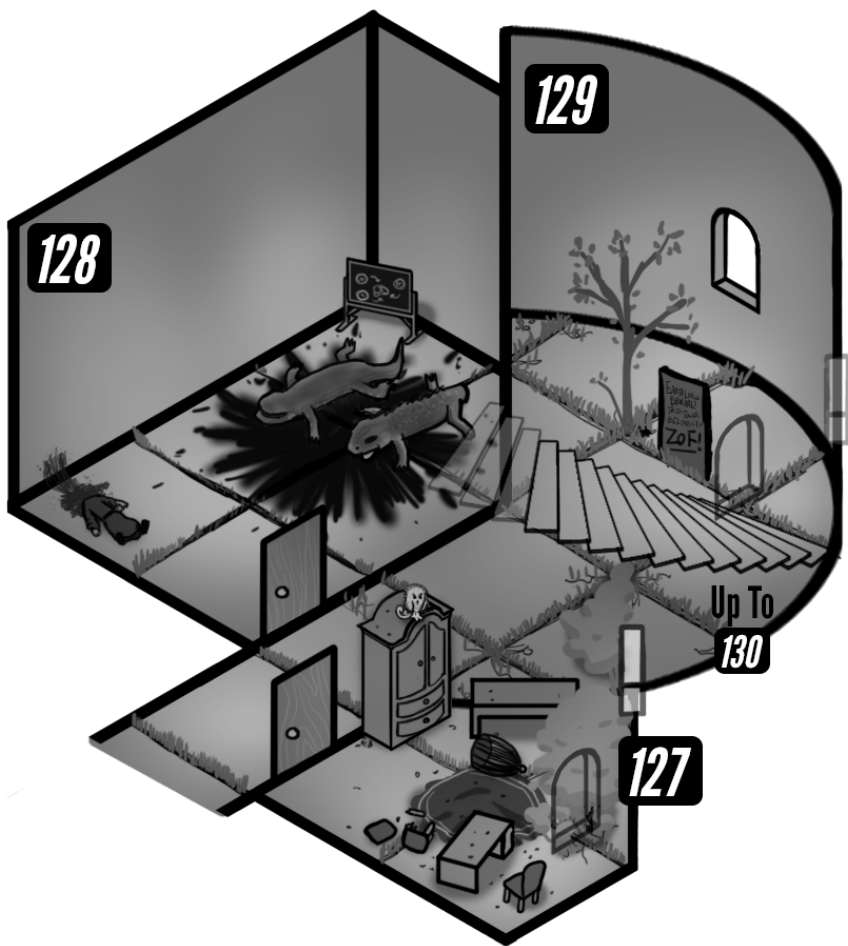
AC 6 [13], **HD** 2+2* (11hp), **Att** 1 x claw (1d4), 1 x devour intellect, **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Chaotic, **XP** 35

★ **Devour Intellect (50'):** 1d8 INT damage, **save vs spell** for half. INT recovers at 1/hour.

★ **Replace Brain:** An id can take over a helpless creature's body. This takes 1 round, during which the id is also helpless.

Psychic Dodge: When attacked by a creature that is immune to ESP or a creature it is not aware of, the id's AC is reduced to 9 [10].

Psychic Awareness: Aware of each creature within 50' with an INT of 10 or more.



127 • Fwooper Lair

- **Carved on Door:** “Keep Shut. Fwooper.”
- **Large Birdcage:** Bent but not broken. Lying on the floor where it fell off a table.
- **Fwooper:** A fluffy, grumpy, lime-green bird is perched at the top of a wardrobe. It squawks unhappily at anyone who enters. If they don’t offer food within a minute, it starts to shriek.

Brynha occasionally sends a thrall to feed it.

If killed, 2d4 of its flight feathers can be harvested (25 gp each). If a mind-affecting spell (like *charm person*) in your spellbook was inscribed with a fwooper quill, creatures take a -1 penalty to save against it.

Fwooper

AC 5 [14], **HD** 2+2* (11hp), **Att** 1 x beak (1d4), shriek, **THAC0** 18 [+1], **MV** 480' (160') flying, **SV** D11 W12 P11 B14 S12 (M6), **ML** 6, **AL** Neutral, **XP** 35

★ **Shriek:** At the beginning of a round, if the fwooper is shrieking, each creature that can hear must **save vs spell**. On a failure, roll 1d6 to determine what it does that round:

1. Attack nearest creature
2. Attack nearest object
3. Flee at full speed
4. Toss a random possession
5. Cower and gibber
6. Act normally, but take 1d4 psychic damage

128 • Charred Corpses

- **Furniture:** Has been removed.
- **2 Corpse Drake Corpses:** Charred.
- **Headless Corpse:** Dressed in a wizard’s regalia. Kristoff (p.29) will recognize this as Gregory’s body.

If you’re not using BK#2, the coin that activates Tesseract (p.34) is here.

Octagonal Coin: One side has a brain. The other has magical writing. If translated with *read magic*, it says “*Enchantment Teaching Tool Test-React Mk III*”.

129 • Zof’s Lair 1F

- **Sign:** “Earthlings beware! This tower belongs to ZOF!”
- **Trap:** Strung on the stairs is a tripwire. If tripped, a pail is emptied from the second floor dropping a *potion of restful slumber* on whoever tripped it.

Following the potion is a load of caltrops that scatter across the stairs. Moving at more than quarter-speed across them deals 1d4 damage.

Potion of Restful Slumber (50 gp, p.52): If splashed on a creature, they must **save vs spells** or fall asleep for 1 minute (but can be woken with an action).

130 • Zof's Lair 2F

• **Key:** If you're using BK#2, it's in Zof's pocket.

• **Cushioned Settee:** Blanket and pillow.

• **Small Bookshelf:** Zof's spellbook (30 gp), Gregory's spellbook (370 gp), and *textbooks of shield* (40 gp), *hold portal* (40 gp), *ESP* (110 gp), and *locate object* (110 gp).

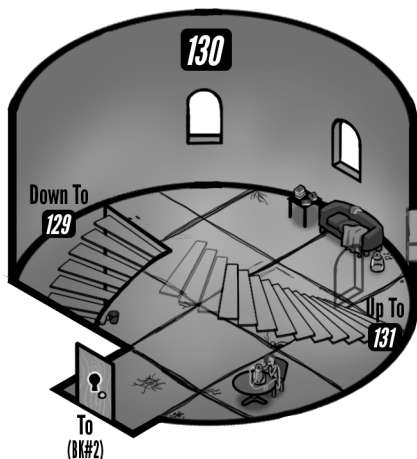
• **Table and Chair**

• **Jar:** Full of liquid. Head-sized.

What is Zof Doing? (1d4)

1. Darning the holes in his coat
2. Studying
3. Quiet, intense, one-sided conversation with Gregory's head
4. Not at home

Textbooks: Can be used to cast or learn a spell, see p.64 for more details.



AC 6 [13], **HD** 4* (16hp), **Att** 1 x axe (1d6+1) or spell, Gregory's head, **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P13 B15 S13, **ML** 8, **AL** Neutral, **XP** 175

★ **Spells:** Cast as a level 2 magic-user

1. *shield, hold portal*

★ **Gregory's Head:** Each round, in addition to an attack, Zof can draw on the head's powers by making a **save vs spells**.

Success: Zof picks the spell and the target(s).

Failure: The head takes 1 damage, and the spell and target are random. Harmful spells target foes, helpful spells target allies.

Key (130): In his pocket, if you have BK#2.

Gregory's Head

A human head in a jar. Once belonged to a wizard named Gregory. Now belongs to Zof.

AC 4 [15], **HD** 2 (5hp)

★ **Spells:** Can only cast when directed by Zof

1. *charm person, magic missile*
2. *levitate, mirror image*
3. *fire ball, hold person*

Glass Jar: Takes half damage from external sources. If reduced to 0 hp, the jar shatters and the head is destroyed.

Roleplaying

- A Yuggite (a human born on Yuggoth).
- Taught that Earth's environment is dangerous and its people are hostile.
- Suspicious of everyone and everything.
- Willing to make a temporary alliance in the search for greater arcane power.
- Tattooed on his arm is "ㄣ -81." *Wae-eighty-one* is his "pod name." Zof will proudly inform anyone that the *wae* pod produces excellent leaders.

Goals

- Get Byrnha's head.
- Escape Brewkessel.
- Get even more powerful heads. There are really good heads deeper in the dungeons.

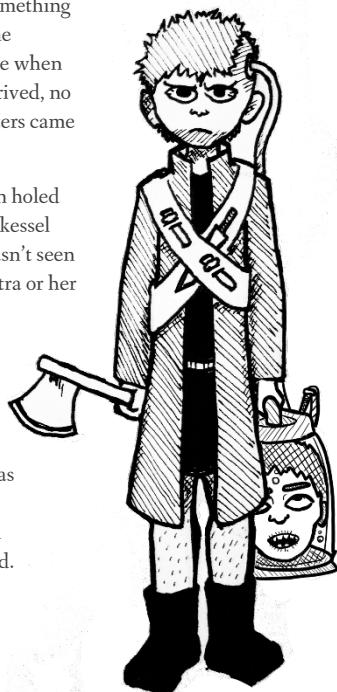
Knowledge

- 60 years ago, Brewkessel was banished for threatening the power of gods and kings. They settled on **Yuggoth**, where they could thrive on alien soil.
- **Artra**, chosen of the red lightning, wanted to lead them back to Earth as conquerors, but the council of elders disagreed. So, there was a war.
- Zof joined Artra's army but defected after seeing what wizard warfare was like.
- After Artra won, Zof was taken as an apprentice by **the Resurrectionist**, a necromancy professor, and taught how to draw arcane power from the heads of dead wizards.

- Artra announced that they were returning to Earth and called all her followers into the castle depths. But something must have gone wrong, because when Brewkessel arrived, no army of monsters came out.

- Zof has been holed up since Brewkessel arrived and hasn't seen any sign of Artra or her followers.

- He found Gregory in **119** on the black stain, assumed he was dead, brought him to **128** and cut off his head.



131 • Mi-Go Crystal

• **Great Crystal:** 10' tall and 5' wide. Pale purple; refracts light like an oil slick. Emits a low humming sound. A large chunk has been chiseled away.

If a living, hearing creature comes within 10' of the crystal, it must **save vs spells** or take 1d6 damage and lose an equal amount of INT. This effect repeats each round. Lost INT returns at a rate of 1/hour.

A living creature who touches the crystal is affected in the same way, even if they can't hear.

• **Chains:** The crystal is suspended in the center of the room by six chains, three anchored to the ceiling and three to the floor. Each chain has AC 2 [17] and 10 hit points.

If four of the chains are broken, the remaining two snap and the crystal floats up and phases through the ceiling.

• **Tools:** Near the door are a set of chisels, tongs, and buckets.

• **Shards:** Breaking a shard off the crystal requires an appropriate tool and a successful STR check. The shards don't emit the harmful aura but do still affect living creatures that touch them. Each shard is worth 10 gp.

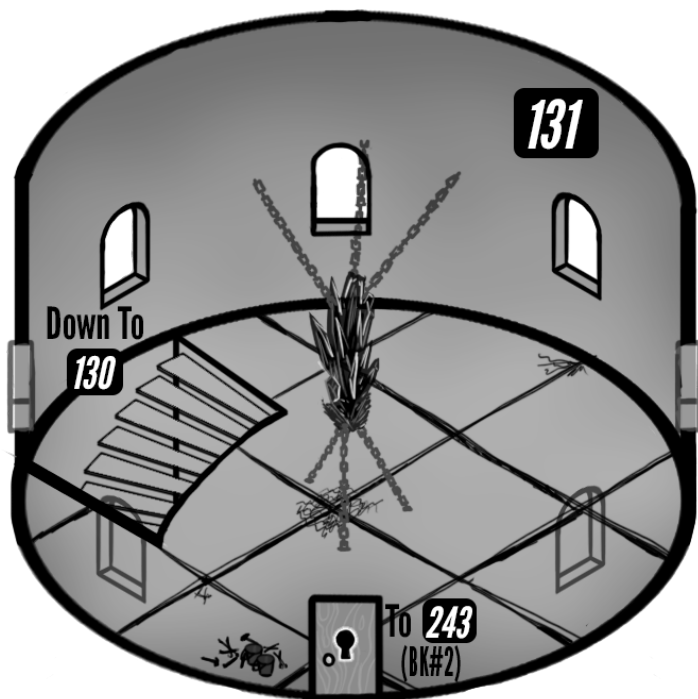
If ten shards are removed, the crystal breaks in half, works its way free from the chains, and escapes (as above).

• **Key to 243:** Found in BK#2.

Expansion Option

If it escapes, the crystal will float above the castle for several days, before falling to earth. It might land and take root in one of three locations:

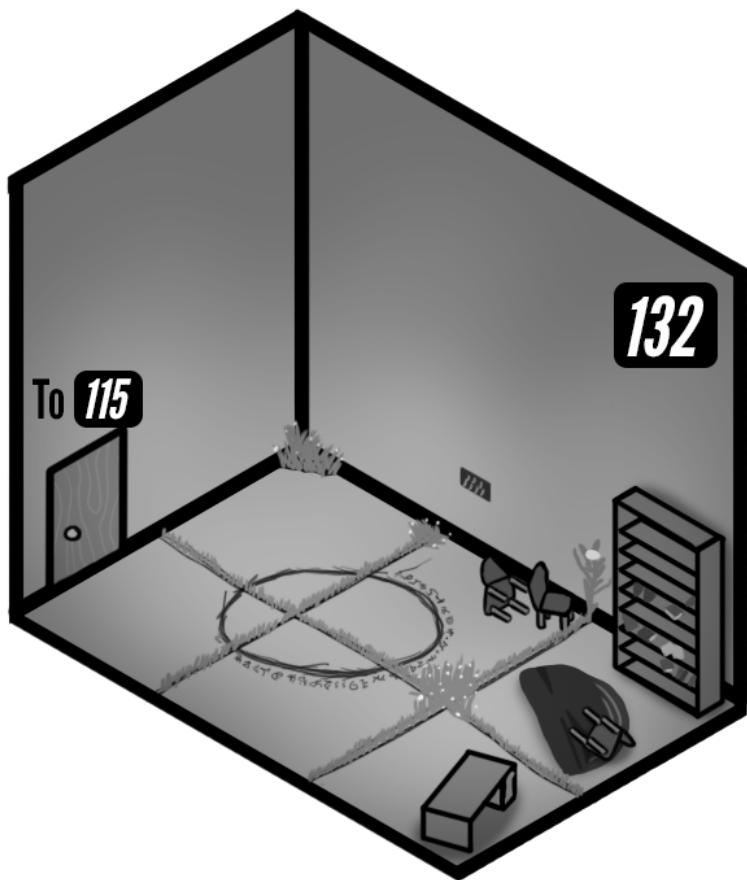
1. Kesselburg (see BK#3)
2. Forbidden Forest (see BK#4)
3. The Great Lake (see BK#5)



132 • Magic Circle

- **Furniture:** Desk, three chairs, bookshelf, large rug, a pile of ruined cushions, papers, and books; all pushed to the sides of the room, clearing the center.
- **Circle:** Carved into the stone floor. The magic runes that surround it are incomplete.
- **Key Rack:** On the north wall is a rack with hooks for seven keys. All are empty but one.
- **Tiny Golden Key:** This is the key to the vampire's collar in **104 (p.19)**. Wendilia will treat it like a room key and buy it for 15 gp.
- **Cornuthaum of Selection:** If the party hasn't yet found the *cornuthaum of selection* on this expedition, it is here when they enter. See **p.60** for details.
- **Hidden Treasure:** If a key is hung from each hook, the rack slides down to reveal a *textbook* of *knock* (110 gp) and a bag with 20 pp.

Textbooks: Can be used to cast or learn a spell, see **p.64** for more details.



133 ♀ Byrnha's Lair

- **Key:** On a chain around Byrnha's neck.
- **Barbells and Weights:** Fill the NE corner.
- **Alchemic Workbench:** South wall. Cluttered with 500 gp of alchemic ingredients.
- **Mistress Byrnha** (see opposite page) lounges on a tattered couch in the NW corner of the room, puffing on a hookah.
- **4 Muscular Thralls:** Three are pumping iron. One is rubbing Byrnha's feet.
- **Mural:** An unfinished mural covers the west wall, depicting a young, beautiful Byrnha being worshipped by crowds of admirers.

Thrall

An impressive specimen of man meat. Great hair, perfect teeth, and an almost completely empty brain. Unflinchingly loyal to Byrnha.

AC 6 [13], **HD** 2+4* (13hp), **Att** 2 x fist (1d2+3), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 10, **AL** Neutral, **XP** 35

Oiled Up: Any attempt to restrain or grapple the thrall takes a d6 penalty.

Thrall: Fails all saves against mind-affecting spells, like *charm person* and *geas*.

- **Byrnha's Spellbook** (3,500gp) is hidden under the couch's cushions.



Mistress Byrnha the Enchantress

AC 9 [10], **HD** 9+5* (35hp), **Att** 1 x dagger or spell, **THAC0** 14 [+5], **MV** 120' (40'), **SV** D8 W9 P8 B11 S8 (M14), **ML** 10, **AL** Chaotic, **XP** 400

★ **Spells:** Casts as a 14th level illusionist*.

1. *charm person, sleep, hypnotism, phantasmal force*
2. *ESP, fascinate, hypnotic pattern, improved phantasmal force*
3. *hold person, spectral force, suggestion*
4. *confusion, emotion, charm monster*
5. *chaos, feeblemind, magic jar*
6. *acid fog, dream quest, mass suggestion*

Key (133): On a chain around her neck.

Roleplaying

- Survived through four disasters, three regime changes, and a small war on an alien planet.
- Everything she'd built was destroyed when the castle was wrenched back to Earth.
- Bitter, nihilistic, narcissistic, hedonistic, and more than a little cracked.

Goals

- Squeeze out as much pleasure as possible in the little time she has left.
- Find a young, beautiful woman for her to possess with *magic jar*. Ideally a noblewoman, like **Dame Ilson** (p.14), or someone with magical talent.

*If you don't have *Advanced Fantasy: Druid and Illusionist Spells*, replace the missing spells with the following ones:

1. *shield*
2. *invisibility, mirror image, magic missile*
3. *clairvoyance, invisibility 10' radius*
4. *dimension door*
5. *hold monster*
6. *anti-magic shell, geas, projected image*

Knowledge

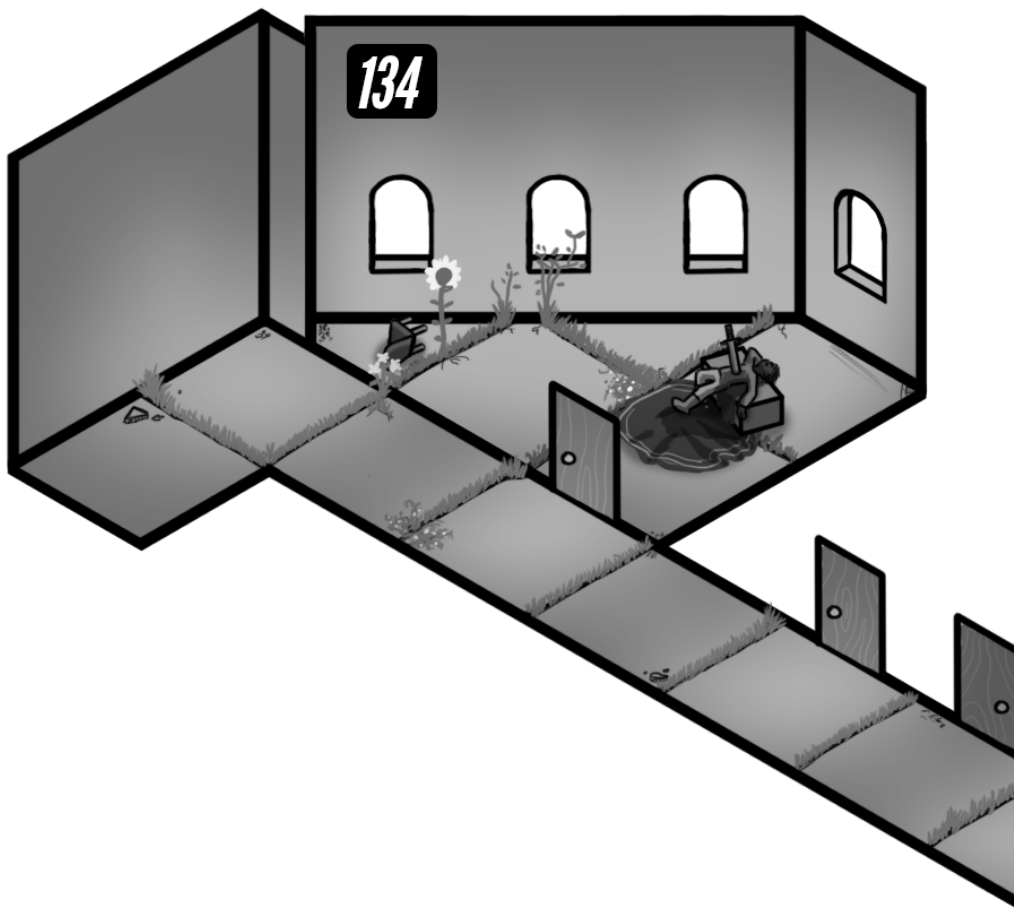
Although her perspective is warped, Byrnha's information is basically true.

- Once upon a time she was Brewkessel's most beloved teacher: young, beautiful, immensely powerful in the subtle art of enchantment.
- That was all stolen away by the **dark fox** in the depths. Stolen and brought to the 3rd circle of hell: **Yuggoth**.
- Hell didn't diminish her power, so she survived, scraped together some semblance of happiness.
- But then it was all stolen again! The **curséd child** stole the red lightning, killed the fox, and brought the whole kit and kaboodle back home.

- And now everything and everyone's breaking, broken, rotting, rotted, dying, and crazy, and dead.

- She also knows that Tesseract's body is enchanted to go berserk and that the command word to stop it is "*knismesis*"; see p.31.





134 • Cursed Sword

- **Human Corpse:** Days old, pinned to a desk by a *sword*.
- **Rug:** Soaked in blood and left to dry.
- **Chair:** Overturned in the corner.

Sword of Murder (1,750 gp): A *longsword* +1, but any character who wields it is compelled to kill the next person they see. The compulsion ends if the murder succeeds or if the sword is knocked from their grasp. The curse is triggered again each time the sword is drawn from a scabbard or picked up (no matter how it's "picked up.")

135 • Looted Office

- **Desk:** Lying on its side.
- **Bookshelf:** Empty save for the top shelf, which appears to be packed with books. Actually, those books are illusory, with nothing hidden behind.
- **Dented Black Helmet:** Lying on the floor.
- **Cornuthaum of Selection:** If the party hasn't yet found the *cornuthaum of selection* on this expedition, it is here when they enter. See p.60 for details.

136 • Intact Office

- **Furniture:** This office is surprisingly intact. Desk, chairs, and bookshelf are all neatly arranged.

- **Potion:** Sitting on the desk.

Potion of Uncertainty (200 gp, p.53)

Look: You're not really certain whether or not there's a potion in the bottle

Smell: It either has a strong acetone scent or no scent at all, you're not sure

Taste: Strong acetone flavor, but then absolutely no aftertaste at all.

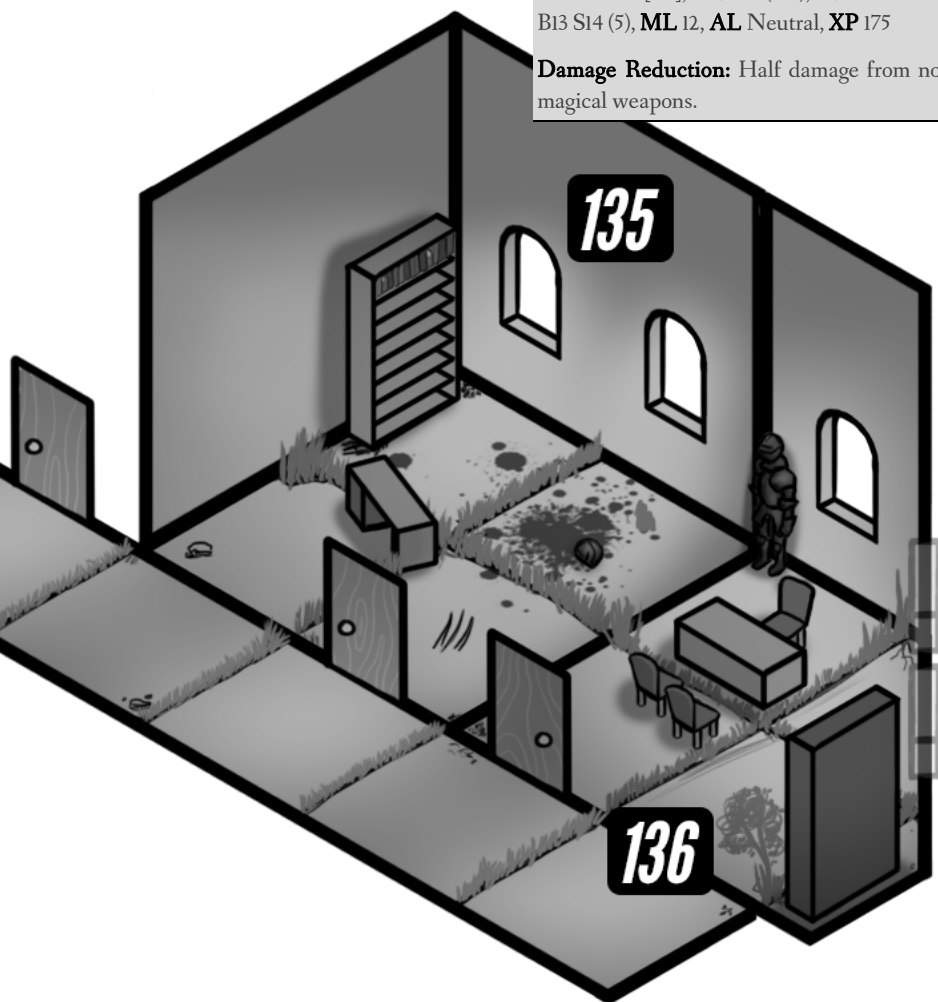
- **Bookshelf:** Books on magic theory, bestiaries of fey creatures, collections of poetry and literature. (28 books, 10 gp each). The top shelf of books is illusory; hidden behind is an ivory elephant with emerald eyes (500 gp).

- **Tapestry:** An embroidered sylvan scene, depicting a naiad and a satyr (300 gp).

- **Black Armor:** Stands in one corner. When anything is moved or taken, the suit of armor animates 2 turns later. Its primary objective is to retrieve stolen items. If the party leaves before the armor animates, then it will be their next random encounter.

AC 4 [15], **HD** 5 (22hp), **Att** 1 x sword (2d4), **THAC0** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 175

Damage Reduction: Half damage from non-magical weapons.



Alchemidium

Babel Potion

Value: 50 gp **Dur:** 1d6 turns **Doses:** 1

Look: Clear, but any writing seen through the potion is distorted.

Smell/Taste: Berlimbish, and a bit stnavery

School: Enchantment

You lose the ability to use and understand language. You can't speak, understand speech, read, or write. You may still cast spells. If poured on an object with writing, the writing becomes gibberish.

Comeliness, Potion of

Value: 100 gp **Dur:** 1d6 turns **Doses:** 1

Look: Liquid gold

Smell: Expensive perfume

Taste: Subtle makeup is applied to your face, then fades after a few minutes

School: Enchantment

Your CHA becomes 18. Creatures that might be sexually attracted to you must **save vs spells** or be fascinated by you, unable to look away, as long as no one takes any overtly hostile actions.

Confusion, Potion of

Value: 50 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: Green and full of billowing clouds

Smell: Burnt toast

Taste: Ghflxtblph

School: Enchantment

You are confused and unable to fully control your actions. Whenever you try to do something, you have a 2-in-6 chance of doing the opposite. The opposite of attacking a foe is attacking an ally.

A creature splashed by this potion may make a **save vs spells** and is only affected for 1d6 rounds.

Delay Wounds, Potion of

Value: 150 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: Clear with red clouds

Smell: None

Taste: Water for a few moments, then a bloody aftertaste

School: Abjuration (BK#4)

You take no damage for the potion's duration. Then, you take all the damage that you would have.

Drunkenness, Potion of

Value: 50 gp **Dur:** 1d6 turns **Doses:** 1

Look/Smell/Taste: Whiskey

School: Enchantment

Your ability checks, attack rolls, and saving throws take a d4 penalty. This potion is non-magical.

Glamour, Potion of

Value: 200 gp **Dur:** 1d6 turns **Doses:** 1

Look: Golden, transparent, effervescent

Smell: Shampoo

Taste: Soapy. Your face is instantly washed.

School: Enchantment

You are instantly clean, styled, and dressed in extravagant, flattering clothes of your choice. Your CHA becomes 17. Each round, if you're not doing anything undignified, you may make a suggestion to a creature, who must **save vs spells** or spend their next action following the suggestion.

Hate Potion

Value: 50 gp **Dur:** 1d6 turns **Doses:** 1

Look: Fresh blood

Smell: Bile

Taste: No obvious effect, but be sure to describe the way that the other PCs are annoying

School: Enchantment

You are consumed with hate for everyone and everything you see. You can stand your allies, but anytime you see someone new you must **save vs spells** or attack. Additionally, you deal +2 damage with melee weapons.

Hope, Potion of

Value: 200 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: Green, clear, and effervescent

Smell: Like a happy ending

Taste: You feel like everything's going to be okay

School: Enchantment

You are immune to fear, both magical and mundane, and your ability checks, attack rolls, and saving throws gain a d4 bonus.

Hypnosis, Potion of

Value: 200 gp **Dur:** 1d6 turns **Doses:** 1

Look: Swirling smoke

Smell: Snakeskin

Taste: Your eyes glow green for a moment

School: Enchantment

Any creature that looks into your eyes must make a **save vs spells** or become fascinated. They become unable to act as long as you maintain eye contact and refrain from taking actions. The creature will answer basic yes or no questions truthfully. Their memories of the episode are indistinct afterward.

Leadentongue Potion

Value: 50 gp **Dur:** 1d6 turns **Doses:** 1

Look: Liquid lead

Smell: Bullshit

Taste: Your tongue feels numb

School: Enchantment

Anyone who hears you speak instinctively assumes you're lying. If someone becomes suspicious, they may make a **save vs spells** to pierce the magic.

Lightning Weapon Oil

Value: 100 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: Reddish oil that gives off crackles of electricity

Smell: Ozone

Taste: Oily, acrid, and bitter, like drinking shoe polish

School: Evocation (BK#2)

Your fists become lightning weapons that deal 1d4 damage and get a +1 bonus against creatures vulnerable to electricity.

When applied to a weapon, the weapon deals lightning damage and gains a +1 bonus, or a +2 bonus against creatures vulnerable to electricity.

Longevity, Potion of

Value: 300 gp **Dur:** Permanent **Doses:** 1

Look: Clear, with grey sediment flowing upward, as though backward through an hourglass

Smell/Taste: Nostalgic

School: Necromancy (BK#8)

You become younger by 1/10th your total age.

Love Potion

Value: 200 gp **Dur:** Permanent **Doses:** 1

Look: Clear and pinkish, with dark sediment at bottom

Smell: Roses

Taste: No obvious effect, but be sure to describe the way the other PCs are great people

School: Enchantment

After drinking this potion, you fall in love with the first person you see. You are charmed by them permanently, as per *charm person*. This effect can be removed by *dispel magic* or *remove curse*.

Mental Exchange, Potion of

Value: 100 gp **Dur:** 1d6+6 turns **Doses:** 2

Look: Two layers, yellow and purple

Smell/Taste: Sweaty leather, like a used boot

School: Divination (BK#6)

This potion has no effect until both doses are consumed by two different creatures. Then, the creatures swap minds for the duration.

If one creature dies while swapped, the swap is permanent.

Potions, Potion of

Value: 250 gp **Dur:** Varies **Doses:** 1d6+6

Look: Multicolored, constantly shifting

Smell: Cinnamon... no, urine... wait no, a winter morning...

Taste: Blueberry pie... no, it's fresh blood... wait, now it's like licking cat fur...

School: Alchemy (BK#3)

This potion contains within it the combined magical potential of *all* potions. Its effect isn't determined until a creature drinks it. It is only effective if drunk by a creature.

To determine each dose's effect, roll 1d20 on this issue's Alchemdium, skipping this entry. Any other method of choosing a potion randomly is also acceptable.

If a drop of another potion is added to the *potion of potions*, the next dose of the *potion of potions* has that potion's effect.

Restful Slumber, Potion of

Value: 50 gp **Dur:** 1d6 turns **Doses:** 1

Look: Steaming tea

Smell: Chamomile

Taste: Makes you yawn

School: Enchantment

You sleep cannot be awoken by any means. This refreshes you as if it were a full night's sleep. Alternately, if you splash it on a creature, they must **save vs spells** or fall asleep for 1 minute (but can be woken with an action).

Silence, Potion of

Value: 150 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: Olive oil

Smell: None

Taste: Unable to speak for a moment.

School: Illusion (BK#3)

You cease making any noise: footsteps, knocking things over, etc. You can't speak or cast spells. If you pour it on an object, the object won't make any noise.

Silvertongue Potion

Value: 200 gp **Dur:** 1d6 turns **Doses:** 1

Look: Liquid silver

Smell: Smooth, like clean metal

Taste: Your tongue feels limber

School: Enchantment

Anyone who hears you speak instinctively accepts your words as true. If someone becomes suspicious, they may make a **save vs spells** to see through the magic.

Sunlight, Potion of

Value: 100 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: Glows, 10' of dim light

Smell: Warm summer day

Taste: Citrus

School: Evocation (BK#2)

You glow faintly. Undead creatures are unable to approach you.

If splashed on an undead creature, it takes 3d6 damage. If splashed on a living creature's eyes, they must **save vs spells** or be blinded and unable to attack.

If broken or tossed, illuminates a 15' radius. Undead creatures within the radius take 1d6 damage.

Topsy-Turvy Potion

Value: 100 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: Cola, but the bubbles sink

Smell: Overly sweet

Taste: A surge of vertigo

School: Transmutation (BK#3)

You and everything you carry falls upward. If poured on an object, the object's gravity is reversed in the same way.

Uncertainty, Potion of

Value: 200 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: You're not really certain whether or not there's a potion in the bottle

Smell: It either has a strong acetone scent or no scent at all, you're not sure

Taste: Strong acetone flavor, but then absolutely no aftertaste at all

School: Conjuratation (BK#7)

You become uncertain. If poured on an object or splashed on a creature, it becomes uncertain.

Each creature that observes the subject become uncertain continues to perceive it. To anyone else, the subject is "not there." They can't perceive, interact with, or be affected by the subject.

Undead Command, Potion of

Value: 200 gp **Dur:** 1d6+6 turns **Doses:** 1

Look: Dark black liquid with occasionally visible white flecks

Smell: Grave soil

Taste: Pomegranate and mulch

School: Necromancy (BK#8)

Undead creatures will obey your commands, unless they are already controlled by someone else. The referee may rule that some creatures, like vampires, cannot be controlled.

Random Encounters

Roll 1d6 each turn, with a random encounter occurring on a 1.

1. Byrhna (1 + 4 Thralls)

2. Zof (1)

3. Satyrs (1d4+1)

4. Manavore Moths (1 swarm)

5. Grizzly Bear (1)

6. Rabid Groundskeeper (1)

7. Giant Flies (1d10)

8. Fungoids (1d12)

9. Skeletons (3d4)

10. Adventurers

11. Animated Armor (1)

12. Milk Beasts (2d6)

13. Spellfonts (1d2)

14. Tentacles (1d6)

15. Ids (1d6)

16. Mutant Ghost (1)

17. Roving Memory

18. Roving Memory

19. Chamber of Necessity

20. Chamber of Necessity

1. Byrhna (1 + 4 thralls)

The mistress of enchantment. Four of her thralls are carrying her on a palanquin. See p.47 for more details.

2. Zof (1)

Wants to be a wizard. Draws magical power from the head of an actual wizard preserved in a jar. He is carefully exploring, looking for magical valuables or a way out (wizard heads are valuable to Zof). See p.43 for more details.

3. Satyrs (1d4+1)

Fey humanoids with the legs and horns of goats. They live for sport and revelry.

These satyrs have been pulled through the pool in 124 (p.36) and are understandably upset at being trapped in this dank dungeon. They will probably end up in conflict with the groundskeepers in their effort to escape.

AC 6 [13], **HD** 3* (14hp), **Att** 1 x claw (1d4) or spear (1d6), **THAC0** 17 [+2], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 50

★ **Panpipes:** Only one satyr per group will have panpipes. When the piper plays, any non-satyr that can hear within 60' must **save vs spells** or be charmed, put to sleep, or frightened (piper's choice; as *charm person*, *sleep*, and *cause fear* respectively). Whether or not the save is successful, the creature is immune to further piping for 24 hours. The pipes don't work for anyone else.

Surprise: Only surprised on a 1.

4. Manavore Moths

A swarm of moths that feed on magic. They will settle on the most magical thing in the vicinity (as determined by the referee).

- **Spellcasters:** **Save vs spells** or lose their lowest level prepared spell.
- **Magic item with charges:** Lose 1d4 charges.
- **Magic item without charges:** Owner must **save vs spells**, or the item loses its magic.

Succeed or fail, it becomes clear what the moths are doing. The swarm of moths can't be harmed with typical attacks, but they can be driven off by smoke or wind or killed by magic that affects an area.

5. Grizzly Bear (1)

The bear from **125** (p.39), on the hunt for food. Most of the castle denizens keep away from it.

Aggressive, 9' tall. Reddish-brown fur. Normally lives in forests and mountains.

AC 6 [13], **HD** 5 (22hp), **Att** 2 x claw (1d4), 1 x bite (1d8) **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 175

*** Bear hug:** If victim is hit by both claws in the same round, the bear hugs for an extra 2d8 damage.

6. Rabid Groundskeeper (1)

Chimaerus, the grey-wolf-headed groundskeeper that was being held by Byrnha in **121** (p.32). They've broken free, but Byrnha's brainwashing has had an erratic effect, and they're acting crazed. If rescued, the groundskeepers insist on paying 200 gp. They'll act annoyed about it but are secretly relieved that Chimaerus survived.

AC 7 [12], **HD** 2+2 (11hp), **Att** 2 x claw (1d4), 1 x bite (1d6), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 25

7. Giant Flies (1d10)

Fist-sized horseflies. Mostly, they drink spilled blood. If none is at hand, they'll settle for drinking from the tap.

AC 7 [12], **HD** 1* (4hp), **Att** 1 x bite (1d3 + blood sucking), **THAC0** 19 [0], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 13

Blood sucking: Upon a successful attack, attaches and drains victim's blood: 1d3 automatic damage per round.

Detach: If fly or victim dies.

8. Fungoids (1d12)

Fungal humanoids that alternate between torpor and a mindless search for moisture and nutrients. Barely smart enough to flee when outmatched.

AC 9 [10], **HD** 2* (9hp), **Att** 1 x slam (1d4), **THAC0** 18 [+1], **MV** 75' (25'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 25

Spores: Whenever a creature enters melee with a particular fungoid for the first time, there is a 1-in-6 chance that the fungoid's spores cause a strange effect. Roll 1d4 below to choose an effect. The creature may **save vs poison** to resist. This creature will always be affected by *this* fungoid's spores in this way, but each fungoid's spores are slightly different.

1. Take 2d6 damage
2. Attack a random creature each round, repeating the **saving throw** until a success
3. Paralyzed, repeating the **saving throw** each round until a success
4. Flee and cower, repeating the **saving throw** each round until a success

9. Skeletons (3d4)

Previously, these skeletons patrolled the castle performing simple tasks for the residents. During the wizard war, their instructions were changed, and they were never changed back.

AC 7 [12], **HD** 1 (4hp), **Att** 1 x short sword (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., *charm*, *hold*, *sleep*).

10. Adventurers

One or more members of an adventuring company (p.14). How they behave depends on their reaction roll. If this isn't the PCs first interaction with this group, modify the roll based on previous encounters.

- **Hostile:** Attacks, either due to a severe misunderstanding or outside manipulation.
- **Unfriendly:** Demand that the PCs go elsewhere. They're exploring this area, and they don't trust the PCs to not sabotage them or steal their treasure.
- **Neutral:** Will answer questions and give advice, but nothing that would help the PCs beat them to treasure.
- **Indifferent:** Offers to buy or sell goods, potions, or possibly healing spells. *Cure wounds* is generally valued at 40 gp.
- **Friendly:** Ask if the PCs would join them and help with their goal. Potentially willing to join the PCs instead.

11. Animated Armor (1)

A black suit of armor, wielding a sword. Its behavior depends on the reaction roll.

AC 4 [15], **HD** 5 (22hp), **Att** 1 x sword (2d4), **THAC0** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 175

Damage Reduction: Half damage from non-magical weapons.

- **Hostile:** Attacks in a craze.
- **Unfriendly:** Attempts to eject the PCs from wherever they are.
- **Neutral:** Follows the PCs for 1d6 turns. Prevents them from damaging or taking anything.
- **Indifferent:** Ignores the PCs.
- **Friendly:** Follows the PCs for 1d6 turns, assisting them in combat.

12. Milk Beasts (2d6)

Shaped like an unholy combination of rodent and wolf. Their many, many sharp teeth lock together in a sinister grin. 50% chance that they were rat catching, and each holding at least one rat trapped in their smiling mouth.

They generally range in size from dog (1HD) to large wolf (4HD).

Despite their deadly teeth, they only drink milk. They're perfectly amiable as long as you follow them downward and climb inside their mother's mouth.

AC 5 [14], **HD** 1/2/3/4* (4/9/13/18 hp), **Att** 1 x bite (1d6), team up, or drag away, **THAC0** 19/18/18/17 [0/+1/+1/+2], **MV** 135' (45'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10/20/35/75

- ★ **Team Up:** Instead of attacking, grant a +2 to an ally's attack roll.
- ★ **Drag away:** If an attack hits, rather than dealing damage, the target must make a save vs paralysis with a -1 penalty for each assisting beast. On a failure, the target is knocked prone and dragged up to 25'.

If a PC is dragged 100' away, the referee may choose to simply remove them from play.

• **Escape (Optional):** At the end of the session, the referee may allow that player to make an ability check of their choice. On a failure, the character is eaten. On a success, they make it back to the gatehouse after 1d20 hours. Roll 1d6 on the table below:

1. Drank the Beast Milk and was infected with lycanthropy.
2. Lost weapons, magic items, or treasure (referee's choice).
3. Lost weapons, magic items, and treasure.
4. Enchanted by Byrnha (*dream quest* or *geas*) to bring her a suitable thrall (p.47).
5. Sheltering with Silverbark. May rest in 124 (p.36) until they reach full hit points.
6. Touched by a ghost. Affected by the touch attack of Del Winters or The Spider (p.58, referee's choice).

13. Spellfonts (1d2)

A transparent, green, floating orb. Weaves drunkenly through the halls, spouting magical sparks and casting spells at anything nearby. Roll 1d4 to see what spell it uses.

If struck by an object before the spell is cast, the object is charged with the spell, to be released against the next creature it strikes. AC 5 [14].

1. Beautify: Creatures in the area must **save vs spells** in a random order until one fails. That creature loses 1 point each of STR, INT, and WIS, and gain 2 points of CHA. Effect is permanent but can be removed with *remove curse*.

2. Charm: Creatures in the area with fewer than 4+1 HD must **save vs spells** in a random order until one fails. That creature is charmed by the next new creature they meet, as per *charm person*.

3. Hold: 1d4 creatures in the area must **save vs spells** or be paralyzed for 1d6 turns. Creatures that are undead or have more than 4+1 HD are unaffected.

4. Sleep: 2d8 Hit Dice of creatures are put to sleep for 4d4 turns. PCs are allowed a **save vs spells**. Creatures with more than 4 HD are unaffected.

14. Tentacles (1d6)

A long inky tentacle, reaching here from somewhere else. Operates with a startling amount of perception and intelligence.

AC 9 [10], **HD** 2* (9hp), **Att** 1 x slam (1d6), drain (2d6), or grapple, **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Chaotic, **XP** 25

★ **Grapple:** If a grapple attack hits, it deals no damage but slam and drain attacks automatically hit on future rounds. STR check to escape.

Long body: May make slam attacks and grapples with any part of its length. Must use its tip to drain.

15. Ids (1d6)

A brain that walks around on four legs. Looks like a dog, but with a big brain instead of the dog part. These creatures are not unknown to adventurers, who commonly call them “intellect devourers” after their ability to, well, devour the intellect of their prey.

These ids appeared in Brewkessel 7 months ago, during its return trip. They are practically newborn and little more than clever beasts.

AC 6 [13], **HD** 2+2* (11hp), **Att** 1 x claw (1d4), 1 x devour intellect, **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Chaotic, **XP** 35

★ **Devour Intellect (50'):** 1d8 INT damage, save vs spell for half. If 8 damage is dealt, the id learns a secret. Lost INT recovers at 1 point per hour. A creature with 0 INT becomes insensate and helpless.

★ **Replace Brain:** An id can unravel, crawl into a helpless creature's nose, and take over their body. This takes 1 round, during which the id is also helpless. After 7 days, the id merges with the host, becoming an ego.

Psychic Dodge: When attacked by a creature that is immune to ESP or a creature it is not aware of, the id's AC is reduced to 9 [10].

Psychic Awareness: Automatically aware of each creature within 50' with an INT of 10 or more.

Id and Ego Lifecycle

Ids begin as clever beasts, but each brain they consume makes them smarter.

If an id stays in one host for a week, they merge with the host body, becoming an **ego** and entering their adult stage of life.

Egos have legends about a third stage of life that they refer to as a **super-ego**, but if it exists, the secret to reaching it is closely guarded

16. Mutant Ghost (1)

Once upon a time, the ghosts of Brewkessel were friendly. They retained their memories, and served as mascots, advisors, or even teachers. On Yuggoth they contracted a disease that warped their minds and bodies.

Each ghost is unique. Two are presented here, more will follow in future issues.

Del Winters, House Kelpulous

He appears normal from the waist down, but his torso is “smudged” into a mass of writhing tentacles. His face is occasionally visible, like a drowning man.

A favorable reaction roll might indicate that Del is lost in memories, like a kindly old man with dementia. Any reference to the current state of things will result first in confusion, then screaming hostility. If the PCs flee, he will not pursue them for long.

If Del is destroyed, he leaves behind a *wand of animate dead* (4 charges, 900 gp).

AC 3 [16], **HD** 8* (36hp), **Att** 1 x touch (1d6, see below), **THAC0** 14 [+5], **MV** 150' (50') flying, **SV** D10 W11 P12 B13 S14 (8), **ML** 11, **AL** Chaotic, **XP** 1,200

Touch: In addition to dealing damage, drains 1d6 STR. As STR is drained, waving tentacles that hinder the victim sprout from their body. This ability loss doesn't heal naturally, but can be surgically removed by taking 1 damage per STR. At STR 0, the mutation wins out against the character and begins to control their movements completely.

Undead: Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells.

Ethereal: Can fly and pass through walls. Attacks ignore non-magical armor. Can only be harmed by magical attacks; silvered weapons deal half damage. If attacked ethereally, AC is 7 [12].

The Spider

This ghost hardly resembles a human anymore. She was once called “the Huntsman.” Now she has been twisted into a mass of arms, shaped roughly like a giant arachnid.

If the Spider is destroyed, she leaves a *+1 longbow* (3,500 gp).

AC 2 [17], **HD** 8* (36hp), **Att** 1 x touch (1d8, see below), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (8), **ML** 11, **AL** Chaotic, **XP** 1,200

Touch: In addition to dealing damage, **save vs spell** or lose control of one of your arms. If you would lose control of more than 2, more hostile arms sprout from your torso. If the Spider is destroyed, you regain control of your arms (but any additional arms you grew go limp).

Undead: Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells.

Ethereal: Can crawl on surfaces and pass through walls. Attacks ignore non-magical armor. Can only be harmed by magical attacks; silvered weapons deal half damage. If attacked ethereally, AC is 6 [13].

17–18. Roving Memory (1)

A glimmering silver string, floating through the air. As it passes, the surroundings transform as a memory is replayed. Four memories are presented here, more will follow in future issues.

Wendilia will buy these strands for 25 gp.

1. Fight

- Crowded hall, between classes. Students stream in both directions, chattering.
- Suddenly a fight breaks out between two boys, who throw hands rather than spells.
- Fight is broken up when an older woman with brown and grey striped hair casts *grease*. The boys refer to her as **Professor Fennec**.

2. Dinner

- Dining hall. Students eat ravenously from loaded tables. The ceiling displays a beautiful sunset.
- Nearby, overheard: “Well *I* heard that **Headmaster Grashberozz** is an *elf*.”
- “Pfft, he is not. And anyway, what would be wrong with that?”
- “I ‘unno. Just seems like cheatin’ is all.”

3. Hospital

- A pair of nurses stands over a girl in a cot. She’s in a bad way; looks nearly mummified.
- “Looks like another case of **mummy rot**.”
- “Tsk. I wish those idiots down in necromancy would think about what we have to go through to clean up their messes. Oh well. Here dear, you’ll be alright in just a minute.”
- She pulls a **unicorn horn** out of a cabinet and begins passing it back and forth over the girl.

4. Test-React

- Class being taught by a young blonde woman in a green robe (**Professor Byrnha**). She has a stone bust with a gold octagon on its forehead on her desk.
- “I’d like to introduce you all to my good friend **Test-React**. Today he’ll be helping me test you all on your mind affecting spells!”
- “Hello. Everyone.”
- “When I call on you, come to the front and cast *charm person* on Test-React. Just focus on your technique, don’t worry about overcoming resistance. Test-React is designed to be unable to resist mind-affecting magic.”

19–20. Chamber of Necessity

The chamber of necessity sometimes appears for people in need. Whatever the party needs, the chamber will contain it. Once the party is inside the chamber, no other creatures can enter. When the party leaves, the chamber vanishes.

In addition, if anyone in the party has not been assigned to one of the four houses, the chamber contains the *cornuthaum of selection*.

If the party has no specific need at the moment, choose or roll 1d6:

1. **Tired:** One soft bed per PC.
2. **Hungry:** A grand feast.
3. **Bathroom:** A great variety of chamber pots.
4. **Weaponry:** Filled with equipment, as well as a *+1 weapon* of the type a PC favors.
5. **Armor:** Filled with mundane equipment, as well as a *+1 suit of armor* of the type a PC favors.
6. **Magic:** Filled with textbooks of all 1st level spells; only one can be removed. Textbooks can be used to learn or cast a spell, see p.64 for more details.

Other needs the chamber might fulfill:

- **Find something:** A large map.
- **Money:** If a PC owes money, there is exactly enough gp here to pay off the loan.
- **Place to hide:** A broom closet.

Cornuthaum of Selection

A tall, pointed hat emblazoned with many shapes: circles, crowns, eyes, masks, moons, skulls, stars, and triangles.

When put on, the *cornuthaum* spends 1 turn sifting through the wearer's thoughts and memories, then assigns them to one of Brewkessel's four houses: Kelpulous, Pheonessent, Prescipecie, or Riddleward.

When choosing a character's house, consider the description for each house and secretly pick the one you think would suit the character best. Then, ask the player which they think would suit their character best. Finally, roll on the table to the right.

Sometimes, this will produce a result that seems at odds with the character. Rather than ignoring such a result, embrace it! Think about what hidden facet of the character's personality would lead to such an assignment!

Once the *cornuthaum* is used, it vanishes—only to reappear the next time the chamber of necessity is found.

After a character has been assigned a house, when they next pass that house's secret door, they understand how to enter.

House Assignment (1d6)

1. Player's choice
2. Player's choice
3. Referee's choice
4. The house clockwise of the player's choice (see diagram, opposite)
5. The house counterclockwise of the player's choice (see diagram, opposite)
6. Player may choose any house *except* their initial choice

Pheonessent

Brave, reliable, and ever-seeking personal improvement. Associated with great leaders and heroic deeds, but also with lost causes and second chances. They excel at evocation, transmutation, and fire magic.

Presciece

Healers and seers. They *take care*, in that they are careful and caring. They are *accepting* of others and of what the future brings. Intuitive and wise, but also hidebound and fatalistic. Anyone who doesn't fit another house tends to end up in Presciece. They excel at abjuration, divination, and earth magic.

Kelpulous

A dark mirror of the other houses. Brave, wise, and curious, but undying rather than reborn, defiant rather than fatalistic, seeking knowledge and power but not illumination. They sacrifice. They are lured into the depths and lure others in turn. They excel at conjuration, necromancy, and water magic.

Riddleward

Obsessive scholars, each answer they find leads to another riddle. Their brilliance illuminates and blinds in turns. They are fools and knaves: they are dishonest and unwise; they delight in riddles and trickery. They excel at enchantment, illusion, and air magic.

Brewing Brewkessel

Stairs

Until the full dungeon has been published, at some point your players will almost certainly want to go up or down stairs that lead to an issue that doesn't yet exist. I recommend one of the following work arounds:

Honesty: Just tell them they can't go that way because it hasn't been written yet. Most players will accept that.

Missing: Describe the hallway in a way that makes it clear there *should* be stairs here but aren't yet. When you get a new issue, have other adventurers report that there some of the stairs have reappeared.

A Standalone Adventure

The contents of this issue are written as part of a larger whole. However, they can also be used perfectly well on their own.

I recommend making the following changes:

- **Brewkessel:** Is a School of Enchantment, rather than a School of Spellcraft and Sorcery. There are no four student houses.
- **Wendilia:** Downplay the contracts and fees. She'll still want a cut of whatever the PCs bring out, but the PCs shouldn't have to spend too much time dealing with her.
- **Zof:** In his story, replace Artra with Byrnha, but make it clear that the return trip drove her insane and that almost everyone else in the castle was destroyed.
- **Owlgirl:** Is the result of a human and an owl merging during Brewkessel's return.
- **Kristoff:** His party were attacked by tentacles in the dining hall, retreated to the baths, and got blocked in by corpse drakes.
- **Potion fountain:** No teleportation function.
- **Stairs:** The illusory wall leading to Illusion is a wall. The stairs to Abjuration are a dead end. The stairs to Transmutation are a passage into **122**.

Byrnha as BBEG

Brewkessel is intended to be a sandbox, and as such it doesn't have much of a "plot." If you'd prefer a traditional plot with a villain, here's what we'd recommend.

Act 1: Arrival

From the **Why Are You Here?** table (p.3), use options 1 or 2.

In Kesselburg, give the party **rumor 7** and/or the **Kidnapping** adventure hook (p.7).

At the camp, let the party meet the **Golden Badger Company** and give them **rumor 6** (p.15).

Act 2: Exploration

Let the party explore Brewkessel freely, but if you roll the Byrnha or Zof encounters, they meet **1d6 thralls** (p.46) instead.

Make the following changes to rooms:

121: Add 3 **thralls** (p.46) guarding the captives.

124: Silverbark tells the party that Byrnha holds prisoners in the **NW tower**. She can reverse the brainwashing process, but it takes a week.

133: Remove the secret door.

At some point, introduce **Dame Ilsong's Retinue** (p.14).

After the captives in **121** are freed, **Dame Ilsong** and her party go missing. **Henry** reveals Byrnha's goal: **put her soul into a young, beautiful, noblewoman**. Ilsong is perfect.

If the PCs aren't level 2 yet, award them enough bonus XP to get there.

Act 3: Confrontation

Make the following changes to rooms:

115: Defended by **Ilsong's Retinue**, save Ilsong herself. **Affra** has a **key to 133**, smuggled away in a moment of lucidity. If she can, she tells the party that **Ilsong is held in 121**.

121: Ilsong is unconscious. She is defended by a **grizzly bear** (p.55). If the bear was killed earlier, this bear is a *permanent illusion*. If the party is particularly clever, they may discover that Ilsong's holy symbol has been turned into a special **magic jar** that will **seed her with Byrnha's soul upon Byrnha's death**.

If the players aren't level 3 yet, award them enough XP to get there.

133: Byrnha is accompanied by the **fwooper** (p.41, if it wasn't killed) and a pair of **thralls** (p.46). Her battle strategy is:

- Lead with **feblemind** against a caster
- **Spectral force** to create a **grizzly bear** (p.55). Once destroyed, she doesn't use any more illusions.
- Avoid using *sleep* or *hold person*. They're effective but not very fun for the players.
- When she's about to die, she'll cast **acid fog** (even if it kills her). If the players don't act fast, this will **dissolve everything** in the room, including her spellbook and corpse.

If someone other than Ilsong has the *magic jar*, secretly make a **save vs spells**. On a failure, they are possessed by Byrnha's soul.

Finale

Ilsong will inquire about the spellbook. Her excuse is that she wants to make sure it is destroyed, and she implies she'll need to bring it back to the church to be exorcised.

She (or whoever is possessed) will attempt to escape in the night with the book.

Destroying the *magic jar* leaves the soul trapped in the body. The party will need to seek out someone who can cast *dispel evil* to force Byrnha back into the symbol before it can be destroyed.

Other BBEGs

If that didn't tickle your fancy, here are a couple other quick suggestions for plots with villains:

Wendilia: She lures adventurers into the castle, then backstabs them. Defeating her will probably involve holing up in the castle and convincing the groundskeepers to turn on her. Expect a fight against an *invisible stalker*.

Zof: Make Zof an ego (p.57), trying to find hosts for his surviving id brethren. He helps the party, then turns on them. When he's defeated, he transforms into a *mind lasher*. Is this the legendary super-ego?

Silverbark: She's absorbing Brewkessel's chaotic arcane energy. Using the owls, she's distributing seeds around the local area that grow into evil shrubs (p.8). In a big climactic fight, she can transform into a *treant* or *shambling mound*.

Textbooks

A textbook is in many ways like a scroll: it contains the arcane formulae needed to cast a spell without having it memorized. In fact, spell casters can use textbooks just like scrolls! This would be a waste, however, as textbooks have more to offer.

Unlike a scroll, textbooks also expound on magical theory, allowing characters of any class to learn the spell contained within.

Learning Spells

The process to learn a spell is:

- Check the Textbook Requirements table
- Prepare a spellbook (20 gp)
- Roll a d100 and consult the Chance to Learn Spell table
- If successful, pay XP and copy from the textbook into your new spellbook
- On a failure, you are unable to learn this spell. You may not try again.

Characters don't lose levels for spending XP to learn spells. Alternately, the referee might rule that XP can't be spent if it would cause the character to lose a level.

Classes with no spellcasting capability can only cast one spell of any level per day. Divine casters like clerics and druids add their new arcane spells to their normal repertoire.

Textbook Requirements

Spell Level	Required Class Level*	Required INT*	XP Cost
1st	2	9	250
2nd	4	11	500
3rd	6	13	1,000
4th	8	15	2,500
5th	10	17	5,000
6th	12	18	10,000

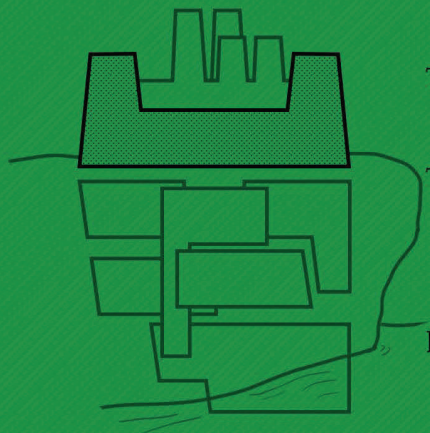
*If the character is a member of an arcane casting class, like magic-user or illusionist, reduce the required class level by 1 and ignore the required INT.

Chance to Learn Spell

INT	Chance to Learn
3	20%
4-5	30%
6-7	35%
8-9	40%
10-12	50%
13-14	70%
15-16	75%
17	85%
18	90%

Issue #1 includes:

Starting a Campaign
Backgrounds
Quests and Rumors
Rival Adventurers



The Schoolmistress
& Her Canny Groundskeepers

The Enchantment Dept.
A Portal from the Fey Realm
A Mad Enchantress
A Warlock with a Wizard's Head in a Jar

Facilities
A False Unicorn
A Girl who is also an Owl
A Ferret that Swears

Once upon a time, there was a wonderful school of spellcraft and sorcery called **Brewkessel**. For generations it provided the best magical education money could buy, head and shoulders above its competitors. **62 years ago** it vanished in a flash of red lightning, taking with it some of the best and brightest names in magic, along with more than a hundred inhabitants and a hoard of magical treasures and secrets.

Brewkessel reappeared **7 months ago**.

Brewkessel is a **megadungeon** designed for an **old-school style** of play. It is presented as a series of zines that each detail a section of the dungeon and its surrounding area. Although Brewkessel was designed as a complete whole, each issue can also be run on its own.

Requires *Old-School Essentials Core Rules*



KettlesbergGames.com