

THE SANCTUARY FOR BICEPHALIC OUTCASTS

Levels 1-4

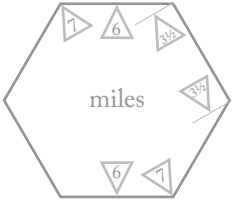
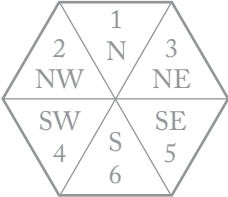
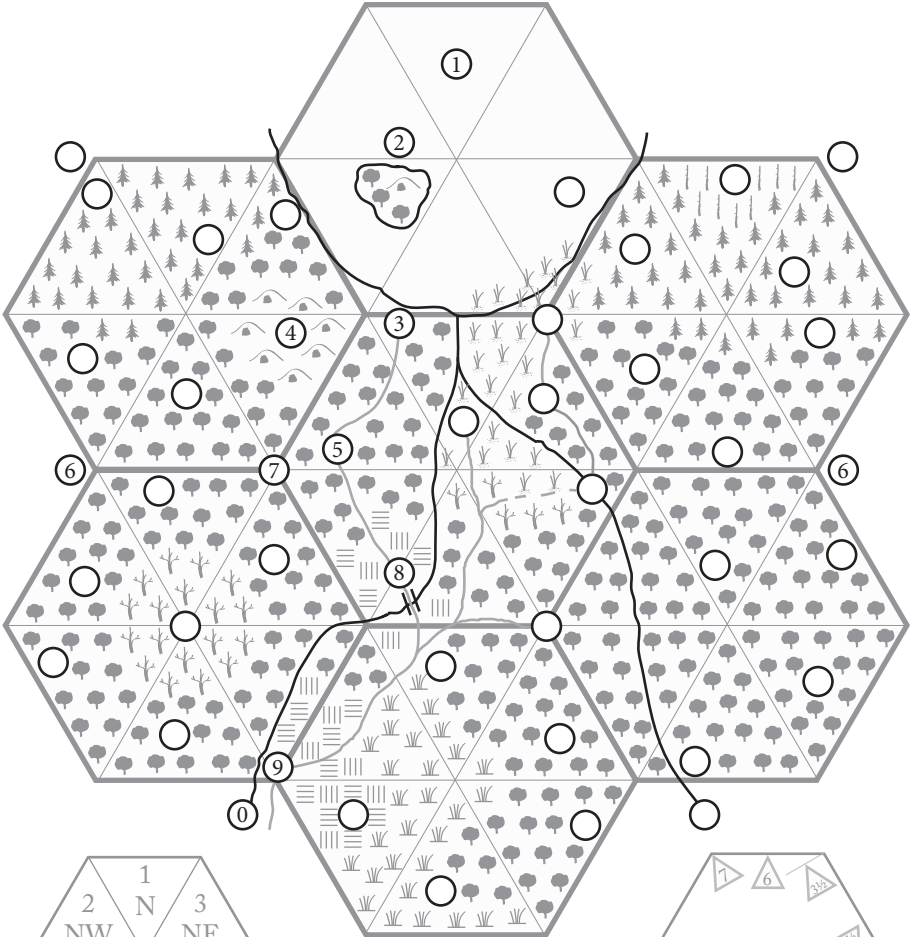
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DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



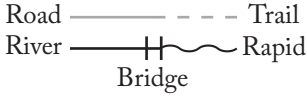
1 mile



- ① Lake Bream
- ② Lonely Island
- ③ Hamlet of Bream
- ④ Riddle Hills
- ⑤ Settlement of Oak
- ⑥ Grimholt Forest
- ⑦ Dryad's Tree
- ⑧ Village of Barley
- ⑨ Town of Woad
- ⑩ River Wend

area
 1 sq. mile = 600 acres
 1 hex = 30 sq. miles
 1 hex = 18,000 acres
 1 tri = 5 sq. miles
 1 tri = 3,000 acres

walking
 1 mile = 20 min.
 3 miles = 1 hour
 6 miles = 2 hours
 7 miles = 2 h 20 m



OVERVIEW

A two-headed giant is seen at night.
Two deer carcasses are found missing in the morning.

A two-headed dragon is seen in the morning.
Two fisherman never return home at night.

A two-headed man and dog are seen in Grimholt Forest.
They were heading for the Riddle Hills.

Are these coincidences or are they connected?
Will the party help the Confederacy of Barley, Bream, and Oak find out?

REQUIREMENTS

The Sanctuary for Bicephalic Outcasts requires Old-School Essentials Classic or Advanced and was written for Beginner to Low-Level Characters (1-4).

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REVISION

1.12

THE SCENARIO

In **the logging settlement of Oak, a two-headed giant** was seen raiding the storehouse at night and carrying off the carcasses of deer and rabbit.

In **the fishing hamlet of Bream, a two-headed dragon** was seen on the lake the morning two fishermen went missing.

The next night a woodsman from Oak spotted **a two-headed man and a two-headed dog** in Grimholt Forest heading towards the Riddle Hills.

These occurrences caused a convening of **the Confederacy of Barley, Bream, and Oak**.

Brindlewit the Mayor of Barley met with **Clive the Reeve of Bream** and **Griff the Headman of Oak**. All three believe the two-heads significant and the incidents connected. Folks of the Confederacy are frightened and demand something be done.

Brindlewit, Clive, and Griff have pooled together **1,000 g.p.** Griff is willing to lead an expedition to the hills. They only need someone willing to investigate and, if necessary, rid them of the menace.

Unbeknownst to them, in **the Sanctuary for Bicephalic Outcasts, two-headed Tooma** had his **moonglobe**, an artifact that charms monsters, taken by the double-headed minotaur, Asterion, and needs to get it back from him to recharm his friends.

Unbeknownst to all of them, **the wicked menagerist and wereboar Krop**, the former keeper and nemesis of Tooma, has heard rumors of a two-headed monster near Barley and is on his way there to get his moonglobe and monsters back.

HOOKS

TREASURE ISLAND

The party hears a rumor that Lonely Island on Bream Lake has **a cave with a strange pool** in it and **an ancient fey treasure hidden on the bottom**.

INVESTIGATORS NEEDED

The party learns that **four two-headed monsters have been seen near Bream and Oak** and **the Confederacy is hiring adventurers to investigate and eliminate the threat**.

THE MAIN ADVENTURE

1. Arriving at Barley and Brindlewit's solicitation pg. 6
2. Heading to Oak and traveling through the Grimholt Forest pg. 7
3. Searching the Riddle Hills for the Sanctuary pg. 8-13
4. Exploring the Sanctuary and encountering its denizens pg. 14-22
5. Encountering and aiding Tooma pg. 22-25
6. Getting a magic item pg. 25
7. Encountering and fighting Krop pg. 28-31

TOOMA'S STORY

Tooma was born with bicephaly or two heads. Unable to murder her own child, his mother left him in the forest to die. But before Tooma could perish from the animals or elements, he was found and sold to a traveling freak show run by **the cruel menagerist Krop.** There, he was shackled and caged and put on display with **the other two-headed monsters of the menagerie.**

Tooma found himself in the company of **Beylon the amphisbaena, Orthrus the death dog, Flisk the dihydra, Asterion the double-headed minotaur, Rud-Gud the ettin, and Morgra the two-headed troll.** All of which Krop kept under strict control with a powerful artifact called the **moonglobe.**

Over the years, Tooma was beaten and bruised, heckled and abused by Krop and his lackeys and the visitors who came to view his deformity. As Tooma grew, so did his shackles and cage and sadness and rage. He desperately wanted to escape and take his friends with him, but he didn't know how this could be done.

Powerless, he began to pray to the only things he knew had power: the magical moonglobe and the moon itself, which, he believed, gave the globe its power.

Tooma's faith in the Moon Mother, was so strong that a two-headed aspect of the goddess named Nooma was born. She came to him through the darkness of his dreams, dancing down on twin moonbeams, to tell him to be patient that she was effecting his escape and preparing a place for him and his friends to be safe.

One night when the time was right, **Nooma granted Tooma the boon of hypnotic double-talk.** With his newfound power, Tooma charmed Krop and his lackeys, commanding them to release him, hand over the moonglobe and their treasure, and shackle and lock themselves inside the cages.

Tooma fled with his friends into the forest and, for a full month, followed Nooma's moonlight guidance until they at last **came upon the promised cave,** haggard and hungry, and made it their home and sanctuary.

Tooma prayed to Nooma to thank her for her aid. That night, she sent him a dream vision. Tooma was to **carve a statue of her likeness from rock to protect the cave entrance.** Tooma faithfully carried out the vision and fashioned a statue of his patron goddess and a smaller one for his altar where he prays.

When Nooma completed the task, **the statue came to life and granted him the spell create food to feed everyone in the sanctuary to satiation.**

A year passed and the seven outcasts lived in safety and freedom without incident. During this time, Tooma began growing lax with the use of the moonglobe, believing his friends would obey him without its use. Tooma believed this **until the day Asterion stole the glowing moonglobe and retreated to his grotto.**

After discovering the artifact missing and in the hands of the minotaur, Tooma demanded it back, but Asterion refused to return it. When Tooma tried to take it, Asterion became aggressive, baring his teeth and snarling at Tooma, who, for the first time, felt fear from one of his friends.

A few days later, when the effects of the moonglobe wore off, Rud-Gud and Flisk began hunting beyond the boundaries of the cave.

Tooma prayed to Nooma for guidance. In a dream, she sent him **visions of a party that will come to his aid.**

BRINDLEWIT the MAYOR of the VILLAGE of BARLEY

Tall, bald, and thin with a paunch. Jerky bird-like movements. Speaks with a lot of digressions, “Uh, um, yes, but, uh.” A mildly ambitious bureaucrat eager to do the administrative tasks none of the farmers are willing to do themselves. He’s tolerated because of this and because he’s a henpecked pushover. His mannerisms are often mocked behind his back. He knows this and doesn’t mind, because he’s the mayor.

CLIVE the REEVE of the HAMLET of BREAM

White hair, serene blue eyes. Kindly. Has the patient temperament of all fisherfolk. Smells of the smokehouse and the perpetually lit briar pipe hanging from his lips.

GRIFF the HEADMAN of the SETTLEMENT of OAK

Strong, broad, and bearded. Young, gruff, and stern. A natural leader. Carries his axe with him wherever he goes. Holds it like scepter and gestures with it like a baton. Knows everything about the Grimholt Forest. Knows to respect the Riddle Hills.

MERKIN the HERMIT GHOUL

Bright eyes and gray skin. Bald head ringed with long white locks and beard. Lipless mouth exposes yellow teeth in a perpetual smile. Wears clean, well-worn clothes. Affable. Knows of Tooma and the Sanctuary. Wants a letter taken to his daughter in Woad.

TOOMA, TWO MOUTHS TALKING, CLERIC of NOOMA

Two-headed. Neatly dressed in a simple, clean robe. Reserved. Remains composed at all times. Dignified. Meets the gaze of others levelly. Empathic. Is solely concerned for the welfare of his friends in the Sanctuary. Devoted. Is wholly committed to the goddess Nooma with all of his being. Is waiting for the promised party to arrive.

WARWICK the WIZARD of WOAD

Crotchety old wizard. Wears oversized blue robes. Seems neurotic and unstable, but it’s an act he uses to test others. Will always rebuff 3 times and help on the 4th.

KROP the WEREBOAR MENAGERIST

Fat, red, and perpetually sweating. Has cruel, piggish eyes and a nasty disposition. Holds eternal grudges. Carries a whip on his back belt coiled like a pig’s tail. Since freeing himself, a year ago, he’s been savagely searching for his moonglobe and monsters. He wants to tear Tooma apart with his tusks and devour his entrails. The others he wants back in cages to torture them mercilessly. Says he is willing to pay gold for information, but never does. If confronted for payment and not outnumbered, he will bully his way out of it. If outnumbered and threatened, he will pay, but return in the night as a wereboar to kill them and get his gold back.

ERK & DERK, KROP’S BERSERKER LACKEYS

Twin brothers. Dumb, brutish sadists. Love inflicting pain on others. They stick with Krop because he is a wereboar and allows them to indulge in their cruelty.

TIMELINE

DAY 1

The **party arrives** at the village. Just as they reach the Hull & Husk tavern they are **desperately propositioned by the bumbling Brindlewit**. He offers them 500 g.p. to find the lair of the two-headed monsters and another 500 g.p. to exterminate them.

DAY 2

If the party accepts Brindlewit's offer, they **travel to the settlement of Oak**. From there, **Griff leads them to the Shrine Cave and leaves them to their search, as he's got something he has to do back at Oak. (His brother has become lost to a dryad.)**

DAY 3+

Krop and his two lackeys arrive. They traveled all night from Woad after a merchant told them that a two-headed monster was seen near the village of Barley.

USING TOOMA

Tooma's sole concern is for the welfare of the friends under his care. He travels around the Sanctuary several times a day feeding, cleaning, and checking on everyone. **Tooma is *the* wandering encounter in the Sanctuary**. See pages 14-25.

If the party is in combat with one of Tooma's friends, there is a **3-in-6 chance that Tooma is nearby to intervene**. If he is, he arrives with Orthrus in 1d2 combat rounds.

Tooma is aware that he has lost control of his friends and that the Sanctuary is a dangerous place for the party and **will attempt to call his friend(s) out of the fight**: Beylon and Orthrus always obey. 5-in-6 chance Rud-Gud obeys. 3-in-6 chance Morgra obeys. 1-in-6 chance Flisk obeys. 0 chance Asterion obeys. Failing this, he will use his hypnotic double-talk on the nearest combatant in the party.

USING KROP

The referee should choose an inconvenient time when Krop arrives to begin pressuring the party. Krop will learn about the party and their mission from Brindlewit and others in Barley and set off in search of them. See pages 26-27.

If the party is aiding Tooma, they will have to decide how to best handle Krop's menacing presence as **he demands they take him to Tooma**.

If the party has killed Tooma or says they have, **Krop will demand to see evidence**. If it proves true and he thinks he can kill them, he'll attack. Otherwise, he'll attack them in the night to get his moonglobe back and kill them for ruining his revenge.

VILLAGE of BARLEY

On the **road** to the village, **well-cared-for farmhouses** are nestled in **bright fields of golden barley**. The steady, cheery flow of **the River Wend**, turns the wheel of **the mill** found at the foot of **the wooden bridge**. The village proper has a **blacksmith, leather worker, tailor, and potter** and a **butterer** and **cheesemaker**. In a **grove** at the center of the village is a **stone altar** where food offerings are brought for the Fertility Goddess of Crops, Herds, and Harvest. The **modest manor house** is where **Brindlewit the mayor** lives with his demanding wife, **Doris**. The largest building in the village is the tavern.

HULL & HUSK TAVERN

A **kindly establishment with good food and a deep well with clean water**. Owned by **Dell**, who minds the bar, and **Erin**, who runs the kitchen. A **brown dog named Mutt sleeps all day in the doorway**. When pet, he doesn't move, but wags his tail happily. The only time he does anything is to growl at Krop if/when he arrives.

MENU

Ale – 1 s.p. – a light, mild beer served in pewter mugs

Barley Wine – 2 s.p. – a dark, strong ale served in pewter cups

Barleycorn Whiskey – 3 s.p. – a caustic but potent alcohol served in ceramic cups

Barley Tea – 2 c.p. – a pleasantly nutty beverage served hot in ceramic mugs

Barley Gruel – 2 c.p. – barley pearls boiled in milk served hot in a bowl

Bannock & Cheese – 1 s.p. – quartered flat bread and mild cheese served on a plate

Barley Bread & Butter – 2 s.p. – a raised loaf served on a board with butter

Smoked Bream & Potatoes – 2 s.p. – smoked fish with butter herbed potatoes

Venison Barley Stew – 3 s.p. – a thick and hearty stew served steaming in bowls

Roast Rabbit & Leeks – 4 s.p. – whole fresh rabbit and buttered leeks

HAMLET of BREAM

From the chimney of a **squat stone smokehouse the smell of smoked fish** permeates the air. Next to it sits a deep shed stacked high with dried alder logs. Pleasant cottages and huts surround the communal building and run down to line the lakeside. **Clive lives alone in the largest cottage** along the road to the lake. Before the shore is a **small wooden shrine** with a nixie-like stone statue of the Fishing Goddess of Hauls and Catches. **The altar is laden with various baubles:** fish hooks, fish bones, rocks, and shells, many new, having been placed there after the recent disappearances. On the grassy shore, **boats** are overturned and **nets** hang from wooden racks to dry. **Clive will gladly row the party out to the island if they rid them of “the dragon.”**

LAKE BREAM

Long and wide and filled with bream. Enveloped in early morning mists. From the shore, Lonely Island can be seen. **Red otters** frolic in the waters. **Plumed herons** wade in the shallows. **Girdled turtles** bask on logs. **Grass frogs** chirrup as they catch day flies.

SETTLEMENT of OAK

Under the boughs of the ancient trees of **Grimholt Forest**, **mossy-roofed log cabins** sit silently in dappled shadows. At the center of the settlement is **a large timber building** surrounded by stacked logs of oak, alder, and ash. Hanging in the storehouse inside are **carcasses of deer and braces of rabbit**. In the stable, the **twenty-strong team of shornhorn oxen** are kept with their **yokes, tackle, and sturdy six-wheeled wagon**. This place is the meeting house for the community and is where a **shrine** to the dryad-like Forest Goddess of Timber and Hunts is held. A distracted **Griff is found here** overseeing the loading of logs and meat for delivery to Barley, Bream, or Woad.

GRIMHOLT FOREST

A hilly forest region famous for its dire oaks. Contains an area known as the Riddle Hills. **Shaded and cool, but cheerful.** Filled with animals, birdsong, and **wolfsbane**.

GRIMHOLT FOREST WANDERING ANIMAL TABLE

The section of the Grimholt Forest between the settlement of Oak and the Riddle Hills is **without monsters** but plentiful with animals, both predator and prey. As Griff leads the party from the Settlement to the Shrine Cave, **roll a d6 for encounters**.

1. **6 Deer** stand stock still 60' away watching the party pass, bolting if approached.
2. **1 Silver Fox** streaks across their path and disappears into the underbrush.
3. **2 Boars** grunting and snuffling along the trail, will attack if attacked.*
4. **1 Black Bear** ambles through the forest unmindful of the party.
5. **6 Wolves** follow the party, attacking only if they show fatigue or weakness.
6. **1 Mountain Lion** stalks the party, will attack smallest/weakest character if they lag behind.

*NOTE: If the boars are fought and killed, Krop will not be able to summon them.

SHRINE CAVE

A shallow cave. On the floor is a heap of wooden figurines carved in the likeness of the area's monsters. Many are **dark with age and covered with moss**, a few are **new**.

Choose or roll a d6 to determine which figurine Griff leaves. **1:** killer bee, **2:** robber fly, **3:** tiger beetle, **4:** stirge, **5:** harpy, **6:** owl bear. **If the party rolls that monster** on the Encounter Table (see next page) **the encounter doesn't happen. 1 x only.**

This is as far as Griff is willing to take the party. If asked, he will hastily tell them about the dangerous monsters. Griff has to return to find his missing brother.

RIDDLE HILLS

The Riddle Hills are so named because the hills are riddled with mysterious caves. **The grassy hills rise out of the surrounding forest forming natural clearings. Dire oaks and other trees perch atop their crowns and their sides are patchy escarpments of gray limestone.** Worn into the stone are cave mouths of various heights and widths. Inside are caverns of various size and depths, with some worked by former inhabitants.

RIDDLE HILLS WANDERING MONSTER TABLE

The daytime monsters of the Riddle Hills are of the threshold variety: giant insects, blood-sucking pests, hag birds, and large hybrid predators. Any monsters fought and killed reduces their number in their cave home. **Roll a d10 after every 2 caves are searched.** For repeats: Choose, reroll, **or** add 1 to the roll.

1. **15 Killer Bees** swarm to attack.
2. **15 Killer Bees** swarm to attack, then are themselves attacked by **5 Robber Flies**.
3. **5 Robber Flies** swarm to attack.
4. **5 Robber Flies** swarm to attack, then are themselves attacked by **3 Tiger Beetles**.
5. **3 Tiger Beetles** hunting Robber Flies, ignore the party unless provoked.
6. **18 Stirges** descend from the trees and attack, will fly away if 5+ are killed.
7. **9 Ratticks** surge down from the hills. See Cave 14. DUSK or NIGHT ONLY.
8. **4 Harpies** descend from the sky and attack, will flee if 1+ are killed.
9. **1 Hermit Ghoul** heading to Cave 4 from Cave 18. DUSK or NIGHT ONLY.
10. **1 Owl Bear** bristles and shrieks to warn off approach; if not heeded, aggressively defends its territory.

SEARCHING THE HILLS

When the party begins searching the Hills for caves, **roll a d20 to see which cave they discover.** Odd numbers are empty caves. Even numbers are occupied caves or caves of interest. For repeats: Choose, reroll, **or** add 1 to the roll.

2. Killer Bee Hive	pg. 9
4. Crab Spider Trap	pg. 9
6. Robber Fly Roost	pg. 10
8. Echo Mouth Cave	pg. 10
10. Tiger Beetle Nest	pg. 10
12. Harpy Hovel	pg. 11
14. Rattick Warren	pg. 11
16. Owl Bear Den	pg. 12
18. Hermit Ghoul Home	pg. 12
20. The Sanctuary for Bicephalic Outcasts	pg. 13

1. ILLUSORY CAVE

From a distance it looks like a wide cave mouth, but closer inspection reveals a solid surface of inset black limestone.

2. KILLER BEE HIVE

A dark and narrow cave alive with the hum and heat of the hive.

2-in-20 chance a **robbery fly assault** is underway.

1-in-20 chance an **owl bear assault** is underway.

Inside is **1 queen** and **10 guards** with **15 bees** making honey. If the bees were fought and killed in an encounter, reduce the hive by that number.

Hive has **6 pints of magical honey**. Eating 2 pints heals 1d4 HP. 50 g.p. per pint.

3. EMPTY HOLLOW

Has the appearance of a deep cave, but drawing near shows it's the deceiving shadow of a hollow.

4. CRAB SPIDER TRAP

Long before the cave is reached, the strong, enticing scent of edible musk morels can be smelled, leading to an inviting, wide-mouthed cave.

Close inspection reveals **mushrooms crushed by humanoid footprints**. These are made by Merkin the Hermit Ghoul (Cave 18) when he comes to collect the drained and shrivelled corpses left behind by the **pair of crab spiders that live there**.

Anyone entering to collect the morels or inspect the cave will be **ambushed by the crab spiders that cling unseen to the ceiling**.

5. EMPTY SUPERFICIAL CAVE

At first glance, a promising cave. But upon approach, it is superficial. The backwall can be seen from the entrance.

6. ROBBER FLY ROOST

A tall entrance opens onto a shallow, narrow cave with high ceilings.

1-in-10 chance **5 robber flies** are there during the day, buzzing around on the ceiling. If the flies are there and were fought and killed in an encounter, reduce them by that number. **9-in-10** chance they are there at night.

7. EMPTY SHALLOW CAVE

A wide entrance leads in 15' to a shallow cave. The floor is littered with leaves and a branch that could be used as a sturdy walking stick leans against the wall.

8. ECHO MOUTH CAVE

Empty, shallow cave. Carved on the back wall is a horizontal oval like a mouth. Voices echo here with a strange delay.

Anyone who **asks a question** will get **an accurate echoed answer**. Works **1 x day**.

9. EMPTY NARROW CAVE

A high, narrow entrance that must be entered sideways. After 30', ends in a tall tomb-like hollow.

10. TIGER BEETLE NEST

A low, wide cave mouth that can be crawled into on hands and knees.

1-in-10 chance **3 tiger beetles** are there during the day, resting from a meal of robber flies. If the beetles are there and were fought and killed in an encounter, reduce them by that number. **9-in-10** chance they are there at night.

Inside is **the corpse of the woodsman Glynn** who went missing a year ago. Clutched in his bony grip is the **rusted axe** he used to defend himself against the beetles.

If brought back to the Settlement of Oak, Griff will recognize the axe as Glynn's. Glynn will be buried with his axe and the party will be made honorary members of the community and **given Glynn's log cabin to keep or use**, as he has no heirs.

11. EMPTY WIDE CAVE

A wide yawning cave mouth. The raised floor is weathered smooth and arranged in a semi-circle. Sitting there reveals a pleasant view of the surrounding Hills.

12. HARPY HOVEL

A deep cave with high ceilings bemed with the stinking filth of the hag birds.

1-in-10 chance **4 harpies** are there during the day, sitting on rock shelves, singing charmsongs and shitting. If the harpies are there and were fought and killed in an encounter, reduce them by that number. **9-in-10** chance they are there at night.

Amongst the shit-showered rocks are **7 gems (50 g.p. each)**, **32 s.p.**, and a **bone flute** that, if not properly cleaned before playing, results in a **5-in-6 chance of disease**.

13. EMPTY HIGH CAVE

A cave opening high up the cliff face. Stands **20'** over the tallest party member's head. Must be climbed to be reached. Shallow with an old, mite-infested bird nest.

14. RATTICK WARREN

Deep, dark cave where **9 ratticks** sleep during the day. **1-in-10** chance to wake.

Rattick

Six-legged nocturnal rodent with compound eyes and blood-sucking proboscis
AC 7 [12], HD 1* (4hp), Att 1 x proboscis (1d3 + blood sucking), THAC0 19
[0], MV 30' (10'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Neutral, XP 13

Nocturnal Attack: First attack is at +2 to hit.

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

Detach: If rattick or victim dies.

15. EMPTY LOW CAVE

A low cave opening cut into the base of the cliff face. Can only be crawled into on your belly. Opens onto a surprisingly wide cave with a pool of clear, crisp water.

16. OWL BEAR DEN

A high and wide cave entrance that shrinks into a large dark tunnel.

Unless fought and killed in an encounter, **5-in-10** chance **1 owl bear** is there during the day or night, sleeping. **If there, its animal stink can be smelled at the entrance.**

The cave contains **86 g.p.**, **116 s.p.**, **51 e.p.**, and a **silver sickle** +2 to hit and wound during waxing and waning crescent moons.

17. EMPTY DEEP CAVE

A tight, narrow entrance that opens onto a deep, 100' diameter cave. Small quartz crystals in the walls and high domed ceiling wink in the light like stars.

18. HERMIT GHOUL HOME

Wild-eyed daisies and spray lilies lead up to the generous, arched entrance of the cave.

Inside is clean, snug, and simple, containing only a **stool** and a **pallet** with a **small locked box** at its foot.

Inside the box is a **gold wedding ring** (1 g.p.), an **ivory comb with black hair in its teeth** (3 g.p.), a **palm-sized, silver mirror** (3 g.p.), a **baby rattle**, and a **hand written letter on parchment skin from Merkin to his daughter Kass** in the town of Woad.

During the **day**, there's a **5-in-6** chance **Merkin the hermit ghoul will be at home** and **1-in-6** chance **at night**. If there, he will come out and **greet the party with great affability, speaking in a rich baritone, welcoming them and apologizing for his appearance. Use Ghoul stats if fought.**

Merkin has **bright eyes** and **gray skin**. His **bald head** is ringed with **long white locks**. A **beard** surrounds his **lipless mouth**, exposing **yellow teeth** in a **perpetual smile**. He wears clean, well-worn clothes and carries the key to the box on a string around his neck.

If asked why he's there: He will tell the story of rescuing his young daughter from a ghoul, killing it, but becoming infected. When the change came upon him with its unspeakable hungers, he chose to leave his family and lead the life of a hermit.

If asked if he knows where two-headed monsters live: He will explain that not everyone who appears like a monster is a monster. **If he suspects the party wants to harm Tooma and the others, he will not lead them to the Sanctuary.**

19. EMPTY DEEP CAVERN

Wide entrance in a rock wall that narrows to a long, winding passage. After 120', opens onto an enormous, empty cavern with the remains of an old fire on the floor.

20. THE SANCTUARY for BICEPHALIC OUTCASTS

OUTSIDE

Forest clearing. Grassy hill rising to a **30' escarpment** of smooth, gray stone. **Oval cave entrance** wider than it is tall (40 x 20').

SANCTUARY “WANDERING MONSTER”

Tooma is the only “wandering monster” in the Sanctuary.

If Tooma is encountered in the Sanctuary, turn to pg. 24

If Tooma is **not** encountered, he will be found in his chamber (9) pg. 22-23.

TOOMA & COMBAT

If the party is in combat with one of Tooma's friends anywhere in the Sanctuary, **Tooma has a 3-in-6 chance of hearing it.** If he does, he **arrives with Orthrus in 1d2 rounds. Roll once every 3 combat rounds.**

Tooma is aware that he has lost control of his friends. Despite this, he will attempt to call them out of a fight:

Beylon and Orthrus always obey. 5-in-6 chance Rud-Gud obeys. 3-in-6 chance Morgra obeys. 1-in-6 chance Flisk obeys. 0 chance Asterion obeys. Failing this, he will use his hypnotic double-talk on the nearest combatant in the party.

CRESSETS

Tooma lights these when he cleans the sanctuary. **The denizens avoid the areas when they are lit.** They will do the same if the players light them.

SET UP

If the referee prefers, they can decide in advance where Morgra, the two-headed troll, and Flisk, the dihydra, are at the time of the party's arrival.

MORGRA

On a 1-3, Morgra is home; roll another d6.

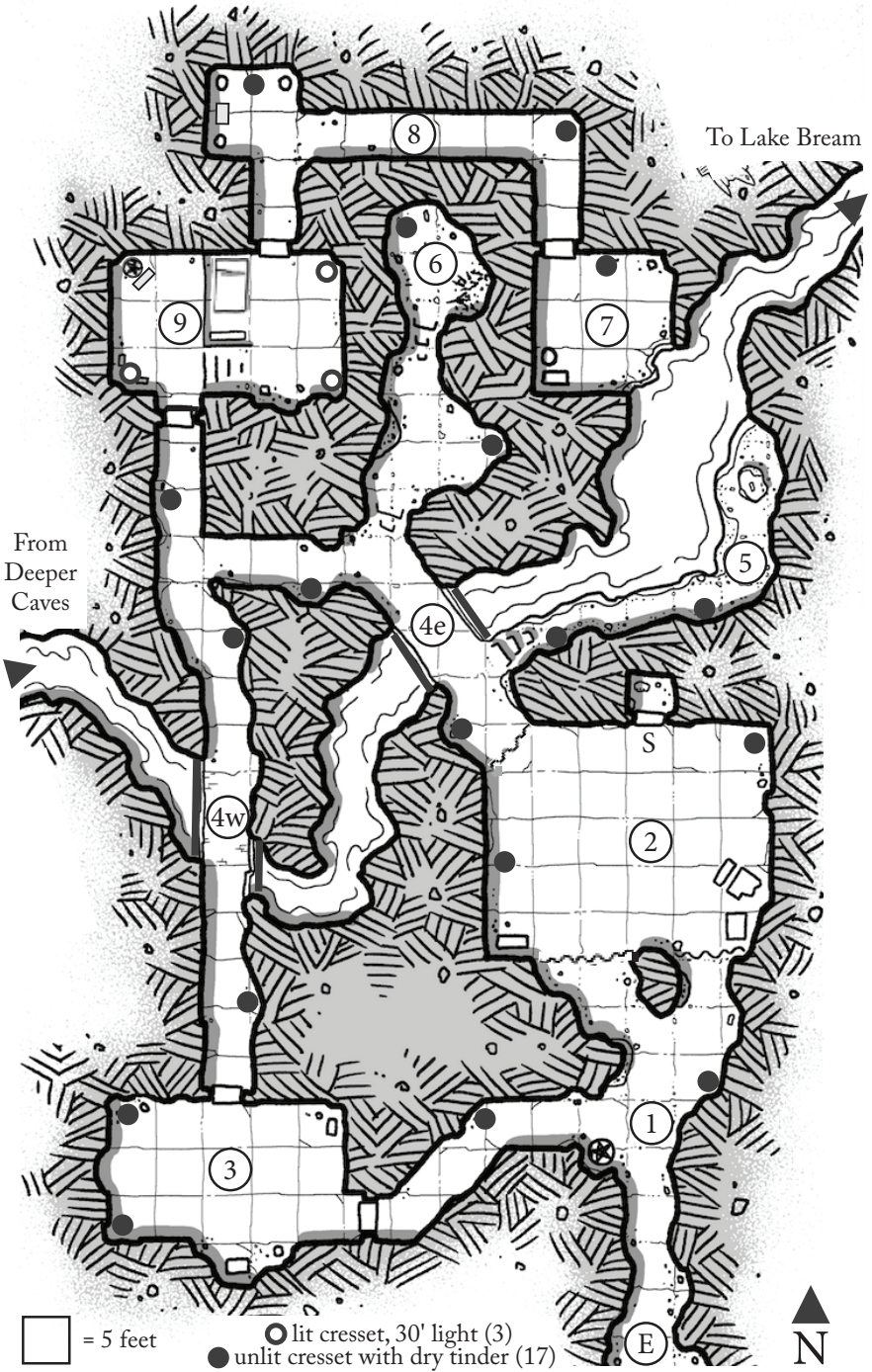
On a 1-3, Morgra is under bridge (4w). On a 4-6, Morgra is under bridge (4e).

On a 4-6, Morgra is out hunting in the Deeper Caves to the west.

FLISK

On a 1-3, Flisk is home. On a 4-6, Flisk is out hunting in Lake Bream to the east.

SANCTUARY MAP



E CAVE ENTRANCE

INSIDE

The mouth is hung with the same fresh and dried herb (wolfsbane). 20' ahead the tunnel tapers to a 5' width, 15' height, winding its way into **silence and darkness**.

1 INTERSECTION

STATUE of NOOMA

A 7' tall, roughly carved, two-headed female statue holding a half-moon axe stands sentinel here. As the party approaches, she steps down from her plinth and blocks the path, saying first from her left mouth, "**No one with one head,**" then from her right, "**may enter this sanctuary,**" and together, "**of ours.**"

Convincing Nooma

Nooma will let the party pass if they can convince her that they have two heads and are seeking sanctuary. This can be done by **a)** holding onto a fellow party member and pretending to be conjoined, or **b)** wearing masks on the back of their heads, or **c)** any other clever means the party can come up with.

Fighting Nooma

The noise of combat will attract the ettin, Rud-Gud, in (2). Nooma is programmed not to let Rud-Gud past her. A fleeing party will not be pursued by either of them.

Statue of Nooma

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

Surprise: On a 1–4, due to appearing like a normal statue.

Activation: Come to life when a preordained condition happens. Return to the form of a statue when killed or when defensive function is fulfilled.

Damage Reduction: Half damage from non-magical weapons.

NORTH PASSAGE

Divides around a **column of rock**. Both paths are blocked by **heavy leather curtains**. The **guttural muttering of two big voices speaking Common** (Rud-Gud, Rud = R, Gud =G). **The voices are louder at the eastern curtain.**

G: "Rud-Gud was bad, real bad, Tooma says." **R:** "No. Tooma says Gud was bad."

G: "No. Tooma says Rud *and* Gud was bad. You are Rud. I am Gud. *We* are bad."

R: "No. Not Rud, just Gud. Wait!" A **loud fart** rips. Rud laughs. **G:** "See. That fart was made by we. Both Rud and Gud. If Rud and Gud fart, then Rud and Gud bad."

WEST PASSAGE

Ends in an **unlocked, steel-banded, wood door**. Listening reveals **no sound**.

PASSING OR PEEKING THROUGH THE CURTAIN

Rud-Gud will notice any movement of the curtains (northwest corner or south) and will immediately rise to confront the intruder.

RUD-GUD, SOUTHEAST CORNER

Sits with his back against the wall, arms folded, arguing with himself.

Rud-Gud's Reaction

Rud, the guiltless, **left head**, will be angry at the party's intrusion and want to attack. **Gud**, the guilty, **right head**, will fear that hurting the party will make Tooma angry. They will be torn between attacking and talking. They react on the party's reaction.

If the party refrains from violence, listens to, and talks gently to Rud-Gud like small children, Rud will become like Gud and **talk** about "being bad."

If the party shames or attacks them, Gud will become like Rud and **attack**.

If the party hesitates, there's a **3-in-6 chance** it goes either way.

Winning Over Rud-Gud

If the party listens/talks to Rud-Gud, Gud will say he was bad for stealing the deer. Rud will reluctantly agree. Gud will talk about Tooma being angry and how the "rock lady" won't let him leave the cave or go into the "meat room."

If asked about Tooma, Rud-Gud will say that he's their best friend.

If asked to be taken to Tooma, Rud-Gud will gladly lead them, talking all the way about how wonderful Tooma is for saving them from "the bad pig man." (Krop)

If asked about "the bad pig man", Rud-Gud will simply say, "He's a bad, bad man."

Rud-Gud, the Ettin

AC 4 [15], HD 10 (45hp), Att 2 × fists (1d6), THAC0 11 [+8], MV 120' (40'), SV D6 W7 P8 B8 S10 (10), ML 8, AL Neutral, XP 900

Surprise: Only surprised on a roll of 1, as both heads are vigilant.

CLOSET/SAFE ROOM, NORTH SECRET DOOR

Rud-Gud knows the whereabouts of the door, but has only ever seen it used as a closet to store the shovel, broom, bucket and mop that Tooma uses to clean his room. Tooma will use it as a safe room if attacked. **Leather purse: 100 g.p.**

NORTHWEST CURTAIN

Listening at the curtain reveals the **sound of running water**.

3 MEAT LOCKER

WEST ALCOVE

Between two steel cressets with signs of recent burning are two dressed, still fresh **deer carcasses**. The deer stolen from Oak.

NORTH DOOR

An **unlocked, steel-banded, wooden door**. Listening at the door reveals the faint **sound of running water**.

4 TROLL BRIDGES WEST & EAST

BRIDGES

Natural gray stone. Stand **10' above the river**. **Air is cool and moist**. River is **loud**. Hard to hear. These are the **homes of Morgra, the troll**.

UNDERGROUND RIVER

Runs roughly southwest to northeast. The current is **cold and fast**. Falling in rapidly carries the character to (5) where it deepens, slows, and widens. Here they can climb ashore **where they will be attacked by giant bicephalic frogs**.

Walls are slick with algae and have no handholds. Character can swim against current with a **successful STR check** or has a **1-in-20 chance of drowning or 1-in-6 if wearing heavy armor**. Still, the only way back up is the beach (5).

If swept under the bridges they may **encounter Morgra**, if she's there (see below). If she is, she will snatch them out of the river and bite them.

MORGRA, the TWO-HEADED TROLL

Spends her days hunting in the caverns along the western river. There's a **50% chance** she is under one of the bridges resting. Though Morgra has two heads, she is of one mind, and divides her time equally between the two. The left prefers (4w), the right (4e). Roll a d6 to determine if she's home or out hunting.

On a 1-3, Morgra is home; roll another d6.

On a 1-3, Morgra is under bridge (4w). On a 4-6, Morgra is under bridge (4e).

On a 4-6, Morgra is out hunting.

If home, she will **investigate any noise** made on the bridge.

If the party is alone, it takes her 1 turn to pull herself onto the bridge and attack.

If Rud-Gud, the Statue, or Tooma is with the party, she will **not attack**.

If fighting Morgra at (4e) and Rud-Gud is alive at (2), the noise will attract him.

4 TROLL BRIDGES WEST & EAST cont.

Morgra, the Two-Headed Troll

AC 4 [15], HD 6+3* (30hp), Att 2 × talon (1d6), 2 × bite (1d10), THAC0 13 [+6], MV 120' (40'), SV D10 W11 P12 B13 S14 (6), ML 10 (8 fear of fire), AL Neutral, XP 650

Surprise: Only surprised on a roll of 1, as both heads are vigilant.

Regeneration: 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.

Return from Death: If killed (0hp), will regenerate and fight again in 2d6 rounds.

Fire and Acid: Cannot regenerate damage from these sources. The only way to permanently kill a troll.

Fear of Fire: Morale 8 when attacked with fire or acid.

4e TROLL BRIDGE, EASTERN CORRIDOR

NORTH STEPS

Carved stone. Lead up to a **sandy grotto**. **Heavy musky, mammalian stench** can be smelled in the air.

WEST PASSAGE

The sound of the river is loud behind, but can also be faintly heard ahead. **Strong musky, mammalian stench** in the air to the north.

EAST STEPS

Rough stone. Lead down to a **sandy beach** (5). Air cool and moist.

SOUTHEAST CURTAINS

Heavy leather curtains. The **guttural mutterings of two big voices** (Rud-Gud, Rud = R, Gud =G) speaking in Common.

G: "Rud-Gud was bad, real bad, Tooma says." **R:** "No. Tooma says Gud was bad."

G: "No. Tooma says Rud *and* Gud was bad. You are Rud. I am Gud. *We* are bad."

R: "No. Not Rud, just Gud. Wait!" A **loud fart** rips. Rud laughs. **G:** "See. That fart was made by we. Both Rud and Gud. If Rud and Gud fart, then Rud and Gud bad."

If the party already heard Rud-Gud's conversation in the North Passage at (1) but hasn't encountered him yet, Rud-Gud complains about how hungry they are and wonders if/when the "stone lady" will let them back into the "meat room."

PASSING OR PEEKING THROUGH THE CURTAIN

Rud-Gud will notice any movement of the curtains (northwest corner or south) and will immediately rise to confront the intruder.

NORTH DOOR

Unlocked, steel-banded, wooden door. Through the gap, **light can be seen.**

If the party has NOT encountered Tooma and is NOT with Rud-Gud

Listening reveals a **steady cadence of prayers** (Tooma). If the party **lingers** near the door or makes noise, **4-in-6 chance** they **hear two noses** (Orthrus) **snuffling at the gap followed by a pair of low growls and twin barks.** See page 22-23.

EAST PASSAGE

Sound of the river, the same ahead and behind. **Strong, musky, mammalian stench** can be smelled in the air.

SOUTH DOOR

Unlocked, steel-banded, wooden door. Listening at the door reveals **no sound.**

BEACH

Sandy. Air cool and moist. River sounds softening.

Walls are **slick with patches of pale green algae.** Large **cave crickets** gather at the perimeter, feeding on it. **Giant bicephalic frogs** leap from the far boulder, snatching the insects off the wall with sharp teeth. **If the party approaches the boulder from land or water, the giant bicephalic frogs will attack them on sight and en masse.**

NORTH BOULDER

Large gray rock crawling with all 18 giant bicephalic frogs, leaping, jumping, clawing, and biting at each other, as if playing the game 'king of the hill.'

A fight here will **attract Morgra (4e) and/or Flisk (7), if they're home,** but, because of the frogs' aggressive nature and Tooma's prohibition against eating them, they will **approach, but hesitate, with a 3-in-6 chance of attacking. Roll every turn of combat.**

GIANT BICEPHALIC FROGS

Cave natives and a sign to Tooma that this was the Sanctuary promised by Nooma.

Giant Bicephalic Frog

AC 7 [12], HD 1+4 (8hp), Att 2 × talons (1d2), 2 × bite (1d4+1), THAC0 18 [+1], MV 60' (20') / 120' (40') swimming, SV D12 W13 P14 B15 S16 (1), ML 9, AL Neutral, XP 15

Highly Aggressive: voraciously carnivorous, will attack anything despite its size.

STEPS

Rough stone. Lead up. Faint luminescence.

FIRST GROTTO

Rough stone. Swept floor. Stone steps lead up to another area lit with a **pearly luminescence**. **Thick musky, mammalian stench is palpable.**

STEPS

Rough stone. Lead up. Pearly luminescence gets brighter.

SECOND GROTTO

Sandy floor. The **musky, mammalian stench** is overwhelming, headache and retch inducing. CON check required to stay.

ASTERION, SOUTHEAST CORNER

A double-headed minotaur, sits in the southeast corner holding a **glowing sphere (moonglobe, 1' diameter)** in both hands. The sphere is the source of the pearly luminescence, **eerily underlighting his two bull heads**. Twin streams of drool hang from his lips as he turns the object slowly, his four eyes fixated on something deep within. He never takes his eyes off of his “shiny” to look at the party.

Anyone reaching to touch the “shiny”

Asterion snarls and utters a guttural growl of warning.

Anyone touching the “shiny”

Asterion attacks with relentless violence until they back away into the first grotto. Once left alone, Asterion will sit back down and stare into the moonglobe, but will remain on edge and wary for several rounds.

NOTE: Asterion can only use 2 gore and bite attacks as he holds the moonglobe.

MOONGLOBE

A 1-foot diameter globe glowing with a pearly luminescence. An ancient artifact that can charm 1d4 monsters per day.

Asterion, the Double-Headed Minotaur

AC 6 [13], HD 6 (27hp), Att [2 × gore (1d6), 2 × bite (1d6)] or 1 × slam (1d12), THAC0 14 [+5], MV 120' (40'), SV D10 W11 P12 B13 S14(6), ML 12, AL Neutral, XP 275

Shiny: Stares into his “shiny,” drooling and entranced.

Passive Aggressive: Will attack anyone who attempts to take his shiny away.

Item: moonglobe (1' dia., glowing moonstone; magical: *charm monster* 1d4/day)

7 FLISK'S LAIR

GENERAL

Plain stone floor. Strong serpent stink. Stronger in (8).

NORTH DOOR

Unlocked, steel-banded, wooden door. Listening reveals **no sound**. Opening the door reveals one head of Beylon.

FLISK, the DIHYDRA

A two-headed hydra. Though Flisk has two heads, he has one stomach that is always hungry. Roll a d6 to determine if he's home or out hunting.

On a 1-3, Flisk is home. On a 4-6, Flisk is out hunting in Lake Bream.

Flisk, the Dihydra

AC 5 [14], HD 4 (16hp), Att 2 × bite (1d10), THAC0 By HD 15[+4], MV 120' (40'), SV D10 W11 P12 B13 S14 ML 9, AL Neutral, XP 175

Surprise: Only surprised on a roll of 1, as both heads are vigilant.

Disabling heads: For every 8hp damage taken, one head is disabled (cannot attack).

8 AMPHISBAENA PASSAGE

NORTH CHAMBER

Three unadorned stone pillars. Large chest against western wall containing: 112 g.p., 630 s.p. (63 g.p.), and 30 fire opals (250 g.p. each). Total 7,675 g.p.

BEYLON, the AMPHISBAENA

A 10' long two-headed worm lizard. Will always have a head waiting behind the doors.

SOUTH DOOR WEST

Unlocked, steel-banded, wooden door. Through the gap, **light can be seen**. If Tooma was NOT encountered: Listening reveals a **barely audible steady cadence of prayers**.

SOUTH DOOR EAST

Unlocked, steel-banded, wooden door. Listening reveals the **sound of running water**.

Beylon, the Amphisbaena

AC 3 [16], HD 6* (27hp), Att 2 × bite (1d3 + poison), THAC0 14 [+5], MV 120' (40'), SV D10 W11 P12 B13 S14 (6), ML 8, AL Neutral, XP 500

Poison: Causes death (save vs poison).

Cold immunity: Unharmed by coldbased attacks.

9 TOOMA'S CHAMBER

UPPER LEVEL CHAMBER

Plain stone floor. Warm. Tidy. Well-lit. South stairs lead to lower level. In the northwest corner, an **identical, but smaller, statue of Nooma** sits on a low **wooden altar**. Tucked behind it is a hammer and several chisels of different sizes.

SOUTH DOOR

Unlocked, steel-banded, wooden door. Listening reveals **no sound**.

LOWER LEVEL CHAMBER

Plain stone floor. Warm. Tidy. Well-lit. Clean pallet in alcove. **Clothes neatly folded** on bench at the foot. South stairs lead to upper level.

NORTH DOOR

Unlocked, steel-banded, wooden door. Listening reveals **no sound**, but a **strong serpent stink pervades**. Opening the door reveals one head of Beylon.

9 ENCOUNTERING TOOMA – TOOMA'S CHAMBER

IF THE PARTY IS WITH RUD-GUD

SOUTH DOOR

Rud-Gud barges in. The door bangs open. Tooma and Orthrus heard him coming. They are standing, ready and waiting. Rud-Gud announces the party. Tooma welcomes them.

Tooma, Two-Mouths Talking, 3rd-level Cleric of Nooma

AC 2 [17], HD 4 (16hp), Att 1 × dagger (1d6) or spells, THAC0 19 [0], MV 60' (20'), SV D11 W12 P14 B16 S15 (Cleric 4), ML 7, AL Neutral, XP 175

Hypnotic Double-Talk: Any humanoid who hears Tooma's hypnotic double-talk must **save versus spells** or be charmed: move towards Tooma (resisting those who try to prevent it); defend Tooma; obey Tooma's commands (if understood); unable to cast spells or use magic items; unable to harm Tooma. A character who saves is unaffected for the rest of the encounter. Killing Tooma breaks the charm.

Spells: 1st: *cure light wounds, light*; 2nd: *speak with animals*, Special: *create food*

Items: Silver dagger

Orthrus, the Death Dog

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

Surprise: Only surprised on a roll of 1, as both heads are vigilant.

Disabling heads: For every 5hp damage taken, one head is disabled (cannot attack).

IF THE PARTY IS NOT WITH RUD-GUD

SOUTH DOOR

If the party was sensed by Orthrus through the south door

Tooma will wait for them by the north wall with his silver dagger drawn. Orthrus will continue to growl and claw at the door until Tooma calls him to his side and bids them to “Enter.” When he sees it’s the party, he says, “I’ve been expecting you.”

If the party was not sensed by Orthrus through the south door

Tooma will be praying and genuflecting in front of Nooma’s statue. But, as soon as Orthrus hears the door, he will race to attack the intruder. Tooma will call him off when he sees it’s the party and not Krop and say, “I’ve been expecting you.”

If the party enters and is violent

Tooma and Orthrus will fight until they can leap down onto the bed and escape through the north door to (8). He will wait in the north chamber. If the party defeats Beylon, he will retreat to (7) and make his last stand there with Orthrus and Flisk, 1-in-6 chance, if present.

If the party enters and is willing to talk

Tooma will greet them and ask if anyone in the sanctuary was harmed:

If yes, Tooma becomes sad, but sees this as fated by Nooma. He will speak to them warily. If anyone becomes violent, he’ll use his hypnotic double-talk.

If no, Tooma speaks to them as friends and asks for their help. See next page.

NORTH DOOR

If the party comes through the north door

Tooma will be praying and genuflecting in front of Nooma’s statue. At the sound of the door opening, Orthrus will race to attack the intruder. Tooma will call him off when he sees it’s the party and not Krop and say, “I’ve been expecting you.”

If the party enters and is violent

Tooma and Orthrus will fight until they can flee through the south door calling Morgra, Rud-Gud, and Flisk to his aid. If they are alive and come when called, roll for each, 1-in-6 chance, he will fight with them in Rud-Gud’s room (3) with the Statue. If no one comes, he’ll hide with Orthrus in the safe room (S).

If the party enters and is willing to talk

Though Tooma knows Beylon is dead, he will understand this as fated by Nooma and attempt to talk with the party and ask for their help. Failing this, he’ll use his hypnotic double-talk.

ENCOUNTERING TOOMA – ANYWHERE IN THE SANCTUARY

IN COMBAT

Tooma will intervene and attempt to call off his friend or friends.

If the party attacks Tooma and Orthrus, they will join in the fight.

If the party does not attack Tooma and Orthrus

And Tooma is successful, he'll apologize for the attack and try to make reparations for any damages. See Talking to Tooma below.

And Tooma is not successful, he'll do whatever needs to be done to stop the fight, including using his hypnotic double-talk on the party.

WHILE TRAVELING

Seeing that the party is not Krop, Tooma will hail them and approach them directly with Orthrus at his side, saying that he was expecting them.

If the party is violent, Tooma will fight until he and Orthrus can flee towards the entrance, calling for help along the way. **Roll for each of Tooma's friends nearby**, there is a **1-in-6 chance they hear and respond**. If help arrives, Tooma will stand and fight. If not, he will run out of the cave and hide in the forest as the Statue intervenes and guards his escape.

If the party is not violent, Tooma will ask for their help.

TALKING TO TOOMA

If the party mentions the missing deer, Tooma will apologize on behalf of Rud-Gud and pay the party to pay the hunters **20 g.p. per deer** in compensation.

If the party mentions the missing fishermen, Tooma will apologize on behalf of Flisk with deepest sincerity and regret. He will offer to pay the families **1 fire opal per person lost**, knowing that this will do nothing to return their loved ones to them.

If the party asks Tooma's story or about the "bad pig man," Tooma will tell them about **Krop: a sadistic, wereboar menagerist** who tortured and kept him and his friends captive for years until his goddess, Nooma, gave him the power to escape. See Tooma's Story pg. 3.

If the party mentions they've seen or encountered Krop, Tooma will be shocked, but quickly master himself. If the party doesn't already know about Krop, Tooma will tell them about him and ask their help in destroying him once and for all.

HELPING TOOMA WITH HIS FRIENDS

HELP

Tooma has some solutions to the problems he's facing alone. He would like the party to help him accomplish them and will reward them with **payment of 2 fire opals each when successful.**

ASTERION

A. GETTING the MOONGLOBE BACK

Attempt to get the moonglobe back from Asterion so that Tooma can recharm his friends and avoid future problems.

B. PURCHASING ANOTHER MAGIC ITEM

Or, realizing the danger getting the moonglobe might pose to himself, Asterion, and the party, he will **give the party his fire opals to purchase another magic item** that will allow him to recharm the friends under his care.

FLISK

C. CONTAINING FLISK

If the party is willing to help with B, Tooma will also ask their help in **luring Flisk into the Meat Locker (3)** using the deer carcasses as bait and the light of the cressets to prevent him from killing more fisherfolk.

D. FETCHING FLISK

If Tooma and the party fail at C, Tooma will ask the party's help in **fetching Flisk after they achieve B and get the moonglobe back.**

HELPING TOOMA WITH KROP

HELP

Tooma wants to end Krop's threat. He will pay the party the last of his fire opals to help do this. He will tell them that only magic and magical or silver weapons can wound a wereboar. He doesn't have magical weapons, but he does have **630 s.p. that he will give them to melt down and coat their weapons with.** He will also give them wolfsbane for protection.

RETURNING WITH KROP

Tooma wants Krop brought to the sanctuary where he can be dealt with once and for all.

RETURNING WITH KROP'S HEAD

Or, if the party is willing to fight Krop themselves, **Tooma wants them to bring him his head as proof.**

A. GETTING the MOONGLOBE BACK

If the party has no magic to use on Asterion, Tooma knows that there may be a way to trick the minotaur into giving up the moonglobe with another larger and more sparkly “shiny.” Tooma tried fire opals, but they didn’t work. He’s open to any ideas the party has.

If the “shiny” offered is larger and more sparkly than the moonglobe, it has a 5-in-6 chance of success.

If successful, Tooma charms Asterion and takes the party to his chamber (9) and makes them wait as he goes to the treasure chest in (8). When he returns, he **pays them 2 fire opals each** and offers his aid in the future, should they need it, asking only that they keep the sanctuary and its location a secret.

B. PURCHASING ANOTHER MAGIC ITEM – GOING

Tooma doesn’t know where to buy a magic item with the powers of the moonglobe. He doesn’t even know if he has enough wealth to afford it, but he’ll give the party all the fire opals he has (30 – the 2 for the fisherfolk families) to try to buy it.

If the party doesn’t already know about Warwick the Wizard of Woad and his tower outside of town. They can learn from the Mouth Cave, Merkin, Griff, Clive, Brindlewit, or Dell and Erin.

Merkin knows the wizard and will tell the party to be persistent and ask 4 times.

WARWICK the WIZARD of WOAD

Warwick is a crotchety old wizard who loves the number 3. He wears oversized deep blue robes dyed in woad. He seems neurotic and unstable, but is putting on an act. He likes testing people to see how desperately they need the thing they’re asking for. He rewards persistence.

He will rebuff the party 3 times at the door of his tower. If the party persists and asks to enter a 4th time, he will let them in.

He will rebuff the party 3 times when asked to buy a magic item to control monsters, saying they’re asking for something extraordinary. If the party persists and asks a 4th time, he will open a chest and fish through hundreds of rings until he finds:

the Ring of Sub-Dual (*charm monster 1d2 times per day*)

He will rebuff the party 3 times when asked how much the ring is, saying that it’s priceless and he couldn’t possibly part with it. If the party persists and asks a 4th time, he’ll hand it over for **3 x 3 (9) fire opals.**

B. PURCHASING ANOTHER MAGIC ITEM – RETURNING

When the party returns, the Statue of Nooma (1) will escort them to Tooma's chamber (9).

If the party is successful and brings the ring to Tooma, he takes it, goes to Asterion's grotto, **charms the minotaur, and gets the moonglobe back.**

With this done, he'll ask how much the ring cost, attentively listening to the response to detect a lie (**5-in-6 chance minus highest Charisma bonus**).

C. CONTAINING FLISK

Unless the party is successful at A, Tooma will ask them to help him contain Flisk before they leave to get the magic item. If the party has no magic to use on the dihydra, Tooma wants to lure Flisk into the Meat Locker (3) with **the deer carcasses** and by **lighting the cressets** to keep him on track and the other denizens away.

There are many obstacles to consider, like getting Flisk out of his lair, across the river, and up the beach without killing any of the bicephalic frogs. Tooma's also uncertain how he'll secure the doors.

The party starts with a 2-in-20 chance of success. For every plausible idea the party comes up with, add 1 to the d20 roll.

If a failure is rolled, Flisk will run back to the river, attacking anyone in his way, dive in and swim out to Lake Bream and take up residence in the cave on Lonely Island.

D. FETCHING FLISK

After Flisk escapes, Tooma will know he's not coming back and will ask the party to find out where he is. Flisk's presence will be known by all the fisherfolk of Bream and news will have reached the folk of Barley and Oak. When Tooma learns of this, he **will ask the party to take him out to Lonely Island so he can recharm and bring Flisk back to the Sanctuary.** Clive will row Tooma and the party out to the island.

While rowing across the lake, there is a 1-in-20 chance Flisk will attack the boat and there is a 3-in-6 chance that he is home in the cave on Lonely Island.

Tooma will use the moonglobe on Flisk. If this fails, he'll use the ring of sub-dual. When successful, Tooma will ride Flisk across the lake, climbing onto the far shore and disappearing into the forest, never to bother Bream again.

ENCOUNTERING KROP

Krop arrives at the village when the party is away and accosts Brindlewit, Dell and Erin, and anyone he encounters for information about the two-headed monster. His interrogations reveal the presence of the party and he sets out in search of them. Krop should arrive at an inconvenient place and time for the party. **Choose or roll a d6.**

1. In the Riddle Hills near the Sanctuary
2. In the Grimholt Forest between the Sanctuary and the Settlement of Oak
3. In the Settlement of Oak
4. On the road between the Settlement of Oak and the Village of Barley
5. In the Village of Barley commons
6. In the Hull & Husk Tavern

When Krop finds the party, he will confront them as Erk fondles his whip and Derk brandishes his club. Krop will attempt to bully them into telling him where his monsters are. Here are Krop's reactions based on some of the party's possible reactions.

If the party defies him and refuses to give up the information, roll a d6.

- 1-2. Decides the party is too strong to fight. He'll follow them relentlessly at a distance until they lead him to the cave or they drop their guard or are weakened enough to attack.
- 3-4. Decides the party is too strong to fight now. He'll follow them, attacking them later that night.
- 5-6. Transforms into a wereboar and attacks with the aim of keeping one alive to give him the answers he needs.

If the party stands strong and lies to him about the location, roll a d6.

- 1-2. Krop thinks he's being lied to but heads to the location anyway.
- 3-4. Krop knows he's being lied to but decides the party is too strong to fight. He'll follow them, attacking them later that night with the aim of keeping one alive to give him the answers he needs.
- 5-6. Krop knows he's being lied to and transforms into a wereboar and attacks with the aim of keeping one alive to give him the answers he needs.

If the party feigns fear or is fearful and lies to him about the location, roll a d6.

- 1-2. Krop thinks he's being lied to and demands the party lead him there.
- 3-4. Krop knows he's being lied to but decides the party is too strong to fight. He'll follow them, attacking them later that night with the aim of keeping one alive to give him the answers he needs.
- 5-6. Krop knows he's being lied to and transforms into a wereboar and attacks with the aim of keeping one alive to give him the answers he needs.

FIGHTING KROP

Krop, Erk and Derk will fight dirty. Krop will transform into a **wereboar** and **Erk & Derk will berserker battle rage.**

If Krop is losing the fight and/or if the party has silver weapons and/or wolfsbane, he will try to run away. If the fight is balanced, Krop will summon 2 boars, unless they've been killed in an encounter, to tip the balance in his favor.

Krop, the Wereboar

AC 4 [15] (9 [10] in human form), HD 4+1* (19hp), Att 1 × tusk/bite (2d6), (Att 1 × whip (1d4) or club (1d4) in human form) THAC0 15 [+4], MV 150' (50'), SV D10 W11 P12 B13 S14 (4), ML 9, AL Chaotic, XP 200

Battle Rage: In human form, may enter a berserk rage: +2 to hit; fight to the death. Rage sometimes causes them to attack their allies.

Human Form: Have similar physical characteristics of the associated animal type.

Mundane Damage Immunity: In animal form, can only harmed by magic or silver or magical weapons.

Languages: In human form, can speak normally. In animal form, can only speak with animals of the associated type.

Armor: Not used because it hinders shape-changing.

Summon Animals: Can summon 2 boars from the surrounding area. These arrive in 1d4 rounds.

Wolfsbane: If hit, must **save versus poison** or flee in terror.

Reversion: If killed, Krop will revert to his human form.

Scent: Horses and some other animals are afraid around Krop.

Infection: A character who loses more than half their hit points from Krop's tusk/bite attack contracts lycanthropy. Humans become a wereboar (run by the referee, henceforth); non-humans die. The disease takes full effect in 2d12 days, showing signs of infection after half the time.

Erk & Derk, the Berserker Lackeys

AC 7 [12], HD 1+1* (5hp), Att 1 × whip (1d4) or club (1d4), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 19

Battle Rage: +2 to hit humans and similar humanoids (e.g. orcs, goblins). Rage sometimes makes them attack their allies.

KILLING KROP

Krop reverts back to his human form. If searched, he has **163 g.p. in a sling pouch.**
Erk and Derk have **71 g.p. each in a purse on their person.**

RETURNING WITH KROP

TOOMA'S PLAN

a) have the party silver their weapons; **b)** bring Krop to the cave; **c)** bring Krop into the cave; **d)** bring Krop through the curtains into (3) where Tooma and friends are waiting

WHERE THE PLAN CAN GO WRONG

- a)** If at anytime the party reveals they have silvered weapons, roll reaction.
- b)** If the party does anything suspicious leading Krop to the cave, roll reaction.
- c)** If the party does anything suspicious leading Krop into the cave, roll reaction.
On a roll of 3-4, Krop demands the party go into the cave ahead of him.
If the party resists, Krop turns into a wereboar and attacks them.
If the party agrees, Krop follows behind them on guard.
- d)** If the party does anything suspicious leading Krop through the curtains, roll reaction.
On a roll of 3-4, roll another d6
On a roll of 1-3, Krop demands they go through ahead of him.
If the party resists, Krop turns into a wereboar and attacks.
If the party agrees, Krop follows behind them on guard.
On a roll of 4-6, Krop tells them to go down the western passage.
If the party resists, Krop turns into a wereboar and attacks.
If the party agrees, Krop follows behind them on guard.

ROLL REACTION

Krop knows he's so close to getting revenge he can taste it. **Roll a d6.**

- 1-2. Careless, overlooks obvious things, focused on revenge
3-4. Confrontational, is suspicious, sees or senses something is off, ready to attack
5-6. Transforms into a wereboar and attacks

RETURNING WITH KROP'S HEAD

When the party returns, the statue of **Nooma will escort them to Tooma's chamber.**

Tooma will take the head, thank them, **pay them 2 fire opals each**, and offer his aid in the future, should they need it, asking only that they keep the sanctuary a secret.

As Tooma leads them out, he walks to bridge 4w and **calls Morgra (if alive)**. When she peeks her head out, squinting in the light, **he'll hand her the head**. She'll take it and **bite into it like an apple**. Tooma will watch her eat, relishing in the sound of her chewing. If the party doesn't wish to watch, the Statue of Nooma will escort them out. Tooma will wave goodbye to them without looking.

LONELY ISLAND & CAVE

CROSSING LAKE BREAM

Clive will row the party out to the island if they rid the village of Flisk. He will refuse if “the dragon” is still an active threat. But fisherfolk can be persuaded with gold.

If Flisk has not been killed, contained, or charmed, or if he escaped the Sanctuary, there is a 1-in-20 chance he attacks the boat on the way to the island.

If Flisk escaped, he will make the island cave his home. Clive will know this and will only take the party there if they promise to kill “the dragon.” There is a 3-in-6 chance Flisk is home. Fisherfolk will not go near the Island for any price.

LONELY ISLAND

In the southwest, a dense grove of trees leads down to the root-gnarled shore. In the northeast, a lone hill rises from a wide, grassy field, a cave entrance in its face.

CAVE – NATATORIUM of the NIXIES

Wide, natural cave opening changes to a worked limestone passage that leads into a round, domed grotto 30 x 30' with a raised, round 10' diameter pool in the center that is lit from a skylight above. The smooth walls are carved with reliefs of naked, frolicking fey in a pool identical to the one in the room. **Floating on the water is a green, viscous mat. This is Green Scum, use Green Slime stats without Surprise.**

If the green scum is destroyed, 10 nixies appear in the pool, as if summoned. They are grateful to the party for cleaning their pool and **want to reward them.**

If asked about the treasure in the pool: The nixies don't know of any, but the leader, Glim, will gladly give them his **+1 golden trident of submission.**

If asked about the “two-headed dragon”: They know of him and where it lairs. They would like to be rid of him, as they fear for their friend **Mani, an enormous, weed-covered catfish, who is the spirit of the lake.**

If asked to be brought to the dragon's lair: They will cast *water breathing* (lasts 1 day) on the party and swim them down through the pool, across the bottom of the lake, to the underground river and up against its current, coming out in **the northeast corner of the Sanctuary.**

SWIMMING to the SANCTUARY

There is a **1-in-20 chance of encountering Flisk in the lake** and a **2-in-20 chance in the underground river.**

Encountering Flisk precipitates an underwater fight. If in the underground river, the fight is in the dark (-4 to hit). The nixies will summon **10 giant bass** (1d4 rounds to arrive) and will **attack Flisk from the rear with tridents and daggers.**

THE DRYAD'S TREE

Whenever the party passes through Oak from the Riddle Hills, Griff will intercept them with a look of concern and ask if “the problem” was taken care of.

If the party answers no, he'll want to know when they think it will be. Whatever they answer, he'll be on the verge of saying something more, hinting at another problem, but will let them pass without further interruption.

If the party answers yes, he'll ensure them that Brindlewit will pay them the balance of gold owed, but he has a favor to ask. One of the men of his village, **his brother Gall**, actually, has been **ensnared by the Woman of the Woods** and he wants to get him back. He's tried to solicit the spirit with offerings, but to no avail. And **Gall's poor dog Brute, a huge, shaggy hunting hound, won't leave the tree**. Griff fears for its life, as it takes no food and water while waiting for his master.

If the party accepts, Griff will lead them to a **tremendous dire oak** southwest of the settlement. Offerings of fresh game and carved figurines of the Woman of the Wood rest in the thick roots. **Nearby, Brute lies with his head in his paws staring at the tree**. Closer inspection, reveals the ridges of Brute's ribs and spine standing out in relief through his lusterless, leaf-matted coat.

If the party asks why Griff hasn't attempted to cut the tree down or light it on fire, he'll say he doesn't know if doing this will kill his brother.

CALLANDRALIA, the DRYAD

Naturally shy. She doesn't like the attention drawn to her and her tree. But she loves Gall and wants to be with him, though she feels bad about Brute. She is conflicted.

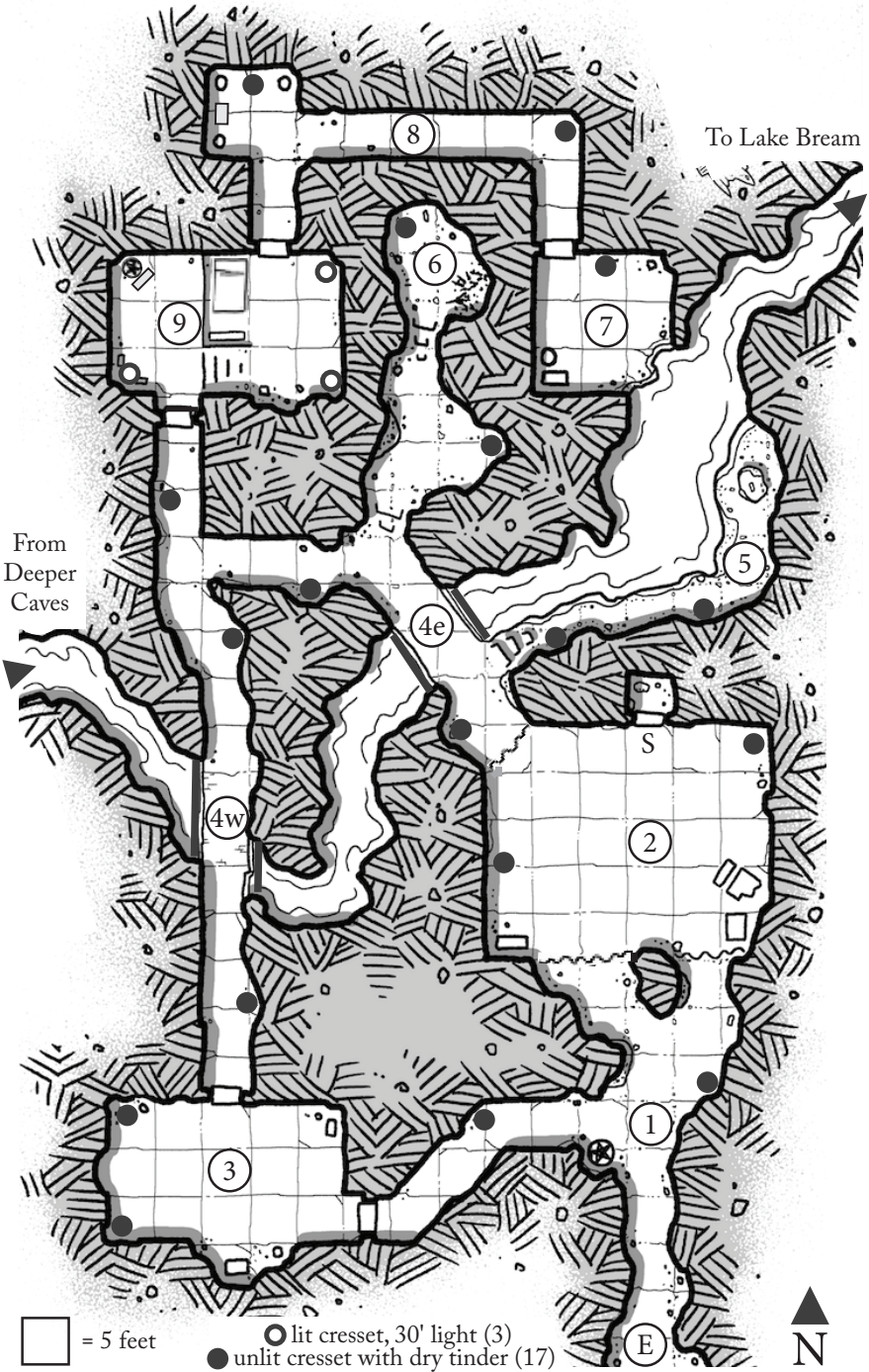
Callandralia can be coaxed out non-violently if the party joins Brute in his vigil. There's a **1-in-6 chance of success after their first full day** and a **2-in-6 chance if they eat nothing**. For every extra full day the party waits, **add 1 to the chance**. For every extra full day the party waits without eating, **add 2 to the chance**.

If the party peacefully parleys with Callandralia and makes their case, she will release Gall. Gall will sleepily exit the tree and be set upon by Brute, who jumps and whines and licks him. Gall will thank Callandralia and promise to return often to her. **Callandralia silently blesses the party, as cleric spell in next combat**.

Callandralia can be forced out violently with axe and fire.

She will appear, begging them not to harm her tree, promising to release Gall if they do. Gall will sleepily exit the tree and be set upon by Brute, who jumps and whines and licks him. Gall will thank Callandralia and promise to return often to her. **Callandralia silently blights the party, as inverse cleric spell in next combat**.

SANCTUARY MAP



THE SANCTUARY FOR BICEPHALIC OUTCASTS

A two-headed giant is seen at night.
Two deer carcasses are found missing in the morning.

A two-headed dragon is seen in the morning.
Two fisherman never return home at night.

A two-headed man and dog are seen in Grimholt Forest.
They were heading for the Riddle Hills.

Are these coincidences or are they connected?
Will the party help the Confederacy of Barley, Bream, and Oak find out?

