

# The Blackapple Brugh

A Basic Fantasy Role-Playing Game Adventure Series  
For 4 to 6 Player Characters, Levels 1 to 3

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## Introduction

*If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

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Blackapple is a small, remote village on the edge of a great wood. It is intended to provide low level PCs with a good starter town and hub for adventures, big and small. This book describes several encounters or mini-adventures around Blackapple, as well as a larger adventure that takes place in a subterranean elf lair known as a "brugh" (pronounced "broo").

This adventure was designed for use with the **Basic Fantasy Role-Playing Game**, available for free from [www.basicfantasy.org](http://www.basicfantasy.org), but can in fact be used with a variety of "old school" fantasy RPG systems. If you plan to use it with a different game, it might still be a good idea to download a copy of the **Basic Fantasy RPG Core Rules** for reference. Some of the creatures used are found in the **Basic Fantasy Field Guides**, Volumes 1 and 3, which are also available for free from the website.

### Placing Blackapple in Your Setting

Physically, the village of Blackapple should be located in a remote, rural region on the outskirts of a forest. Ideally, the forest should be an old growth, fairy-haunted one.

Culturally, Blackapple is medieval(ish). The people of Blackapple are highly provincial and distrustful of the strange or unconventional. That means that non-human races like dwarves and halflings are regarded at best as curiosities. Given the region's history (see **Background** on page 2), elf or half-elf characters are even more problematic. In this region, elves are more like the "fairies" of old British folklore and Susanna Clarke, not the lordly elves of Tolkien or typical role-playing tropes.

The GM should account for this, and keep elf PCs on their toes while in Blackapple village.

As NPCs, the local elf population are a subspecies known as "Brugh Elves" (see page 37).

### Encounter Difficulty

As this is an Old School adventure, players have no assurance of "balanced" encounters. A low-level party with a fight-everything mentality might end up dead. Powerful NPCs like Tobler (B11), or certain monsters like the treant (A5) aren't intended as boss fights, but rather opportunities for role-playing and creativity. In some cases, players will only survive if they can appropriately muster tact or ingenuity (or when all else fails, knowing when to just RUN).

### Adventure Hooks

Play can commence with the party simply approaching Blackapple village from the North. Or use an adventure hook:

- Word has come to one of the PCs that his or her 11-year old nephew Arthur has been completely out of control. Arthur's parents, Lord and Lady Figwort, are asking family to help talk sense into him. The Figworts have a minor estate near a village called Blackapple.
- Word has come to one of the PCs that crazy uncle Athelstan has escaped the asylum again. The asylum is near a village called Blackapple.
- An old friend of one of the PCs, Alistair the Treasure Hunter, has fallen on hard times after his adventure party was nearly wiped out. He's now recuperating in a village called Blackapple.

Once in Blackapple, characters can find opportunities for employment in things like hunting wild dogs, tracking down an escaped madman, battling stirges on behalf of lumberjacks, hunting monsters for a closet necromancer, or helping a witch find her lost pet.

The most detailed adventure, however, concerns the children of Blackapple. They are shape-shifted, malevolent doubles from an underground lair known as a Brugh, while the real children are held captive there (see **Background** below).

## Background

### History of Blackapple

Blackapple village (pop. 408) is a rural community on the edge of a great wood. Like many places, it takes its name from an event that happened long ago.

As the story goes, the first settlers in this area were woodcutters. These woodcutters thought themselves fortunate to have found a forest all to themselves, and they immediately began cutting down trees. But this was a fairy forest, and fairies didn't take kindly to their home being destroyed. So they laid magic curses on the woodcutters so that axes fell apart, cattle wouldn't give milk, and the hands that cut wood became covered in boils and sores.

It was at this point that a holy woman by the name of Ludann interceded for the poor, foolish woodcutters. Sensibly, she asked a squirrel to explain the matter. According to the squirrel, if the people would leave the forest alone, only taking enough dead wood to heat their homes and cook their food, the forest would leave them alone. And to give the people something better to do, the squirrel promised that if the people would forsake woodcutting and instead raise pigs (for the forest was full of tasty acorns that pigs adore) they would be eternally blessed with healthy, tasty pigs. As a token of this promise, the enchanted squirrel presented Ludann with a large black apple.

While the veracity of this story can't be established, to this day Blackapplers are known as great pig farmers. More importantly, they don't cut down live trees and don't venture too far into the woods.

As the years went by and the people of Blackapple prospered, the village grew. This caught the attention of a local Elf Lord, who was jealous of anyone doing well other than himself. To punish Blackapple for being a happy, contented place, he subjected them to his own rule, which was cruel and arbitrary.

This turn of events could not stand, so powerful magicians came to the aid of the villagers. Using ancient magic to thwart the power of fairies, they banished the Elf Lord to live underground. The elves are said to live there to this day in a subterranean place known as the Brugh, buried under an earth-mound ringed with standing stones.

### Recent Events

In the years since, Blackapple again became a happy and prosperous place. That is, until two weeks ago, when some naughty children upset things. Led by Arthur Figwort, the local lord's son, a half dozen of the village children sought to make contact with the legendary Elf Lord. According to local lore, a person can summon the Elf Lord to appear in a magic mirror through the simple recitation of a rhyme:

*Mirror Man, Mirror Man, come to me,*

*I'll see your face on the count of three,*

*One... Two.... Three!*

The children did this, and the Elf Lord appeared. But the Elf Lord was devious, and tricked the children into entering his realm via the magic mirror at Figwort Manor (see **Entering or Exiting the Brugh** on page 21).

The children now serve the elves in various capacities. So that they wouldn't be missed, the Elf Lord sent proxies to take their place in Blackapple village: seven of his allies (little goat people known as "ibix") magically disguised as the children. These shape-shifted ibix are quite wicked, and have been causing chaos in Blackapple village since their arrival. The villagers haven't figured out their true identity, but they know something is very wrong. Some suspect fairy magic.

Arthur Figwort (or more precisely, the ibix disguised as Arthur Figwort) has been the worst of the lot. To avoid trouble and embarrassment, the Lord and Lady Figwort have sent their son to a nearby sanitarium to be "cured".



## Blackapple Environs

### Wandering Monsters Outside Blackapple

For every 30 minutes the players spend roaming the area around Blackapple, there is a 1 in 6 chance of an encounter. If the encounter occurs in a forest roll 1d12 to determine what it is; for outside the forest roll 1d8.

1. **Wereboar:** AC 16†, HD 4\*, #At 1 bite, Dam 2d6, 50' Human Form 40', Sv F4, MI 9, XP 280  
HP 20    □□□□ □□□□ □□□□  
          □□□□

This female wereboar-infected pigman Jack of Blackapple Village (B8). In the wereboar's lair (a nearby hut in the woods) are 2,289 cp and 3 gems: a phenalope worth 50 gp, an amethyst worth 100 gp, and a large topaz worth 200 gp.

2. **5 Clerics,** Human Cleric 1: AC 11, #At 1 quarterstaff, Dam 1d8, Mv 40', MI 10, XP 25 ea.  
HP 3    □□□                      6    □□□□□ □  
     3    □□□                      1    □  
     5    □□□□□

The Clerics are from the St. Ludann Priory in Blackapple (B10). They appear harried, searching for an arsonist who set fire to a woodcutter's cabin. They may question suspicious-looking strangers.

3. **Crazed Escaped Inmate,** Human Normal Man: AC 11, #At 1 cudgel, Dam 1d4, Mv 40', MI 11, XP 10  
HP 5    □□□□□

Gnawing on a stick and cackling maniacally, this crazy fellow attacks the first person who makes eye contact. He has escaped from the Sanitarium at A2. If returned alive, Dr. Livinius will reward 185 gp.

4. **5 Goblins:** AC 11, HD 1-1, #At 1 spear, Dam 1d6, Mv 30', Sv F1, MI 7, XP 10 ea.  
HP 7    □□□□□ □□    1    □  
     5    □□□□□            5    □□□□□  
     1    □

These goblins are trying their hand at petty racketeering. In the name of "Lord Gizgik the

Just" the leader will ask for 1 gp per person in "back taxes". If the party refuses to be shaken down, the goblins will fight if they think they can win. Otherwise they'll retreat into the woods with curses and threats of legal action.

The largest goblin carries a small pouch with 14 gp and wears a handsome blue officer's jacket bedecked with medals of *Participation* and *Not-Getting-Killed, First Class* (worth 1 sp).

5. **Poisoned Poet,** Human Normal Man: AC 11, #At n/a, Dam n/a, Mv 0', MI 7 XP 10  
HP 4    □□□□

A young poet has collapsed in some bushes and is groaning in pain. He has ingested belladonna berries, and unless cured will die within 24 hours. The poet is a close friend of Wylda Figwort (B16), and if she hears of the poisoning she'll immediately come to his aid.

6. **5 Wild Dogs:** AC 14, HD 1+1, #At 1 bite, Dam 1d4 + hold, Mv 50', Sv F1, MI 9, XP 25 ea.  
HP 7    □□□□□ □□    5    □□□□□  
     7    □□□□□ □□    6    □□□□□ □  
     6    □□□□□ □

The dogs are chasing a black cat who belongs to a witch (see #7 below).

**Cat:** AC 15, HD 1d2 HP, #At 1 bite/1 scratch, Dam 1d2/1d2, Mv 40', Sv F1, MI 6, XP 10  
HP 2    □□

7. **Witch,** Human Magic-User 5: AC 11, #At 1 sickle or spell, Dam 1d6 or by spell, Mv 30', MI 8, XP 45

Spells: **charm person, sleep, levitate, continual darkness\*, bestow curse\***

HP 16    □□□□□ □□□□□ □□□□□ □

This old crone is in the area looking for her cat, who was last seen being pursued by wild dogs. Her eyes are pitch black, her mind consumed with bloody vengeance. If the party finds her cat, she will reward them with a magic item: A **Blond Lady's Wig of Mediumship** (9 charges), which allows the wearer to **speak with dead**.

8. **Boar:** AC 13, HD 3, #At 1 tusk, Dam 2d4, Mv 50' (10'), Sv F3, MI 9, XP 145  
HP 11    □□□□□ □□□□ □
9. **Ogre:** AC 12, HD 4+1, #At 1 club, Dam 2d6, Mv 40', Sv F4, MI 10, XP 240  
HP 19    □□□□□ □□□□ □□□□□  
          □□□□
10. **Giant Hawk:** AC 14, HD 4, #At 1 claw or 1 bite, Dam 1d6, Mv Fly 150' (10'), Sv F4, MI 8, XP 240  
HP 18    □□□□□ □□□□□ □□□□□  
          □□□

This giant bird will seek to surprise its prey, swooping down to grab and carry off the smallest person or beast in the party.



11. **Owlbear:** AC 15, HD 5, #At 2 claws/1 bite + hug, Dam 1d8/1d8/1d8/ + 2d8, Mv 40', Sv F5, MI 9, XP 360  
HP 22    □□□□□ □□□□□ □□□□□  
          □□□□□ □□
12. **2 Dire Wolves:** AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.  
HP 16    □□□□□ □□□□□ □□□□□  
          □  
          20    □□□□□ □□□□□ □□□□□  
              □□□□□

## Blackapple Environs Key Encounters

### A1. WILD DOG LAIR:

This overgrown section of woodland serves as the preferred hangout for a pack of wild dogs that have been plaguing the pig farmers of Blackapple.

The dogs are actually locals, having been persuaded by the cu-sidhe (a kind of "fairy dog") of Faehill (B14) to harass the Blackapplers.

Pigman Jack (B8) can point the PCs in the right direction if they want to collect dog pelts for money.

**6 Wild Dogs:** AC 14, HD 1+1, #At 1 bite, Dam 1d4 + hold, Mv 50', Sv F1, MI 9, XP 25 ea.

HP	4	□□□□	7	□□□□□ □□
	5	□□□□□	5	□□□□□
	5	□□□□□	5	□□□□□

### A2. DR. LIVINIUS' SANITARIUM:

This large stone country house has been repurposed to serve as a small sanitarium. There's a front door and a back door, both locked with keys held by Livinius and his two assistants. The windows are barred. Four upstairs guest rooms have been converted into cells for Livinius' troubled clients. He currently only has three patients; the fourth recently escaped.

The Sanitarium floor-plan map is on page 39.

If the players knock on the door:

The door opens to reveal a clean-cut, burly man in a white coat. He looks you up and down and then squarely at your face, waiting for you to speak.

The burly man is an assistant. If the PCs impress him as being serious, he'll notify the master. But as a rule Dr. Livinius doesn't take visitors unannounced, so unless they have something interesting to say the door will be shut in their faces. Of course, if their business is related to the escaped lunatic, that would be an opening.

If the madman is returned alive Livinius will reward the party with 185 gp and would be willing to grant an audience if they ask for it. If the GM wants to

play up the role-playing, Livinius is always happy to discuss his practice for healing mental illness, which includes exorcism, leechcraft, and ad hoc brain surgery.

### The Case of Arthur Figwort

Livinius is currently treating the boy Arthur Figwort for madness. Livinius has diagnosed the boy with "humoural imbalance caused by persistent category II demonic infestation", the treatment of which requires brain surgery.

He's written a letter to the Figworts stating that Arthur is possessed by demons, which means he cannot legally be released until cured. He further requests that he be allowed to perform brain surgery on the boy. Lady Figwort will never agree to this, and may enlist the party to rescue her son and return him to Figwort Manor (B16).

In truth, Arthur isn't crazy, because "Arthur" isn't Arthur. The real Arthur is held captive in the fairy Brugh (C23) while a shape-changed ibix takes his place in this world.

### Knowledge of the Fairies

As it happens, Livinius is an expert on fairy lore. He's aware of the local history as described in the Background, aside from recent events.

He doesn't know of the magic mirror in Figwort Manor, but is aware of fairies' use of magic mirrors in general. If Livinius were made aware of an active mirror portal into the Brugh, he would beg to join the party, all in the name of research.

### Dr. Livinius

Doctor Livinius is a thin middle-aged man with soft features and a wisp of white hair. He is typically garbed in tan or light rose-colored robes. While acting as a healer of madness, he wears a funnel-like aluminum hat purported to focus his mental exertions.

In the sanitarium he keeps a cudgel on hand for unruly patients; outside the sanitarium he carries a **Mace +1** for defense. In one of his coat pockets is a stone with a naturally-bored hole in it. Peering through it allows one to see an invisible fairy creature.

**Dr. Livinius**, Human Cleric 3: AC 12 (16 Armored), #At 1 **Mace +1** or cudgel, Dam 1d8 or 1d4-1, Mv 40' (30' Armored), MI 8, XP 175

STR 7, INT 15, WIS 16, DEX 14, CON 9, CHA 12

Spells prepared: **cure light wounds**, **light**

HP 16 □□□□ □□□□ □□□□ □



### Treatment Room

The room is stocked with all the tools of the trade for a respective medieval mental health professional. This includes:

Hand saw, pliers, hand drill, dagger, scalpel, reams of bandages, bucket, eight dishcloths, a straight-waistcoat, four 8' ropes, a metal-framed glass aquarium (worth 30 gp), 24 leeches, a bottle of cheap wine (sedative), a cudgel (sedative), a lamp, a small silver bell, Goodbody's Book of Prayer, six candles, a silver holy symbol (worth 20 gp), and 2 vials of holy water.

### Dr. Livinius' Room

In a desk drawer among papers is a **Scroll of Dispel Evil (x3)** that he received from church authorities to perform exorcisms. Due to his low level, when he casts **dispel evil** from the scroll there is a 50% chance of spell failure.

**Assistants' Room**

Dr. Livinius' two assistants share a utilitarian room. There's nothing of interest here.

**2 Assistants**, Human Fighter 2: AC 11, #At 1 cudgel, Dam 1d4+1 (Strength bonus), Mv 40', MI 8, XP 75 ea.

HP 10 □□□□ □□□□  
7 □□□□ □□

**Patients' Rooms**

Four guest rooms on the upper floor have been converted to holding cells for the sanitarium's patients. They are all comfortable, with simple furniture, locked heavy wooden doors, and barred windows. Three of the four rooms are currently occupied with one patient each.

**Room 1.** This is a female Magic-User who has peered into the wrong dark portal and has forgotten all her spells (and where she put her spell book).

**Patient #1**, Human Magic-User 4: AC 11, #At 1 fist, Dam 1d2 (subdual), Mv 40', MI 6, XP 240

HP 13 □□□□ □□□□ □□□

**Room 2.** A fighter with crippling agoraphobia.

**Patient #2**, Human Fighter 1: AC 11, #At 1 fist, Dam 1d2 (subdual), Mv 40', MI 6, XP 25

HP 4 □□□□

**Room 3.** An 11 year old boy, Arthur Figwort, the son of Lord and Lady Figwort of Blackapple (B16). See **The Case of Arthur Figwort** on page 5.

**Patient # 3 "Arthur Figwort" (Ibix):** AC 11, HD 1, #At 1 fist, Dam 1d2 (subdual), Mv 40', Sv F1, MI 8, XP 25

HP 7 □□□□ □□

**Room 4.** Empty.

**A3. THE HEN'S TEETH TAVERN:**

Two miles into the forest along a narrow road called the Moribund Way there stands a small tavern.

Around a bend in the road you come upon a large building of poorly-assembled pine boards. A breeze carries a boisterous tune from the tavern into the surrounding wood, smoke pours from the chimney, and the dirty windows are illumined by firelight from within.

The sign outside has the words "Hen's Teeth Tavern" painted in large blue letters, below which is a crude depiction of a white chicken.

If the PCs enter the tavern, they see:

The tavern's common room has low ceilings, is covered in oak paneling, and features a large hearth and four tables (two long, two small). Mounted in the common room above the mantelpiece is a large painting showing a fox falling into a flaming pit while a chorus of chickens looks on approvingly. The only other decoration in the room is a large mirror behind the bar.

The tavern's clientele is odd. There are about a dozen short humanoids here, each no more than five feet tall. Their upper torsos are Human, but their legs and feet are those of a goat. Their ears are also goat-like, and they sport short horns.

This establishment is off the beaten track, and seldom visited by anyone other than fairy creatures and other forest dwellers (see Clientele below). It can serve the party as a safe place to stay.

More importantly, the mirror behind the bar is one of two magical portals into the Brugh. Each night at the stroke of midnight the Elf Lord opens the portal and anyone touching the mirror in the Hen's Teeth is transported to C1 (see **Entering or Exiting the Brugh** on page 21).

**Accommodations**

There are a total of four 2-bed guest rooms available at a cost of 1 cp\*/night.

### Food & Drink

The menu selection is limited, but priced for those on a tight budget:

- Bubble and squeak – 1 cp\*/bowl
- Odd Pale Ale – 2 cp\*/pint
- House Brew – 1 cp\*/pint

\* Locals pay most transactions in songbird eggs, but copper pieces are also accepted (1 cp = 1 song bird egg)

The bubble and squeak is a hearty stew comprised of wholesome root vegetables and “whatever wanders into the garden”. The house brew is surprisingly good.

### Clientele

At all times of day and night the tavern's common room is crowded with 11 fauns, who are busy eating, drinking, and raucously singing. The air is filled with smoke. In the corner, several fauns play pipes while the rest sing and drink.

**11 Faun Patrons:** AC 11 (unarmored), HD 1, #At 1 butt, Dam 1d6, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	4	□□□□	3	□□□
	4	□□□□	6	□□□□□□
	4	□□□□	8	□□□□□□□□
	7	□□□□□□□□	3	□□□
	5	□□□□□□	6	□□□□□□
	1	□		

### Flynn the Innkeeper

The proprietor of the Hen's Teeth, Flynn, is the Half-Elf adopted son of the owners of The Jolly Fox in Blackapple. Flynn is well-liked by his customers, who will fight to defend him if needed. He appears mild-mannered, but keeps a loaded heavy crossbow behind the bar (he doesn't mind adventurers, but will not tolerate arguments, fights, or any other conflicts).

He provides very slow service but is a wonderful conversationalist, and will happily discuss the area and local news. He will know two of the Blackapple village rumors (see **Rumors** on page 10).

Flynn is well aware of the magic mirror in his common room, but will not reveal this information to strangers. He will never discuss the Elf Lord or the elves of the Brugh, of whom he is also aware.

**Flynn the Innkeeper,** Half-Elf Fighter 3: AC 11, #At 1 club or heavy crossbow, Dam 1d4 or 1d8, Mv 40', MI 9, XP 145

HP 21 □□□□□□ □□□□□□ □□□□□□ □

### Periwinkle Black

If the party spends any amount of time here, a female Brugh Elf (see **New Monsters** on page 37) will arrive. This newcomer is dressed in a hunter's green cloak over leather armor, wields a boar spear in one hand, and carries a medium-sized sack in the other. She will seat herself at an empty table and begin smoking from a hookah. The other clientele ignore her, and she ignores them, aside from the party, whom she will stare at. If Flynn is asked about her he will just say she is an Elf named Periwinkle Black.

If approached, Periwinkle Black only speaks in brief, noncommittal blurbs while continuing to smoke the hookah. At the stroke of midnight, she stands up, walks over to the mirror, touches it, and disappears into thin air.

**Periwinkle Black,** Brugh Elf Magic-User/Thief 3\*\*:

AC 14, #At 1 spear or 1 dagger or spell, Dam 1d8 or 1d4, Mv 40', Sv M/T4 (Elf bonuses), MI 9, XP 320

Spells and Brugh Elf magic: **detect magic** (at will), **magic missile**, **shield**, **invisibility** (at will), **mirror image**, **phantasmal force**, **confusion** (1/day)

Equipment: leather armor, boar spear, dagger, goose carcass (in the sack), 7 gp.

HP 9 □□□□□□ □□□□

#### A4. SHRINE OF CONFESSION:

The forest track ends in a small clearing housing an ancient shrine. The shrine is composed of three standing stones, two side-by-side and the third laying across the top, forming a primitive arch.

Atop the standing stone shrine is a gigantic owl gazing at you.

The owl is enchanted with high intelligence and the power of speech. When travelers enter the clearing, the owl entreats them to confess their sins. If the PCs refuse to confess, the owl attacks.

If a person walks through the opening in the standing stones they'll be cured of poison or disease (as the spell **cure disease**).

The leaf-covered forest floor surrounding the shrine barely conceals the bones of past victims and their possessions. Adventurers willing to sift through all this debris may find 23 gp, 214 sp, 261 cp, 1 silver holy symbol (worth 50 gp), a jade figurine (worth 250 gp), and (for really patient treasure hunters) hundreds of prayer beads worth a total of 8 gp. In addition, on a leather strap is an electrum pendant engraved with the image of a closed eye. The pendant is a magical **Anti-charm Charm**, which gives the bearer immunity to **charm** magics.

**Giant Owl:** AC 15, HD 6, #At 2 claws, Dam 1d6/1d6, Mv 10' Fly 70', Sv F6, MI 9, XP 500

HP 24 □□□□ □□□□ □□□□ □□□□  
□□□□

#### A5. TENPENNY WOOD:

This relatively small woods to the east of Blackapple is best known for a rare variety of trees that grow within: Glowwood. Glowwood trees cast a dim phosphorescent light at night, and for that reason their wood is prized by timber merchants across the realm. The lumber from a single glowwood tree can fetch as much as 100 gp.

The glowwood trees of Tenpenny Wood are of great interest to the Blackapple Merchants' Guild, who think they have finally found a way to get rich.

Unfortunately, glowwood trees are also prized by stirge colonies, who love to nest in their branches. Anyone spending more than a few minutes near a glowwood tree will be beset by 1d10 stirges seeking to drive away the intruders.

**6 Stirges:** AC 13, HD 1\*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 37 eq.

HP 7 □□□□□ □□      3 □□□  
8 □□□□□ □□□      1 □  
1 □      4 □□□□



In addition, Tenpenny Wood is under the protection of a treant. For each tree that is harmed (e.g., by woodsmen), there is a 10% chance that the treant arises to stop the "attack".

**Treant:** AC 19, HD 8\*, #At 2 fists, Dam 2d6/2d6, Mv 20', Sv F8, MI 9, XP 945

HP 27    □□□□ □□□□ □□□□ □□□□  
□□□□ □□

## Blackapple Village

Blackapple is a medium-sized village (population 408) on the outskirts of a queer ancient forest.

The bulk of Blackapple's populace are uneducated, taciturn, and mute around outsiders unless you buy them a drink at the The Jolly Fox (B4).

The buildings are of simple wood construction. Most have thatch roofs, but the more well-to-do have slate. One oddity the PCs may notice: Each doorway has a horseshoe nailed above it.

### Arriving in Blackapple

Within an hour of arriving in Blackapple, the adventurers will be approached by one of the Figworts' servants and invited to dinner at Figwort Manor (B14) on the following evening.

### Law-and-Order

The Clerics of St. Ludann patrol the streets of the little town armed only with quarterstaves. If the PCs cause trouble, the Clerics avoid escalating conflict and prefer causing subduing damage rather than killing (see "Subduing Damage" in the **Basic Fantasy RPG Core Rules**).

They all carry whistles and sound the alert if things get out of hand. If a whistle's sounded twice, backup will arrive from the Priory (B10). If a whistle's sounded thrice it means the town's under attack, and in addition to the Clerics from B10, the church bells will begin ringing and the soldiers from B1 will also arrive on the scene as soon as they can.

### Random Encounters in Blackapple

The following encounters can occur at the GM's discretion or at random:

1. **Father Naskew** (from B9) on his way to leave food out for Smithson the leper (B17).
2. **The Figworts** (from B16, 1d4: 1=Lord, 2=Lady, 3=Lord and Lady, 4=Wylde). Lord and Lady Figwort will make sure the party got the invitation to dinner. Wylde will try to get to know the party and (if the reaction is favorable) offer to join them.
3. **Cu-sidhe from the Faehill** (from B14). The cu-sidhe is barking at one of the village dogs. If the party has a guard or hunting dog with it, the dog must save vs. Spells or gleefully head off to join the wild dog pack at A1. Any dogs that desert in this manner will quickly become feral and have no compunction about joining in pack activities (even attacking their former masters).
4. **Tobler the Taxidermist** (from B11), with a dead ferret under his arm. To out-of-towners he'll advertise his services in taxidermy, buying monster corpses, or buying/selling rare and magical goods.
5. **Agatha the Apothecary** (from B2), on her way to the cemetery (B12) in a noticeably cheery mood.
6. **Patrolling Clerics of St. Ludann**, engaging the adventurers in conversation and sizing them up.  
  
**2 Clerics**, Human Cleric 2\*: AC 11, #At 1 quarterstaff, Dam 1d8, Mv 40', MI 9, XP 100 ea. Spells prepared: **light** (usually for casting at assailant's eyes)  
 HP 5 □□□□□ 7 □□□□□□□
7. **Pig running loose**, chased by his owner. One of the wicked children (see #12 below) takes advantage of the distraction to pickpocket.
8. **A cottage has caught fire**. Two of the wicked children (determine randomly, see #12 below) stand watching and laughing.
9. **Alistair the Treasure Hunter** (see B4) looking for work opportunities. If the reaction is favorable, he'll suggest one of the local "help wanted" activities (see B5).
10. **Sir Ruprecht the Wary** (see B4) looking for work opportunities. If the reaction is favorable, he'll suggest one of the local "help wanted" activities (see B5).
11. **Old crone casting bones** to tell fortunes for 1 gp/person. She has no real fortunetelling ability, and her fortunes always include her client's horrible death.

12. **“Wicked children”** (roll 1d6 for how many, then determine who from the list below). The shape-shifted ibix will be curious about the adventurers and probably harass and/or try to pickpocket them (as the Thief ability, but only 15% chance of success). If the attempt is detected and violence ensues, two Clerics of St. Ludann (see #6 above) will appear within 1d4+2 rounds. If the trouble is serious, the parents will be involved (for Amelia Goodall and Bernard Goodall, B3; for Giles Weadley, Philip Anvil, Ursula Cooke, and Stevie Leeford see C13).

**Masquerading IbiX:** AC 11, HD 1, #At 1  
handaxe, Dam 1d6, Mv 40', Sv F1, MI 8,  
XP 25 ea.

HP	1	<input type="checkbox"/>	(Amelia Goodall)
	2	<input type="checkbox"/>	(Bernard Goodall)
	5	<input type="checkbox"/>	(Giles Weadley)
	7	<input type="checkbox"/>	(Philip Anvil)
	4	<input type="checkbox"/>	(Ursula Cooke)
	1	<input type="checkbox"/>	(Stevie Leeford)

If one of the ibix is killed, its corpse reveals its true form, with a broken pumpkin shell mask next to its head. Such a turn of events will certainly give the villagers something to think about.

### News and General Knowledge

The following information is generally known in town and will naturally come up in conversation:

1. The Figwort family has held the local title of baron for as long as anyone can remember.
2. Several of the village children have been behaving quite wickedly lately. Chief among them is the Lord's son, Arthur Figwort. He caused such a ruckus at the church that he had to be sent away to the Sanitarium (just a few miles to the south).
3. The region is generally safe, though recently wild dogs have been attacking pigs. There's a reward to hunt and kill the dogs (see Pigman Jack from B8).
4. The forest is cursed and dangerous.

### Rumors

The following rumors and tidbits of well-meaning advice may be heard anywhere in Blackapple, but they'll most likely be heard in the Hen's Teeth from the lips of one of the village's many gossips. Select or roll 2d6 to determine which of the following the PCs hear.

1. At night the dead rise from their graves in the cemetery. (FALSE)
2. The Figwort boy practices the black arts. That's what drove him crazy. (FALSE)
3. Lady Figwort is a witch who spends her evenings communing with the spirits of the dead. (FALSE)
4. Lady Figwort is a holy woman with the gift of prophecy. (FALSE)
5. The Figwort family have a history of madness. Arthur's great-grandfather was a loony who caused so much trouble he had to be hanged. (TRUE, BUT IRRELEVANT)
6. The owners of the Jolly Fox inn have a son named Flynn. He left the village last year after taking up with strange folk. He now runs his own tavern called the Hen's Teeth along a road that goes into the forest. (TRUE)
7. There are chests full of treasure in the Faehill, but good luck finding it. (TRUE)
8. There's a stone shrine at the end of the old forest road. If you walk between its stones you may be cured of any ailment. But there's a danger there, and many who have gone to be cured never return. (TRUE)
9. There's a weird brown dog atop the Faehill. She's been seen talking (in dog language, of course) to some of the local dogs. (TRUE)
10. "Mark my words, all these weird happenings have to do with that Billy Blurtweed, the wee man who lives on the Faehill". (FALSE)
11. Fairies have been known to enter Blackapple through magic mirrors. (TRUE)



## Key Places in Blackapple

### B1. NORTH ROAD GUARDHOUSE

Two guards stand in the roadway demanding a toll of 1 sp per person, 5 cp per horse, and 1 gp per wagon or cart.

Once the toll is paid the guards will give directions to the Jolly Fox inn and answer any other questions as best they can.



Four additional soldiers are in the small guardhouse while the other two serve as sentries on the road.

These soldiers are only in Blackapple to collect tolls. They don't provide law-and-order, which is provided by the Clerics of St. Ludann (B9). The soldiers will only leave their station to fight if the entire village is under threat.

Each soldier wears chainmail and is armed with a longsword and light crossbow.

**6 Garrison Soldiers**, Human Fighter 1: AC 15, #At 1 longsword or crossbow, Dam 1d8 or 1d6, Mv 30', MI 8, XP 25 ea.

HP	6	□□□□□□	7	□□□□□□
	8	□□□□□□	1	□
	5	□□□□□	5	□□□□□

### B2. AGATHA'S POTIONS AND POWDERS:

Agatha is a the village apothecary. As the sign outside her place says, she sells potions and powders. Most aren't strictly magical, but some have magic-like effects.

She welcomes any business, but will sell no more than six doses of each to the party.

**Agatha's Bed Time Tea** – When taken as a tea, the imbiber falls into a deep sleep for 1d4+4 hours, at the end of which an extra 1d4 of lost hit points is healed. Note that due to the deep sleep, the imbiber cannot awaken through any means. Cost: 2 gp/dose.

**Berserker Juice** – Fills the drinker with barbarous rage that lasts for 10 rounds. While raging, abilities that require patience or concentration (e.g., casting spells or activating magic items) is impossible. Under the influence of Berserker Juice, a character will charge into combat with the nearest recognizable enemy. If no enemy is nearby, the drinker must save vs. Spells to end the rage, or else attack the nearest character. While raging, the character temporarily gains a +2 bonus on attack rolls, damage rolls, and saving throws versus mind-altering spells, but suffers a penalty of -2 to armor class. 10 rounds after drinking Berserker Juice, the rage ends and the imbiber becomes fatigued for an hour. Cost: 6 gp/dose.



**Love Potion #8** – Tasteless and odorless, when imbibed or added to food, this potion has the effect of causing the victim to be affected as if by **charm person** toward the next person they see. The effect lasts 24 hours. Cost: 80 gp/dose.

**Note:** Agatha hasn't perfected this one, so each dose has a 1 in 4 chance of having the opposite effect, i.e., the imbiber will feel immediate, violent rage toward the next person they see.

**Right Rain** – This clear, tasteless liquid immediately cures 1 hit point of damage. Cost: 5 gp/dose.

**Possum Powder** – When dissolved in a liquid and drunk, the person falls into a comatose state indistinguishable from death. The person's pulse stops and he or she stops breathing. However, in 24 hours he or she will spring back to life with nothing but a minor headache. Note that administering Possum Powder to an unsuspecting person is frowned upon, as it could lead to an accidental burial. Cost: 10 gp/dose.

**Lichguard** – When sprinkled over a corpse or grave, this gray powder prevents the deceased from rising as a skeleton or zombie. Note that lichguard cannot prevent more powerful types of undead rising (e.g., wights or vampires), nor does it have any effect against skeletons or zombies that have already been animated. Cost: 3 gp/dose.

**Agatha the Apothecary**, Human Magic-User 2:  
AC 11, #At 1 cudgel, Dam 1d4, Mv 40', MI 9, XP 145  
Spells: **detect magic**, **protection from evil**  
HP 5 □□□□□

### B3. GOODALL'S FINE TRADING:

This shop is a place to buy or sell gems, jewels, or other high-value treasure. The owner, Ms. Goodall, charges a 10% fee for items sold to her. She can only buy items worth a total of 1,400 gp or less.

Ms. Goodall is a retired Magic-User, and will surreptitiously cast **detect magic** during appraisals of anything that might look magical. If the party seems unaware of the item being magical she'll attempt to low-ball the party.

At all times one armored fighter is posted outside the store and another just inside.

Two of her children, Amelia and Bernard, are among the wicked children of Blackapple (i.e., ibix masquerading as children). Ms. Goodall finds this embarrassing, and possibly bad for business. She thinks Arthur Figwort has been a terrible influence.

Ms. Goodall's contacts in a faraway city have told her that prior to coming to Blackapple Tobler the Taxidermist (B11) had served as Captain of the Night Watch there. According to these contacts, Tobler was unceremoniously dismissed amid rumors he was involved with a gang of grave robbers.

These ibix, as with the others, carry handaxes when they're about town. Amelia also carries a belt pouch full of poisonous mushrooms. Amelia would not be above sneaking poison into someone's food (30% chance of doing so undetected). Anyone ingesting the poisonous mushrooms must save vs. Poison or become very sick, losing 1d4 hit points a day over the next 1d4+5 days.

In her second floor bedroom Ms. Goodall has four sets of fine clothing worth 30 gp each.

A safe in the wall is locked and trapped with a spring-loaded poison needle. Unless the trap is found and disarmed, anyone fiddling with the lock must save vs. Poison or die. In the safe are 1,492 gp, 131 sp, 144 cp, 7 garnets worth 100 gp each, a platinum choker worth 900 gp, and a jeweled belt worth 500 gp. In a secret compartment in her dresser is a **Potion of ESP**.

**2 Guards**, Human Fighter 2: AC 18, #At 1  
longsword, Dam 1d8, Mv 20', MI 8, XP 75 ea.  
Equipment: plate mail, shield, longsword  
HP 15 □□□□□ □□□□□ □□□□□  
12 □□□□□ □□□□□ □□

**Ms. Goodall**, Human Magic-User 3: AC 11, #At 1  
**Dagger +2**, Dam 1d4+2, Mv 40', MI 8, XP 175  
Spells: **detect magic**, **sleep**, **web**  
Equipment: **Dagger +2**, key to bedroom safe  
HP 10 □□□□□ □□□□□

**"Bernard Goodall" (Ibix)**: AC 11, HD 1, #At 1 club,  
Dam 1d4, Mv 40', Sv F1, MI 8, XP 25  
HP 2 □□

**"Amelia Goodall" (Ibix)**: AC 11, HD 1,  
#At 1 dagger, Dam 1d4, Mv 40', Sv F1, MI 8, XP 25  
HP 1 □

### B4. THE JOLLY FOX INN:

This well-run establishment is the property of Burt and Griselda, a pair of Magic-Users who hung up their pointed hats to run an inn together.

The sign outside shows a grinning fox. Inexplicably, in the town square directly in front of the inn are two 15-foot high poles.

### Accommodation

There are a total of six 2-bed guest rooms upstairs and one 1-bed guest room downstairs. 1d6 of the upstairs rooms will be available at a cost of 5 sp/night. Otherwise, guests can sleep in the Common Room for 8 cp/night per guest.

### Food

Players may select from the following hearty dishes from the tavern's menu:

Blackened beef heart with quail eggs – 7 sp

Creamed river eel with dumplings – 6 sp

Blackapple ham with turnip mash – 5 sp

Pork chop with turnip mash – 4 sp

Pork sausages with turnip mash – 2 sp

Pickled pigs' feet sandwich – 2 sp

Pig's ear sandwich – 1 cp

### Drink (by the pint)

Landing's Bitter – 1 sp

Honeymoon Pilsner – 1 sp

Betvold Pale Ale – 6 cp

House Brew – 2 cp

Wine – Ask the Barkeep

The food is passable.

The House Brew is foul, and the imbibers must save vs. Poison or suffer extreme flatulence for 1d8 hours.

If anyone "asks the barkeep" about the wine, they will be manhandled by several local patrons and dragged outside the tavern. The would-be wine drinker will then receive a good-natured spanking in full view of the people of Blackapple, who always appreciate a good dressing-down of outsiders. (Punchline: The Jolly Fox does not serve wine at all.)

### Clientele

On any given night, 1d10+10 locals will be here to drink, swap stories, and fight (see Entertainment). All are of hearty peasant stock (1 HD, AC 11, in a pinch fighting with broken bottles and table legs [1d4 points of damage]).

Alistair the Treasure Hunter and Sir Ruprecht the Wary (see Hirelings below) are also here every night. Other notable NPCs that frequent this place are Pigman Jack (B8), Father Naskew (B9), Tobler (B11), and Wylda Figwort (B16). Roll 1 on 1d2 for each to see if they're present on a given night.

### Entertainment

Three nights a week the tavern holds bare-knuckled boxing matches.

If a PC wishes to participate, the GM should roll 1d4 to determine the difficulty of their opponent, a randomly-rolled unarmed NPC:

1 = Normal Man (1d8 HP)

2 = Level-1 Fighter

3 = Level-2 Fighter

4 = Level-3 Fighter

If Pigman Jack (B8) is present that night, roll a reaction roll for him. If Unfavorable, he'll aggressively seek a match with a PC.

Players may place bets. Out-of-towners aren't expected to win, so any bet on a PC who wins will yield a 3 to 1 return.

The organizers are very clear that no magic is allowed. To enforce this, Burt or Griselda cast **detect magic** at the beginning of the fight.

If the PCs have been a pain in the neck, the crowd will demand one of them go outside the inn for a match with "Big Bart". Big Bart is a bear, though the crowd will fail to mention this until things are well underway. For a truly entertaining match, both bear and opponents are chained to the two poles in front of the inn. The poles are 10 feet apart; the chains are 20 feet long.

Note that any fight outside the inn will be witnessed by the Clerics in Town Square (B5), who won't intervene unless someone's about to get killed.

**Big Bart the Black Bear:** AC 14, HD 4, #At 2 claws/1 bite + hug, Dam 1d4/1d4/1d6 + 2d6, Mv 40', Sv F4, MI 7, XP 240

HP 13    □□□□ □□□□ □□□

**Burt the Innkeeper**, Human Magic-User 1: AC 11, #At 1 dagger, Dam 1d4, Mv 40', MI 9, XP 37

Prepared spell: **detect magic**

HP 4 □□□□

**Griselda the Innkeeper**, Human Magic-User 2: AC 11, #At 1 dagger, Dam 1d4, Mv 40', MI 9, XP 100

Prepared spells: **detect magic**, **magic missile**

HP 4 □□□□

Burt and Griselda share a spell book with the spells **detect magic**, **magic missile**, and **magic mouth**.

### Hirelings and Adventurer NPCs

Blackapple has no shortage of unskilled laborers offering their services for 1 sp/day. Such services might include porter, torchbearer, etc.

Also at The Jolly Fox are two NPCs with some adventuring experience: Alistair the Treasure Hunter and Sir Ruprecht the Wary.

Alistair and Sir Ruprecht were formerly in an adventuring band known as "The Fell Wayfarers" until the other members of that party were torn apart by owlbears in the woods west of Blackapple. Since then Alistair and Sir Ruprecht have been staying at The Jolly Fox while they weigh their options.

Either (or both) will agree to join the party if hired for a fee of 1 gp/day, plus an equal share of any treasure.

**Alistair the Treasure Hunter**, Dwarf Thief 3\*: AC 14, #At 1 crossbow or shortsword or dagger, Dam 1d6 or 1d4+1, Mv 40', MI 9, XP 175

STR 8, INT 12, WIS 11, DEX 15, CON 13, CHA 11

Equipment: light crossbow, silvered shortsword, **Dagger +1** (strapped to the leg), leather armor, dowsing rod (non-magical), 131 gp, gold cup worth 70 gp.

HP 12 □□□□□ □□□□□ □□

**Sir Ruprecht the Wary**, Human Fighter 2: AC 18, #At 1 crossbow or shortsword or dagger, Dam 1d6 or 1d4, Mv 40', MI 9, XP 175

STR 14, INT 11, WIS 14, DEX 12, CON 16, CHA 14

HP 13 □□□□□ □□□□□ □□□

Equipment: plate mail armor, shield, pike, longsword, light crossbow.

Alistair is a quiet, sober professional.

Sir Ruprecht is an affable, well-spoken fighting man willing to lend his sword to any righteous or well-paying cause. He dresses in the greatest finery, his armor and boots are always well polished, and his waxed and curled mustache reflects the most refined sensibilities. He wears an eyepatch over his left eye, and if you buy him a drink he'll tell you about how he lost it to an owlbear in rut.

True to his nickname, Ruprecht shows extreme caution when undertaking any course of action (e.g., checking and re-checking every room and hallway for traps and secret doors, insisting everyone follow a "buddy system" even in safe environments, etc.).

Note: Other local NPCs who might want to join the party include Dr. Livinius (A2) or Wylda Figwort (B16).

### B5. VILLAGE SQUARE:

The village square is usually fairly deserted aside from a few people gathered around the well and two Clerics of St. Ludann who casually keep an eye on things. They never break up fights at or around the Jolly Fox unless it looks like someone might get killed.

The square does become busy on market days, which occur twice a week. On market day about 100 people will be in the square, many of them from settlements outside Blackapple. Market vendors sell general equipment, bags, pouches, clothing, containers, animals, animal gear, stock goods, and trade goods. PCs can buy any item listed for 40 gp or less in the **Basic Fantasy RPG Core Rules** or **Basic Fantasy Equipment Emporium**.

### Help Wanted (Mini Adventure Threads)

Regardless of whether it's market day, posted on the buildings around village square are various solicitations that may be of interest to PCs looking to earn some coin:

Crudely-written signs are posted at each end of the town square. Most "help wanted"-type signs are for unexciting menial labor one might find in a rural village, but a few items catch your eye:

- The Merchant's Guild is looking for people to guard lumberjacks from forest monsters. Pay: 10 gp/cut tree (up to 100 gp/day!)
- Wild dogs are attacking local pigs. Pay: 2 gp/dog pelt. See Pigman Jack for particulars.
- Escaped Lunatic! If found return him to the Sanitarium of Doctor Livinius. Reward: 185 gp.
- Attention all Monster Hunters! Captain Tobler of Tobler's Knick Knacks and Taxidermy will pay for select monster corpses (rate depends on type and ferocity).

**2 Clerics**, Human Cleric 2\*: AC 11, #At 1 quarterstaff, Dam 1d8, Mv 40', MI 9, XP 100 ea.

Spell prepared: **light** (usually for casting at assailant's eyes)

HP 7 □□□□□ □  
11 □□□□□ □□□□□ □

## B6. MERCHANTS' GUILD:

This small unassuming building is a reflection of the lack of any commerce in Blackapple other than agriculture. This has not stopped a pair of ambitious merchants from setting up shop here.

Given Blackapple's position near a large forest, they're fixated on the opportunity of the timber trade. They don't believe local superstitions warning against cutting down trees (see **Background** on page 2). Nonetheless, they seek protection for a team of lumberjacks they'd like to send to Tenpenny Wood (A5).

If the adventurers can help the effort, they'll be rewarded 10 gp per tree. The lumberjacks will cut no more than ten trees in a day. Beyond that many, the merchants will seek to hire more experienced, permanent help.

## B7. HAZARD'S QUALITY GOODS:

This shop sells all equipment, weapons, armor, and shields listed in the **Basic Fantasy RPG Core Rules** (with the exception of thieves' tools; Mr. Hazard isn't stupid).

Mr. Hazard will buy used goods for 75% their listed value, but only items worth 50 gp or less. For more expensive loot (e.g., fine jewelry or magic items), he will point the PCs to Goodall's Fine Trading (B3).

## B8. PIGMAN JACK'S HOMESTEAD:

Aside from Figwort Manor, Pigman Jack's home is the largest residence in Blackapple.

A loud, burly red-haired man, Pigman Jack is the self-proclaimed leader of the Blackapple "Pork Guild". The Pork Guild has no charter or discernible organization.

Pigman Jack isn't malicious, but he does have a hair-trigger temper. When angry, his face turns as red as his hair, a vein pops out of his forehead, and he begins shouting. Questioned too closely, he won't hesitate to start throwing punches.

The pig farmer harbors a great secret: he's a wereboar.

Pigman Jack's Information:

- Recent wild dog attacks are starting to take a bite out of pork farmers' pockets. He is offering a reward of 2 gp per dead dog (he'll demand the pelts as proof). One of his sons can lead any would-be dog hunters to the dog pack lair (A1).
- The dog recently seen around the Faehill (B14) is unusual, maybe even magical. Pigman Jack thinks that dog may be the "ringleader" of the wild dogs. He'll pay 5 gp for the pelt of that mutt.
- Jack doesn't like or respect the Figworts. He believes the trouble with the village's children can all be linked to Arthur Figwort, and ultimately his parents.

**Pigman Jack (Wereboar):** AC 16†, HD 4\*, #At 1 bite, Dam 2d6, 50' Human Form 40', Sv F4, MI 9, XP 280

HP 24 □□□□ □□□□ □□□□ □□□□  
□□□□

### B9. CHAPEL OF ST. LUDANN:

This chapel is named for St. Ludann, patron saint of those who speak to small animals.

The chapel priest is Father Naskew, a gregarious, good-natured fellow with salt-and-pepper hair and a healthy paunch. He'll converse about the following:

- During one morning service, the young Arthur Figwort suddenly rose and shouted a profanity-laced diatribe on various fairy princes (with names unknown to the congregation), as well as the treachery of squirrels. Arthur has since been banned from church attendance.
- The good father will fish for what the party thinks about "the ungodly" and black magic. If he feels he has a sympathetic ear, he'll confide that Agatha the Apothecary (B2) has been seen in the cemetery at night performing magic.

Within the church, looters could find a silver basin (10 gp value) full of holy water, 6 wooden statuettes of the local saint (worth 5 gp each to a collector), and a coffer purportedly holding the saint's teeth (worth 200 gp to a witch, who may use such relics for eldritch magic).

**Father Naskew**, Human Cleric 2: AC 11, #At 1 mace, Dam 1d8, Mv 40', MI 9, XP 100

Spell prepared: **cure light wounds**

HP 6 □□□□□ □

### B10. ST. LUDANN PRIORY:

This utilitarian-looking building serves as the living quarters for the Clerics of St. Ludann. The Clerics provide law-and-order on the streets of Blackapple village.

Each Cleric sports a brown robe and bowl-cut. While on patrol each carries a quarterstaff. In apprehending criminals the Clerics are sworn to never kill, so they will do subduing damage to defeat a foe.

At any given time, eight Clerics are in the Priory while two patrol the village and two others keep an eye on the village square (B5) and drunks exiting The Jolly Fox (B4).

**8 Clerics**, Human Cleric 1\*: AC 11, #At 1 quarterstaff, Dam 1d8, Mv 40', MI 9, XP 37 ea.

HP 3	□□□	3	□□□
5	□□□□□	1	□
3	□□□	1	□
6	□□□□□ □	3	□□□

In the basement of the priory is a makeshift cell for holding lawbreakers. In Blackapple this usually just means the odd drunk or two. At this time it holds a single prisoner, a fanatical cultist of "the Children of Zewlac" (see **CS2 The Dark Temple**). Unbeknownst to the Clerics, the imprisoned cultist is a werecockroach.

**Werecockroach Cultist:** AC 15†, HD 3\*\*, #At 1 bite, Dam 1d6, Mv 30' Fly 60' (10'), Sv F3\*, MI 8, XP 205

HP 9 □□□□□ □□□□

### B11. TOBLER'S KNICK KNACKS AND TAXIDERMY:

The owner of this shop is Captain Tobler, a man with a bushy mustache, crew cut, and military demeanor. Tobler is a retired captain of the night watch from a distant city. He has come to the country to pursue his lifelong interest in playing with dead things.

Tobler is a necromancer posing as a taxidermist.

He'll be happy to buy corpses (animal or even monster) for 2 gp/HD, or the PCs can hire him to stuff and preserve a corpse for 10 gp/HD.

As the Blackapplers are unaware of his past, he's keeping his necromancy, even his ability to cast spells at all, a complete secret. This way, he can perform unsound experiments without interference.

If anyone asks probing questions, he'll try to cast suspicion on Agatha the Apothecary (B2), who he claims is casting spells in the cemetery at night.

Among the countless stuffed birds and beasts in his shop are three which have been animated as zombies through necromancy: a chicken, a raccoon, and a boar. They appear dead, but if Tobler is attacked all three come to his aid.

**Zombie Chicken:** AC 12, HD 1d4 HP, #At 1 peck,  
Dam 1d2, Mv 20', Sv NM, MI 12, XP 10  
HP 1 □

**Zombie Raccoon:** AC 12, HD 1, #At 1 bite,  
Dam 1d4, Mv 20', Sv F1, MI 12, XP 25  
HP 3 □□□

**Zombie Boar:** AC 13, HD 4, #At 1 tusk, Dam 2d4,  
Mv 20', Sv F4, MI 12, XP 240  
HP 23 □□□□□ □□□□□ □□□□□ □□□□□  
□□□

Tobler keeps with him a belt pouch with 67 gp and a folded up **Scroll of Remove Curse**. In his cellar are 20 bottles of fine wine (10 gp each). At the bottom of his wardrobe is a small bag with 123 gp.

**Tobler**, Human Magic-User 7: AC 11,  
#At 1 **Dagger +1**, Dam 1d4+1, Mv 40', MI 8, XP 555  
Spells: **magic mouth**, **sleep** (x2), **ESP**, **locate object**,  
**darkvision**, **hold person**, **animate dead**  
HP 16 □□□□□ □□□□□ □□□□□ □

## B12. CEMETERY:

The cemetery is centuries old, filled with simple tombstones of generations of Blackapple peasantry.

Blackapplers avoid the cemetery at night. If the party enters the cemetery at night there is a 1 in 1d4 chance of one of the following encounters (roll 1d6 to determine the encounter):

1. **Tobler the Taxidermist** (B10) scouting out graves to **animate dead**. If seen, he will claim he was investigating a strange light.
2. **Agatha** (B2) sprinkling lichguard on freshly-dug graves.
3. **1d3+1 wicked children** digging up a grave to rob it. Their statistics are included in **Random Encounters in Blackapple** on page 9.

4. **12 Giant Rats:** AC 13, HD 1d4 HP, #At 1 bite, Dam 1d4 + disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP 1 □	4 □□□□
4 □□□□	2 □□
4 □□□□	1 □
1 □	1 □
2 □□	4 □□□□
1 □	2 □□

5. **1d4+1 wild dogs** from A1.

6. **2 Rot Vultures:** AC 12, HD 2, #At 1 flogging, Dam 1d6, Mv 10' Fly 120', Sv F2, MI 10, XP 75 ea.

HP 8 □□□□□ □□□
13 □□□□□ □□□□□ □□□

## B13. PARENTS OF THE "WICKED CHILDREN"

Unbeknownst to the people of Blackapple, seven children from the village entered a magic mirror in Figwort Manor and are currently held in servitude in the underground Brugh by an Elf Lord. To avoid detection, the Elf Lord sent seven of his allies, goatfolk known as ibix, to replace the missing children in Blackapple (see **Background** on page 2). By donning magical pumpkin-shell masks, these ibix have changed their form to resemble each of the seven missing children.

The ibix impersonating the first child, Arthur Figwort, has been taken to a local sanitarium (A2). Another two, Amelia and Bernard Goodall, are the children of the owner of Goodall's Fine Trading (B3).

The other four children are each from less noteworthy families living in homes clustered in the northeast corner of Blackapple (B13). These children are:

- Giles Weadley (age 12)
- Philip Anvil (age 10)
- Ursula Cooke (age 5)
- Stevie Leeford (age 7)

The disguised ibix are rarely home, instead out getting into mischief. Their statistics are included in **Random Encounters in Blackapple** on page 9.

The parents of each child are at their wits' end. All are aware that something is deeply wrong with their children, and suspect they might not even be their real children. But they have no idea what to do or where to turn.

If the PCs go to one of these houses to interview these parents, there's a good chance that a sibling will overhear the conversation and disclose that they saw what happened (once out of their parents' hearing range). They can recount the process of using a magic mirror to enter the Brugh, including the words to the rhyme (see **Entering or Exiting the Brugh** on page 21).

#### B14. THE FAEHILL:

Pronounced "fail" by the locals, the Faehill is an earthen mound on Blackapple's southern edge. It is obviously of artificial construction, as it rises fairly steeply to its 100 foot height and the land immediately around Blackapple isn't hilly.

The Faehill has a 350-foot diameter at its base, which is ringed by 12 seven-foot standing stones placed at irregular intervals.

If **detect magic** is cast the stones will radiate magic, though their use and purpose is unclear.

If the characters begin mounting the hill they will be observed by the cu-sidhe that stands vigil there. If they approach the top it will issue a single, thunderous bark in warning.

Anyone seeking to dig into the Faehill is immediately cursed (see **Entering or Exiting the Brugh** on page 21). If the character doesn't stop digging, after a minute of further digging roll again for another curse. Repeat as necessary.

**Cu-Sidhe (Special):** AC 16†, HD 1\*\* (+2d8 hp enlarged), #At 1 bite, Dam 1d4 (2d4 enlarged), Mv 50', Sv M1 (Elf bonuses), MI 9, XP 100

HP 7 □□□□□ □□

15 □□□□□ □□□□□ □□□□□ (enlarged)

#### B15. FAIRY RUINS:

100 feet up the slope of the Faehill the hill quickly levels off to form a circular top. In the middle of the hilltop are the ruins of the former citadel of a fairy lord (see "Background").

The top of the Faehill is surprisingly level. It covers a circular area around 120 feet in diameter. The hilltop is littered with large stones hewn of granite. This must have once been a large structure, easily the size of a large keep.

The ruin's stones are now well-weathered and blanketed with lush soft mosses. The moss colors are striking, running from phosphorescent green to pitch black.

On the edge of the ruins stands a little domed structure constructed of loose stones.

The stone structure belongs to Billy Blurtweed, the Faehill's brownie caretaker. Billy prefers to observe the PCs while invisible or in the form of a deer or hawk. If he takes a dislike to the adventurers, they might hear his disembodied voice gently mocking them, e.g., "Ooh the great adventurers, so strong and brave! I wonder if they know what they're doing?"

If Billy reveals himself, he appears as a grim little man with a bulbous nose and patchwork clothing.

If the PCs approach the ruins, three giant centipedes will attack.

There is nothing of value in the ruins or Billy's lair, and no amount of searching will reveal a way into the mound.

**Billy Blurtweed (Brownie):** AC 19† (also invisible), HD 1\*\*, #At 1 poisoned knife, Dam 1d2 + poison, Mv 30', Sv M1 (with bonuses), MI 7, XP 49

HP 7 □□□□□ □□

**3 Giant Centipedes:** AC 11, HD 1d4 HP\*, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7, XP 13 ea.

HP 3 □□□ 1 □  
3 □□□

#### B16. FIGWORT MANOR:

This ancestral home of the Figworts of Blackapple is distinguished by its multi-level granite construction. Its gray walls are covered with ivy and, unlike many of the other dwellings in Blackapple, its roof is of slate and in good repair. There is a small well and large woodpile behind the property.



The ground floor includes a boot room, spacious kitchen, dining room, living room, study, and five closet-sized rooms for the servants: a butler, a maid, a cook, a gardener, and Arthur's nanny.

The second floor houses the bedrooms of Lord Figwort, Lady Figwort, Arthur, Wylda, as well as a guest room.

### Conversing with the Figworts

The Figworts will invite any interesting out-of-town visitors to the manor for dinner. If the PCs dine with the Figworts, the family will recount the recent trouble with their son Arthur, including a scandalous outburst in the chapel.

To avoid further embarrassment, they sent the ibix-impersonating-Arthur to a nearby sanitarium, where he is under the care of the renowned Dr. Livinius (A2). Unfortunately, Livinius has hit an impasse with Arthur and has recently written to the Figworts requesting he be allowed to perform brain surgery to cure their son. Lord Figwort is open to the idea, but Lady Figwort is dead-set against it. She's even more alarmed that Dr. Livinius is refusing to release Arthur since he fears the boy is possessed by demons.

The Figworts know Arthur is not himself, but have no inkling that the boy has been captured by elves and replaced with a goatman.



Rolling reaction rolls for the Figworts is important because Lady Figwort or Wylda might each approach the PCs privately for their own purposes (see below).

**Lord Figwort** is a foppish dandy whose real genius is in allowing more competent people (his wife and Pigman Jack) to handle the day-to-day administration of Blackapple. His dull moonface only lights up when talking about his chief passion: fashion.

**Lady Figwort** is a tall, thin woman with an unappealing hook nose. She will monitor the characters closely. If Lady Figwort views the PCs favorably she may surreptitiously try to hire them to rescue "Arthur" from Livinius (by force if necessary).

The Lady wears an engraved gold ring and necklace (worth 10 gp and 80 gp, respectively). The contents of her jewelry box in her bed-chamber are worth 120 gp.

At 19, **Wylda Figwort** is the oldest child of the House of Figwort. She has long dark hair, a spindly body, and her mother's hook nose.

Wylda is the only person in the Figwort household that knows the mirror in the drawing room is a magic portal (see below). She keeps this information to herself in the hope she can see what's on the other side (which her parents would never approve). But she won't attempt this without help, and the PCs might just fill that role.

Wylda is a hopeless romantic and a self-professed adventurer-at-heart. She will show enormous interest in the party, and may even attempt to sneak off to join them. Her Thief skills are thanks to a lifelong battle with kleptomania.

**Wylda Figwort**, Human Thief 2: AC 12 (DEX bonus) (14 armored), #At 1 shortsword, Dam 1d6, Mv 40', MI 8, XP 75

Equipment: leather armor, shortsword, thieves' tools, sapphire earrings (value 160 gp), gold bracelet (value 100 gp), 81 gp, **Love Potion #8** (2 doses; see B2).

HP 6 □□□□□□

### Mirror Portal at Figwort Manor

The Figworts' drawing room is dominated by a long mirror with fine workmanship framed with elvish runes. An Elf or Elf-speaker will recognize the runes as being in an antique style. A **detect magic** spell will show a very powerful magic.

Lord Figwort boasts he bought it from a strange little man. The party may notice Lady Figwort and the servants are nervous about it; they've caught glimpses of odd things in the mirror.

The magic mirror is one of two portals that allow entrance into the Brugh (see **Entering and Exiting the Brugh** on page 21). The portal is opened by the Elf Lord for 10 minutes each night at the stroke of midnight. Only Wylde is aware of this.

The Elf Lord can be summoned by anyone reciting the following rhyme while in proximity to the mirror:

*Mirror Man, Mirror Man, come to me,*

*I'll see your face on the count of three,*

*One... Two.... Three!*

If anyone does this, upon the word "Three!" read the following:

A transformation occurs within the mirror. While it still shows you and the content of the room you're in, in the foreground the face of a gaunt man appears. His eyes are almost completely white except for tiny black pupils. He has arched eyebrows, jet black hair, and slightly pointed ears. The man is dressed in the finery of a nobleman. He stares back at you with arrogance and a tinge of hatred.

This is the Elf Lord, summoned involuntarily to the mirror. The round after he appears, read aloud:

The man in the mirror suddenly turns to a side and claps, apparently barking an order to someone, though you cannot hear what he says. A moment later, both he and your images in the mirror dissolve and are replaced by the scene of a single room. The room you see in the mirror is unfurnished and features smooth stone walls. An open door in the background shows a hallway beyond, also empty.

At this point the portal has opened, under the order of the Elf Lord. A close visual inspection of the mirror will show that the pane is now nonexistent and that the characters are looking directly into an adjoining room.

### B17. SMITHSON THE LEPER

Just outside Blackapple, along the road heading south, a man sits under a tree about 20 paces off the road. He catches your eye because of his distinctive clothing: a broad-brimmed black hat and red-hooded robe. His face and hands are deformed with bumps and open sores. He is missing his right hand. In his left hand is a large bell, which he rings wearily when he sees you.

This is Smithson, a local man who foolishly tried to dig for buried treasure on the Faehill. For his efforts he was cursed with leprosy. If spoken to, Smithson will tell his story and discourage anyone from going to the Faehill.

#### Contracting Leprosy

Anyone coming within 5 feet of Smithson has a 1 in 1d4 chance of being exposed to leprosy. If this occurs, the PC should make a save vs. Poison or become diseased (**Entering and Exiting the Brugh** on page 21 describes the effects of leprosy).

**Smithson the Leper:** AC 10, HD 1-1, #At 1 punch, Dam 1d3 (subdual) + leprosy, Mv 10', Sv F1, MI 7, XP 10

HP 5 □□□□□

## The Brugh

The Elf Lord and his cohorts live in a subterranean complex within an earth mound outside on the edge of Blackapple village. The earth mound is known locally as the Faehill, the underground complex is known as the Brugh.

### Entering or Exiting the Brugh

The Elf Lord is trapped within the Brugh through powerful eldritch magic. Any attempt to enter the Brugh through normal magical means (e.g., a **teleport** spell) results in failure.

There are no physical entrances to the Brugh from the outside. Anyone attempting to physically disturb (e.g. dig into) the Faehill to reach the Brugh will be cursed in one of the following ways (roll 1d4):

1. The character develops leprosy. Ugly sores develop on the PC's body and he or she loses 1 point of Constitution and 1 point of Charisma. Once per month the saving throw is repeated; failure indicates another point deducted from both ability scores. Reaching a Constitution of 0 causes death. The leprosy is permanent, but may be cured with a **cure disease** or **dispel magic** spell. (This curse befell Smithson at B17),
2. Deep wounds appear in the character's hands and he or she loses 1d4 hit points.
3. The character is struck by lightning, taking 3d6 points of damage (or half damage with a successful save vs. Spells).
4. The character faints, struck by a magical fever. The fever reduces them to 1 hit point and requires complete bed rest. For the next 24 hours, the lost hit points cannot be restored, even with a **cure light wounds** spell. After 24 hours the fever disappears and the character heals hit points as normal.

There are only two ways to successfully enter the Brugh:

1. The mirror in Figwort Manor (B16).
2. The mirror in The Hen's Teeth tavern (A3).

Both of these mirrors function like normal, non-magical mirrors until the Elf Lord orders a mirror in the Brugh Coatroom (C1) uncovered. At that point the mirrors at B16 and A3 are both activated. When activated, the mirrors' reflective surface disappears and is replaced by an open doorway into the Brugh at C1.

The only way out of the Brugh is via the magic mirrors in the Treasure Vault on Level 3 (C27).

### Illusions in the Brugh

The entire Brugh is enchanted with a powerful illusion. The illusion makes the Brugh appear to be a beautiful, well-lit palace of polished marble filled with elegant people. In reality, it is a filthy, dimly lit underground complex filled with odd fairies and their ilk.

Immediately upon entering the Brugh each PC must make a save vs. Spells (illusory). A failed save indicates that throughout his or her time in the Brugh, the adventurer will always see the illusory version of the place, while a successful save will show the actual state of things. This saving throw should only be made once, upon the PC entering the Brugh.

Each area in the Brugh is subject to this dual, illusory nature. For keyed areas in which the illusory vs. real appearance might make a difference to PC's reactions; both versions are described in separate boxed text. The GM can read each version to the appropriate set of players depending on who failed their initial saving throw.

## Denizens of the Brugh



### The Elf Lord

The lord of this underground complex is an ancient Brugh Elf, older than any of his cohorts. His tall (6 foot) lithe frame is clothed in an out-of-date nobleman's outfit of dark green. His hair is dark and tangled. His most striking feature are his eyes, which appear blank with white irises and pinprick pupils.

The Elf Lord comports himself with haughty sophistication, but he is quietly devious, and a bit batty. He appears to be oblivious to his surroundings, but he's quite attentive. He only deigns to speak an antiquated form of Elvish (relying on Moth-in-Water to translate), but understands Common and modern Elvish perfectly. Any Elvish-speaking character will get only a gist of what is said in the Elf Lord's ancient tongue, which is understood by all of the Brugh inhabitants.

Aside from when he's retired to his personal chamber (C25), the Elf Lord is always in the company of his trusted lieutenant Moth-in-Water.

When the party first arrives in the Brugh the Elf Lord is in the Dining Hall (C13). He is aware of any use of a mirror portal, so when this occurs he will immediately cast **clairvoyance** to monitor the party. This only works so long as the party remains within 60' of his location in the Level 2 Dining Hall. Bear in mind this can work across different levels of the Brugh.

When he's not in the Dining Hall he's in one of the following locations (roll 1d4):

1. Observing the ballroom from his private balcony (C3)
2. Strolling in the bluehouse (C6)
3. Meditating in his private chambers (C25)
4. Haranguing Master Ned in the dungeon (C27)

**The Elf Lord**, Elf Magic-User 5\*\*: AC 14, #At 1  
**Dagger +1** (+3 vs. Magic-Users) or spell, Dam 1d4+1 (+3 vs. Magic-Users) or spell, Mv 40', Sv M5 (Elf bonuses), MI 9, XP 450

Spells and Brugh Elf Magic: **charm person**, **detect magic** (at will), **magic missile** (x2), **invisibility** (at will), **mirror image**, **phantasmal force**, **clairvoyance**, **hold person**, **confusion** (1/day)

HP 18 □□□□□ □□□□□ □□□□□ □□□

He wears a **Ring of Protection +2** and is armed with a **Dagger of Magician Butchery +1** (+3 vs. Magic-Users).

Role-playing the Elf Lord: The Elf Lord initially appears friendly toward visitors while he sizes up the opposition. After an initial encounter, any subsequent encounters with the Elf Lord should require a new reaction roll. This is important because the Elf Lord is whimsical and apt to change his opinion about the party 180 degrees each time he bumps into him.

If the Elf Lord is hostile he might attempt to **charm** the characters into becoming his servants, or command his servants to throw them into the pit opening at C13a.



### Moth-in-Water

For hundreds of years, Moth-in-Water has been the Elf Lord's trusted lieutenant, majordomo, and jester. He is as boisterous and rude as the Elf Lord is reserved and affected. He is very loud and always talks about himself in the third person. He likes to show off by juggling sharp objects.

He wears a jester's outfit of black with white trim. His eyes are always open wide, as if in realization of some horror.

**Moth-in-Water**, Elf Fighter 4: AC 14, #At 1 shortsword, Dam 1d6, Mv 40', Sv F4 (Elf bonuses), MI 10, XP 280

Brugh Elf Magic: **detect magic** (at will), **invisibility** (at will), **confusion** (1/day)

HP 19    □□□□□ □□□□□ □□□□□ □□□□□

Moth-in-Water doesn't wear armor but has a high Dexterity which accounts for his Armor Class. He also has a +3 bonus on initiative rolls.

Moth-in-Water wears a finely-wrought platinum chain (worth 160 gp) and a **Ring of Fire Resistance**.

### The Brugh Elves

When encountering Brugh Elves, the PCs should be able to recognize them as Elves even though they are as tall as humans. These Elves are also distinctive for their wild hair and striking eyes. Brugh Elves can speak the Common tongue, but with peculiar accents. Among themselves they mutter in a strange form of antiquated Elvish.

### The Missing Children of Blackapple

Seven children of Blackapple inadvertently entered the Brugh and were magically charmed into servitude by the Elf Lord. They serve in various places and in various capacities:

- Giles Weadley (age 12) is one of the gardeners in the Bluehouse on Level 1 (C6)
- Ursula Cooke (age 5) is a musician playing the timpani in the Ballroom (C12a)
- Amelia and Bernard Goodall (ages 12 and 10) are servers in the Dining Hall on Level 2 (C13)
- Philip Anvil (age 10) is in the Servants' Area on Level 2 (C14)
- Stevie Leeford (age 7) is a sous-chef in the Kitchen on Level 3 (C21)
- Arthur Figwort (age 11) guards the Elf Lord's Wine Cellar on Level 3 (C23)

In their charmed state, the children have a hard time remembering who they are or anything about the world outside. They are extremely placid, and won't fight for any cause.

They are kept in their charmed and servile condition with a **magical gold thread** tied around each child's left ankle. Once the gold thread is removed it loses its magical power and they are no longer charmed, welcoming the chance to go home. They are all terrified of the elves and won't engage in combat if they can help it. Their memory of how they got to the Brugh or what they've been doing here is hazy at best.

## Brugh Level 1

### C1. COATROOM:

For PCs entering the Brugh via a magic mirror at Figwort Manor (B16) or the Hen's Teeth tavern (A3), read the following:

When you touch the mirror, your surroundings dissolve and you find yourself in a different place altogether, a small hallway in a great building. To the left of you the hallway opens into a large room. To the right of you is a door that is closed, but the top half of it features a panel that is slid open.

The room behind this door appears to be a closet full of hanging cloaks and coats. A face appears in the doorway's panel, apparently that of the coatroom attendant.

PCs who failed their initial save vs. Spells see the following:

(ILLUSION): The coatroom attendant is dressed sharply in a dark gray coat with large brass buttons. He is a man of about 30, with chiseled features and a calm, unassuming demeanor. He politely welcomes you to "my lord's palace" and asks if he can take your cloaks, baggage, or anything else encumbering you.

PCs who succeed their initial save vs. Spells see the following:

(REALITY): The coatroom attendant is dressed in a shabby dark gray coat. He wears no pants, but this is hardly remarkable as his head and lower half appear to be that of a mangy-haired black goat. This little goatman stands about 4 feet tall. He politely welcomes you to "my lord's palace" and asks if he can take your cloaks, baggage, or anything else encumbering you.

The ibix coatroom attendant will take any items offered to him and in return give a numbered ticket. He is instructed to not talk too much with strangers, but he will direct the PCs to the Reception Lounge (C4) and stairs to the Ballroom on Level 2 (C12).

He won't fight or show aggression. If attacked, he will seek to flee to the Ballroom.

The mirror that the PCs came through cannot be used to return to the mundane world. It only serves as an entrance portal to the Brugh from the magic mirrors found at Figwort Manor and the Hen's Teeth tavern.

When the mirror is covered, the portal is closed. This is the case most of the time, but not when the PCs first enter the Brugh. Once they leave area C1, the coatroom attendant will quietly cover the mirror with a silk sheet.

**Ibix Coatroom Attendant:** AC 11, HD 1, #At 1 butt, Dam 1d6, Mv 40', Sv F1, MI 8, XP 25

HP 8 □□□□□ □□□

### C2. RECEPTION LOUNGE:

This space was designed as a receiving area for the Brugh's visitors.

PCs who failed their initial save vs. Spells see the following:

(ILLUSION): A luxurious reception lounge extends out 15 feet from the coatroom and then expands out in either direction, giving the lounge a total width of about 50 feet. Scattered throughout the area are a smattering of plush sofas, armchairs, and coffee tables.

The place smells faintly of perfume. You hear distant sounds of music and people talking and laughing; it sounds like a party. The sounds seem to emanate from a balcony that appears ahead of you, just to the right.

Facing the balcony entrance is an extremely realistic life-sized (12 feet long) bronze statue of a crocodile.

PCs who succeed their initial save vs. Spells see the following:

(REALITY): A dimly lit room extends out 15 feet from the coatroom and then expands out in either direction, giving the area a total width of about 50 feet. Scattered throughout the area are a smattering of cheap sofas, armchairs, and coffee tables, all well-worn and in a state of disrepair.

The place smells musty. You hear an odd cacophony of terribly-performed music and various animal sounds: barking, braying, and bellowing. The sounds seem to emanate from a balcony that appears ahead of you, just to the right.

Facing the balcony entrance is an extremely realistic life-sized (12 feet long) bronze statue of a crocodile.

The statue is magical, and can be animated with a simple command by the Elf Lord or Moth-in-Water, or by anyone touching it.

**Bronze Crocodile:** AC 18, HD 2, #At 1 bite, Dam 1d8, Mv 30', Sv F2, MI 12, XP 75  
HP 13 □□□□□ □□□□□ □□□

### C3 ROYAL BALCONY:

The door to this private, royal balcony has been **wizard locked**.

This balcony overlooks the Ballroom (N1). A pair of padded armchairs are sometimes occupied by the Elf Lord and Moth-in-Water. From this vantage point one may watch the festivities below.

If the PCs enter the balcony and look down at the Ballroom you may read the description for C12.

### C4. GAME ROOM:

This spacious room serves as a game parlor for the Elf Lord and his guests.

The walls and ceiling of the room are painted a garish green hue. Upon each of the four walls hang four 5- by 8-foot tapestries. The tapestries depict striking scenes of a lordly Elf and several Elf companions at their leisure.

- In the first tapestry, the Elves are hunting a Human maiden in woods.
- In the second, they are roasting the Human maiden on a spit.
- In the third tapestry, a bare-chested Human male is in a bare-knuckled boxing match with an upright bear, while the party of Elves look on.

- In the fourth tapestry, the Elf Lord is jousting with a Human knight. Both jousters have no helms, and the Human is blindfolded.

The room is also furnished with a pool table and dart board. There are five individuals in the room with you: all are pale Elves with wild, unkempt dark hair. Two Elves are playing darts while another watches. Two other Elves are playing pool.

All stop what they're doing and look at you.

When the PCs enter the room, the Elves pause to welcome them and insist they join in the game of darts.

The GM can adjudicate the game by having a player and alternately an Elf each perform a set of ranged attacks. Each participant throws three times. In elf-darts, there is only a bulls-eye worth 50 points and the rest of the board worth 10 points. Aiming for bulls-eye requires a successful ranged attack roll of AC 18! the rest of the board is AC 13.

Brugh Elves are notoriously bad sports. At the moment an Elf loses, he will accuse the winner of cheating, and with a blood-curdling scream begin throwing darts with the intent to do bodily harm. In the following round all five Elves will join the melee, two attacking with pool cues and the rest with stone daggers.

The tapestries are of fine workmanship, but the poor taste of their subject matter detracts from their resale value. Each will fetch 40 gp, assuming a buyer can be found.

**5 Brugh Elves:** AC 16, HD 1, #At 1 dagger or pool cue, Dam 1d8, Mv 40', Sv M1 (with Elf bonuses), MI 9, XP 25 ea.

Brugh Elf Magic: **detect magic** (at will), **invisibility** (at will), **confusion** (1/day)

HP 6 □□□□□ □ 4 □□□□  
8 □□□□□ □□□ 5 □□□□□  
6 □□□□□ □



**C5. LIBRARY:**

Each of the walls in this room are lined with bookshelves, and the shelves are stuffed with books. It's all for show, as no one in the mansion is inclined to reading, and the room is always unoccupied.

The only other item of interest is an ebony table in the center of the room, upon which is a sheet of glass covering an ancient map of the forest west of Blackapple.

In fact, the entire library is comprised of the *Annals of Jonathon Weadley, Volumes I-MMMCCCLIX*. Each volume describes in excruciating detail the daily affairs of Mr. Weadley, a charcoal burner who died 20 years ago. The collection is worthless except to the impoverished Weadley family of Blackapple (13a), who will pay 8 sp for it.

The volumes are completely out of order. The final, 3,359<sup>th</sup> volume in the series is on the top shelf of the wall facing the door. If that volume is pulled from

the shelf, the bookshelf on that wall opens to reveal a secret passageway down to Level 3 of the Brugh.

The map on the table is ancient and worth 16 gp to a sage or collector of such things.

**C6. FUNGAL BLUEHOUSE:**

**Note:** This area is one of the four possible locations of the Elf Lord (see "Denizens of the Brugh" on page 22).

Unlike other chambers in the mansion, this roughly-circular cavernous space has unfinished walls.

The scene before you is astounding. The majority of the cavern floor is covered with a wide variety of enormous, outlandish fungi. Enormous chantarelles, death caps, brown jellies, amethyst deceivers, and blue turkey tails flourish throughout. Some fungi are luminescent, giving the entire area a blue glow. Some distance off you can see what appear to be an over-sized black moth with a one-foot wingspan.





Winding through the fungi beds are 5'-wide paths of stone slab: a main path that traces the circumference of the cavern and eight more that serve as spokes leading from the main path to a white gazebo at the center.

As one enters the room from the doorway in the northwest corner, to the immediate left stands a small table upon which is a crystal carafe filled with a clear liquid and six goblets.

This weird cavern serves as a large bluehouse (a "bluehouse" is a Brugh Elf invention serving a function similar to a greenhouse, but dedicated to the cultivation of fungi as opposed to vegetation).

The crystal carafe and goblets are worth 28 gp as a set. The liquid in the carafe is a lingonberry liqueur infused with a psychotropic compound. A few minutes after drinking the liqueur, the imbiber will feel a strange vibration coursing through their spine, at which point they will be able to communicate telepathically with any fungi for 24 hours.

Spread within the area are 4 gnomes gardeners in denim overalls spreading offal and trimming back some of the larger mushrooms. They'll appear amiable but nervous at unexpected visitors. They have no interest in combat and if threatened will attempt to flee.

The fifth "gardener" is Giles Weadley, one of the kidnapped Blackapple children (see page 23).

More dangerous are the "black butterflies", which upon closer inspection reveal themselves to be ward pixies (see **New Monsters** on page 37). The ward pixies will not attack unless the PCs leave the path, at which point they will strike with savagery.

If the PCs don't disturb anything and stay on the spoke-like paths, they can walk to any part of the cavern, including the gazebo at the center (C7) unhindered.

**4 Gnome Gardeners:** AC 11, HD 1, #At 1 spade, Dam 1d6, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 3 □□□ 2 □□  
8 □□□□□ □□□ 7 □□□□□ □□

**Blackapple Child Giles Weadley**, Human Gardener: AC 11, HD 1d4 HP, #At 1 spade, Dam 1d6, Mv 40', Sv NM, MI 7, XP 10

HP 3 □□□

**5 Ward Pixies:** AC 17, HD 1\*, #At 2 claws, Dam 1d4/1d4 + special, Mv 30' Fly 60', Sv M4 (with Elf bonuses), MI 12, XP 37 ea.

HP 2 □□ 1 □  
8 □□□□□ □□□ 7 □□□□□ □□  
6 □□□□□ □

### C7. THE WHITE LADY:

PCs who failed their initial saving throw vs. Spells see the following:

(ILLUSION): The octagonal gazebo in the center of the bluehouse is bone white. In fact, it is carved out of a single piece of ivory. Its sole inhabitant is an elegant lady sitting upon a plush armchair. She has long black hair and wears an elegant white silk gown and pearl necklace. Rose petals litter the ground around her feet.

As you approach, she outstretches a hand toward you, as if asking you to kiss it.

PCs who succeed their initial saving throw vs. Spells see the following:

(REALITY): The octagonal gazebo in the center of the bluehouse is constructed of pinewood painted bone white. Its sole inhabitant is an emaciated, gray-skinned female sitting upon a simple chair. She is bald and wears a threadbare white cotton smock with, incongruously, a pearl necklace. Human bones litter the ground around her feet.

As you approach, she outstretches a hand toward you, as if asking you to kiss it.

The lady is a ghoul. Her pearl necklace is worth 750 gp.

**Ghoul:** AC 14, HD 2\*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4 (all + paralysis), Mv 30', Sv F2, MI 9, XP 100

HP 8 □□□□□ □□□



### C8. GUEST ROOM:

This room will be offered to any of the Prince's favored guests, which includes the party if they've had a positive interaction with him.

The room contains a couple double beds, a chair, and a nightstand upon which is a single candle. In the drawer of the nightstand is a copy of *Goodbody's Book of Prayer*, with all references to the deity redacted in black ink.

### C9. GUEST ROOM:

This is a second guest room, furnished identically to C8.

### C10. AMBASSADOR OF THE MUSHROOM PEOPLE:

This is a third guest room, but unlike C8 and C9 this room is occupied. The door is locked from the inside. If the PCs knock the door will open, unless there have been sounds of violence outside.

If the door does open:

The room contains a couple double beds, a chair, and a nightstand upon which is a single candle.

In the middle of the room stands a bright orange, 3-foot tall mushroom. This enormous mushroom has short, stubby arms and legs. Its eyes stare at you with something like trepidation.

This creature is a mushroom man (see the **Basic Fantasy Field Guide Volume 3**). It is assigned to represent its nation, the Mushroom People, to the Brugh.

The mushroom man is peace-loving and will only fight if attacked. He cannot communicate

The room has no treasure. In the drawer of the nightstand is a copy of *Goodbody's Book of Prayer*, with all references to the deity redacted in black ink.

**Mushroom Man:** AC 13, HD 3, #At 1 claw or spores, Dam 1d6 or spores (see below), Mv 40', Sv F1, MI 7, XP 175

HP 10 □□□□□ □□□□□

The spores attack require everyone in a 10-foot radius to save vs. Poison or face effects similar to a **confusion** spell.

### C11. A PRINCE AMONG FROGS:

This room is luxuriously furnished with a well-crafted bed, night table, and armoire. Upon a gold-threaded pillow on the bed sits a green frog with a miniature gold crown upon his head.

The frog is sentient and can speak, introducing himself as the prince of a faraway kingdom. He relates that he's been enchanted by mischievous fairies, but if a fair maiden (or a plain maiden, or a man, as he is not that picky) will bestow a kiss upon his lips, the enchantment shall be broken. He promises that if freed from the spell and restored to his kingdom, his father the king will award the party with thousands of gold coins.

In fact, the frog is no prince at all and is only remarkable in that he can speak and has poisonous skin. Anyone kissing the frog must save vs. Poison or be wracked with pain for the next 12

hours. A person in this state is completely incapacitated and for the duration is useless for adventuring.

The frog will apologize profusely for such a turn of events, claiming that the kiss must have required true love to be effective. The frog has 1 hit point and no means to attack or defend itself.

The only treasure here is a dainty miniature gold crown worth 4 gp.

## Brugh Level 2

### C12. BALLROOM:

The ballroom is a large chamber 70 feet long, 50 feet wide, and features 40-foot high vaulted ceilings. Weirdly, seven ash trees grow up from the room floor. The ceiling features hundreds of tiny lights, giving the appearance of stars. This gives the confusing impression one is in something closer to a forest than a ballroom.

At all times the room is populated by enchanted beasts who dance in a circle, all "singing" after their fashion.

PCs who failed their initial save vs. Spells see and hear the following:

(ILLUSION): Delightful, upbeat music wafts through the air, and with the music are a dozen men and women in the finest clothes dancing with grace and elegance.

PCs who succeed their initial save vs. Spells see and hear the following:

(REALITY): Shuffling around the room are an odd assortment of animals, big and small. The strange company includes a dozen beasts: cats, dogs, an elk, a donkey, a cow, a goat, a goose, and a weasel. The animals are all making noise after their fashion, and the meowing, barking, braying, bellowing, mooing, bleating, and honking is truly something to experience.

Visitors will be ignored or politely tolerated, but if the PCs make trouble the illusion will be dispelled and the entire room of animals will attack. The animals will not pursue enemies beyond Level 2.

**4 Cats:** AC 15, HD 1d2 HP, #At 1 bite/1 scratch, Dam 1d2/1d2, Mv 40', Sv F1, MI 6, XP 10 ea.

HP 1 ☐ 1 ☐  
2 ☐ 1 ☐

**2 Dogs:** AC 14, HD 1+1, #At 1 bite, Dam 1d4 + hold, Mv 50', Sv F1, MI 9, XP 25 ea.

HP 7 ☐☐☐☐☐☐ 6 ☐☐☐☐☐

**Donkey:** AC 13, HD 2, #At 1 bite, Dam 1d2, Mv 40' (10'), Sv F2, MI 7, XP 75

HP 12 ☐☐☐☐☐☐☐☐☐☐

**Elk:** AC 13, HD 3, #At 1 butt, Dam 1d6, Mv 80' (10'), Sv F3, MI 5, XP 145

HP 10 ☐☐☐☐☐☐☐☐

**Weasel:** AC 14, HD 1d2 HP, #At 1 bite + hold, Dam 1d4 + 1d4/round, Mv 40', Sv F1, MI 8, XP 10

HP 1 ☐

**Goose:** AC 12, HD 1, #At 1 bite, Dam 1d2, Mv 10' Fly 150' (10'), Sv NM, MI 6, XP 10

HP 4 ☐☐☐☐

**Goat:** AC 13, HD 2, #At 1 horns, Dam 1d6, Mv 30', Sv F2, MI 7, XP 75

HP 9 ☐☐☐☐☐☐☐☐

### C12a. MUSICIAN'S STATION:

This area adjoining the ballroom is where the mansion's minstrels perform. A half dozen stools are arranged in a semi-circle in the center of the room. Upon five of the stools sit ibix, four with pipes and one with a bass drum. A kidnapped Blackapple child (Ursula Cooke) sits in the sixth stool playing a timpani. The music they make is truly horrible unless one is under the effect of the Brugh's illusion.

**5 Ibix Musicians:** AC 15, HD 1, #At 1 butt, Dam 1d6, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 4 ☐☐☐☐ 6 ☐☐☐☐☐  
5 ☐☐☐☐☐ 8 ☐☐☐☐☐☐  
2 ☐☐

**Blackapple Child Ursula Cooke,** Human Musician: AC 11, HD 1d4 HP, #At 1 fist, Dam 1d2 (subduing), Mv 40', Sv NM, MI 7, XP 10

HP 1 ☐

**C13. DINING HALL:**

**Note:** This area is one of the four possible locations of the Elf Lord (see "Denizens of the Brugh").

The walls are paneled with oak and a large chandelier hangs from the ceiling. A 15-foot long oak table can seat up to 16, suitable for banquets and entertaining the best people.

At the head of the table sits a tall thin Elf dressed in green. His hair, like that of the other Elves at the table, is a complete mess. His eyes appear completely white with tiny black pupils.

Standing next to the man in green is a figure in a black jester's outfit, juggling three swords. Upon your arrival he stops juggling and smiles warmly. Also seated at the table are seven more Elves and two short goat men. All are well-dressed, sporting matching gray cloaks over shirts of chain armor.

In addition to those seated at table, there are a total of two servers. Each wears a smart blue vest, gray jacket, and powdered wig, but they appear to be mere Human children.

The man at the head of the table motions for you to join them.

Moth-in-Water will stand and introduce himself and the others. The Elf Lord is only called by his title.

The party isn't forced to join the dinner, but if they refuse the next time they see the Elf Lord they must make a reaction roll at -3.

If the party does join the dinner, with Moth-in-Water acting as translator, the Elf Lord will ask the party about themselves. When role-playing the Mirror Man, keep in mind that he is very arrogant and a little mad. He may become fixated on odd aspects of things the characters reveal about themselves. Once he's discussed the backgrounds of the PCs, he'll move on to more self-centered topics of conversation, such as:

- His heroism during the Battle of St. Albans. The PCs will be unfamiliar with this battle, which must have occurred in another realm.

- An insult visited upon the Elf Lord by a certain "Master Ned". At some point in the narrative it becomes evident that Master Ned is a horse (C26).
- The genealogies of specific animals that inhabit the forests around Blackapple, and their ancient relations with the Elf Lord.

Aside from such irrelevant topics, he will only talk in generalities about his realm. He and all other Brugh inhabitants will pretend to misunderstand any questions about any of the kidnapped Blackapplers.

If the party joins the feast, they will soon be served red wine and a series of courses. With the exception of the fourth course (see below), the food is delicious. If the party refuses to eat, the elves will politely attempt to persuade them otherwise but won't force the issue.

*First Course: Deviled quail eggs with Blackapple ham*

*Second Course: Lobster bisque*

*Third Course: Waldorf salad*

*Fourth Course: Choice of Cockatrice aux Paires or Black Pudding.* The cockatrice tastes like chicken but requires a save vs. Petrify or the eater is turned to stone. The black pudding is a 1 HD serving of the monster (as opposed to the British term for blood sausage).

The Elves will watch with amusement as the PCs deal with their "food" (themselves having been served identical-looking but harmless equivalents).

Once dinner is complete, make a reaction roll for the Elf Lord:

1. **Immediate Attack:** The Elf Lord orders the Brugh Elves and ibix to throw the entire party into the pit (13a) so they can watch the party be devoured by the tentacle worm at C18.
2. **Unfavorable:** The same as #1, but only a single member of the party is thrown into the pit. This should be the PC with the lowest Charisma, or the one who has behaved most "disrespectfully" during dinner. If the other PCs resist, they'll all be thrown in.

3. **Favorable:** Moth-in-Water will accompany the party to one or both of the Guest Rooms (C8) and (C9). Meanwhile, the Elf Lord will go elsewhere in the Brugh.
4. **Very Favorable:** The same as #3, but before everyone retires one of the ibix will be thrown into the pit for the party's entertainment.

The velvet vests and ermine-trimmed capes worn by the Elf and ibix dinner guests are worth 30 gp each. The Elf dinner guests also carry 3 gp apiece.

The "servers" are of course children from Blackapple, charmed into serving as the Elf Lord's wait staff. When not serving, they stand at attention on either side of the table. Due to their charmed condition, they are incapable of responding to anything other than commands related to the serving of food.

**7 Brugh Elves:** AC 16, HD 1, #At 1 longsword, Dam 1d8, Mv 40', Sv M1 (with Elf bonuses), MI 9, XP 25 ea.

Brugh Elf Magic: **detect magic** (at will), **invisibility** (at will), **confusion** (1/day)

HP	2	□□	7	□□□□□□□
	4	□□□□	4	□□□□
	3	□□□	1	□
	4	□□□□		

**2 Ibig:** AC 15, HD 1, #At 1 butt, Dam 1d6, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	5	□□□□□	6	□□□□□□
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**Black Pudding (per 100g Serving):** AC 14, HD 1, #At 1 pseudopod, Dam 1d4, Mv 40', Sv F1, MI 8, XP 25

HP	3	□□□
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**2 Servers** (Blackapple Children Amelia and Bernard Goodall): AC 11, HD 1d4 HP, #At 1 fist, Dam 1d2 (subduing), Mv 40', Sv NM, MI 7, XP 10 ea.

HP	4	□□□□	2	□□
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If stats and treasure for the Elf Lord and Moth-in-Water are needed, see Denizens of the Brugh on page 22.

### C13A. PIT OPENING:

This is a 10-foot by 10-foot opening to a 14-foot deep pit. See C18 for a description of the bottom of the pit.

The mirror man often throws people he doesn't like into the pit for general entertainment.

### C14. SERVER AREA:

Little more than a glorified hallway, this area is for the waitstaff to serve guests in the adjoining Dining Hall (C13), Ballroom (C12), and Smoking Room (C15).

At present, one ibix server and one Human child server (Philip Anvil of Blackapple) loiter in the area.

The dumbwaiter on the south wall receives food and drink from the Kitchen (C21) on Level 3 below. If the PCs examine the dumbwaiter:

A sliding panel on the south wall reveals a 3-foot by 4-foot space. There's no floor to the space. A crankshaft to the right of the panel suggests this is a large dumbwaiter for receiving food from a kitchen below.

The dumbwaiter can only support a maximum weight of 200 lbs; there's no sign to indicate this limit.

The characters may use the dumbwaiter as an elevator between Level 2 (14a) and Level 3 (21a). If so, the GM should determine whether their weight exceeds the carrying capacity (taking into account the weight of armor). Also, the GM should consider that one person must operate the crankshaft at 14a or 21a.

**Ibig Server:** AC 11, HD 1, #At 1 butt, Dam 1d6, Mv 40', Sv F1, MI 8, XP 25 ea

HP	3	□□□
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**Blackapple Child Philip Anvil, Human Server:** AC 11, HD 1d4 HP, #At 1 fist, Dam 1d2 (subduing), Mv 40', Sv NM, MI 7, XP 10

HP	3	□□□
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**C15. SMOKING ROOM:**

The smoking room features marble floors, oak-paneled walls, a large chandelier with burning candles, and four comfortable-looking armchairs facing each other. A suit of full plate armor stands holding a halberd (polearm) in the southwest corner.

Two large paintings hang on the wall facing the door. Both show scenes of armed men fighting a large beast with the head of a lion, body of a crocodile, and wings of an eagle. In the left painting, the Humans appear to be winning. In the right painting, the beast has the upper hand.

The room is unoccupied.

The paintings are worth 10 gp each. The polearm and armor are both usable. The armor is Human-sized and worth 1,500 gp. If worn it provides AC 19.

**C16. SERVANT QUARTERS:**

The walls of this area are of crudely-hewn stone. This area includes sleeping quarters full of bunks for the Brugh's servants.

It is currently unoccupied, as the servers don't get much rest.

There is nothing of value here, but a search will reveal a sling belonging to Bernard Goodall (currently at C13). There is also a stuffed cloth doll belonging to Ursula Cook (currently at C12a).

**C17. POOL OF LOVE AND DROWNING:**

This room is dominated by a pool. The floor extends 5 feet from the entrance side. The pool takes up the remainder of the room (25 feet), sloping from a depth of 3 feet at the western edge to 12 feet at the far end of the pool.

PCs who failed their initial save vs. the Brugh's illusion see the following:

(ILLUSION): Within the pool of sparkling clear water swim two sea elf maidens, merrily splashing in the water. They motion for you to join them for some good clean aquatic fun.

PCs who succeed their initial save vs. the Brugh's illusion see the following:

(REALITY): Within the pool of murky, putrid water swim two grotesque green frogs. They are enormous, weighing about 250 lbs. One of the frogs opens a gaping maw and lets out a loud "CRRRRRROOOOAK!!!".

The bottom of the pool is littered with 9 moonstones, each worth 50 gp.

**2 Giant Frogs:** AC 13, HD 2, #At 1 tongue or 1 bite, Dam grab or 1d4+1, Mv 30' Swim 30', Sv F2, MI 6, XP 75 ea.

HP 9 □□□□□ □□□□  
6 □□□□□ □

**Brugh Level 3****C18. THE PIT:**

When the Elf Lord tires of people, he has them brought to his Dining Hall and thrown into the pit at C13a. The fall from the pit opening on Level 2 to the floor of C18 on Level 3 is 14 feet, so any victim will take 1d6 points of falling damage.

Those who find themselves at the bottom of this pit are not alone. The Elf Lord keeps a tentacle worm at the bottom of the pit to provide entertainment for his dinner guests above.

Aside from the pit opening in the ceiling, the only other way out of the pit is a secret door in the south wall. It is only three feet wide, which would allow a small or medium-sized creature to squeeze through, but not the tentacle worm.

In a corner of the pit is a small dust-covered pouch holding four gems: three amethyst worth 100 gp each, and one greenstone worth 75 gp.

**Tentacle Worm:** AC 13, HD 3\*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175

HP 24 □□□□□ □□□□□ □□□□□ □□□□□  
□□□□



### C19. FALSE DOOR TRAP

The doorway in this hallway appears like any of the others in Level 3, but it opens to nothing but the wall behind it.

A minute after touching the doorknob, the PC who opened the door feels a burning sensation in his or her hand and must make a save vs. Poison or suffer 1d6 points of damage five minutes later.

A pair of gloves would prevent exposure to the contact poison.

### C20. COLD STORAGE:

When you open this door you feel an icy blast. Within this small chamber you see frozen meat hanging from meat hooks and other perishables like cheeses, eggs, and fish.

If the party enters, read this:

Though it wasn't initially noticeable, you now see a 3-foot tall creature with blue skin and wings tucked into the southwest corner of the room. The creature stands watching you, but does not move or make a sound.

The extreme cold seems to be emanating from this creature.

The creature is an ice devil (infernal) who made an ill-considered bargain with the Elf Lord and is now stuck in this room, providing refrigeration.

The ice devil is imprisoned by a thin line of magical salt poured in a circle around the devil. If anyone makes a break in the salt circle, the devil is released.

**Ice Devil:** AC 18, HD 3\*\*, #At 1 claw + special, Dam 1d3 + 1d4 cold, Mv 30' Fly 50', Sv F3, MI 9, XP 205

HP 23 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐  
☐☐

### C21. KITCHEN:

The smell of onions and boiled meat greets your nostrils.

This large room is furnished with a stove, two ovens, two tables, and counters along the walls. Pots, pans, and other utensils hang from hooks.

A large plump female human flits to and fro, barking orders at a small human boy no older than seven.

The Elf Lord's cook is the only human in the Brugh staying here of her own free will. She enjoys the prospect of an eternity catering to the Prince's eclectic culinary whims.

If she believes the PCs are here to upset the status quo, she will ferociously attack, first by throwing kitchen knives and then by wielding a large frying pan.

The room has no treasure, unless you count three blueberry pies cooling on a table.

The sous-chef is little Stevie Leeford of Blackapple (13d). He has a golden thread tied around his left ankle that keeps him in a **charmed** state.

**Cook:** AC 11, HD 1d6 HP, #At 1 frying pan, Dam 1d4, Mv 40', Sv NM, MI 8, XP 10

HP 6 ☐☐☐☐ ☐

**Sous Chef** (Blackapple Child Stevie Leeford):

AC 11, HD 1d4 HP, #At 1 knife, Dam 1d3, Mv 40', Sv NM, MI 7, XP 10

HP 3 ☐☐☐

**C21a. DUMBWAITER (LEVEL 3):**

A sliding panel on the south wall reveals a 3-foot by 4-foot space with no ceiling. A crankshaft to the right of the panel suggests this is a large dumbwaiter for sending food from the kitchen to the upper level.

The dumbwaiter can only support a maximum weight of 200 lbs. There's no sign to indicate that.

The characters may use the dumbwaiter as an elevator between Level 2 (14a) and Level 3 (21a). If so, the GM should determine whether their weight exceeds the carrying capacity (taking into account the weight of armor). Also, the GM should consider that one person must operate the crankshaft at 14a or 21a.

**C22. PANTRY:**

This is a kitchen pantry. The shelves are stocked with things one would expect to find in a pantry: sacks of flour, jars of pickled vegetables, jars of jam, smoked ham, honey, salt, and other dry goods.

The largest jar is labeled "Blackcurrant Confit", but is in fact holding a tiny black pudding:

**Black Pudding:** AC 14, HD 1, #At 1 pseudopod, Dam 1d4, Mv 40', Sv F1, MI 8, XP 25

HP 1 ☐

**C23. WINE CELLAR:**

This unlit room is stacked with rows and rows of bottles of wine of several varieties.

The wine is of a good vintage. Each of the 96 bottles should be worth 30 gp, but is enchanted so that when it is removed from the Brugh it is magically transformed into swamp water.

As Elves and ibix cannot be trusted around alcohol, the Elf Lord has posted a guard: Arthur Figwort of Blackapple. Arthur is equipped with plate armor, shield, and shortsword. Tied around his ankle under his armor is a magical gold thread, keeping him in a **charmed** state.

**Wine Cellar Guard** (Blackapple Child Arthur Figwort): AC 18, HD 1d4 HP, #At 1 shortsword, Dam 1d6, Mv 40', Sv NM, MI 7, XP 10

HP 3 ☐☐☐

**C24. MOTH-IN-WATER'S CHAMBER:**

This is the room of Moth-in-Water, the Elf Lord's jester, confidant, and majordomo. Its heavy oak door is always locked, the only key being in Moth-in-Water's pocket.

The room is opulently furnished but extremely dusty, as Moth-in-Water is almost always with the Elf Lord or out performing errands.

A large ebony wardrobe is full of vestments suitable for a noble's right-hand man. It includes a suit of Elf-sized purple **Plate Mail +1**.

**C25. ELF LORD'S CHAMBER:**

**Note:** This area is one of the four possible locations of the Elf Lord (see "Denizen's of the Brugh").

The hallway ends with this finished 20-foot by 30-foot subterranean chamber.

There is no furniture except for a large four poster bed.

The floor is covered with 9 large ornamental rugs.

This room is where the Elf Lord comes to rest.

The rugs are of expert craftsmanship, woven of satyr hair, and dyed with intricate, multi-colored patterns. Each is worth 40 gp and surprisingly light (15 lbs) given its size.

**C26. DUNGEON:**

PCs who failed their initial save vs. the Brugh's illusion see the following:

(ILLUSION): The door opens to a wide expanse of clover-covered fields under a bright sun and cloudless sky. A white unicorn stands in the distance.

PCs who succeed their initial save vs. the Brugh's illusion see the following:

(REALITY): The door opens to a filthy, dank room furnished with instruments of torture. In the center of the room is a rack, next to which is a table holding pincers, pliers, manacles, and a serrated blade. An iron maiden stands in the right rear corner of the room.



This apparent torture chamber is unoccupied except for, inexplicably, a large brown horse.

The horse, named Master Ned, is being kept here as a punishment for having looked at the Elf Lord sideways. Although he was once the Elf Lord's war steed, Ned is fed up with his former master. If treated nicely, he will willingly follow and serve his liberators.

He is happy to discuss any of this with the party because, of course, he's a fairy creature with the power of speech.

**Master Ned** (Talking War Horse): AC 13, HD 3, #At 2  
hooves, Dam 1d6/1d6, Mv 60', Sv F3, MI 9, XP 145

HP 18 □□□□□ □□□□□ □□□□□ □□□

**C27. TREASURE VAULT:**

This room is accessed via a secret door in the Dungeon (C26).

The walls of this room are bare and the room is unfurnished aside from three chests in the center and what appears to be several standing mirrors lined up along the north wall.

Each mirror is covered with a black sheet.

These magic mirrors are the only way to leave the Brugh. The three chests hold the Elf Lord's most treasured possessions. The key to unlock these chests is on his person.

The first chest holds the following:

- 540 sp
- 1,702 cp
- 8 moonstones (value 50 gp each)
- Matching pair of gold bracers bejeweled with obsidian stones (value 120 gp each)
- **Wand of Moss Oak** (2 charges). This powerful magic item casts **raise dead**, as the Cleric spell, but with side-effects. The raised individual comes back insane (the GM should determine the type of insanity) and, in most cases, hostile toward the person who raised them. The insanity can be removed with a **remove curse** spell.

The second chest holds:

- 1,354 gp
- Gold ring inset with a large emerald (worth 1,020 gp)
- **Potion of Control Giant**
- **Rod of the Centipede (cursed).** This 2-foot long rod is jet-black and made of an unknown metal. When activated it transforms into a giant centipede that will immediately attack the wielder.

**Giant Centipede (activated rod):** AC 11,  
HD 1d4 HP\*, #At 1 bite, Dam poison,  
Mv 40', Sv NM, MI 7, XP 13

HP 3   

The third chest holds:

- 2,300 cp
- 800 gp
- **Gloves of Naughtiness and Sauciness.** These enchanted gloves give a 20% bonus to attempts to open locks or pick pockets. As a side effect, the gloves also cause sauciness, which compels the wearer to blurt out impolite truths (e.g., "I'm sorry madam, but your baby is ugly as sin").

Each of the mirrors is the full height of an average-sized person, 6 feet tall by 3 feet wide. The four mirrors are magical, but only activated when uncovered.

When **Mirror #1** is activated, read this:

Ten seconds after the first mirror is uncovered, its hard reflective surface dissolves and is replaced with a view of a stone hallway receding into the distance. The hallway is dimly lit and bare.

Any character entering this mirror finds him- or herself in the hallway, unable to return back to C27. The hallway is perfectly straight and continues far into the distance without any junctions. After walking down the hallway for about a half mile the PC will see a light ahead in the distance. After walking another quarter mile the PC will be standing on the reverse side of the mirror in the Hen's Teeth tavern (A3). The character may enter the Hen's Teeth through that mirror, but may not return again that way.

When **Mirror #2** is activated, read this:

Twenty seconds after the second mirror is uncovered, its contents shift. Objects reflected in the mirror are no longer faithfully represented, but seem to move independently. In fact, one of your reflected images starts to emerge from the mirror as though through a doorway!

This is a **Mirror of the Adversary**. The GM should determine which character was reflected most prominently in the mirror. A mirror image double of that person, identical in all statistics, equipment, spells, and skills, walks out of the mirror and attacks its PC double. The PCs should roll to see if they are surprised; the mirror image double is never surprised.

The mirror image double focuses all its attack on its PC double. The mirror image and its equipment disappear once it or the PC are killed.

When **Mirror #3** is activated, read this:

Thirty seconds after the third mirror is uncovered, its hard reflective surface dissolves and is replaced with a view of a stone hallway receding into the distance. The hallway is dimly lit and bare.

Mirror #3 is identical to Mirror #1, except that it terminates at the mirror in Figwort Manor (B16).

**Mirror #4** is left to the GM's discretion. It could be a doorway to anywhere: a larger Fairy Realm, the home you were born in, Earth during the Pleistocene epoch, etc. Or it could just be a normal, non-magical mirror.

## Returning from the Brugh

Regardless of how much game time is spent in the Brugh, only 24 hours will have passed in the mortal world. Also, PCs must save vs. Spells or believe wholeheartedly that the entire affair in the Brugh was a dream (though they'll be at a loss to explain any lingering wounds or acquired items).

If any of the kidnapped children return to their parents (B3, B13, B16), the characters will have the villagers' undying gratitude. Most of the children's families are too poor to provide a monetary reward, but Lord and Lady Figwort will give a reward of 400 gp if Arthur is among the freed captives.

Likewise, if either Amelia or Bernard Goodall is returned to Ms. Goodall (B3) she'll reward each member of the party with a garnet worth 100 gp and each spellcaster with a magic **Scroll** with a spell that is:

- Appropriate for their class.
- At the highest spell level that the PC can cast.
- Randomly determined from the spell tables in the **Basic Fantasy RPG Core Rules**. (If the GM rolls a spell the PC already knows, roll again.)

Remember that the children returning home isn't the complete end of the story, for there are still their shape-shifted doubles to contend with....

## New Monsters

### Elf, Brugh

Armor Class:	12 (armored 17)
Hit Dice:	1*
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	40'
No. Appearing:	1d6, Wild 2d6, Lair 5d10
Save As:	Magic-User: 1 (with elf bonuses)
Morale:	9
Treasure Type:	S each; G in lair
XP:	37

The **Brugh Elf** is an elf subspecies that dwell within earthen mounds in tunnel complexes known as "Brughs".

Brugh Elves are of slight build and of the same height as Humans. They usually have thick hair, which can be any color. Though Brugh Elves share the pointed ears so commonly associated with elf-kind, their riotous hair often obscures this feature.

Brugh Elves are generally capricious, quick-tempered, and indolent. They can also be extremely vengeful for perceived slights, real or imagined.

In folklore, Brugh Elves are also known as a type of "fairy" which can lead to confusion with other beings of the same name.

Brugh Elves are powerful magicians, with innate magical abilities similar to those of a brownie. They can **detect magic** at will, become **invisible** at will, and once per day can cast **confusion** as a 7th-level caster. Unlike a brownie, however, the Brugh Elf cannot attack or cast spells while invisible. A person peering through a stone with a naturally-bored hole in it can see an invisible Brugh Elf as though by a **detect invisible** spell.

Brugh Elf Magic-Users are particularly formidable, casting spells as though they were one level higher than other Magic-Users at that class level.

The Brugh Elf has unique strengths and vulnerabilities related to its fairy nature and ancient curses visited upon their wicked race:

- Increased (+1) damage from metal weapons.
- Reduced (-1) damage from stone or wood weapons.
- Inability to enter any dwelling with a crafted metal object (e.g., horseshoe) placed over its doorway.
- An inscrutable mind makes Brugh Elves immune to **charm** spells or any form of mind control.

Brugh Elves typically wield stone-tipped spears or shortbows. They are rarely armored, as they avoid large-scale warfare. When they do wear armor it is fashioned from tough hides of exotic subterranean monsters such as the purple worm.

Brugh Elves have a completely alien mindset and inherent magical abilities, so it's not recommended that the GM allow them as a playable race.

### Ward Pixie

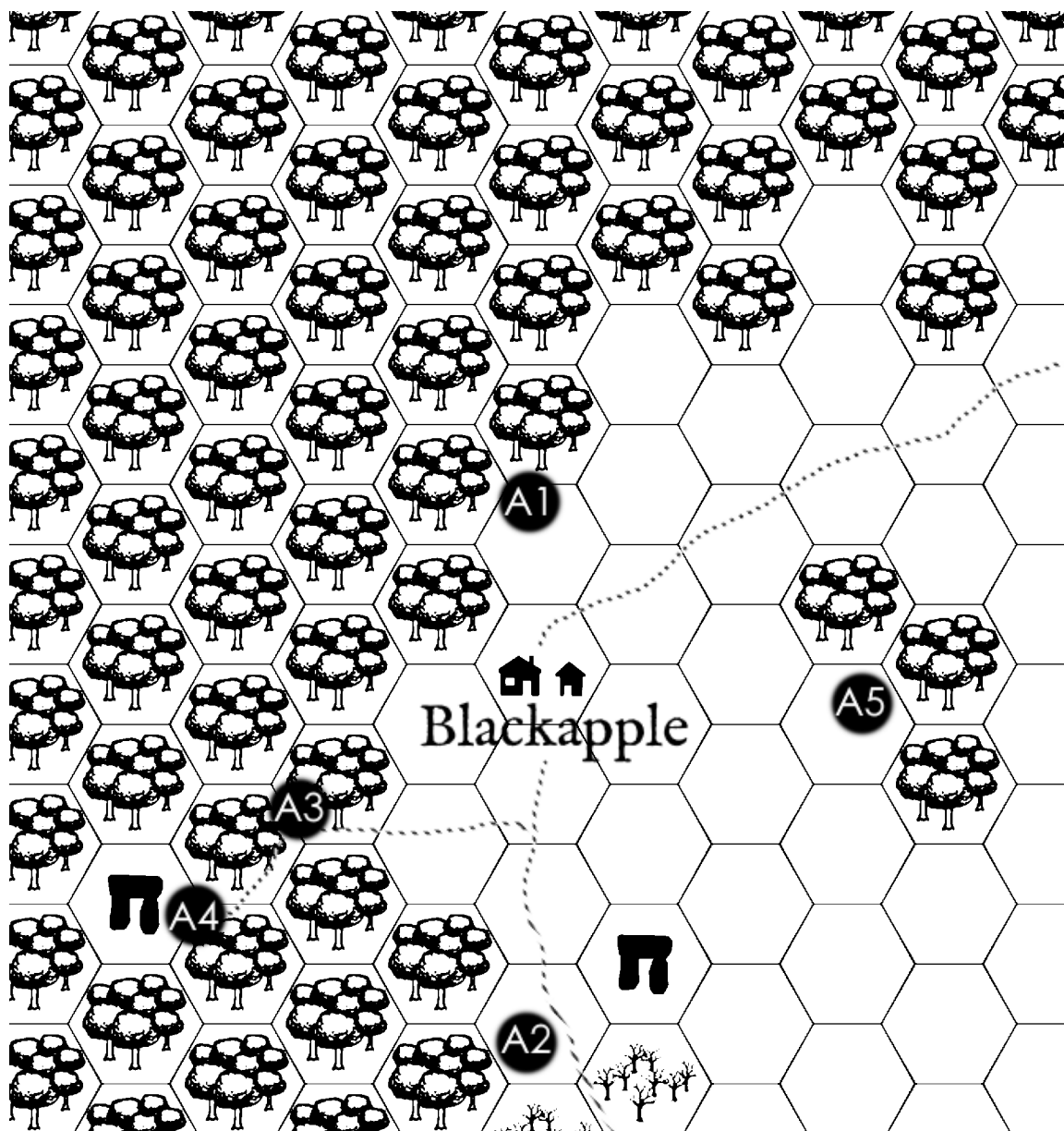
Armor Class:	17
Hit Dice:	1*
No. of Attacks:	2 claws
Damage:	1d4/1d4 + Special
Movement:	30' Fly 60'
No. Appearing:	2d4
Save As:	Magic-User: 4 (with Elf bonuses)
Morale:	12
Treasure Type:	None
XP:	37

Ward pixies are small winged fairies charged with guarding a stone, grove of elder trees, fungal mass, or other natural object important to the Fairy Court. They appear as diminutive humanoid skeletons, glossy black in color with razor-sharp claws and moth wings.

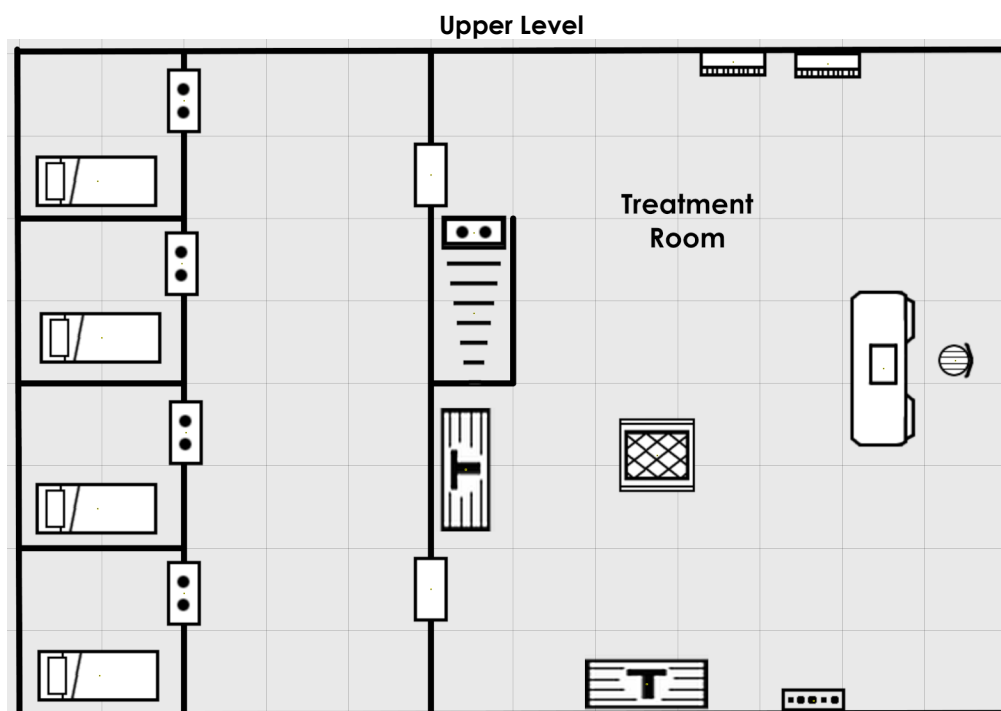
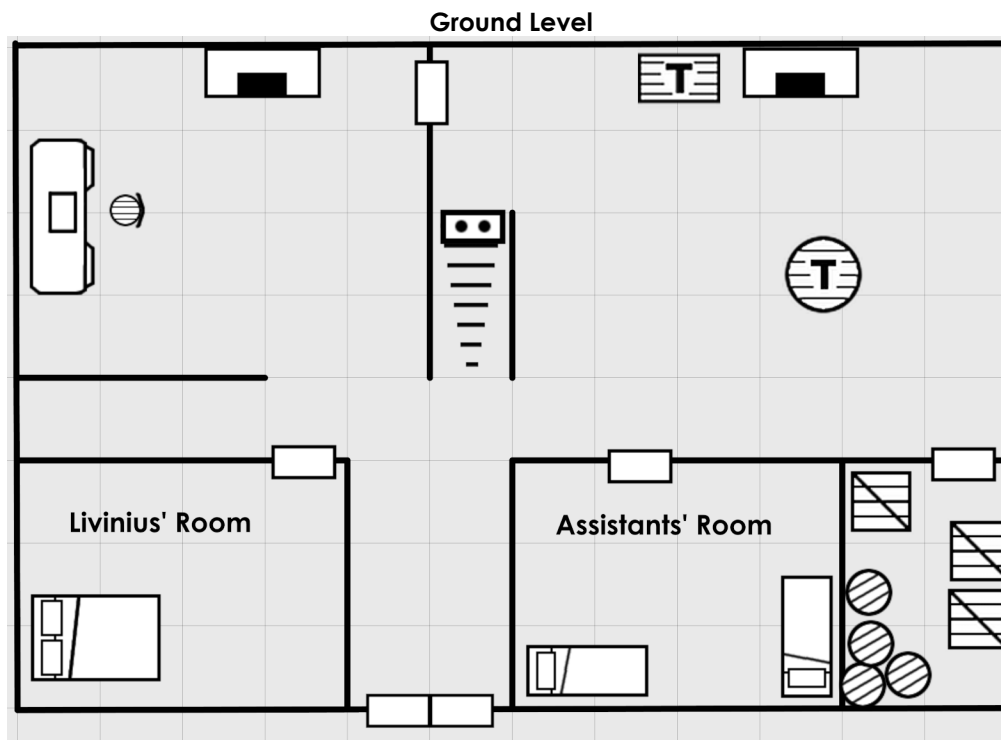
With each successful ward pixie attack there is a 1 in 4 chance that a pinch of ash-like pixie dust will brush off on the target. The target must save vs. Death Ray or immediately despair and attempt suicide. For the next 5 rounds, unless restrained, the victim will attempt to do the maximum bodily harm to him- or herself.

## Maps

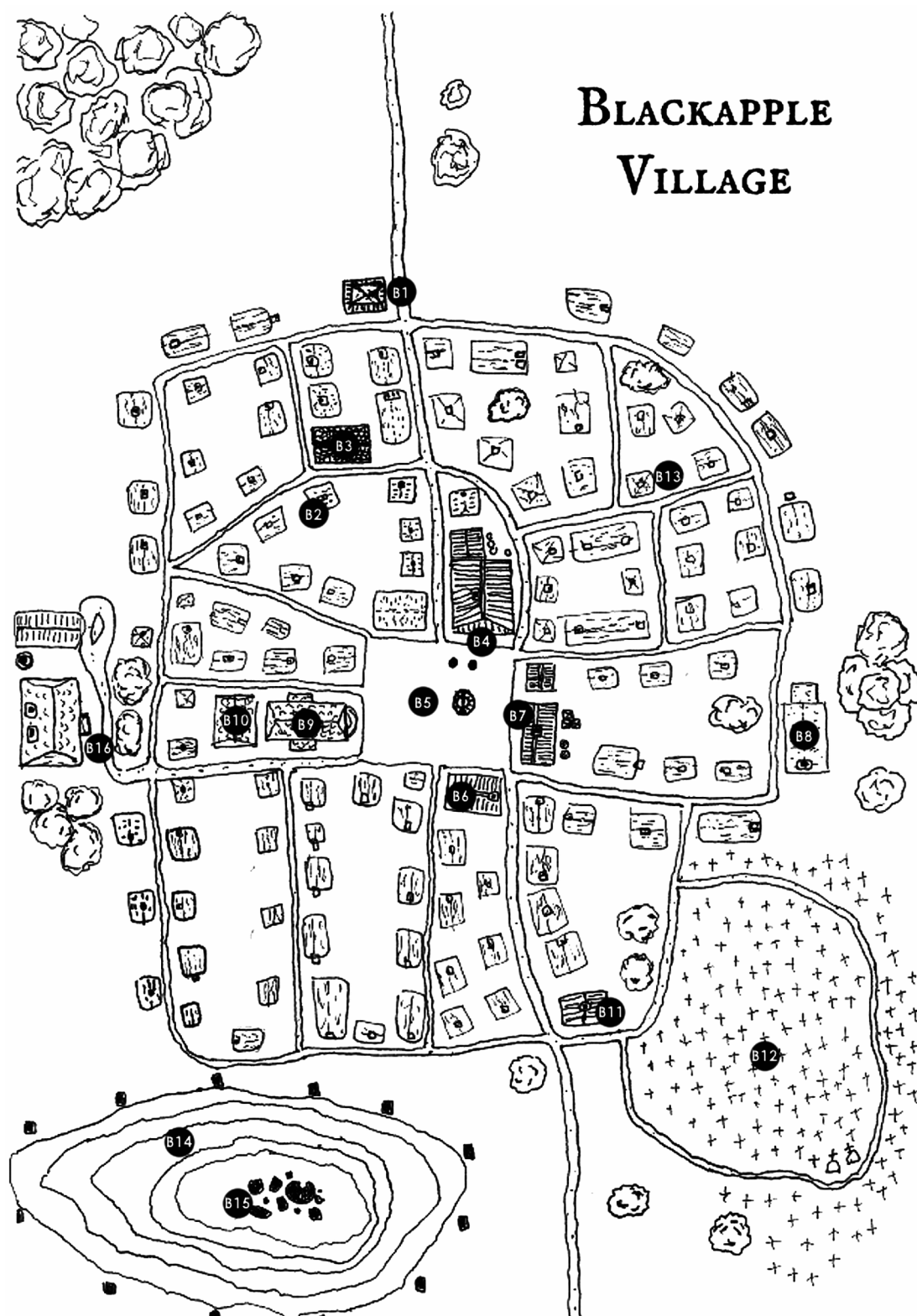
Map 1: Blackapple Environs



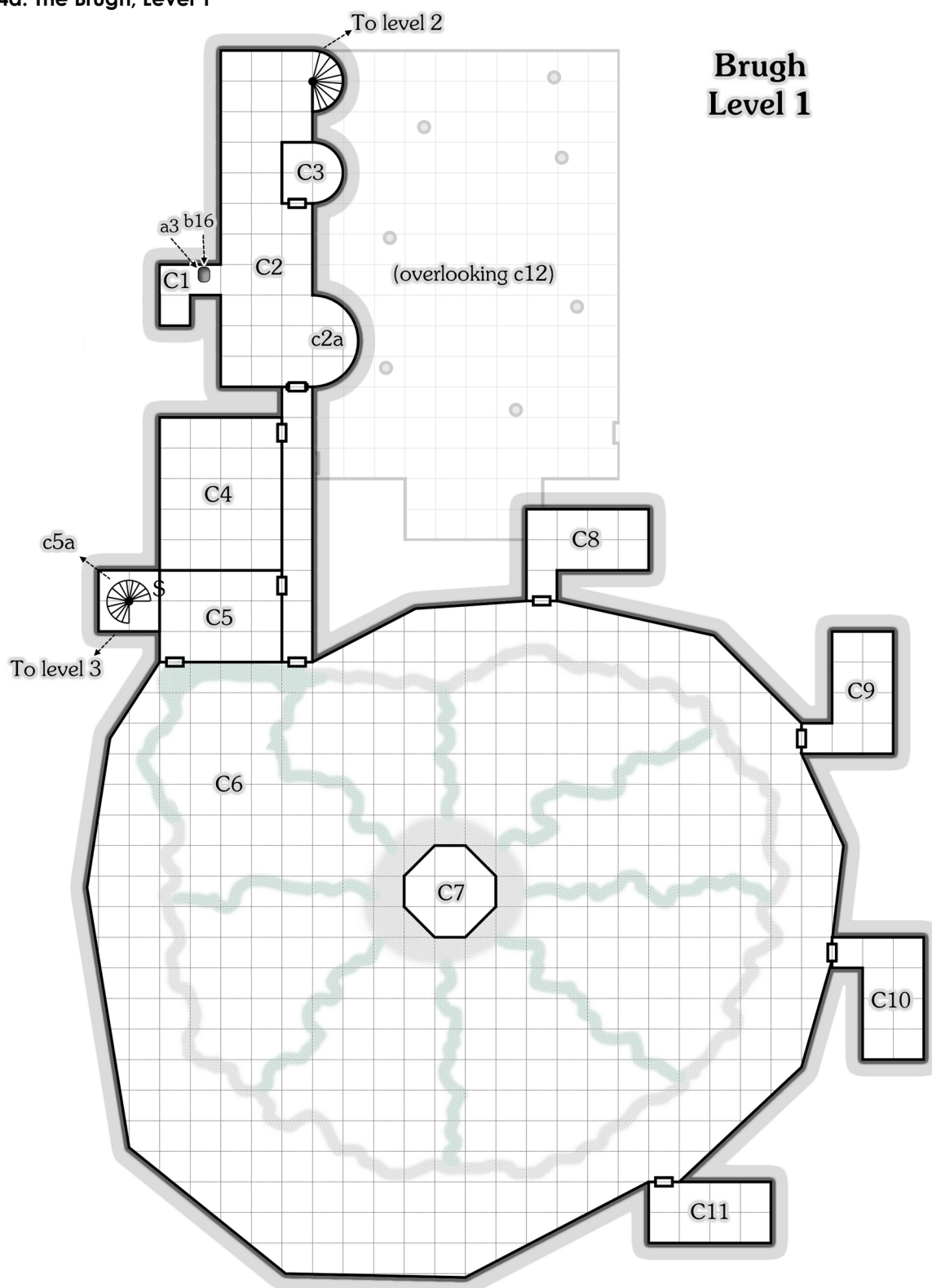
### Map 2: Dr. Livinius' Sanitarium (A2)



Map 3: Blackapple Village

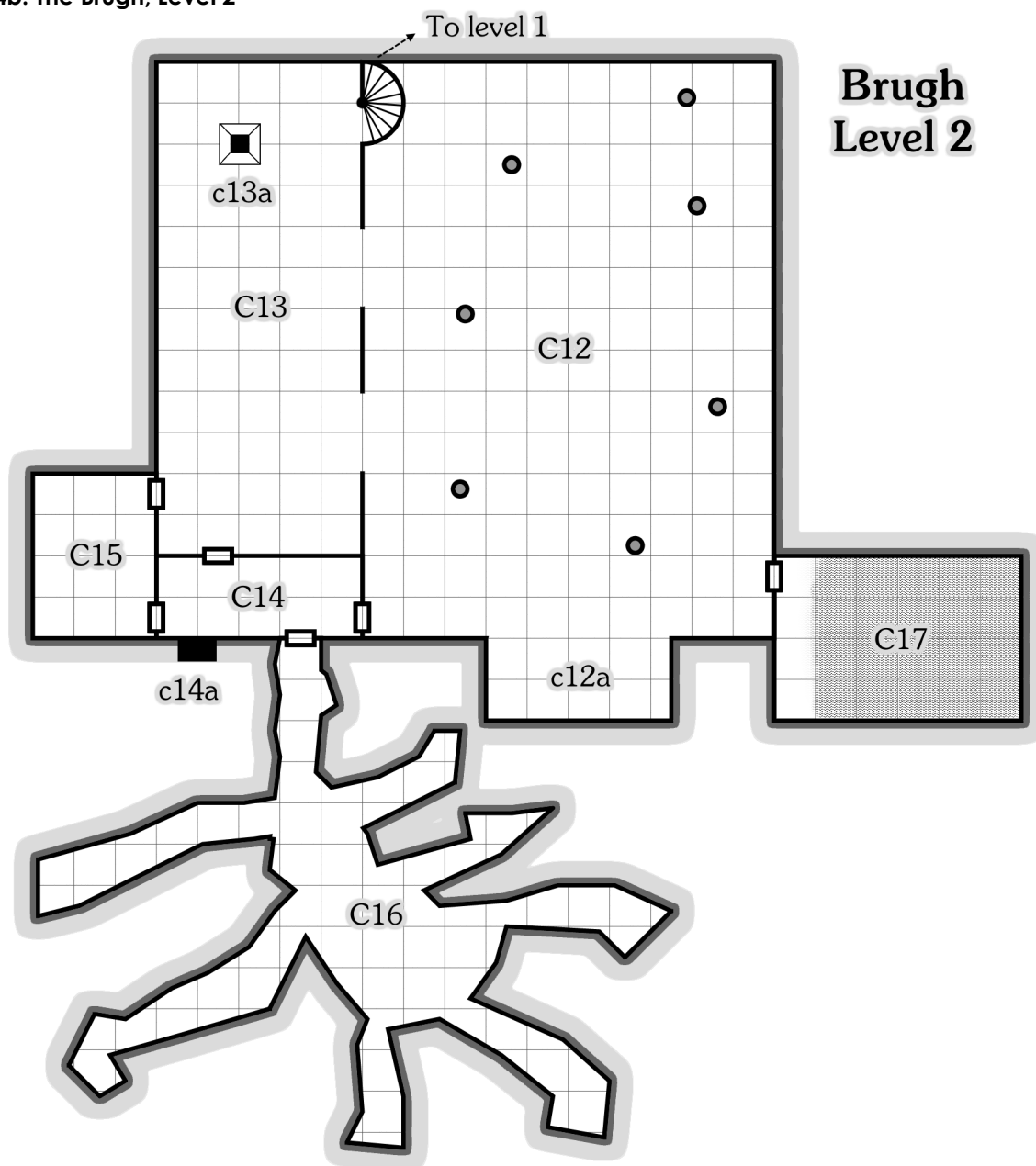


Map 4a: The Brugh, Level 1



1 square = 5 feet

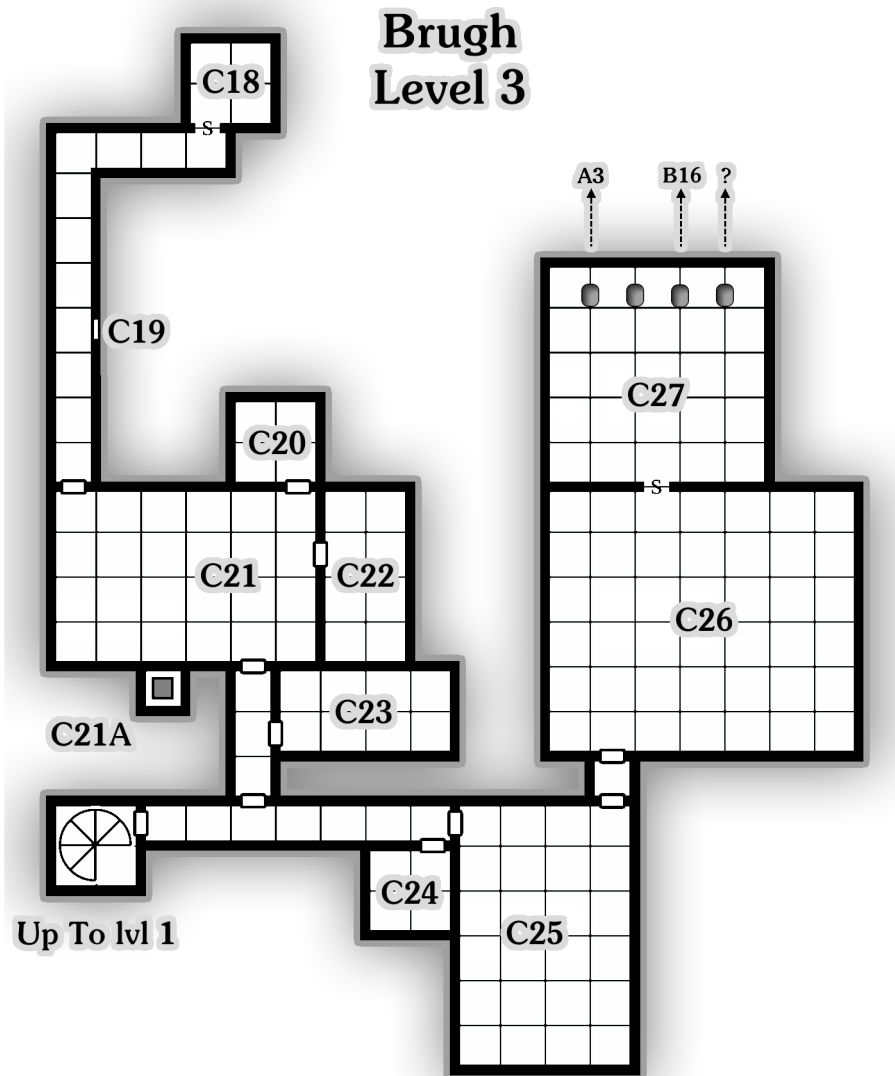
Map 4b: The Brugh, Level 2



1 square = 5 feet



### Map 4c: The Brugh, Level 3



1 square = 5 feet

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