

Bognor's Folly

A Hârníc Adventure Module

Rob Barnes

Bognor's Folly

Adventure Module for HârnWorld

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Additional Resources and Downloads

Columbia Games, Inc.:
www.columbiagames.com

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Hârn publications on DriveThruRPG:
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Your antics inspired me to get this thing written.

Illustration Sources

Other than those illustrations drawn by Richard Lushek (*Bognor’s Island* 2, 16, and 19), artwork for this project has been collected from personal sources or online clip art collections.

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“The Swamp Queen”
by Lucas Magnusson.
Thonahexus 3, p. 2.

BOGNOR'S FOLLY

Difficulty: Moderate to High

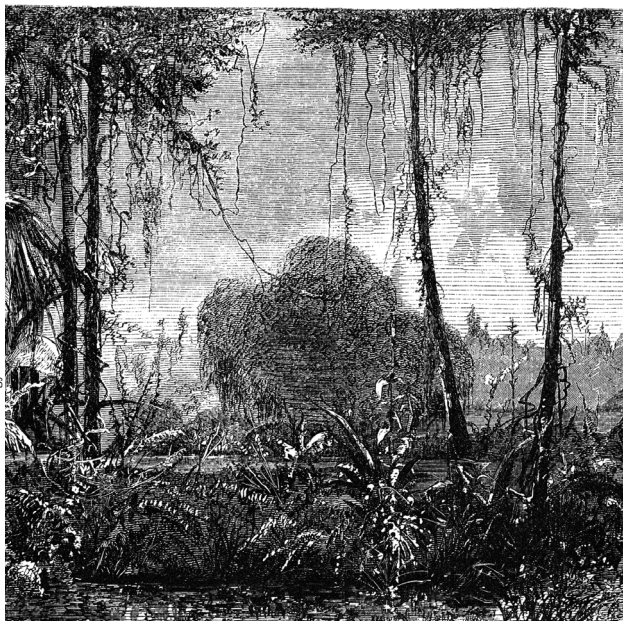
The following pages are for the Gamemaster's eyes only. Players should stop reading this now.

INTRODUCTION

"Bognor's Folly" consists of four parts:

- *Bognor's Folly* contains a wilderness adventure leading to an exotic setting.
- *Bognor's Island* describes the arcane setting of Bognor's sanctum, where Fyvrian magic has gone horribly awry.
- *Anoth Delta* describes the wilderness region surrounding Bognor's hidden sanctum.
- *Bognor's Arcana* is a collection of useful items associated with Bognor, including expansions for CGI's *Herblore*, *Potions*, and *Tomes & Scrolls* articles. Also included is a four-page expansion of the *Fyvria* section of *HårnMaster Magic*, with details of some of Bognor's original spells.

The adventure is designed to be challenging and is probably not suitable for beginning characters. However, the pages that follow provide many suggestions for ways the GM can customize the adventure, starting with a series of lead-ins ("By Hook or By Crook"), continuing with encounters in the delta ("Into the Marshes"), and culminating with the player characters' involvement in the arcane war taking place on the island ("The Island"). Finally, there are suggestions for successful resolutions and for further adventures.



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WHAT HAS GONE BEFORE

Bognor of Barth was one of the most accomplished mages of the last century, a master of herblore, alchemy, and Fyvrian magic. Bognor's eccentric views and alarming experiments led to many conflicts with his fellow mages. He eventually established a sanctum in the Anoth Delta to conduct his experiments in seclusion.

Bognor's talents would eventually be his downfall. Dabbling in powerful arts far beyond his capacity to control resulted in a total release of uncontrolled Fyvrian energies. Only Theron of Yisgaraen, one of his students, survived to escape Bognor's island sanctum. Theron's often-incoherent stories of "horrific plants" and "putrid doom" provide all that is known about "Bognor's Folly."

After being nursed back to health, Theron went on to practice his arts in Heroth, Kanday, where he lives now.

Ardeth of Keryn, a former apprentice of Theron, was puzzled by his master's refusal to discuss his time with Bognor and longed to know what secrets the legendary Fyvrian mage had discovered. In 716, Ardeth discovered his master's hidden grimoire, which supposedly contained Bognor's lore and spell research. Ardeth secretly copied it over the next two years. Working in haste, he was able to complete his copy without discovery. There was much he didn't understand, but he continues to study it in earnest.

Having completed his apprenticeship, Ardeth has embarked on his Satia-Mavari sabbatical journey. He has been planning this journey for the past several years and knows exactly where he is going: Bognor's sanctum. If he can learn even a small fraction of the great mage's knowledge, it will advance his spell research by years.

Ardeth is ambitious and focused. He is essentially a good person but he sees no reason to hold himself back when it comes to acquiring more knowledge. He intends to learn from Bognor's mistakes, to carry the great mage's research forward, and become a great mage himself.

Ardeth has naïvely allowed several friends to peruse his copy of Bognor's Grimoire and even to recopy much of it. Although he poses as a journeyman apothecary and thinks he's fooling everyone, he's attracted the attention of some dangerous folk as he's traveled across Hårn.

Knowing he needs help to locate Bognor's sanctum, Ardeth is looking to recruit competent and willing companions. While he doesn't have much to offer now, he will promise whatever wealth can be found once the sanctum is reached. He imagines it holds more than enough riches to pay off some mercenaries. He may use his spells to benefit the PCs in an attempt to earn their trust and gratitude.

BOGNOR'S FOLLY 2

BY HOOK OR BY CROOK

In addition to having Ardeth recruit the PCs in his quest for Bognor's sanctum, there are several other ways the PCs might find themselves involved in this adventure. A few suggestions follow:

Interested Parties

The PCs may be agents working for one of the parties interested in following Ardeth or trying to stop him. These may include Shek-Pvar (renegades or the Order of the Gentle White Hand), Lia-Kavair, the Guild of Arcane Lore, or religious groups (a witch-hunting inquisitor, the Uthriem Roliri, or an extremist Ilviran sect).

A Word from Our Sponsor

A wealthy patron might hire the PCs to find out what happened to the expedition of 705. Likely candidates include the Guild of Arcane Lore or the family of one of the missing explorers. If the GM wants a devious twist, the patron can actually be a renegade Shek-Pvar hoping to use the PCs to gain access to Bognor's secrets.

Swamp Fever

One or more PCs (or perhaps an important NPC with ties to them) has contracted one of the diseases endemic to the Anoth Delta. An expedition to harvest life-saving medicinal herbs might lead the PCs to the sanctum, either deliberately or accidentally.

Pirates!

An encounter with Esobran the Pirate might end with the PCs being marooned on the island or chancing upon it while chasing—or being chased by—the pirates. Alternately, PCs might learn of the island while captives of the pirates. Escaping from Port Esobran (see *Anoth Delta* 7) could make for an exciting adventure in itself. Similarly, rescuing a captive (such as Ardeth) from the pirates might be a necessary step toward finding the island.

Theron's map (see sidebar) might also have fallen into the hands of Esobran and PCs determined to reach the sanctum might have to devise a way to retrieve it.

A Time to Gather

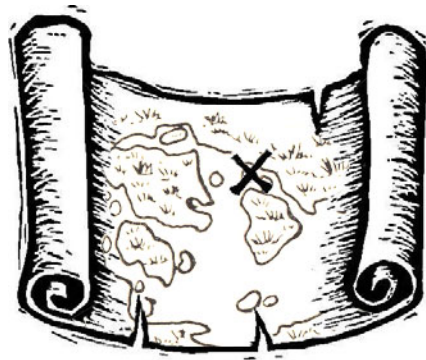
There are numerous plants with special properties native to Bognor's Island and the Anoth Delta. While apothecaries mostly depend on guild journeymen and trusted herbalists for their supplies, expeditions to places as dangerous as the Anoth Delta frequently require guards. The PCs might be hired for such an expedition by arcanists or by members of the Apothecaries' or Physicians' Guilds.

Runaway

PCs might be tracking down an escaped serf, slave, or thrall from elsewhere. Bounty hunters might inadvertently chase their quarry to Bognor's Island, where the hunters may become the hunted.

Shipwrecked

PCs traveling aboard a ship between Orbaal and points south may find themselves shipwrecked in the Anoth Delta.



Map Quest

While recovering in Lorkin after escaping from Bognor's Island, Theron of Yisgaraen drew a map showing his best guess of its location. Although Theron left the map with Vryald Gwaenyr, the Trehaen (Jarín lawspeaker) in Lorkin, he has mentioned it in several tellings of the story.

The PCs may learn of this map and seek the now-elderly Trehaen to find it, which might lead them to adventures in Lorkin in the midst of tensions between the Jarín and their Ivinian oppressors.

Complications could arise if more than one group is seeking the map or if the PCs get caught up in the explosive situation between the Geldestaars and various factions of the Jarín underground. The ruling Geldestaars might even have arrested the old man.

If the PCs learn the location of the map, there is still the challenge of retrieving it. During the upheaval of the Jarín Rebellion in 702, Vryald hid the map on Faenghease Rock in the mausoleum of Eochaid Olthair, an Ilviran martyr. Ivashu or other dangers may await those who enter, including the "Spectre of Lorkin" (see the Lorkin article in *Castles of Hârn*).

The map on *Bognor's Island* 26 can be used as a player handout of Theron's map, with Bognor's Island marked wherever the GM wishes.

INTO THE MARSHES

The Anoth Delta is an area rich in adventure ideas. There are many opportunities for the GM to provide the PCs with difficulties and encounters along their way to Bognor's island. For additional information, see the *Anoth Delta* article.

Green Demons

Hunters or fishermen from the Anoan tribes are common in the Anoth Delta. The PCs may also encounter an Anoan war party on its way to raid a settlement (or returning from a raid). Such parties could include members of the Aenghysa (see sidebar).

Vikings

Orbaalese lords may be encountered while pursuing escaped thralls, rebels, or other outlaws. A warboat with a dozen or more Ivinian warriors might be a sudden surprise for anyone drawing attention at the wrong time.

Ourselves Alone

The marshes are frequently used as shelter by those not wanting to be found. This includes common bandits as well as underground groups like the Aenghysa and Cheyn Mhic Cainte. Their camps would be disguised, guarded, and paranoid.

Don't Fear the Creeper

Some animated plants were driven off Bognor's island and made their way to the surrounding marshes. While rare, these can present a real threat to the unwary and a taste of what's in store on the island itself.

Snakes. Why Did it Have to be Snakes?

There have been sightings of large serpents that suggest that the delta is home to a Daranog or Myena (see CGI's *Aquatics* and *Snakes* articles).

The Deer Hunter

The abundance of wildlife in the Anoth Delta can provide many hunting-related encounters, from routine sightings of tribal hunters to truly life-threatening situations. For ideas, see CGI's *Hunting* article.

The Children of K'orr

Various types of Ivashu might be found in the waters of the delta. Late spring and early summer typically bring floods to the Anoth River. Anoan shamans claim the "muds that flow spawn K'orr's children" and teach their people to keep a respectful distance. One of the most common types is the Miuruca (see CGI's *Ivashu* article).

Jarin Trouble

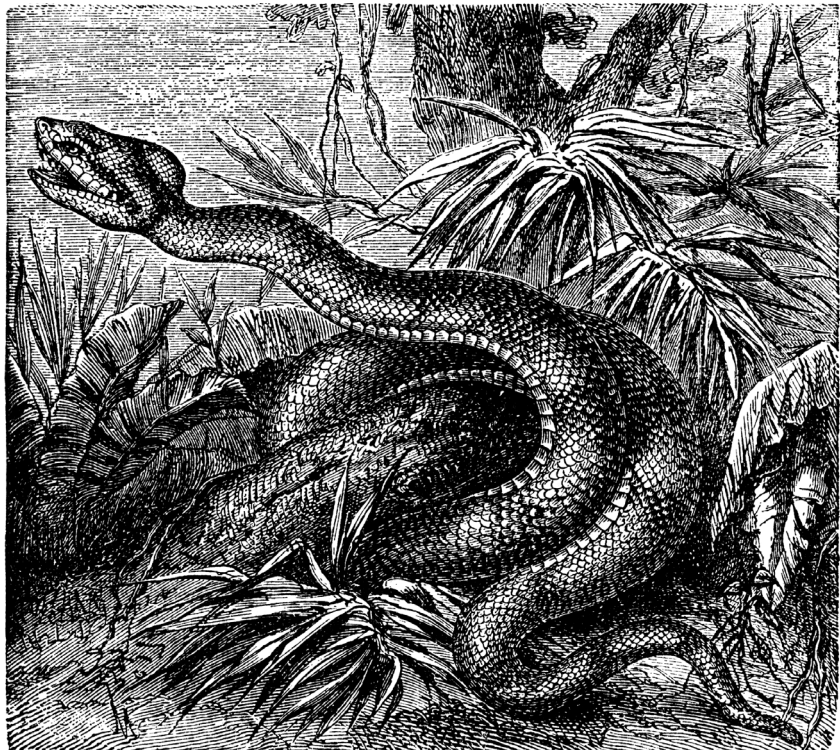
Since the first Ivinian raiders came to Jara, small groups within the Jarin populace have resisted the invasion. The stubborn pride and independence common to the Jarin personality have hampered any hopes of a unified resistance and there are numerous factions in the Jarin underground.

One faction, the Aenghysa, is responsible for most rebel activities in southeastern Orbaal. Although based in Gedan, north of Lorkin, the Aenghysa have small hideouts throughout the Anoth Delta where their operatives stash supplies, exchange information, or lie low following raids.

On many of their raids, the Aenghysa make use of Anoan tribesmen, either as auxiliaries or to give their Ivinian targets a false impression of the nature of the attack.

The Cheyn Mhic Cainte is another rebel faction. While nominally part of the Aenghysa, the members of the Cheyn Mhic Cainte see themselves as an autonomous elite and are disdainful of other rebel groups. The Cheyn Mhic Cainte are more fanatical than most other rebel groups and are not above committing acts of terrorism against innocent Jarin in the name of creating unrest.

For more information, see *Gedan* in the Orbaal Kingdom Module from CGI.



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THE ISLAND

Sooner or later, the PCs will arrive on the island. The various area descriptions should provide the GM enough detail to handle the basic exploration of the locations around the island, including Bognor's Oak. However, the conflict between Valdras and Bognor presents a particular set of challenges for the GM.

Fear and Dread

All the elements of a good horror story are here. If the GM chooses to focus on this approach, then everything hinges on conveying an atmosphere of apprehension as the PCs explore the island.

PCs should have little trouble noticing that the island seems "wrong" from the time they arrive. Many of the usual animals are missing and those encountered, like the hornets, are far from normal. As they discover the remains of the inhabitants and past visitors, it should become increasingly clear that something very bad has happened here.

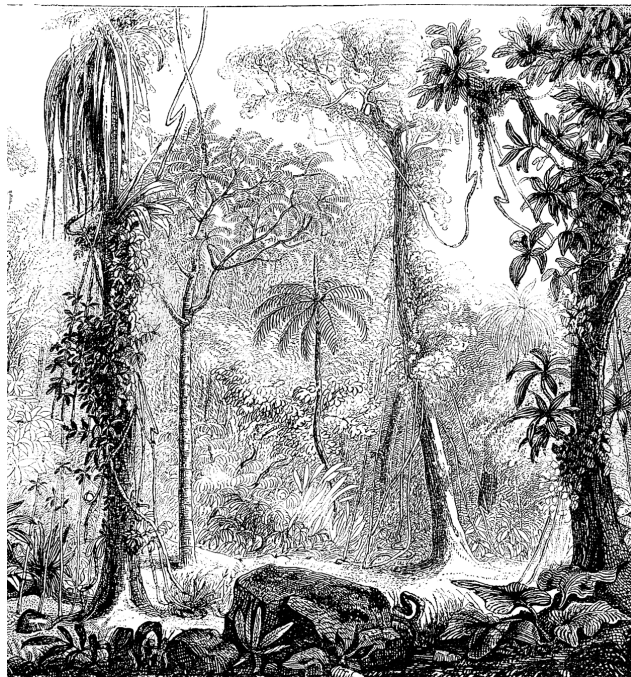
It's Not Easy Being Green

If the PCs ignore (or avoid) the Khuzan tower where Valdras is based and investigate Bognor's Oak first, the GM can introduce Bognor through a series of manifestations. Bognor may be slow to recognize the presence of the PCs unless they take actions that draw his attention, for better or worse. Using magic, psionic talents, or attuning to the sanctum are likely to result in his gradual "awakening." Once aware of the PCs, Bognor will attempt to recruit them to the task of destroying Valdras. He might offer some reward or use threats, depending on how the PCs handle the interaction.

If Bognor obtains the PCs' commitment to destroy Valdras, he may help them. Remember that Bognor's perceptions are mostly elemental now; he may behave in unpredictable or inexplicable ways. What he views as helpful may differ from what the PCs think is helpful.

Bognor may be considerably easier to communicate with if PCs can remind him of his human experience. The more this can be achieved, the less confusing he will become. PCs familiar with Bognor's lore, or those who study the journals in his bedchamber, may have an edge.

On the other hand, if the PCs take actions that draw Bognor's ire, such as trying to harm the Oak, he will spare no effort to eliminate them. Bognor can be quite dangerous; he can still cast Fyvrian enchantments, including many of his own design (see *Bognor's Arcana* for examples). Because Bognor's spirit is now essentially a part of the sanctum itself, his direct control is effectively limited to the Oak.



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A Viridescent Hell

If the PCs encounter Valdras before they encounter Bognor, Valdras will try to convince them that the "spirit of the Oak" is their true enemy and enlist them in an effort to destroy Bognor. However, Valdras will tend to employ threats more readily. For instance, if Valdras manages to enslave one of the PCs, it will communicate its demands through that character and make it clear that it will kill the PC if the others do not cooperate fully.

Rescuing companions enslaved by Valdras may become a primary goal of the PCs, leading them to Bognor's Oak in search of means to that end.

For PCs who cooperate with Valdras, it will direct them to seek out the *Jorum* in Bognor's personal chambers. Valdras believes that releasing the Principal in the sanctum will destroy Bognor. It may be correct.

Unfortunately, whether or not the PCs are successful in destroying Bognor, Valdras will not hesitate to break any agreements if it provides an advantage.

If given the opportunity, Valdras will enslave all the PCs, sort through their memories and knowledge, and make adjustments to its plans according to what it learns. It might then release some of them under threat to carry out a mission against Bognor.

Détente

While both Bognor and Valdras intend to use the PCs to achieve their ends, the PCs may decide not to take sides in their dispute. This runs the risk of making the PCs targets of both of these powerful beings.

RESOLUTION

Depending on the lead-in chosen by the GM, the “success” of this adventure may be measured in different ways. For some, merely surviving could be considered a success. If the PCs have taken sides in the conflict between Bognor and Valdras, a successful resolution might tip the balance in favor of their chosen ally. Successfully rescuing those enslaved by Valdras is a noteworthy goal as well.

Valdras

It is possible for the party to free some or all of Valdras’ slaves, whether by destroying Valdras, severing the control vines, or helping the victims resist within the nightmare realm (see the sidebar on *Bognor’s Island* 20 for details). Even if freed from Valdras’ control, however, many may be unable to survive for long without the aid of a very skilled physician, magic, or divine intervention.

If Valdras is destroyed, the majority of the animate plants under its domination will be killed as well. Those that survive will be free, however, and could remain a threat to the PCs.

If the adventure does not result in Valdras’ destruction, the sentient plant may find a way to extend its influence beyond the island or otherwise propagate itself to other locations. While Valdras cannot truly reproduce, it may coerce arcane assistance or eventually gain control over the Sanctum, allowing it to spread. This outcome presents a grave threat to the inhabitants of the Anoth Delta.

It Could Be Worse

If the party has not fared well during their time on the island, simply surviving and escaping may be a challenge. If they arrived as a result of shipwreck or marooning, or if their boat suffered damage after their arrival, getting away may require ingenuity. Resourceful PCs might be able to build a raft or other vessel capable of carrying them to safety or devise a means of summoning assistance.

It’s Worse

Unlucky PCs may wind up as slaves to Valdras. In this event, an entire adventure can be had with their efforts to escape his mental domination. See the Nightmare Realm sidebar on *Bognor’s Island* 20 for details.

A Fyvrian Chernobyl

Destroying Bognor by conventional means is extremely difficult. However, if the *Jorum* is used to trigger another release of Fyvrian Principle, the results will be unpredictable. It might destroy Bognor, but it might also destroy the PCs or even the entire island.

Changing the Difficulty

If the GM considers the adventure too difficult for the PCs, there are several options for reducing the difficulty.

First, simply reduce the quantity. Where Valdras has three guardians, for instance, one or more can be eliminated.

It is also easy to adjust the skill Mastery Levels of Valdras or its slaves (or of any other adversaries) to a level that more closely matches those of the PCs.

Damage can be reduced as well. For example, if the golem is too much for your PCs, reduce its strength and the damage it can inflict. This can work in reverse too: you can reduce the number of Damage Levels that must be inflicted to destroy it.

Another option is to leave the threats alone and just provide more options for the PCs to deal with them. For example, the hornets might be safely avoided or driven away with the help of certain scented oils or pastes (Herblore or Alchemy skill will be very helpful in this case).

By contrast, increasing the threat level is also an option if the GM feels the adventure is too easy.

While increasing the quantity or quality of opponents is certainly an option, it may be more exciting to simply add another element to the situation.

Time can be an effective lever if the PCs must accomplish one or more tasks before a certain deadline. This might be the result of seeking a cure to a deadly poison or disease. Alternately, perhaps the effects of the Total Release are more insidious: if the PCs begin suffering additional Fyvrian effects every few hours, they may feel the need to work faster.

Beefing Up the Party

In this package, GMs will find complete write-ups of two NPCs with skills a party may need. Both have some knowledge of Fyvrian lore. While Ardeth of Keryn’s knowledge of Bognor can set the party on the path to the island, the wilderness skills of Callan of Garis can help get them there.

After seeing what awaits the PCs, the GM may choose to further supplement the party with NPCs who have skills the PCs lack. Many useful ones can be found by searching Lythia.com for entries in the “Friends, Foes, & Followers” series.

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FURTHER ADVENTURES

Valdras' Victims

PCs who carry word of the fate of Valdras' victims to their respective families might be rewarded for their efforts. This might translate to financial rewards or favors. If a victim is rescued and actually survives, the PC may well have earned the loyalty and gratitude of an entire clan.

The Guild of Arcane Lore

The Guild sponsored two unsuccessful expeditions to Bognor's island and will be eager for a detailed account of what the PCs have found there. Artifacts and tomes recovered from Bognor's sanctum might bring a handsome reward from the Guild and PCs willing to act as guides to a follow-up expedition might be in demand.

The Gentle White Hand

If the PCs disclose too much of what they experienced or otherwise act indiscreetly, they may find themselves being discredited as frauds or encouraged to forget certain details.

Valdras Redux

If the adventure does not result in Valdras' destruction, the sentient plant may find a way to extend its influence beyond the island or propagate itself to other locations. While Valdras cannot truly reproduce, it may coerce arcane assistance or eventually gain control over the Sanctum, allowing it to spread.

Ardeth's Punishment

Ardeth copied his master's grimoire without permission. If this becomes known, he may face sanctions from his peers. Depending on the PCs' association with Ardeth, they may share in whatever difficulties he faces.

Mad With Power

It is possible that Ardeth will learn a bit more than he can handle. If the young mage gains too much knowledge or power, he may become a threat that the PCs end up facing later. Of course, the same could also apply to any PC who delves too deeply into Bognor's secrets.

Under My Thumb

Unlucky PCs may wind up as slaves to Valdras. In this event, an entire adventure can be had with their efforts to escape his mental domination. See the Nightmare Realm sidebar on *Bognor's Island 20* for details. PCs who escape this fate might return to the island to attempt to free others who were not so lucky.

T'was Beauty Killed the Beast

Without the influence of Valdras, the island might have an interesting effect on the local wildlife over time. If hornets grow to ten times their normal size, how large might a bear, wolf, or other animal grow? If such a monstrous specimen were to escape the island on its own or be captured and transported to a civilized area, PCs might become involved in efforts to contain its rampage. See *Bognor's Island 23–24* for examples of such creatures.

Useful Resources

GMs may find the following products from Columbia Games, Inc., especially useful when using this adventure:

- *Orbaal Kingdom Module* (COL #5008): A module detailing the kingdom of Orbaal in northern Hårn. Includes articles on history, culture, and current events. Of particular use are the articles on Gedan, Noron's Keep, and the Jarin.
- *HårnMaster Barbarians* (COL #4761): Provides details of the Anoa and Taelda tribal nations, whose territories include parts of the Anoth Delta.
- *Castles of Hårn* (COL #5017): Includes details of Lorkin, the primary settlement in the Anoth Delta region.
- *HårnMaster Magic* (COL #4301): Provides information on the Shek-Pvar as well as *HårnMaster 3* rules for magic.
- *Tomes & Scrolls* (COL #4055): Includes information about Bognor's Grimoire, Ardeth of Keryn, and more.
- *Ghosts* (COL #4615): Provides rules for dealing with ethereals such as Bognor's spirit.
- *Z'hura* (COL #4619): Includes description and statistics for predatory fungi such as the Langlah.
- *Snakes* (COL #4621): Includes rules for handling venomous bites.
- *Herblore* (COL #4851): Details numerous herbs, including their preparation and use. Many of these are present around or within Bognor's sanctum.
- *Potions* (COL #4852): This companion to *Herblore* provides a selection of useful potions, ranging from cures to poisons, narcotics to love potions.
- *Hunting* (COL #4841): Provides rules for hunting and trapping.

BOGNOR'S ISLAND 1



Bognor of Barth was one of the most accomplished mages of the last century. In addition to being well-versed in herblore and alchemy, Bognor was a master of Fyvrian lore and seemed to delight most in enchantments that dealt with growing things.

Bognor joined the Guild of Arcane Lore in the 670s and studied at the Fyvrian chantry at Gelimo. Bognor's eccentric views and sometimes alarming experiments led to many conflicts with his fellow mages and he eventually left the chantry, vowing never to return. In 690, he appeared in Cherafir with his clothes ragged and torn, his hair long and unkempt, and a fanatic gleam in his eye. He stayed only briefly then traveled to the north of Hârn to conduct his experiments in seclusion.

Bognor settled in the Anoth Delta, a brackish marsh rich in plant and animal life. This isolated location allowed him to conduct his research and live his life free from the disputes that had so marred his career. He kept few servants and actively discouraged unexpected visitors. He originally lived in a small tower he found there but had plans for a much more unique residence.

Bognor's talents, driven by his great ambition and pride, would eventually be the cause of his downfall. Whispers circulated among the Fyvrians that Bognor had begun to dabble in uncontrollable magics and powerful arts far beyond even his capacity to understand, much less control.

Location

Bognor's Island is one of countless small islands found in the Anoth Delta. Although the gamemaster map on page 5 shows the suggested location for the island, the player handout map on page 26 is not marked.

GMs are free to place the island anywhere in the Anoth Delta that they wish. After all, the depicted location might be just a rumor.

BOGNOR'S ISLAND 2

HISTORY

The Atani Wars

The Anoth Delta has been inhabited by the Taelda and Anoa tribes since around 1100 BT. During the Codominium, the tribesmen coexisted peacefully with the Sindarin and Khuzdul, as members of the Elder Races rarely visited the region. When Lythian raids began during the ninth century BT, King Daelda ordered the fortification of the coastal settlements. A series of watchtowers and redoubts was constructed to protect the rivers of Hârn's eastern coastline.

One such watchtower was constructed on a lonely island in the Anoth Delta. Despite the marshy conditions of the delta, the Sindarin found a suitably firm elevated site that provided a good view of the surrounding delta. Khuzan engineering soon produced a modest but sturdy watchtower to protect the delta coast.

With King Aranath's abdication following the Battle of Sorrows in 683 BT, the site was abandoned. Fourteen centuries of neglect have substantially weakened the structures, but not erased them, a testament to the skill of their builders.

Bognor's Arrival

Bognor settled in the Anoth Delta in 690 TR, taking up residence in the long-abandoned Khuzan tower along with his students and servants. He had previously identified the site during his travels, being drawn to its isolated location and the existing structures.



Construction of the Sanctum

While at first living and working in the existing tower, Bognor had plans for a much more elaborate sanctum, which remains perhaps his most impressive accomplishment. Starting with a simple Hârníc oak tree, he employed dozens of Fyvrian enchantments over several years to literally grow his sanctum. His skill at Fyvrian engineering was considerable and he was able to employ numerous features, both natural and enchanted, to make his new home quite secure and liveable. When the towering tree structure was complete, Bognor and his staff took up residence and the old tower was converted to storage and space for some of his larger experiments.

The Fate of Bognor

In 696, Bognor's spell research went horribly awry. The resultant total release of Fyvrian Principle took the lives of Bognor and one of his students. With no one left to control it, the flow of Fyvrian energy animated many of the local plants, including several of Bognor's more-sentient experiments.

Perhaps as a reflection of Bognor's difficulties with his fellow mages, his efforts to give plants sentience had unfortunately also instilled some very anti-social personalities. Whatever the cause, the newly animated plants slew, enslaved, or drove off the remaining staff and then fought among themselves. The most intelligent, dangerous, and evil of these plants, one called Valdras, came to dominate the others.

Only Theron of Yisgaraen, one of Bognor's students, survived to escape the island, although he was so traumatized by what he experienced that when he finally arrived at the gates of Lorkin castle days later, he could only rave incoherently. His rambling stories of "horrific plants," "putrid doom," and "wretched death" helped to fuel speculation about the fate of Bognor and his household.

The Expedition of 705

In 705, a large and well-equipped party funded by the Guild of Arcane Lore ventured into the marshes in search of Bognor's sanctum. An earlier expedition in 702 had failed to locate the tower among the countless small islands of the delta.

The second expedition did, in fact, find the sanctum. Unfortunately, its members were not prepared for what they found. Each fell prey to the horrors unleashed by Bognor's folly. The lucky ones died quickly.

With the disappearance of the second expedition, enthusiasm for finding Bognor's sanctum was greatly diminished. If anyone has since made the attempt, they have not returned to tell of it.

CURRENT SITUATION

Total Release

The area surrounding Bognor's Sanctum is an example of what can occur when raw elemental Principle is released into the mundane world. In addition to animating many of Bognor's unusual experiments, the uncontrolled Fyvrian energies resulted in a lush environment favorable to the dozens of natural plants the mage cultivated. Now, years later, the island is home to an impressive (and unnatural) variety of plants, many of which could not normally thrive in this climate. Observant explorers will note that most seem larger and more robust than would be expected for their type.

In addition to the effects these energies have on plants, the island seems to benefit animal life as well. Some animals on the island have undergone remarkable growth, while others seem to live considerably longer than normal or have immunity to certain diseases.

Bognor's Spirit

When his spell research resulted in a catastrophic total release of Fyvrian Principle, Bognor and his student were reduced to mounds of fungus. However, Bognor's spirit became infused with the giant oak tree that housed his sanctum. Bognor initially tried to reverse the effects, but by the time he fully understood what had happened, it was too late. Over time, his consciousness has become so merged with the Fyvrian energies of the tree that he has largely forgotten what it was like to be human. He can sometimes be reminded of something from his former life, but he has become more of an elemental entity.

Valdras, the island's dominant sentient plant, has made many attempts to gain control over Bognor's Oak and the energies it contains. So far, Bognor has been able to defeat these attempts easily. However, should Valdras eventually succeed, it would be able to tap directly into the energies of the sanctum, becoming immensely powerful in the process. Bognor cannot manifest beyond the confines of the great oak but will attempt to recruit any adventurers who enter in an effort to destroy Valdras. Characters who threaten the tree will prompt a hostile response from Bognor.



Magic Effects

The Total Release of Fyvrian energies has left Bognor's Island with some unique magical properties:

- The entire island counts as a natural Fyvrian sanctum (+5 EML).
- Injuries heal during sleep as if the spell *Nurture of Isla* (Fyvria III) were in effect (assume a MS result on CML95).
- Plant and animal growth is much faster than normal. Treat as if the spell *Verdant Hand* (Fyvria I) were in effect (assume a MS result on CML95). For plants, mature specimens tend to be larger and more robust than is normal, but not impossibly so. For animals, some have grown to extraordinary size (as much as 10 times normal), while others have developed certain immunities or have greatly extended life spans. Statistics of some affected animals can be found on pages 23–24.

Other Fyvrian effects may apply at GM discretion.

BOGNOR'S SPIRIT

ATTRIBUTES

• STR	• DEX	• EYE	16 INT
• STA	• MOV	• HRG	20 AUR
• AGL	• SML	• VOI	20 WIL

SKILLS

100	TELEPATHY (AURA×5)
100	SENSITIVITY (AURA×5)
95	MANIFESTATION (SB×5)
100	MENTAL CONFLICT (SB×5)
100	FYVRIA

Manifestations are discussed in CGI's *Ghosts* article. Typically, Bognor will limit physical manifestations to apparitions, such as a face forming on a wooden surface. If he has become actively hostile to the PCs, he can become quite imaginative. Bognor can cast any Fyvrian spell with the appropriate penalties for complexity and his lack of corporeal form. Bognor can no longer cast Neutral spells or spells from other convocations. Many insects live on Bognor's Oak and Bognor can summon swarms of them to defend his sanctum.

BOGNOR'S ISLAND 4

Valdras

Bognor was obsessed with imbuing plants with sentience, something he achieved to various degrees with many of his experiments. Most achieved a level of intelligence comparable to that of animals. One, which he called Valdras, possessed a near-genius intellect. Unfortunately, Bognor failed to give his creation anything resembling a conscience. As Valdras grew and learned, it was driven by two very basic impulses common to all plants: survival and propagation.

At first, Valdras was limited in what it could perceive and control because it had no significant mobility. With the energies released by Bognor's demise, Valdras was considerably less restricted. By sending out fine, rapidly growing tendrils, Valdras was soon able to control other plants and some animals. Most importantly, it was able to enslave one of Bognor's servants who sought shelter in the old Khuzan tower where Valdras grew. In addition to nourishment, Valdras drew information from its victims; when it enslaved Bognor's servant, it learned much about the sanctum, the island, and the world of men.

Valdras began to dominate the other plants animated by Bognor's spell misfire. In a matter of a few years, it came to control most of the island, expanding its perception through each new enslaved victim and drawing energy to feed its rapid growth. One prize eluded it, however. Bognor's great oak proved to be immune to Valdras' efforts. Valdras' goal is to gain control over the sanctum itself and, from there, spread beyond the island.

See full details about Valdras on page 19.



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Bognor and Valdras as drawn by a Fyvrian mage based on the tales told by Theron of Yisgaraen, the only survivor of Bognor's Folly.

Bognor vs. Valdras

If they spend any but the briefest amount of time on the island, the PCs will almost certainly get caught up in the conflict between Bognor and his creation, Valdras.

Through the memories of the humans it has enslaved, Valdras has gained knowledge of the outside world. Valdras is aware of the power of Bognor's Oak and believes that it could use this power to extend its domination beyond the island.

From the memories of one of Bognor's servants, Valdras knows about the Fyvrian energy in Bognor's bedchamber and has made many attempts to obtain it. The Fyvrian knowledge gained from another enslaved human has led Valdras to believe it has the ability to use this energy to destroy Bognor and take control of the Oak's energies.

So far, Valdras' attempts to work its way into the sanctum have been repulsed by Bognor's spirit. Through enslavement or threats, Valdras will attempt to use the PCs to infiltrate the Oak and get what it needs to destroy Bognor's spirit. With Bognor defeated, Valdras would be able to tap directly into the energies of the sanctum and become immensely powerful.

Bognor's spirit is aware of the threat that Valdras presents. In the most direct sense, Bognor is interested in preserving the Oak, as it contains his elemental essence. Bognor retains enough of his humanity to realize that Valdras would be very damaging to the environment if it spreads to the outside world. Bognor can keep Valdras at bay but cannot destroy it.

In an effort to destroy Valdras, it is likely that Bognor will attempt to recruit PCs who enter his sanctum. He can assist PCs by describing Valdras' form and how it uses the control vines. Bognor knows where Valdras' central mass is located but does not know about its guardians. Bognor could cast enchantments to heal or otherwise help the PCs indirectly.

GMs will find more information to help them handle the conflict between Valdras and Bognor in the *Bognor's Folly* adventure article.

BOGNOR'S ISLAND 5

THE ISLAND

One of countless small islands found in the Anoth Delta, Bognor's home doesn't stand out when viewed from a distance. It appears to be low-lying, relatively solid soil held together by the roots of trees, thick marsh grasses, and stands of reeds. Pools of mud and quicksand may prove treacherous for the unwary. Rain and fog seem to be interspersed only with periods of clinging humidity. Nothing stays dry for long in this dank wilderness.

Waterfowl nest around the marshy edges of the island, their calls interlaced with the chirping and buzzing of insects and the croaking of frogs. Snakes and rodents make their homes throughout the area and larger animals are sometimes spotted. Swarms of mosquitoes and flies are everywhere during the warmer months.

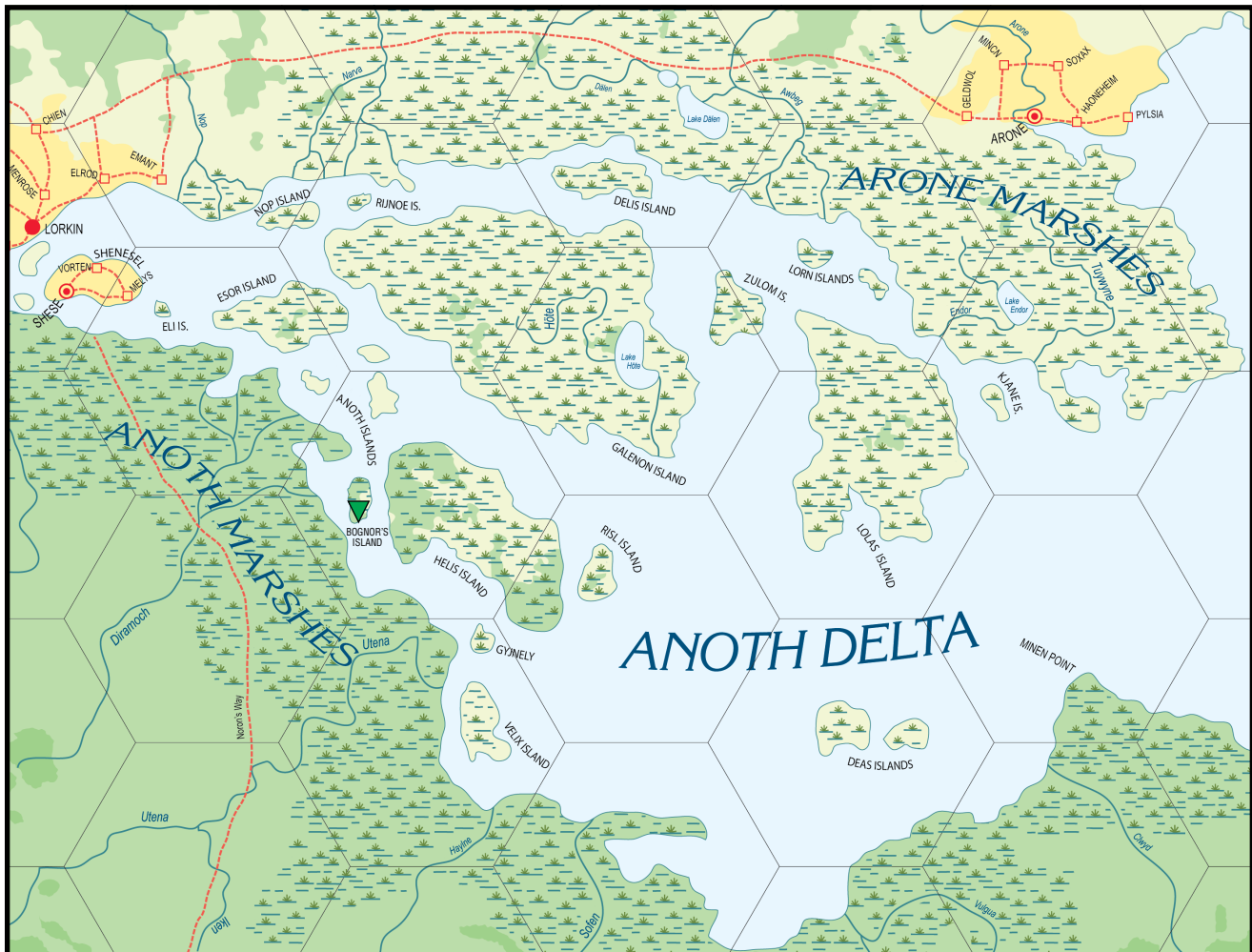
The waters surrounding the island are home to an abundance of fish, turtles, and amphibians. Ivashu, especially the Swamp Walker, are known to inhabit the area (see "Miuruca" in CGI's *Ivashu* article). There have also been sightings of a large water serpent nearby, which may indicate the presence of a Daranog or Myena (see CGI's *Aquatics* and *Snakes* articles for details of these creatures).

For more about the Anoth Delta region, see the *Anoth Delta* article.

BOGNOR'S ISLAND

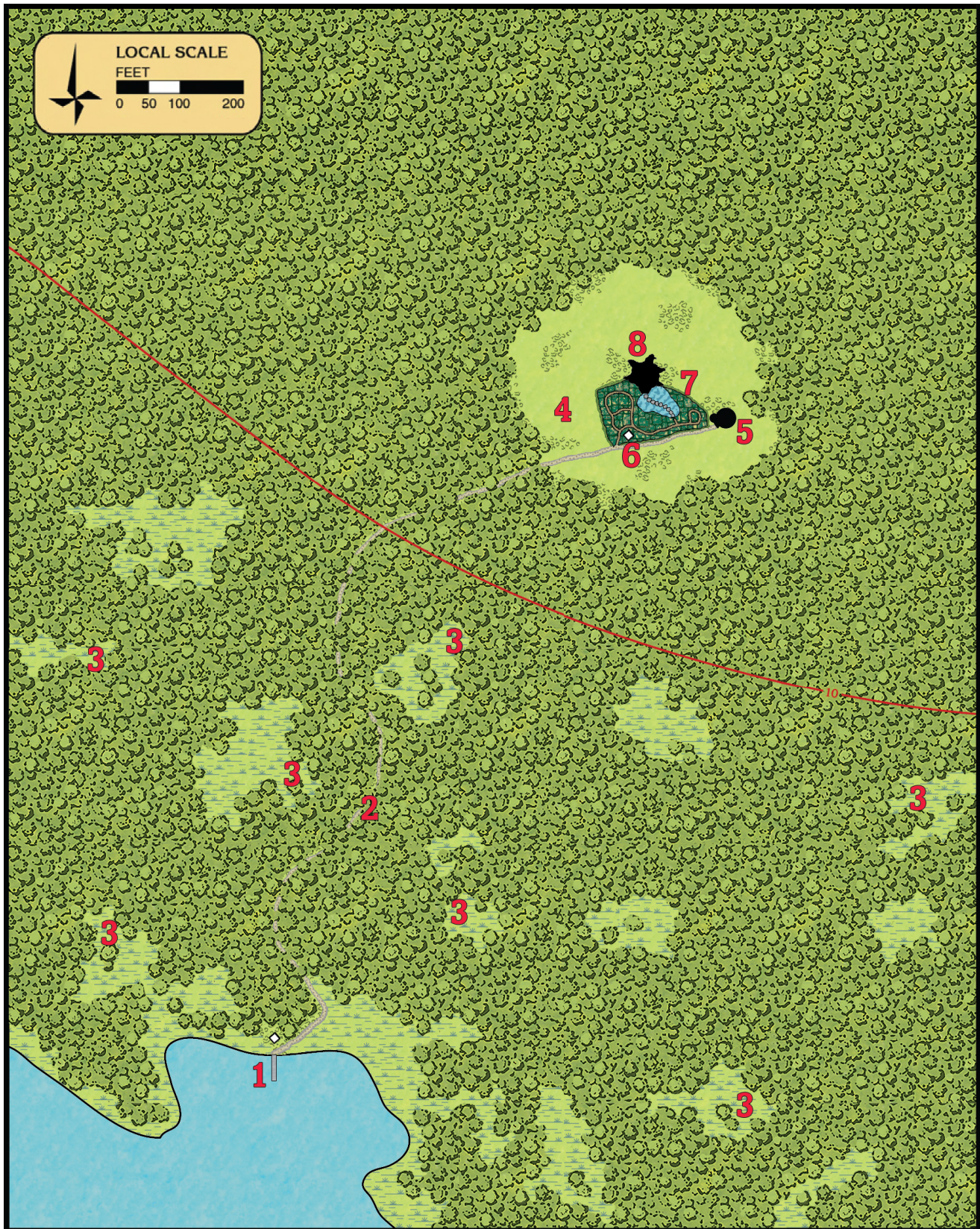
1d20	Encounter
1-3	See Wilderness Encounter Table (<i>HM3</i> CAMPAIGN 12)
4-5	Game animal* or bird (see Species tables, <i>Hunting</i> 12)
6-11	Geomorphic hazard (quicksand, bog, etc.)
12-13	Plant hazard (poison ivy, etc.)
14	Strangler Vines (1d6)
15	Shambler
16	Other animated plant
17-18	Giant animal* (see pages 23-24)
19	Fungus/slime (<i>HM3</i> CAMPAIGN 14, Subtable 14)
20	Miuruca or other Ivashu (<i>HM3</i> CAMPAIGN 14, Subtable 15)

* There is a 25% chance (or GM choice) that the animal has been enslaved by Valdras.



BOGNOR'S ISLAND 6

GM MAP



1 JETTY

A small stone pier extends 30 ft from the shore in this small cove. The remains of a talbar used by the expedition of 705 lie partially submerged along one side of the pier. A dilapidated and rotting wooden shed nearby sags under the weight of overgrowth. Careful examination might reveal a few usable items but most of the tools stored inside are not salvageable. A lack of caution may result in the shed's collapse (see sidebar).

2 PATH

An overgrown stone path leads from the jetty toward the island's center. While originally smooth enough for carts, decades of neglect have left it crumbling and uneven; careless travelers will find many opportunities to stumble. Despite its poor condition, the path offers the least hazardous route to the sanctum as it avoids quicksand and mud. If PCs search along the edges of the path, they may find the remains of Ustin of Engham, Bognor's manservant. During the chaos following the release, Ustin tried to escape along with the two female servants, but was killed by animated plants. He had one of the silver keys that allowed access to Bognor's Oak.

3 QUICKSAND

These patches of quicksand are difficult to spot and present a hazard for those who stray from the stone path. A character who becomes entrapped in quicksand is unlikely to sink completely but is left at the mercy of natural hazards, starvation, dehydration, and some predators. For rules on escaping quicksand, see *Anoth Delta 4*.

Serra of Grachel served as Bognor's cook and alewife. She fled into the woods after Ustin's death (see above) and stumbled into quicksand. Her ghost still haunts the location of her death. While she seldom manifests visibly, her moans and cries for help haunt the night, possibly luring others to a similar doom. The silver key she held is now lost beneath the quicksand.

4 CLEARING

The canopy of Bognor's Oak has a radius of approximately 200 ft. Sunlight filters down from the branches above but there is little direct light here. Numerous small plants, lichens, and fungi can be found here, as well as many vines, but it is clear of trees and most grasses. This is likely to be the PCs' first view of Bognor's Oak. The stone path continues past the garden to the old Khuzan tower.

5 KHUZAN TOWER

The original watchtower stands approximately 100 ft from Bognor's Oak, just outside the garden. The top of the 30 ft tower brushes the lower branches of the canopy. Dozens of vines extend from the windows and roof, covering much of the exterior of the tower. These vines are part of Valdras, the sentient plant that dominates the island. See detailed description of the tower beginning on page 9.

Walls Came Tumbling Down

A 3d6 check against the shed's Structure Quality of 8 can be made to determine its fate. Anyone caught inside during a collapse will suffer 1d6 injuries rolled against the High aiming zone. Each injury to a particular location indicates a 1d6 blunt impact. For example, if a character generates two strikes to the left shoulder and one to the neck, the shoulder suffers a 2d6 impact and the neck 1d6. An alert character may attempt to use Acrobatics or Dodge ML to avoid injury (see the falling rules, *HM3 SKILLS 8*).



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Roots to Branches

The many roots and vines that pervade Bognor's Island are hazardous. Trying to run or fight in such conditions can require a Stumble check at GM discretion.

There are many things to climb on in this setting, including Valdras' vines and the branches of Bognor's Oak itself. In general, these natural surfaces have adequate handholds and footholds and should be considered an Easy climb (see Climbing, *SKILLS 8*). However, slippery conditions can increase the difficulty (–25 EML) while other distractions (such as giant hornets) may make it nearly impossible. Rope can provide a +10 to +20 bonus to EML depending on whether it is knotted (which will also shorten it by about a third).

BOGNOR'S ISLAND 8

6 THE GARDEN

A thick hedge surrounds what was once a well-tended garden. Despite being overgrown and unkempt, a bewildering variety of plants remains, fed by the enchantment of the island. The path to the tree passes through the garden, past a small stone shed once used by Bognor's gardener, Haruld of Rhyn. The tools in the shed are still in fair condition and include a wheelbarrow, shovels, axes, trowels, and several other gardening implements.

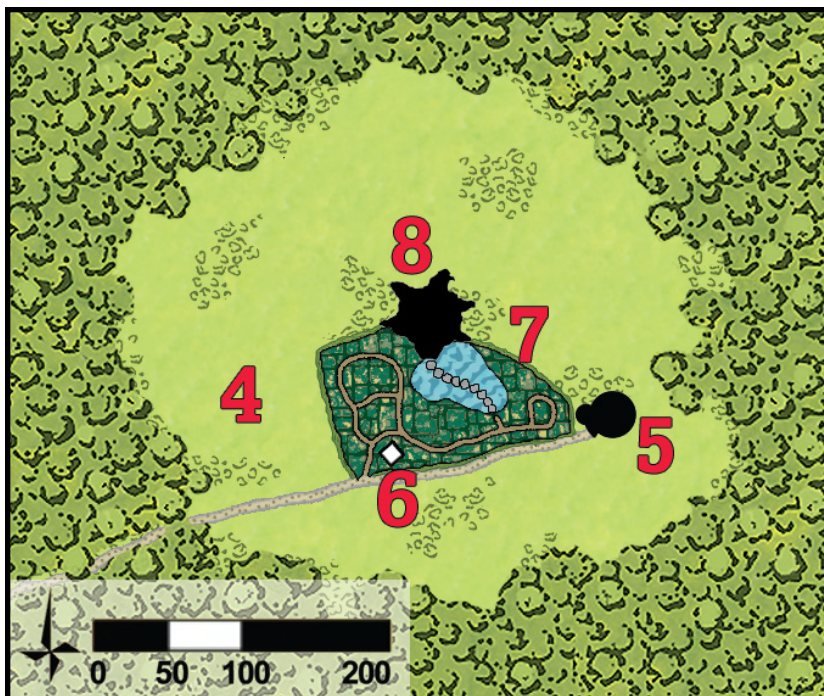
A veteran of the Treasure War, Haruld regarded the garden as his crowning achievement and paid meticulous attention to every aspect of its care. Haruld was in the garden when the release occurred and quickly fell prey to the very plants he had tended. His skeletal hands still clutch the rusty garden hoe that was his last weapon and a leather thong around his neck holds a badly tarnished silver key (see page 14). The remains of two members of the expedition of 705 can also be found along the winding garden paths, victims of the nest of giant hornets that hangs from the branches of Bognor's Oak above the garden (see sidebar).

7 THE POND

A shallow pond (2–5 ft deep) lies in a low area between the garden, Bognor's Oak, and the Khuzan tower. It is unclear what source feeds or drains it, but it remains fresh and relatively clear of debris. A series of stepping stones crosses the pond to the entrance at the base of Bognor's Oak.

8 BOGNOR'S OAK

The magnificent giant oak tree served as Bognor's home and sanctum before his demise. The trunk is 40–50 ft in diameter at the base. The canopy of branches starts nearly 40 ft above the ground and the crown rises to a stunning height of more than 150 ft. See detailed description beginning on page 12.



GIANT HORNET

Habitat: Bognor's Island
Length: 10–14"
Height: 4–6"
Weight: 1.5–1.9 oz
Diet: Insectivore
Lifespan: 8–10 months
Group: Solitary (1) or Swarm (10d6) ¹

ATTRIBUTES

01 STR	14 EYE	01 INT	04 END
02 STA	30 HRG	01 AUR	10 MOV
08 AGL	30 SML	10 WIL	30 FLY

SKILLS

45 INITIATIVE
 55 STING/1P ²
 80 CLIMBING
 40 DODGE

ARMOUR

B0 E0 P0 F0 GAC 0

VENOM

Hornets can sting repeatedly. Any successful strike that penetrates armour will inject venom. Treat this as H3 poison with a recovery interval of 10 minutes. If the victim has an appropriate allergy, the severity increases to H2.

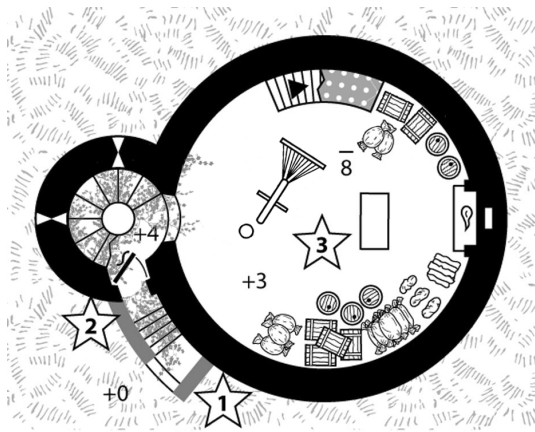
NOTES

¹ If a solitary hornet is killed within 100 yards of the nest, a swarm will occur, with 1d6 hornets arriving each turn for 10 turns.

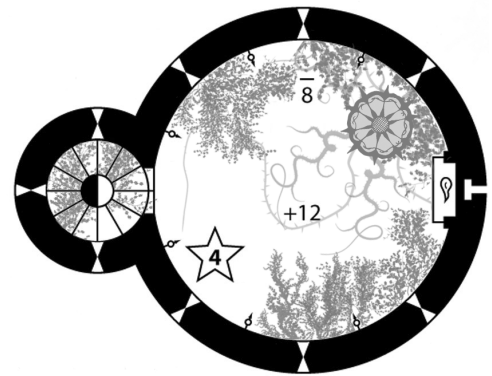
² Use d2 instead of d6 for impact.

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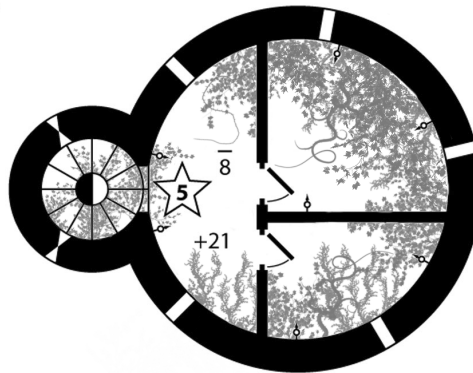
BOGNOR'S ISLAND 9



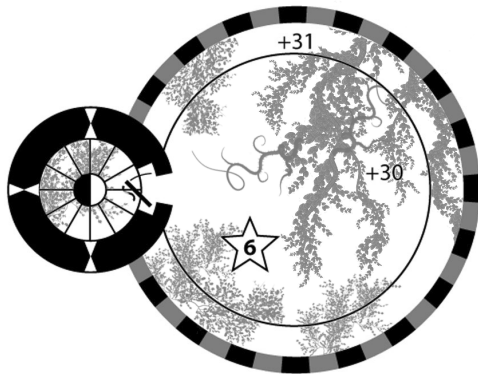
Ground Floor



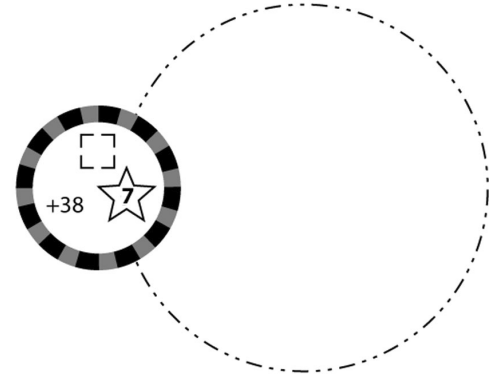
Second Floor



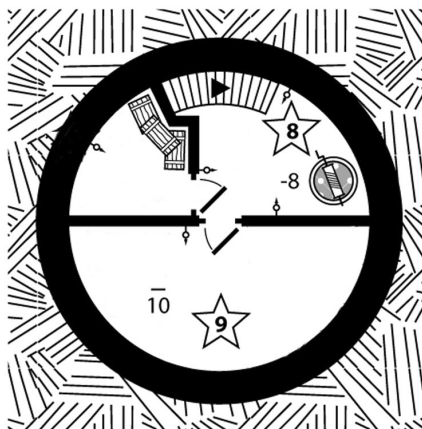
Third Floor



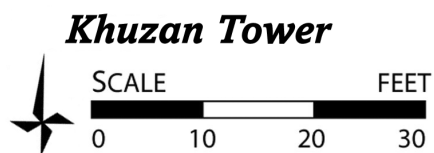
Roof



Tower Level



Cellar



All surfaces stone unless otherwise indicated

BOGNOR'S ISLAND 10

THE KHUZAN TOWER

The original structure built by the Khuzdul during the Atani Wars still stands. The round tower is 30 ft high; the turret rises an additional 8 ft. The growth of Bognor's Oak and surrounding forest has eclipsed what was once a commanding view from the top of the tower. The canopy of the gigantic oak now brushes the top of the ancient tower.

Leafless vines resembling roots extend from the windows and roof and cover much of the exterior. These appear to be growing out of the tower's interior. The vines are easy to climb, but easy to trip over as well. Characters moving quickly or without paying careful attention to their steps may be required to make AGL checks to avoid stumbling (see "Roots to Branches" sidebar on page 7).

- [1] **Entrance:** The single entrance to the tower is a short flight of steps leading up to the heavy oak door. The steps are crisscrossed by vines.
- [2] **Stairs:** A turret running up the side of the tower holds the stairs. The walls are pierced by arrow slits and there are openings into each of the three floors and a doorway onto the roof. Masses of vines extend up and down the stairs from the second floor and out the arrow slits as well.
- [3] **Storeroom:** Once the guardroom of the tower, Bognor's staff used this windowless chamber for storage of various supplies and tools, as well as for baking. Many items remain here, of no interest to Valdras but potentially useful. These include candles, oils, glasswares, pottery, hides, raw wool, a spinning wheel, and assorted carpentry and metalworking tools. Less-useful are the remnants of the bolts of cloth, blankets, flour, honey, fruits, and nuts once stored here. This chamber remains largely free of the vines that choke the rest of the tower.
- [4] **Valdras' Lair:** This chamber is where Valdras' central mass is located and its vines cover the floor (see details on page 19). Valdras lacks

the mobility of some of Bognor's plants but, with its extensive network of control vines, it has effectively achieved omnipresence across much of the island. Valdras maintains three slaves here as a last line of defense: a Shambler (see sidebar) and two members of the 705 expedition, Taalgar Hulthard and Sir Ansel Luderyn. The human guardians are not as badly emaciated as Valdras' other slaves; it has kept them strong enough to protect it. However, both have been slaves for nearly 15 years and their appearance is frightful: filthy and gaunt with long hair and greenish, pallid skin. For details, see "Valdras' Victims," page 21.



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SHAMBLER

Habitat: Bognor's Island

Height: 7'

Weight: 290 lb

Lifespan: Unknown

ATTRIBUTES

18 STR	06 EYE	04 INT	13 END
16 STA	06 HRG	02 AUR	08 MOV
08 AGL	06 SML	05 WIL	
08 DEX	• VOI		

SKILLS

24 AWARENESS
30 INITIATIVE
55 UNARMED/4B

ARMOUR

B5 E3 P2 F4 GAC 1

NOTES

These sentient, animate plants appear to be massive collections of soggy, rotting vegetation. They seem to be a mixture of vines, stalks, leaves, blooms, and other growths that can rearrange themselves as needed. Typically, they take on a vaguely humanoid form when moving; their name comes from their awkward, shuffling gait. They are only semi-aware of their surroundings; Valdras provides direction.

ATTACK OPTIONS

Shamblers prefer to grapple with opponents, using their flexible form to entwine and smother them (+20 EML to Grappling attempts).

For each round of combat, a shambler's opponent must make a Stumble roll to avoid being tripped by the Shambler's grasping vines.

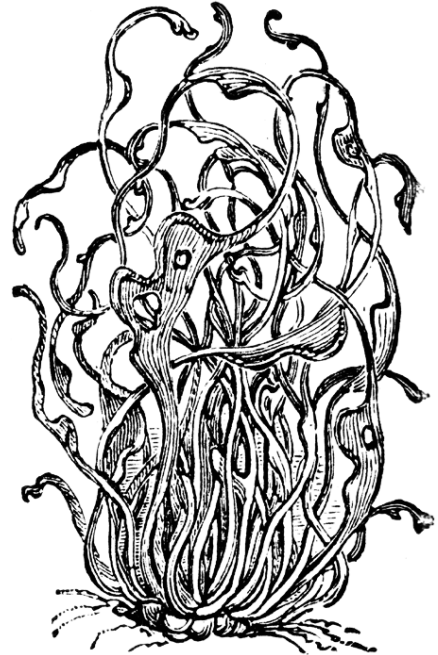
Shamblers make no effort to block or dodge and always choose to counterstrike or employ a grapple defense.

- [5] **Valdras' Slaves:** Valdras maintains some of its slaves for their knowledge. Those it considers too valuable to risk are kept in these chambers, protected by enslaved plants. The northern chamber contains Kelyn of Teros, one of Bognor's servants. Suspended from the ceiling, she is nearly encased in vines and quite insane. Among the usual tangle of vines are six Strangler Vines (see sidebar), which will attack anyone entering the room. The southern chamber is similarly covered in vines but the victim is Orric of Westyr, a Shek-Pvar member of the expedition of 705. Both Kelyn and Orric are filthy and ghoulish in appearance. For details, see "Valdras' Victims," page 21.
- [6] **Roof:** This location provides a good lookout post for another of Valdras' slaves, Denyl of Merske, a Jarin Aenghysa rebel. Denyl is armed with a crossbow and six quarrels. Valdras will use him to observe any threats and, if necessary, fire on them. For details, see "Valdras' Victims," page 21.
- [7] **Turret:** The highest point on the tower is only a few feet from the lower branches of Bognor's Oak. It would be possible for a skilled climber to cross to the trunk of the oak from here.
- [8] **Cellar:** Valdras has no interest in this area beyond the roots it has extended into the ancient well. The cellar was used for storage and chests contain some useful items, including 300 ft of half-inch rope in 30- and 60-foot lengths, a 30 ft length of chain, six grappling hooks, and several dozen spikes.
- [9] **Gray Ooze:** This chamber is home to a type of z'hura known as a Langlah, or Gray Ooze. It is fed occasionally by Valdras as a sort of pet, but is mostly dormant. For details, see *Z'hura* from CGI.



Denyl of Merske, a Jarin rebel enslaved by Valdras, watches from the tower roof.

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STRANGLER VINE

ATTRIBUTES

15 STR	• EYE	02 INT	11 END
12 STA	• HRG	01 AUR	12 MOV
12 AGL	• SML	05 WIL	
• DEX	• VOI		

SKILLS

35 INITIATIVE
45 SQUEEZE/6B (Treat as grapple)
63 CLIMBING
70 STEALTH
65 JUMPING

ARMOUR

B3 E1 P0 F0 GAC 1

NOTES

These thick, animated vines are mobile and able to crawl or climb. They typically attack by surprise, hanging from a branch or ceiling until an unsuspecting victim passes beneath, then falling onto their prey or (more likely) wrapping around a neck and lifting them up to struggle helplessly as the Strangler Vine squeezes the breath from them.

Illustration © Florida Center for Instructional Technology

BOGNOR'S ISLAND 12

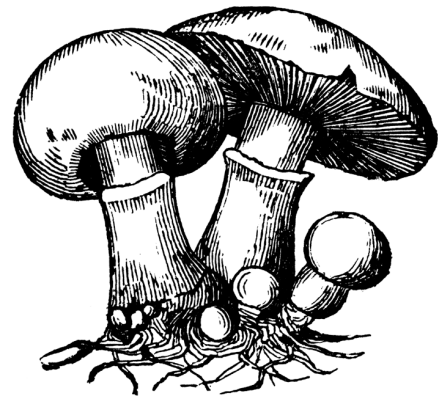
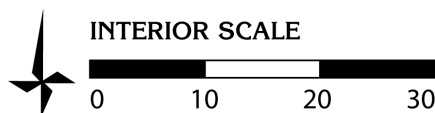
BOGNOR'S OAK

The interior of this gigantic magical oak tree contains five floors and features unique Fyvrian solutions to plumbing, heating, and waste disposal needs. The interior walls are lavishly decorated with carvings of plants and animals. Windows have sturdy shutters and feature intricate carved scrollwork. Shelves are carved from the walls and tables appear to be grown from the floor and walls. Throughout, a network of ducts is subtly positioned to provide heating and air circulation from the enchanted compost heap in the cellar.

Cellar

This floor is located below ground level, nestled among the roots of the Oak. The floor is moist dirt and water drips from the glistening roots all around. Bognor's servants used this area for storage. There are several crates and barrels that contain mundane items, while others hang from hooks.

- [1] **Ladder:** The access from the ground floor is a sturdy wooden ladder.
- [2] **Compost:** This large, enchanted compost heap sits below a network of ducts leading to various parts of the structure. Organic waste can be dropped onto this heap through the ducts. The compost provides heat and air circulation to the rest of the structure. An enchantment masks any odor except when very close.



Fungus Among Us

The compost heap once received all manner of organic waste from Bognor and his servants. Now it is a part of a bizarre ecology brought about by the Release.

Numerous types of fungi grow in, on, and around the compost. While most of these are mundane, a few z'hura (see CGI's *Z'hura* article) thrive here as well, preying on the abundant supply of insects and mollusks.

Slugs and snails flourish in the damp, food-rich environment. Due to the effects of the island, these invertebrates are typically much larger than normal, ranging from a few inches to several feet in length. Their slime trails are difficult to miss. While non-aggressive, a few can be dangerous because of the poisonous mucous they secrete (H5, 60 minutes).

Perhaps most dangerous are the ants that have colonized the cellar, primarily the area around the compost heap. These insects are part of a symbiotic relationship, collecting plant matter to feed the fungi and feeding on certain types in return. The ants are typically two inches in length. Like their conventional counterparts, they farm aphids and sometimes caterpillars. Disturbing the colony may be a very exciting, and possibly fatal, experience. See page 24 for details of these giant ants.

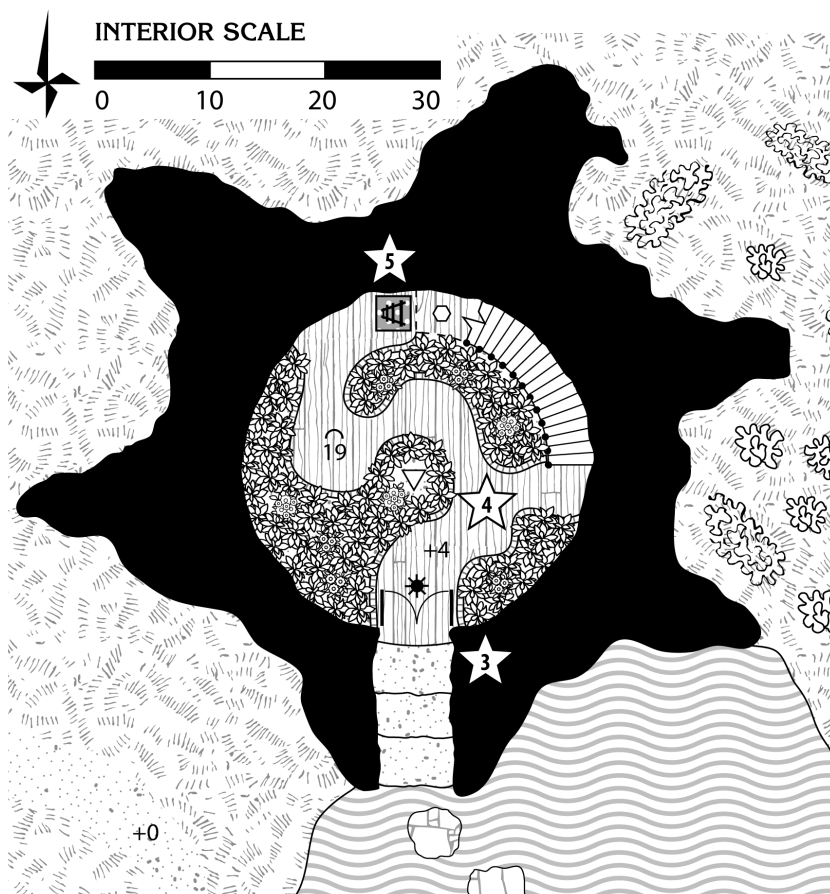


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Ground Floor

The entrance hall is a single room with a domed ceiling. A large staircase climbs the outer wall towards the rear of the chamber, the railing decorated with intricate carvings of plants and animals.

- [3] **Entranceway:** The portal appears to be a stout set of wooden double doors, hinged to swing inward. However, instead of a handle or latch, a small circular area at the center of the door holds what appears to be a carved impression of a key (about two inches in length). See sidebar for details.
- [4] **Sunroom:** In the center of the room is a wooden statue of Bognor, his hands extended to either side as if gesturing at his handiwork. Surrounding the statue are several two-foot-high wooden planter beds and dozens of exotic plants, ranging from one to four feet in height. The plants receive light from an enchanted globe suspended from the ceiling by a carved wooden hand. The globe transmits sunlight as if the plants were outdoors, giving the room a hot, humid atmosphere suitable for the many tropical and semitropical plants found here. The sound of dripping water can be heard near the statue. Close inspection by someone with knowledge of plants (Herblore, Agriculture, or Timbercraft skill) will reveal a network of vascular bundles carrying water from the tree itself. The plants seem to be sustained by this, despite the lack of human attention.
- [5] **Trapdoor:** Concealed below the staircase and behind taller plants at the rear of the room is a trapdoor leading to the cellar.



Enchanted Doors

The entrance to Bognor's Oak is enchanted with the spell *Bognor's Passage* (see *Bognor's Arcana* 5 for details). Despite appearances, it is not actually a door at all, but a solid part of the tree. Thus, it cannot be opened by physical means except by destroying it (with axes, etc.), which will likely prompt a hostile response from Bognor's spirit.

However, the enchantment is triggered by one of two events: Bognor's touch (no longer possible) or by pressing one of several silver keys specified in the enchantment against the matching impression. Each member of Bognor's household had a silver key; characters exploring the island may have found some of these already.

If the key is used, the doors will part and slowly swing open, taking a full 10 seconds to do so. After 20 seconds, the doors will slowly shut again, although they can be held open with a successful Strength check that must be repeated each turn. The inside surface of the door is nearly identical to the outside, but instead of an impression in the shape of a key, the shape is that of a hand. Simply holding one's palm against it will cause the door to open from the inside.

While it is possible to *Dispell* the enchantment, this would only remove the ability to open the *Passage*; the solid trunk would remain.

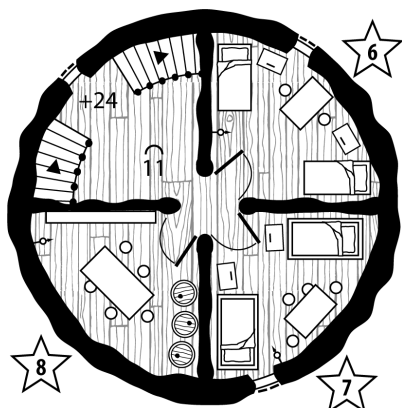
BOGNOR'S ISLAND 14

Second Floor

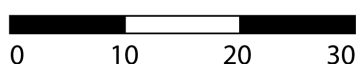
As the main staircase winds upwards, a landing provides access to a trio of rooms.

- [6] **Students' Quarters:** This chamber features two beds, a table, and a pair of stools. A small wooden chest sits beside each bed. In addition to clothes, there are personal items such as combs and utensils. Also present are documents proving membership in the Guild of Arcane Lore, writing supplies (ink, quills, and parchment) and a leather-bound book. Anyone familiar with the Guild of Arcane Lore or Shek-Pvar will be able to identify this as being a spell grimoire. It contains the following spells: *Dispell* (Neutral I), *Focus* (Neutral III), *Balm of Gresan* (Fyvria I), *Beastly Burden* (Fyvria II), *Hand of Iliam* (Fyvria II), *Lure of the Falcon* (Fyvria II), *Verdant Hand* (Fyvria II), *Power of Sharadorn* (Fyvria III), and *Dream of Galega* (Fyvria IV). Between the pages of the book is a small silver key on a leather strip (one of the ones that will open the entrance to the oak (see location #3). On the table is a Concordat board, a logic game popular with acolytes of the Church of Save-K'nor.
- [7] **Servants' Quarters:** This chamber is similar to the previous one except there are bunks for Bognor's four servants. These chests contain clothes and personal items such as combs, utensils, and simple musical instruments. There are some wooden dice on the table, along with a Halatafl board (see *Tavern Games* from CGI).
- [8] **Pantry:** This was clearly once a well-stocked pantry with a variety of pots, pans, and other cooking implements. While the food spoiled long ago, some sealed jars contain salt, honey, and valuable spices that are still good, including cinnamon, ginger, nutmeg, and pepper. Characters with appropriate skills (Agriculture, Brewing, or Cookery) may be able to identify the items found. A few items (peppers, nuts, and some fruits) are from exotic plants Bognor kept either in the sunroom or the garden; these will likely be unfamiliar to Hårnic characters. While the ale, beer, and cider is undrinkable, an unopened cask of brandy presents a rare treasure for the connoisseur.

There is no place for a fire, which was strictly forbidden by Bognor. While most food was eaten cold, cooking was still accomplished via a peculiar stone artifact on the table (see sidebar).

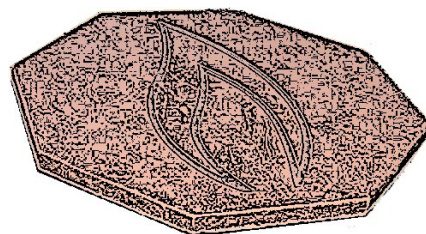


INTERIOR SCALE



Silver Keys

Access to Bognor's Oak is limited by the enchantment *Bognor's Passage* (see *Bognor's Arcana* 5 for details). While Bognor did not need help in entering the Oak, the members of his household did. Bognor provided each of them with a small silver key (typically kept handy, such as on a necklace), which would trigger the enchantment. The keys still work.



Pelena's Stone

This useful artifact appears to be an exceptionally light, porous stone (pumice), shaped as an octagon 12 inches across and one-half inch thick. Several runes are carved into the upper surface as well as a pattern reminiscent of flames. When laid flat and any object is placed upon the upper surface, it heats up, providing the equivalent of a typical cooking fire. This effect lasts until the object is removed from the surface. Heating up or cooling down takes about a minute. Anyone who touches the upper surface while it is hot will suffer a 1d6 to 3d6 burn injury depending on how hot the stone is at that moment (GM discretion). The stone and its enchantment can be broken if handled roughly; make a 3d6 check against a product quality of 13.

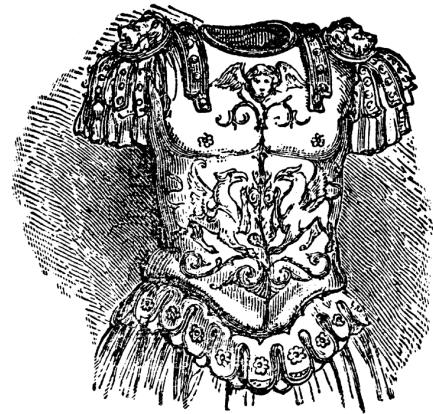
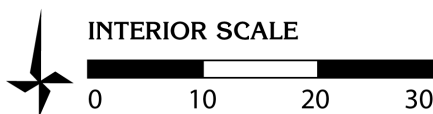
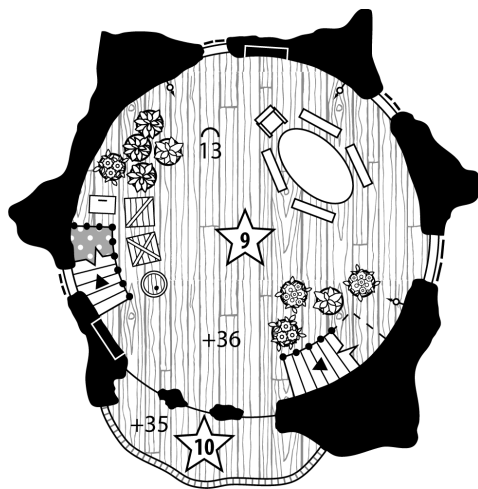
Third Floor

This chamber served as a dining and social area for Bognor and his staff. The carvings of plants and animals that adorn the walls throughout the oak are especially lavish here, with representations of some of Bognor's creations amidst hundreds of other specimens. Characters with appropriate knowledge (Animalcraft, Fishing, Herblore, or Timbercraft) may recognize many of the carvings as being specific species of flora and fauna.

[9] Dining area: The main table seems to be grown from the wood floor and features several unlit beeswax candles. The benches and chair are well crafted and intricately carved, clearly the work of a very skilled woodcrafter. A number of exotic flowering plants can be found here in what resemble wooden buckets grown from the floor itself, apparently sustained by Bognor's Oak much like the plants in the sunroom (see location #4).

The chest, barrel, crates, and shelves feature interesting trinkets and items from Bognor's extensive travels, some of which may be of value (see sidebar). Some items appear to have never been unpacked.

[10] Balcony: This balcony is shaped from the trunk of the tree and overlooks the main entrance, pond, and gardens below. Elaborately tooled leather curtains hang across the openings, keeping out wind and cold weather. The balcony presents alternate access for characters willing to make the climb and brave the nearby nest of hornets (see page 8).



Bognor's Souvenirs

Bognor traveled extensively and collected a number of small items from many lands, some of which are on display in the dining area or elsewhere within the Oak. Some possibilities are listed below or the GM can invent his own.

- Kurbul armour (halfhelm, breastplate, ailettes, rerebraces, coudes, vambraces, kneecops, and greaves. The armour is Sindarin-crafted and very ornately decorated. All pieces are Size 6 and enchanted (+3 to Armour Quality).
- A tapestry from Trierzon depicting a hunt.
- A jade brooch from Diramoa adorned with a single 14-carat pink pearl (Value: 2,200d).
- A set of Yarili bone carvings depicting animals.
- A carved Hepekerian flute.
- A beautifully crafted Malnirala set (Malnirala is a chess-like game; see *Tavern Games* by CGI).
- An intricately woven and dyed rug from Dalkesh.
- An ivory drinking horn from Ivinia.
- A staff carved and painted in Anzelorian style. When invoked, it becomes a python, as the Serpent Staff of Erdis (*HM3* Treasure 21).
- A necklace of carved wooden beads from Karejia.
- The sword and shield of an Azeryani legionnaire.
- A set of perfume bottles depicting Halea's handmaidens.

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BOGNOR'S ISLAND 16

The Sanctum

This floor houses Bognor's sanctum, his library, and his personal quarters.

- [11] **Sanctum:** This area features a large worktable and numerous shelves filled with various alchemical tools and potions. Dozens of potted plants fill the room, suspended from hooks or sitting on tables, shelves, and the floor. The magic of the sanctum is preserving these plants in their optimal states. If they are removed from the room, they will wither and die very quickly. Many plants listed in CGI's *Herblore* article can be found here. Those found naturally on the island will likely not be here, nor will any extremely unusual specimens such as Zahuruk. Only one plant of each type will be found here; Bognor used them to instruct his students and for occasional research. The alchemical equipment includes numerous arcane glasswares and pottery such as beakers, crucibles, flasks, tubes, decanters, funnels, kettles, mixing rods, and so on. There are examples of a great many potion containers as well, but all are either empty or contain doses that have long ago lost whatever efficacy they originally had. Some may even be dangerous.

The sanctum provides an exceptional +25 EML bonus to Fyvrian magic.

Additionally, any character using the sanctum to study *Herblore* or *Alchemy* skills can double the usual number of SMPs earned.

There are two large mounds of fungus on the floor near the worktable, along with the remains of some clothing; this is all that remains of Bognor and Derrys of Lorm, one of his students, who had the misfortune to be present when the release occurred. These mounds may possess unique properties because of the sanctum, or be completely mundane, at GM discretion.

Standing in front of the doorway to Bognor's bedchamber is what appears to be an articulated wooden statue of a man. Moss drapes parts of its head and shoulders and careful examination may reveal a strange symbol carved on its forehead. Bognor's wood golem will attack anyone approaching the mage's remains or attempting to enter either adjacent room unless they bear one of the silver keys. See the sidebar for details.



WOOD GOLEM

Habitat: Bognor's Sanctum

Height: 7'

Weight: 600 lb

ATTRIBUTES

26 STR	• EYE	• INT	• END
20 STA	• HRG	• AUR	08 MOV
08 AGL	• SML	• WIL	
10 DEX			

SKILLS

15 INITIATIVE
75 UNARMED/10B

ARMOUR

B15 E5 P20 F5 GAC 3

SPECIAL

Bognor's golem is a formidable guardian. It appears as an articulated wooden statue with a single rune on its forehead (the Korotanish glyph for "life"). When it animates, however, it is capable of doing brutal damage with its massive fists. Slow-moving but powerful, it can smash through shields and armor with relative ease.

Bognor's golem does not tire nor suffer wounds. It can withstand 10 damage levels in any hit location before that part is destroyed. Thus, to destroy the neck might require two K5 wounds, a K4 and two S3 wounds, or any other combination that totals at least 10. It does not make Shock rolls or Fumble rolls (it doesn't employ weapons), but can be made to Stumble.

The golem makes no effort to block or dodge, always choosing to counterstrike as it tries to bludgeon any foes into submission.

Removing the glyph on its forehead may (GM discretion) destroy the enchantment that animates it.

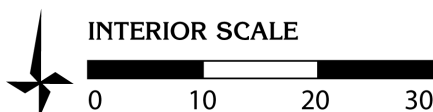
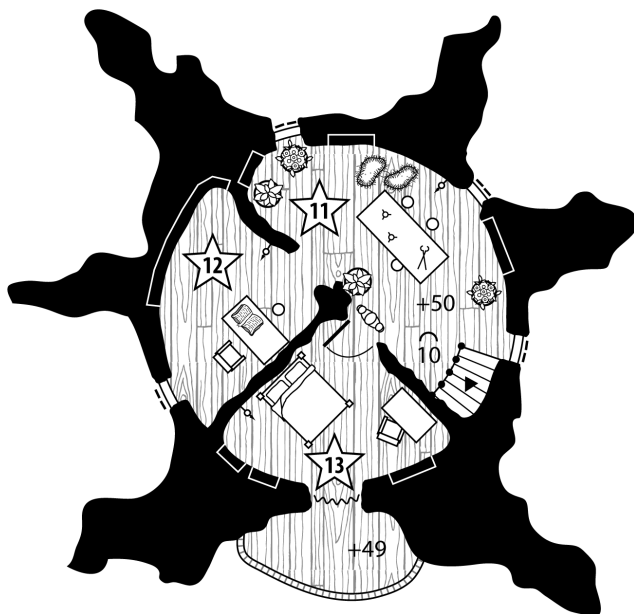
[12] Library: Numerous shelves line the walls of this room, filled with books, scrolls, and maps. A richly decorated and comfortable-looking chair sits at a small table that appears to have grown up from the floor of the room. Near the entrance, a wall-mounted lantern contains a half-burned beeswax candle that can be lit easily to bathe the room in a soft, warm light.

On the table rests an open book bound in what appears to be living wood. This is Bognor's copy of *Hyberak's Living Herbal* (see *Tomes & Scrolls* 21), one he greatly expanded. The tangle of roots and shoots that forms the "binding" of the tome draws nourishment from Bognor's Oak. Removing it from the library without damage would be difficult for any but the most accomplished of Fyvrian mages. In addition to those listed on *Tomes & Scrolls* 21, Bognor's copy may contain additional Fyvrian spells at GM discretion.

Bognor's original Grimoire (see *Tomes & Scrolls* 18) can be found on one of the bookshelves. It is in fair condition. While much of it is similar to Theron's copy, there are several spells Theron did not transcribe for reasons known only to him. These include several original Fyvrian spells (see *Bognor's Arcana* for details).

The maps on the shelves are of places Bognor visited on his many travels, including parts of eastern Lythia. The maps are in various conditions but even the worst would be of great interest to scholars and cartographers. This is a potential source of information leading to further adventures, as Bognor may have known of many interesting sites, both on Hârn and elsewhere.

At GM discretion, the library's shelves may contain additional tomes of interest. Some suggestions are listed in the sidebar.



Bognor's Library

Bognor's library may contain a number of these written works (GM discretion).

- *Tomes of Amaeri* (see *HârnMaster* 3, TREASURE 10 and *Tomes & Scrolls* 2).
- *Tomes of Alchemical Excellence* (see TREASURE 10 and *Tomes & Scrolls* 2).
- *Scrolls of Magery* (see TREASURE 10) with the following spells: *Syncope of Shalor* (Fyvria II), *Favrin's Bar* (Fyvria III), and *Succor of Blezil* (Fyvria V).
- A personal copy of Genin's *On Learning the Art* (see *Tomes & Scrolls* 5). Condition: Good.
- The *Genin Concordance*, by Jerila of Helas (see *Tomes & Scrolls* 6). Condition: Poor.
- An incomplete copy of the Berema version of *Fauna of Northwest Lythia* (see *Tomes & Scrolls* 8). Condition: Fair.
- The *Libram of the Pantheon*, Old Coranan Edition (see *Tomes & Scrolls* 9). Condition: Very Poor.
- The *Confession of Margo Orl*, Judges' Copy (see *Tomes & Scrolls* 14). Condition: Fair.
- *Pharmacopeia Lythia*, personal copy of the XII Edition (See *Tomes & Scrolls* 22). Condition: Fair.
- *Devotions of the Vine*, a Peonian religious work on brewing and winemaking (See *Bognor's Arcana* 7). Year: 659, Bromeleon; Medium: Parchment/Leather; Pages: 64; Language/Script: Hârnish/Lakise. Condition: Fair.
- *From the Master's Clay*, an Ilviran work on ceramics and Ivashu (See *Bognor's Arcana* 7). Year: 680, Leriell; Medium: Parchment/Leather; Pages: 130; Language/Script: Old Jarinese/Khruni. Condition: Fair.
- The *Book of Vaeshrinell*, a detailed analysis of different cultures and their burial customs; includes extensive passages concerning embalming (See *Bognor's Arcana* 8). Year: 623, Coranan; Medium: Parchment/Wood; Pages: 180; Language/Script: Hârnish/Lakise. Condition: Poor.
- *Stars on Clear Water*, a translated version of an ancient Sindarin work dealing with the art of glassworking; very poetic and with Siemist allegories (See *Bognor's Arcana* 8). Year: 580, Elshavel; Medium: Vellum/Leather; Pages: 90; Language/Script: Jarinese/Lakise. Condition: Fair.

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[13] **Bedchamber:** Bognor's personal quarters feature a good four-poster bed and desk, both seemingly grown from the wood of the Oak. At the desk sits a comfortably padded chair and a wall-mounted lantern with a beeswax candle hangs on the wall near the bed.

Several shelves contain Bognor's numerous journals. These detail his extensive travels and the construction of the Sanctum (see *Bognor's Arcana 2*). While the journals do not contain any truly esoteric knowledge (i.e. spells), they do provide a glimpse into Bognor's thoughts as well as the places, people, and events that shaped his views. They would be worth a great deal to the Guild of Arcane Lore if their authenticity could be proven, and a few renegades might kill to obtain them. If PCs are trying to get Bognor's spirit to remember his human perspective, they may find valuable clues in his journals.

A small but intricately carved wooden box sits on one of the shelves. This is a *Jorum* (HM3 TREASURE 20). It contains raw Fyvrian Principle sufficient to power any one Fyvrian spell. This would normally be used in emergencies or if Bognor found himself in a location where he could not tap the normal elemental energies. However, it can also simply be released into the mundane world, which can be very dangerous. An unattuned user opening the box runs the risk of accidentally experiencing a total release (see *HårnMaster Magic*, SHEK-PVAR 11). Attempting to open the box is one action that will prompt intervention from Bognor's Spirit.

Next to the *Jorum* is a hide bag filled with soil and seeds. This is a Fyvrian Focus, +16 (HM3 TREASURE 19).

The desk drawer holds ink and quills for writing. There are two other items of note: an engraved silver wand with a clear crystal at one end and an amulet resembling a small hand, carved from petrified wood. The wand is an Artifact of Banishment (HM3 TREASURE 18) the amulet is Yisir's Hand (HM3 TREASURE 21).

A small balcony overlooks the pond and gardens below. From here, a skilled climber could ascend into the canopy of Bognor's Oak or descend to the lower balcony (see location 10).



Bognor's Manifestations

Bognor spirit infuses the Fyvrian energies of the tree. Over time, he has forgotten much of what it was like to be human. He is essentially an elemental entity now and may be slow to recognize the presence of the PCs unless they take actions that draw his attention, for better or worse.

Using magic, psionic talents, or attuning to the Sanctum are likely to result in his gradual "awakening," as is trying to open the *Jorum* in Bognor's bedchamber. Attempting to harm the Oak will draw Bognor's attention and will almost certainly cause him to be hostile.

Typically, Bognor will limit his physical manifestations to apparitions, such as forming a face from a nearby wooden surface in order to "speak" to the PCs. This may prove disconcerting to say the least.

See page 3 for details of Bognor's Spirit.

VALDRAS *Sentient Plant*

Valdras is a sentient plant created by Bognor of Barth, a legendary Fyvrian mage. Valdras' drive to propagate has been greatly facilitated by the energies released when one of Bognor's spells misfired. Valdras now controls numerous plants and animals and dominates Bognor's Island.

Appearance

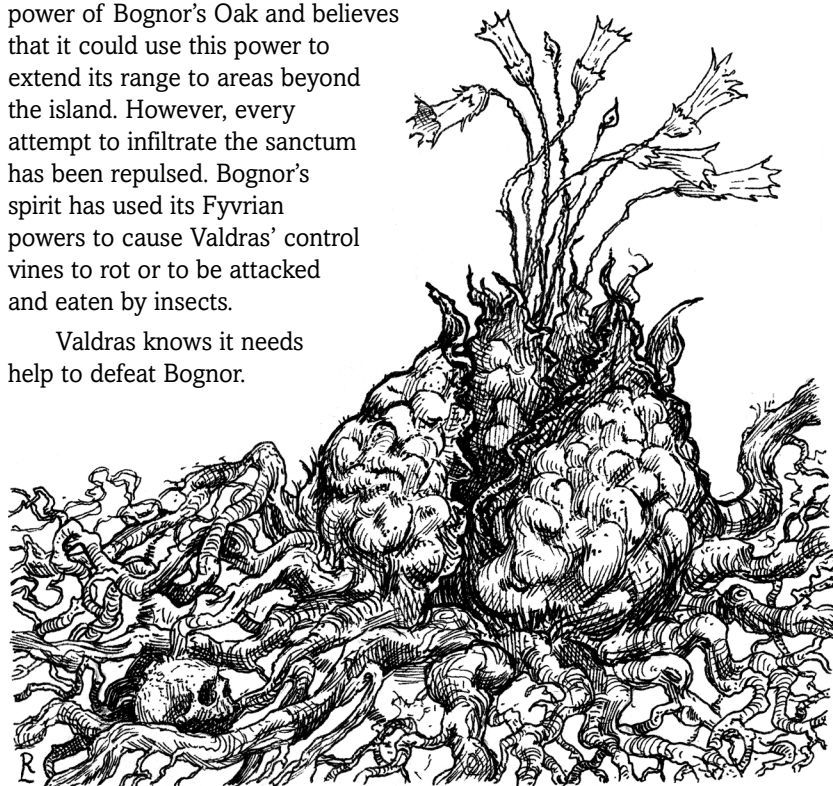
Valdras' central mass consists of a large, globe-shaped pod roughly five feet across formed from a series of thick, scale-like, triangular leaves. These leaves are dark green with purplish edges. Dozens of vines sprout from the base of this pod, which Valdras uses to control plant, animal, and human slaves. The vines are initially white and darken with time to a rich green. Atop the pod are clusters of violet-colored, trumpet-shaped blooms that emit a distinctive, sweet odor. Since Valdras draws most of its energy from other plants and animals, it has a relatively small root structure. It draws water through a taproot it has extended to the well in the cellar of the tower in which it dwells.

Motivation

Valdras possesses a near-genius intellect and is capable of abstract thought and detailed reasoning. Valdras lacks a reliable moral compass, however, and is driven by the need to survive and propagate. As Valdras has gained knowledge and awareness of the outside world, it has developed a thirst for power. Constrained by the island, Valdras seeks a way to spread its control to the mainland.

Valdras is keenly aware of the power of Bognor's Oak and believes that it could use this power to extend its range to areas beyond the island. However, every attempt to infiltrate the sanctum has been repulsed. Bognor's spirit has used its Fyvrian powers to cause Valdras' control vines to rot or to be attacked and eaten by insects.

Valdras knows it needs help to defeat Bognor.



VALDRAS

Habitat: Bognor's Island

Height: 5'

Weight: 250 pounds

Diet: Parasitic

Lifespan: Unknown

Group: Unique

ATTRIBUTES

• STR	• EYE ¹	15 INT	30 END
• STA	• HRG ¹	15 AUR	• MOV ²
• AGL	• SML ¹	20 WIL	

¹ Valdras uses the senses of its vine-tethered slaves.

² Central pod is immobile; tendrils grow at nearly one inch per minute.

SKILLS

52 INITIATIVE	75 AWARENESS
68 INTRIGUE	75 CLAIRVOYANCE ⁴
52 RHETORIC ³	85 MENTAL CONFLICT
LANGUAGES: Hârníc, Jarinese, Orbaalese	

³ -5 per point the slave's VOI is less than 10.

⁴ This is a function of a ring worn by one of Valdras' victims (see page 21).

ARMOUR

B5	E6	P4	F2	(central mass)
B2	E1	P2	F1	(vines)

ATTACK OPTIONS

In addition to its slaves, Valdras has another means of attack that it can use at close range. The sweet odor produced by Valdras' purple flowers has a pronounced soporific effect on those who can smell it. This odor is detectable at a distance equal to the recipient's SML attribute, in feet. For every minute of exposure, a victim must make a 3d6 test against SML. On a successful test, they accrue 1 Fatigue Level and must then make a 3d6 roll against END. Failure results in the victim falling into a deep sleep. The Fatigue penalty is cumulative, so a victim exposed to the scent long enough will eventually fall asleep and be easy for Valdras to reach with its tendrils. Characters who are aware of this effect may take steps to inhibit their sense of smell while in close proximity to Valdras.

BOGNOR'S ISLAND 20

Parasitic Control

Valdras sends out fine, nearly colorless tendrils that are inserted into stationary victims; immobile plants and sleeping animals are favored targets. Once a tendril is inserted, Valdras can attempt to gain control (see *HM3 SKILLS 23*, "Mental Conflict"). A victim that loses this conflict becomes mentally enslaved by Valdras. Additional tendrils are added to the connection to form a flexible vine roughly an inch thick. These control vines can reach hundreds of yards in length, although their weight tends to make such lengths impractical for mobile creatures.

Valdras draws energy directly through the links to its slaves. In the case of most plants, this is essentially a hijacking of the nutrients and sunlight they need to survive and grow. In the case of humans and animals, this energy is best represented by the Endurance attribute. Usually, Valdras drains a modest amount of energy, siphoning enough to keep the victim alive but too weak to resist. However, Valdras sometimes uses the link to feed, draining the victim until it dies. When Valdras does this, it can drain 1 END point per hour from the victim. Withered plant husks, dead trees, and the skeletons of both animals and humans can be found across the island, marking past victims.

As long as the link exists, Valdras gains access to the memories of its victim. It has learned to maintain these links carefully, identifying those victims that hold important knowledge or skills and keeping them close where it can protect them. In fact, Valdras will actually divert energy to keep these victims alive at the expense of less useful slaves.

Valdras doesn't gain physical skills, but can control their use. Thus, a warrior slave can fight for Valdras using their combat MLs.

If a slave is killed or the control vine to it is severed, Valdras loses access to the slave's memories and can no longer control its actions. While Valdras is willing to sacrifice the physical skills of a warrior if necessary, it will be extremely reluctant to lose access to the memories and knowledge it has gained from certain slaves.

Valdras can have any number of slaves, but can only actively control a number equal to its WIL (20). Among its current slaves are one of Bognor's servants and several members of the expedition of 705. None are likely to survive independently if freed from Valdras' control.

The Nightmare Realm

Valdras' attempts to enslave (possess) a character can be resolved using the Mental Conflict rules (see *HM3 SKILLS 23*). Valdras will only attempt this while a victim is asleep, unconscious, or otherwise unable to physically resist, since it must penetrate the victim's skin with control tendrils. This link will typically be somewhere near the spinal column, but it can be anywhere.

To a sleeping (or unconscious) character, this battle of wills will play out in the form of a nightmare. While this can simply be resolved with a series of rolls, the GM may opt to play it out using imagery tailored to the character's personality and background. For example, a knight may dream of a tournament joust against a mysterious "green knight," with each turn of mental conflict represented as physical combat.

Enslaved characters no longer control their bodies and are trapped within a kind of "shared nightmare" inhabited by Valdras' other victims. They are only dimly aware of the real world, typically represented through their dream imagery.

While the situation may be grim, victims may still free themselves by accruing enough *Resolve* to force Valdras to release them. A character's initial *Resolve* is equal to their WIL. To be released, their *Resolve* must match or exceed Valdras' 20 WIL.

Acquiring *Resolve* in Valdras' nightmare realm is much like a Death Journey (see *HM Religion 18*). By successfully facing a challenge in the nightmare, the victim gains 1–3 *Resolve* points, while failure removes a similar amount. Whatever the imagery associated with these challenges, use Mental Conflict rules to resolve them.

A victim may also be released from Valdras' control if their link to Valdras is severed by an outside party. Regardless of how they are released, their chances of recovery are determined by how long they were enslaved by Valdras. Treat this as a special Shock injury with the Healing Rate as shown in the table below.

<i>Duration of Enslavement</i>	<i>Healing Rate</i>
END days	H5
up to one year	H4
1–5 years	H3
6–15 years	H2
more than 15 years	H1

VALDRAS' VICTIMS

Bognor's current slaves include one of Bognor's servants, three members of the expedition of 705, and a Jarin rebel. At GM discretion, other slaves may be added or substituted for these.

Kelyn of Teros

Kelyn of Teros was Bognor's 16-year-old domestic. After witnessing the death of Ustin (see page 7), she fled to the apparent safety of the old Khuzan tower. Frightened and alone, she succumbed to exhaustion and became Valdras' first slave. She has been under its control for nearly 25 years and is hopelessly insane. Valdras keeps Kelyn in a chamber of the old tower. She is almost completely encased by vines and her features are barely recognizable. Her filthy skin is tinged green and constantly drips with moisture from the vines. Her eyes are sunken and usually closed, although Valdras may open them to view those who venture into her chamber. Valdras may attempt to speak to intruders through Kelyn, possibly to distract them from the Strangler Vines in the chamber. She still wears one of the silver keys that allowed access to the tower.

Before being enslaved, Kelyn spent her days inside Bognor's Oak. She now provides Valdras with memories of Bognor and his sanctum.

If an enslaved PC encounters Kelyn in the nightmare realm, she will be fleeing from unseen pursuers in a twisted, darkened forest. Her Resolve is only 3.

Sir Ansel Luderyn

The son of the lord of Harnik manor in Melderyn, Sir Ansel Luderyn led the expedition of 705 as a trusted agent of the Guild of Arcane Lore. Valdras enslaved several of Sir Ansel's men and used them to ambush the knight. Despite a heroic effort, Sir Ansel was overcome and enslaved. He has been a slave for nearly 15 years and is filthy and gaunt, with long hair and greenish, pallid skin. Despite his frightful appearance, Sir Ansel has been kept strong in order to act as a guardian and will always be found near Valdras' central mass, providing a formidable last line of defense. Sir Ansel bears a Khuzan-made broadsword (WQ16) and his shield is emblazoned with his clan's arms. Characters with sufficient heraldry skill may be able to determine his identity.

Sir Ansel provides Valdras with memories of Melderyn and, to a lesser extent, the Guild of Arcane Lore. He also provides military knowledge.

In Valdras' nightmare realm, Sir Ansel's enslavement is represented as a tournament where he is humiliated before family and friends by a mysterious and powerful Green Knight. His Resolve is currently 8. If the PCs help him to achieve even a small victory, he will gain some hope.



VALDRAS' SLAVES

SIR ANSEL LUDERYN

Melderyni Knight

ATTRIBUTES

14 STR	12 EYE	* INT	16 END
13 STA	11 HRG	* AUR	06 MOV
10 AGL	09 SML	* WIL	
13 DEX	07 VOI	* MOR	

SKILLS

Initiative 102, Dodge 50, Unarmed 60, Broad Sword 78, Knight Shield 78, Dagger 65.

ARMOUR

Plate half-helm and vambraces; Scale coif and hauberk; Leather gauntlets, leggings, and knee boots; Cloth hood, tunic, and surcoat.

NOTE

* Use Valdras' stats.

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Taalgar Hulthard

Taalgar Hulthard, an occasional pirate and the nephew of Valhakar Zaarli Hulthard of Arone, led the Orbaalese crew that the Guild hired to provide transportation and protection for their search. He considered turning on his employers but never got the chance. Like Sir Ansel, Taalgar is hideous in appearance but has been left strong for his role as a guardian. Valdras keeps Taalgar nearby as part of a last line of defense. He wields a fine battleaxe (WQ13) and silver jewelry worth 336d.

In the nightmare, Taalgard sits dishonored among other warriors in the hall of a mysterious valhakar whose clan emblem is that of Meflygur, the sacred tree of Talagaad. No matter Taalgard's deed, another has always achieved something greater. His Resolve is currently 7.

Taalgar provides Valdras with memories of the Ivinian rulers of Arone, Lorkin, and Shese. His knowledge is somewhat dated, however.

Orric of Westyr

Orric of Westyr, a promising young Shenava from the Fyvrian chantry at Gelimo, was the expedition's representative from the Guild of Arcane Lore. Recognizing the threat the Fyvrian mage presented, Valdras used Sir Ansel to subdue him. Although Valdras has Orric's memories, it cannot cast spells. Orric wears a Ring of Mystic Wonder (*HMS TREASURE 23*) that grants its wearer the Clairvoyance talent. This is now effectively one of Valdras' powers. Like Kelyn, Orric is held in a chamber of the old tower where he can be protected. He is similarly surrounded by vines and is nearly unrecognizable as human after almost 15 years of enslavement.

Orric provides Valdras with an awareness of Pvaric principles and a critical understanding of the nature of what occurred in Bognor's sanctum.

In Orric's version of the nightmare, he is wandering a continuously shifting garden maze, unable to find an escape and subjected to ridicule from former masters and peers for his inability to solve a simple test of wits. His Resolve is currently 10.

Denyl of Merske

Denyl of Merske is a Jarin rebel who took refuge on the island while evading pursuit in 718. He is used by Valdras as a sentry and for defense. Denyl is positioned on the roof of the tower, where he affords Valdras a commanding view of the approach to Bognor's Oak. Denyl is considerably less emaciated than those who were enslaved years before him, but his appearance is nonetheless startling. He is armed with a crossbow and six quarrels. Valdras will use him to observe the activities of any PCs who approach the tower and may have Denyl fire upon them if it deems them a sufficient threat. If he runs out of quarrels, Denyl will draw his shortsword and move to engage any intruders who succeed in entering the tower. Valdras won't hesitate to sacrifice Denyl in combat, if necessary, but will prefer to use him from ambush.

Denyl provides Valdras with knowledge of Jarin culture and rebel groups, specifically the Aenghysa and to a lesser extent the Cheyn Mhic Cainte and the Order of Chuchlaen Wheelwright.

In Denyl's nightmare, he is alone on a raft in a grim, fog-shrouded marsh. He has no weapons save a broken oar, and fearsome serpents swarm in the waters around him. His Resolve is currently 8.



VALDRAS' SLAVES

TAALGAR HULTHARD

Ivinian Mercenary

ATTRIBUTES

16 STR	12 EYE	* INT	17 END
14 STA	13 HRG	* AUR	09 MOV
11 AGL	11 SML	* WIL	
13 DEX	06 VOI	* MOR	

SKILLS

Initiative 102, Dodge 55, Unarmed 65, Battleaxe 90, Roundshield 70, Keltan 65.

ARMOUR

Plate half-helm; Ring hauberk; Leather leggings and calf boots; Cloth tunic.

DENYL OF MERSKE

Jarin Rebel

ATTRIBUTES

12 STR	13 EYE	* INT	15 END
12 STA	12 HRG	* AUR	10 MOV
12 AGL	10 SML	* WIL	
14 DEX	09 VOI	* MOR	

SKILLS

Initiative 85, Dodge 60, Unarmed 52, Bow 65, Shortsword 70.

ARMOUR

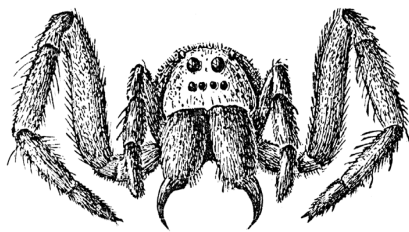
Leather tunic.

NOTE

* Use Valdras' stats.

GIANT ANIMALS

The beasts described on these pages are examples of how some animals have been affected by the Total Release of Fyvrian energies on Bognor's Island. In general, plant and animal growth is much faster than normal. Some beasts on the island grow to extraordinary size, as much as 10 times normal. Others have developed resistance to diseases or have greatly extended life spans.



GIANT MARSH SPIDER

Habitat: Bognor's Island
Length: 9" (28" leg span)
Height: 3"
Weight: 5 ounces
Diet: Predator
 (insects and birds)
Lifespan: 1–3 years
Group: Solitary

ATTRIBUTES

01 STR 12 EYE 02 INT 06 END
 03 STA 35 HRG 01 AUR 10 MOV
 13 AGL 25 SML 13 WIL

SKILLS

65 INITIATIVE 96 AWARENESS
 65 DODGE 80 STEALTH
 65 BITE 1P¹

ARMOUR

B0 E0 P0 F0 GAC 0

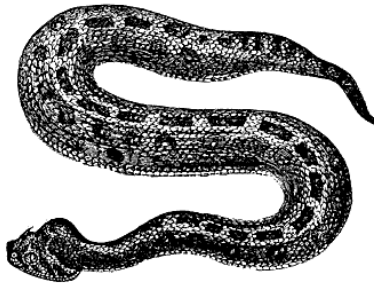
VENOM

H4, 90 MINUTES

NOTES

Stats given are for adult females.
 Males are roughly a third the size of the female and far less aggressive.

¹ Use d2 instead of d6 for impact.



GIANT VIPER

Habitat: Bognor's Island
Length: 6–17 ft
Height: 2–7"
Weight: 8–64 lb
Diet: Carnivore
Lifespan: 20 years
Group: Solitary

ATTRIBUTES

15 STR 16 EYE 02 INT 12 END
 12 STA 10 HRG 01 AUR 12 MOV
 12 AGL 16 SML 08 WIL

SKILLS

45 INITIATIVE 36 CLIMBING
 56 AWARENESS 40 STEALTH
 60 DODGE 70 TRACKING
 55 BITE 6P 60 INTIMIDATE

ARMOUR

B2 E4 P3 F3 GAC 1

VENOM

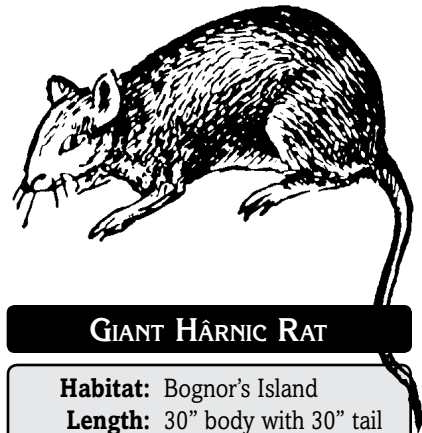
H3, 30 MINUTES

STRIKE LOCATIONS

01–15 Head
 16–35 Neck
 36–65 Thorax
 66–85 Abdomen
 86–00 Tail

NOTES

These relatively common marsh vipers have grown to a fearsome size to prey upon the similarly oversized rats that populate the island. They will generally hiss a warning before attacking. Their long, hinged fangs are like daggers.



GIANT HÂRNIC RAT

Habitat: Bognor's Island
Length: 30" body with 30" tail
Height: 12"
Weight: 7 lb
Diet: Omnivore
Lifespan: 1–4 years
Group: 2d6

ATTRIBUTES

09 STR 05 EYE 08 INT 09 END
 10 STA 25 HRG 02 AUR 08 MOV
 08 AGL 26 SML 09 WIL

SKILLS

45 INITIATIVE 24 CLIMBING
 76 AWARENESS 32 JUMPING
 40 DODGE 56 STEALTH
 40 BITE 2P 63 SWIMMING

ARMOUR

B2 E2 P1 F3 GAC 1

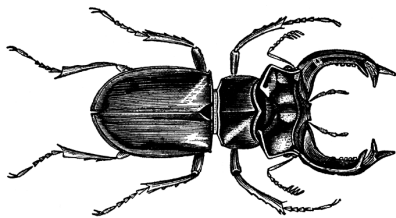
STRIKE LOCATIONS

01–15 Head
 16–20 Neck
 21–35 • Fore Leg
 36–50 Thorax
 51–63 Abdomen
 64–80 • Quarter (Hip)
 81–93 • Hind Leg
 94–00 Tail
 •Odd=Left, Even=Right

NOTES

While rats possess acute hearing and smell, their vision is poor. They tend to be nocturnal and can swim well both on the surface and underwater. They also dig well and often excavate extensive burrow systems. Unlike other varieties of rats, the giant Hârn rat is not a very good climber.

BOGNOR'S ISLAND 24



GIANT STAG BEETLE

Habitat: Bognor's Island
Length: 20–50"
Height: 7–16"
Weight: 4–8 lb
Diet: Decaying wood
Lifespan: 5–7 years
Group: Solitary

ATTRIBUTES

35 STR 12 EYE 01 INT 26 END
 30 STA 22 HRG 01 AUR 08 MOV
 08 AGL 27 SML 13 WIL 24 FLY

SKILLS

55 INITIATIVE 60 AWARENESS
 40 DODGE 65 CLIMBING
 65 GRAPPLING 56 STEALTH
 50 BITE 12E 40 INTIMIDATE

ARMOUR

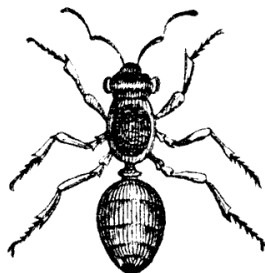
B6 E9 P6 F4 GAC 2

STRIKE LOCATIONS

01–20 • Mandibles
 21–40 Head
 41–60 Thorax
 61–85 Abdomen
 86–00 • Legs
 • Odd=Left, Even=Right

NOTES

The decaying wood stag beetles feed on is plentiful on Bognor's Island. While capable of grasping and biting with their oversized mandibles, they are not generally aggressive toward humans and will usually remain still when they detect a larger creature. Their hard exoskeleton makes them very resistant to damage. Their slow, lumbering flight is marked by a distinctive, low-pitched buzz.



GIANT ANT

Habitat: Bognor's Island
Length: 1–2"
Height: 1/2–3/4"
Weight: 1–3 drams
Diet: Fungivore
Lifespan: 6–36 months
Group: Solitary (1) or Swarm (1d100×10)¹

ATTRIBUTES

01 STR 05 EYE 01 INT 06 END
 05 STA 28 HRG 01 AUR 14 MOV²
 07 AGL 35 SML 12 WIL

SKILLS

50 INITIATIVE 92 AWARENESS
 35 DODGE 64 STEALTH
 45 BITE/3P³ 115 TRACKING
 36 STING/1P³

ARMOUR

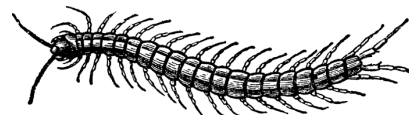
B1 E0 P0 F0 GAC 0

NOTES

¹ Swarming: A crushed ant emits an alarm scent that causes all other ants within 100' to go into a frenzy and swarm all available targets. A swarm automatically hits and inflicts an M1 bite/sting injury against every exposed body location for every turn until the target escapes or is killed. Armour and clothing may protect some locations, at least temporarily. Very few creatures can survive a swarm and most will flee immediately. A morale check is called for.

² Ants may move along virtually any natural surface with no penalty.

³ Use d2 instead of d6 for impact.



GIANT CENTIPEDE

Habitat: Bognor's Island
Length: 12"
Height: 2"
Weight: 7 ounces
Diet: Carnivore
Lifespan: 5–6 years
Group: Solitary

ATTRIBUTES

01 STR 03 EYE 01 INT 05 END
 04 STA 22 HRG 01 AUR 12 MOV
 12 AGL 10 SML 10 WIL

SKILLS

55 INITIATIVE 48 AWARENESS
 60 DODGE 60 STEALTH
 55 BITE 1P¹

ARMOUR

B1 E1 P1 F0 GAC 0

STRIKE LOCATIONS

01–15 Head
 16–50 • Thorax
 51–85 • Abdomen
 86–00 • Tail
 • On any roll divisible by 5, a leg has been hit instead. Hitting a leg severs it harmlessly; no damage is rolled.

VENOM

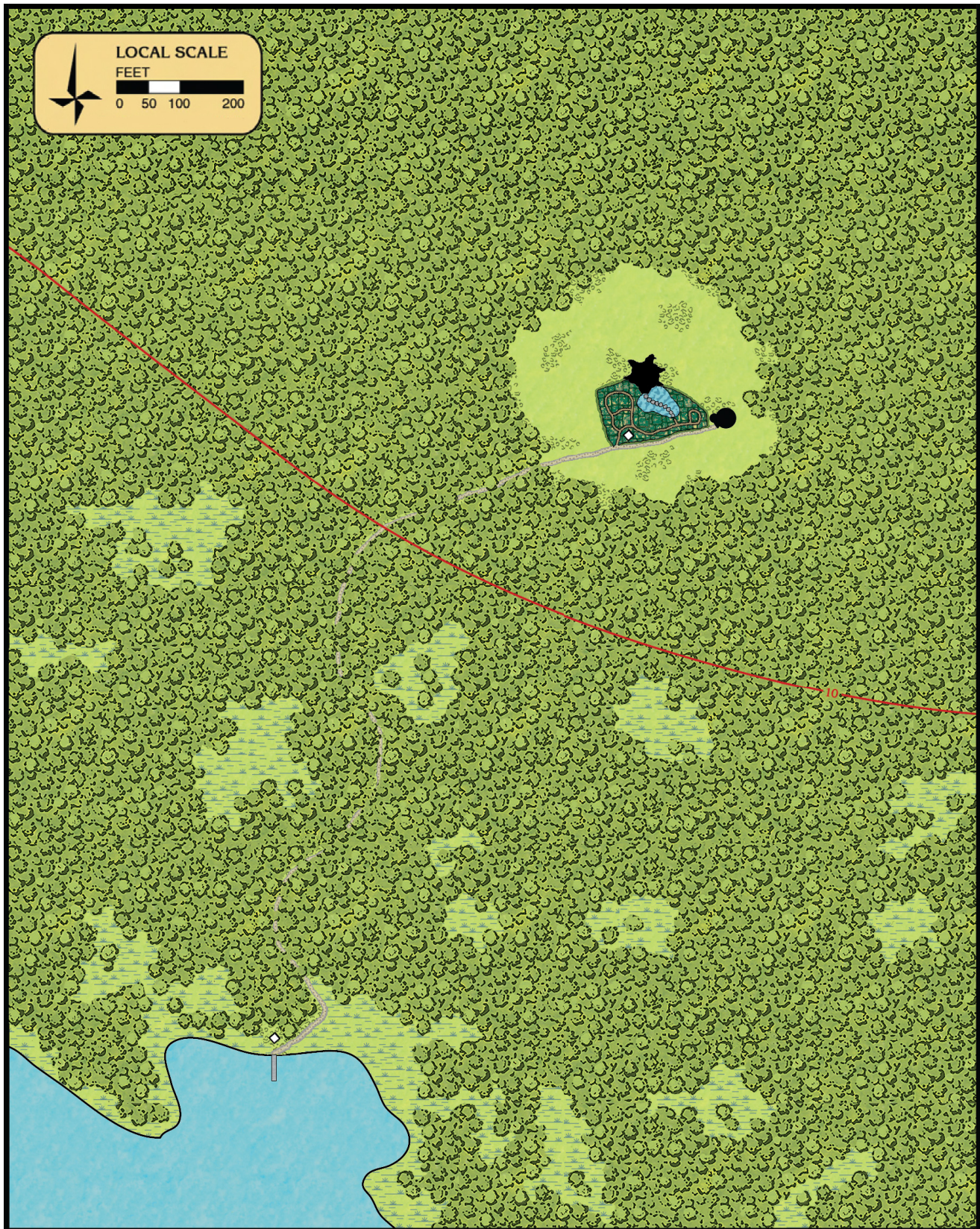
H4, 30 MINUTES

NOTES

¹ Use d2 instead of d6 for impact.

A centipede's bite is extremely painful. Add 1d6 to Shock roll.

Despite their name, these glossy brown centipedes actually have only 20 pairs of legs. They are nocturnal and will avoid bright lights and open flames. They burrow easily through the wet soil of the island (MOV 03).





FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Ardeth of Keryn**
Species: **Human**
Sex: **Male**
Apparent Age: **Early twenties**
Culture: **Feudal**
Social Class: **Guilded**
Height: **5 ft 9 in**
Frame: **Medium**
Weight: **157 lb**
Appearance: **Attractive**
Hair Color: **Blonde**
Eye Color: **Blue**
Voice: **Pleasant**
Obvious Medical Traits: **None**
Apparent Occupation: **Apothecary**
Apparent Wealth: **Low**
Weapons: **Staff, dagger**
Armour: **Cloth**
Companions: **None**
Other obvious features: **None**
Special GM Comments:

Author: **Rob Barnes**

Photoillustration: **Brent Bailey**

Photo source: **Realm Collections (realmcollections.com)**

FYVRIAN SHEK-PVAR

ARDETH OF KERYN

Fyvrian Shek-Pvar

Ardeth was born into a clan of struggling farmers near Heroth. Untimely death, illness, and other misfortunes seemed to curse the clan, but Ardeth's luck seemed to change when he came to the attention of Theron of Yisgaraen, a wealthy and well-educated nobleman.

A Shek-Pvar Viran (grandmaster), Theron recognized Ardeth's potential and arranged to take the boy on as his apprentice. Theron had retired to Heroth to be near his family and conduct his research in the relative seclusion afforded by the surrounding forests. As Theron's Mavari (apprentice), Ardeth gradually gained a deeper understanding of how the forces of Fyvrian energy related to all living things.

Ardeth learned much but was perplexed by Theron's refusal to discuss his own master, the legendary Bognor of Barth. He had heard stories about Bognor's "folly," how the mage had delved into mysteries best left alone and paid for his pride with his life. Ardeth longed to know what Bognor had discovered.

In 716, Ardeth discovered his master's hidden grimoire, which supposedly contained Bognor's lore and spell research. Ardeth secretly copied it over the next two years. Working in haste, there was much he didn't understand at first, but he was able to complete his copy without discovery, and continued to study it in earnest.

Ardeth has now completed his apprenticeship and embarked on his Satia-Mavari sabbatical journey. He has been planning this journey for the past several years, and knows exactly where he is going: Bognor's sanctum. If he can learn even a small fraction of the great mage's knowledge, it will advance his research by years.

Ardeth is ambitious and focused. He is essentially a good person but he sees no reason to hold himself back when it comes to acquiring more knowledge. He intends to learn from Bognor's mistakes, to carry the great mage's research forward, and become a great mage himself.

Ardeth has naïvely allowed several friends to peruse his copy of Bognor's Grimoire, and even to recopy much of it. Although he poses as a journeyman apothecary and thinks he's fooling everyone, he's attracted the attention of some dangerous folk as he's traveled across Hårn.

Knowing he needs help to locate Bognor's sanctum, Ardeth is looking to recruit competent and willing companions. While he doesn't have much to offer now, he will promise whatever wealth can be found once the sanctum is reached. He imagines it holds more than enough riches to pay off some mercenaries. He may use his spells to benefit the PCs in an attempt to earn their trust and gratitude.

Name: ARDETH OF KERYN

Race/Sex: Human/Male

Occupation: Fyvrian Shek-Pvar

Born: 29 Morgat, 699 (*Lado*)

Str	12	Ag	11	Sml	15	Wil	14	Cml	16
Sta	16	Eye	13	Voi	17	Aur	18	End	14
Dex	14	Hrg	12	Int	16	Mor	11	Mov	11

Medical/Psyche: Mild acrophobia (fear of heights).

Physical Skills: Climbing 48, Condition 75, Dancing 24, Jumping 44, Stealth 45, Throwing 56.

Communication Skills: Awareness 55, Intrigue 51, Mental Conflict 45, Oratory 33, Rhetoric 48, Singing 45.

Languages: *Hårnic* 96.

Scripts: *Lakise* 98, *Khruni* 84, *Korotanish* 70.

Religion: Ritual: Peoni 16; Piety: 19.

Craft Skills: Agriculture 43, Alchemy 54, Animalcraft 28, Drawing 42, Embalming 28, Folklore 64, Foraging 60, Herblore 56, Mathematics 54, Physician 30, Survival 42, Timbercraft 24, Tracking 28, Weatherlore 50, Woodcraft 42.

Combat Skills: Initiative 56, Unarmed 56, Dodge 55, Dagger 42, Staff 52, Sword 39.

Armour/Weapons: Leather shoes; Cloth tunic, leggings, and cap. Dagger, staff.

Convocations: Fyvria 57, Neutral 51.

Spells: *Fyvria:* Balm of Gresan I, Figure of Aestras I, Putrid Hand I, Theron's Larder I, Eye of Perfection II, Hand of Iliam II, Syncope of Shalor II, Verdant Hand II, Dream of Galega IV, Succor of Blezil V.

Neutral: Dispell I, False Soul III, Focus III. Others at GM discretion.

Notes: Ardeth wears a carved wooden bracelet that he has enchanted as a +5 Fyvrian focus.

HOOKS:

Are you experienced: Ardeth has approached the PCs with a job offer, hoping to find someone willing to escort him as he searches for the sanctum.

My lucky day: Someone has been following Ardeth, intent on stopping him or stealing the grimoire he carries. The PCs may foil the attempt, earning Ardeth's trust and an offer of work.

Soldiers of Misfortune: The PCs encounter Ardeth as a fellow prisoner, whether of Esobran's pirates or another group. He will help during any escape attempt but will insist on retrieving his grimoire.

GM NOTES

FRIENDS, FOES, & FOLLOWERS

[illegible]

Special GM Comments:

Author: **Brent Bailey**
 Photoillustration: **Brent Bailey**
 Photo source: **LiamStLiam's Flickr photostream**
([flickr.com/photos/47368232@N00](https://www.flickr.com/photos/47368232@N00))

FYVRIAN SHEK-PVAR

CALLAN OF GARIS

Fyvrian Shek Pvar (Uthriem Roliri Apprentice)

At the age of 28, Callan is older than the typical Uthriem Roliri apprentice. But unlike the typical Uthriem Roliri apprentice, Callan is also a Fyvrian Satia-Mavari.

Callan grew up in the Jarin community in Ulfshafen. Although his arcane potential was detected early on by the Sindarin, as a human, Callan was not accepted as a student by any of the Sindarin mages. After trying unsuccessfully to get the boy into the chantry at Gelimo in Melderyn, Callan's father used his connections as a physician and apothecary to secure him a spot at the Guild of Arcane Lore chantry at Sepire, in Kanday.

At Sepire, Callan spent much of his time studying the flora and fauna of Ternu Heath and exploring the nearby Tepr Bog and Telous Downs, both home to many rare and potent herbs, mushrooms, and insects. Callan relished these treks into the wilderness, saying he did his best thinking outside the chantry's stuffy laboratory.

After seven years at Sepire, Callan's apprenticeship was over and he was ready to test and refine his Fyvrian skills out in the world. Callan's master was a long-time friend to the Uthriem Roliri and was part of the Tamsen Roliri, or "Kindred of the Forest." The gregarious and outgoing Callan had made friends with a few of the rangers who visited his master and thought a good first step on his journey would be to live and travel with them for a while. Callan immediately enjoyed the life and soon asked to be accepted as an apprentice.

For four years, Callan worked with Mero of Durgan, a ranger based in Elos Hundred. For the last year, he has mostly traveled alone, checking in with his mentor only occasionally. With his period of training at an end, Callan will soon be inducted as a full member of the Brotherhood of the Forest. He plans to continue his arcane studies, seeing the wilderness as the best laboratory a Fyvrian could have. The Council of Wardens are aware of Callan's special skills and have plans for the promising new Brother.

While at the chantry at Sepire, Callan became acquainted with Ardeth of Keryn, apprentice to the famed mage, Theron of Yisgaraen. The two forged a friendship while out on the heath hunting specimens for their masters. Over the past few years, Callan has occasionally visited Ardeth at Theron's home in Heroth. Hearing Ardeth's plans to travel to the Anoth Delta has sparked Callan's interest. The rich plant life of the delta region offers many opportunities for discovery, as does Bognor's sanctum. Callan hopes to accompany Ardeth on his journey to recover Bognor's lost lore, an adventure he feels would surely lead to his attaining the rank of Shenava.

Name: CALLAN OF GARIS

Race/Sex: Human/Male

Occupation: Fyvrian Shek Pvar and Uthriem Roliri Apprentice

Born: 23 Nuzyael 691 (Ulandus)

Str 13	Ag 13	Sml 15	Wil 14	Cml 13
Sta 12	Eye 14	Voi 12	Aur 17	End 13
Dex 14	Hrg 13	Int 15	Mor 15	Mov 13

Medical/Psyche: None.

Physical Skills: Climbing 60, Condition 70, Jumping 52, Stealth 39, Throwing 56

Communication Skills: Awareness 56, Intrigue 60, Mental Conflict 60, Oratory 28, Rhetoric 42, Singing 36

Languages: Harnic 94

Scripts: Lakise 98, Korotanish 70

Religion: Ritual: Siem 32; Piety: 47

Craft Skills: Agriculture 45, Animalcraft 28, Embalming 30, Fletching 28, Folklore 56, Foraging 51, Herblore 72, Mathematics 30, Physician 56, Survival 64, Timbercraft 48, Tracking 51, Weatherlore 45, Woodcraft 32

Combat Skills: Initiative 56, Unarmed 60, Dodge 65, Bow 56, Dagger 42, Staff 56

Armour/Weapons: Leather vest, leggings, boots; Kurbul halfhelmet. Dagger, staff, shortbow.

Invocations: Diagnose Plant or Animal Disease I, Uldin's Tent I, Spark I, Cure Plant or Animal II

Convocations: Fyvria 57, Neutral 32

Spells: *Fyvria:* Balm of Gresan I, Theron's Larder I, Hand of Iliam II, Eye of Perfection II, Alleviate Serpent's Bite II*, Syncope of Shalor II, Nurture of Isla III, Balm of Herl III. *Neutral:* Dispell I, Tongue of Pvara I, Ear of Pvara I, Focus III. Plus additional spells as required by GM. (* Found in "Unofficial Spells," downloadable from Lythia.com.)

Notes: Carries some Drydust, a vial of Waterproofing Oil, and a few Rogyn's Acorns (see *Uthriem Roliri*). Also carries a carved wooden laurel weath that he has enchanted as a +6 Fyvrian focus.

HOOKS

One to go: Callan has submitted two items of value to his master at the chantry but needs one more before he can hope to become a Shenava. He is looking to join a party whose adventures may lead him to his last item.

On the road: While traveling in Kanday or on the Salt Road, the PCs encounter Callan on his way to deliver a mule-load of herbs to apothecaries in Evael.

Guinea pigs: Callan has been researching a new spell to fight wound infections. He has prepared dressings from moss on which he has practiced casting his new spell. He now needs to test his creation and is looking to attach himself to a mercenary company, military unit, or other group likely to find themselves in need of a healer.

GM NOTES

BOGNOR'S ARCANIA 1



Bognor of Barth was one of the most accomplished mages of the last century. In addition to being well-versed in herblore and alchemy, Bognor was a master of Fyvrian lore. In his sanctum on an island in the Anoth Delta, Bognor experimented with powerful arts that proved to be beyond his capacity to understand or control.

Bognor's sanctum contains many written works and items that would fascinate those with arcane interests. Chief among them is his Grimoire, the tome in which he recorded spells he had perfected. However reckless his ambitions might have been, Bognor was a careful researcher. He kept detailed notes of his experiments and the spells he was developing. While incomplete, these offer many opportunities—and dangers.

Bognor traveled widely and documented his travels to exotic lands in his journals. His travels also allowed him to amass a collection of rare and unusual written works from the far corners of the known world.

The Anoth Delta was an ideal location for Bognor's studies. The wealth of plant and animal life provided endless samples for his Fyvrian research. Bognor produced a number of interesting potions and herbal concoctions.

BOGNOR'S GRIMOIRE

A compendium of spells and lore written by the brilliant but ill-fated Bognor of Barth. Most of what is known about *Bognor's Grimoire* is derived from the incomplete copy held by Bognor's apprentice, Theron of Yisgaraen, the sole survivor of the incident known as "Bognor's Folly."

Theron's Copy

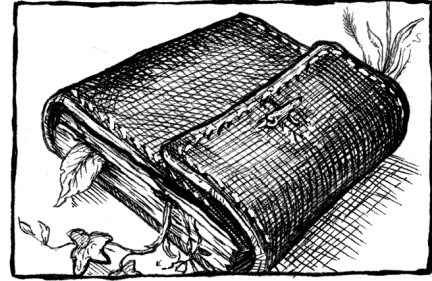
Theron claimed his personal grimoire contained all of Bognor's lore and spell research. It also contains Theron's original spells, some of them clearly inspired by the work of Bognor. A few of Theron's peers suspect that some of the more complex spells are actually the work of Bognor. For details of Theron's Grimoire and its several versions, see *Tomes & Scrolls* 18.

Bognor's Original

The original grimoire contains the results of Bognor's spell research and related lore. While Theron's copy is substantially complete, there are sections of Bognor's work that Theron did not transcribe. Whether this was due a lack of time, an incomplete understanding, or perhaps a sense of the risks involved, only Theron can say.

The book is leather-bound parchment and is in fair condition. While mostly written in the Lakise script, many of the spell descriptions incorporate Korotanish glyphs and other arcane symbols. Even if the spells prove indecipherable, there remains a trove of valuable lore within the grimoire's pages.

Skill/Lore	Bognor's Original
Lore: Neutral	ML25–85
Lore: Fyvria	ML40–99
Craft: Alchemy	ML30–85
Craft: Herblore	ML10–80
Craft: Timbercraft	ML20–80



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Bognor's Grimoire

Author: Bognor of Barth

Year: 696

Medium: Parchment/Leather

Pages: 248

Language/Script: Hârníc/Lakise (some sections in Korotanish)

Street Value: 12d

Copies: Unique

Location: Bognor's Sanctum

Note: Many sections of the Grimoire are written in a deliberately misleading style. Consider these sections to be *rigged*, per *Tomes & Scrolls* 4.

Spells

Bognor's Grimoire contains eight completed original spells. See the following pages for descriptions.

- F-I Bognor's Immunity
- F-II Bognor's Messenger
- F-III Bognor's Arboreal Correspondence
- F-IV Bognor's Cage
- F-IV Bognor's Rapture
- F-V Bognor's Passage
- F-V Bognor's Suspension
- F-VI Bognor's Infestation

CREDITS

Writer: Rob Barnes

Editing and Layout: Brent Bailey

BOGNOR'S ARCANA 2

BOGNOR'S LAB NOTES

Bognor was a meticulous researcher and kept careful notes of his experiments. While his Grimoire contains the finished results of his research, the notes he kept on the experiments he was working on can also be found in his sanctum.

Subjects Bognor was researching included finding a counter to the Greyrot fungus (his notes suggest he felt a degree of culpability about it), improving the recipe for Wayfarer's Friend (see page 12), and finding a way to use swamp gas as a source of fuel.

At the time of the Total Release event that has come to be known as "Bognor's Folly," Bognor was researching two spells. A careful study of his lab notes may allow a skilled Shek-Pvar the opportunity to continue Bognor's research. However, considering the consequences of Bognor's attempt, it may be wiser to forego such a chance at fame.

Bognor's Purification (Fyvria VIII)

The notes on this spell are incomplete. Designed to inhibit infection and speed healing, the critical misfire of this spell transformed Bognor and one of his students into mounds of antibiotic-breeding fungus.

Bognor's Animation (Fyvria IX)

Designed to give plants sentience and mobility, this spell has resulted in the Fyvrian nightmare that dominates the island. The research notes for this spell were substantially complete and Bognor was preparing to inscribe them into his Grimoire at the time of the Total Release.



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BOGNOR'S JOURNALS

Bognor was a prolific chronicler. The 12 volumes that can be found in his chambers detail his extensive travels as well as the construction of his Sanctum.

Individually, these volumes provide an account of Bognor's journeys, offering a look at faraway lands and cultures unknown to most of the folk on Hårn.

The final volume covers his return to Hårn and the construction of his sanctum. This journal offers many insights into the engineering challenges he faced and the uniquely Fyvrian solutions he found.

Collectively, these journals provide the reader with a better understanding of Bognor as an individual. His personality, goals, conflicts, victories, and defeats are all hidden away in the pages of his journals.

Bognor's Journals

Author: Bognor of Barth

Year: 678–696

Medium: Parchment/Leather

Pages: 80 each, 960 collectively

Language/Script: Hårnic/Lakise

Street Value: 12d each

Copies: Unique

Location: Bognor's Sanctum

Skill/Lore	Bognor's Journal
Lore: Bognor	ML25–85
Lore: Azeryan	ML10–45
Lore: Dalkesh	ML10–40
Lore: Diramoa	ML10–40
Lore: Emelrene	ML10–50
Lore: Hepekeria	ML10–35
Lore: Ivinia	ML10–45
Lore: Karejia	ML10–45
Lore: Ketarh Trail	ML10–35
Lore: Mafan	ML10–40
Lore: Shorkyne	ML10–45
Lore: Trierzon	ML10–45
Craft: Engineering (Fyvrian)	ML40–99

BOGNOR'S ARCANA 3



BOGNOR'S IMMUNITY (II)

Bognor of Barth

This spell provides a temporary protection against natural respiratory allergens (dust, pollen, fur, etc.). At higher ML, the enchantment can also protect against ingested allergens (i.e., food allergies) and blood allergens (bites, stings, poison ivy, etc.).

Bonus Effects

- CML 50+** May be cast on a willing subject.
- CML 60+** Protection includes ingested allergens.
- CML 70+** Protection includes blood allergens.
- CML 80+** Touch no longer required. Range is CSI yards.

Time: 15 – CSI seconds

Range: Touch; CSI yards at CML81+

Duration: MS: CSI hours; CS: CSI×3 hours



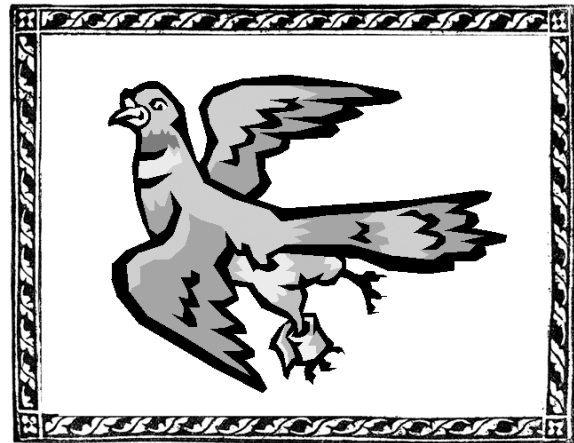
BOGNOR'S MESSENGER (II)

Bognor of Barth

This spell requires that the caster prepare a message of suitably small form, such as a tiny scroll. When the spell is cast, a nearby bird or other flying creature is summoned and compelled for Duration to carry the message to a designated recipient whose location is known to the caster.

The creature will deliver the message within the reasonable limits of its intelligence and physical abilities, then resume its normal activities. If it is not possible for the creature to reach the recipient within Duration, the message is lost. Flying creatures can cover a great deal of territory, however. The creature does require normal rest and sustenance during the spell and is subject to any natural hazards, such as weather or predators, that might interfere with it.

Bonus Effects (none)



Time: 15 – CSI seconds

Range: One creature within CSI miles of caster

Duration: CSI hours



BOGNOR'S ARCANA 4



BOGNOR'S ARBOREAL CORRESPONDENCE (III)

Bognor of Barth

This spell allows the caster to temporarily transfer his perception to a known tree within CSI miles. To qualify as *known*, a tree must have been touched and previously designated by the caster. A caster can know up to CSI trees at a time for purposes of this enchantment.

Upon successfully casting the spell, the caster's perceptions are centered on the tree. She can see, hear, and smell as if she was standing where the tree is located.

Bonus Effects (none)



Time: 20 – CSI seconds

Range: CSI miles

Duration: MS: CSI minutes; CS: CSI×3 minutes



BOGNOR'S CAGE (IV)

Bognor of Barth

This spell creates a thorny hedge approximately a foot thick and CSI feet tall around a circular area with a radius up to CSI feet (ML) or CSI×3 feet (CS). The sharp thorns have a point impact of 1. The GM may assign additional impact of 1–4d6 as circumstances dictate. The basic spell can only be cast in areas with earthen surfaces, such as dirt, sand, and mud. When duration expires, the hedge retreats into the ground.

Bonus Effects

CML 50+ The caster may pass through the hedge without harm.

CML 60+ The spell may be cast on wooden surfaces.

CML 70+ The caster may allow others to pass through the wall by touching them.

CML 90+ The spell may be cast on stone surfaces.

Time: 15 – CSI seconds

Range: CSI hexes

Duration: CSI minutes

BOGNOR'S ARCANA 5



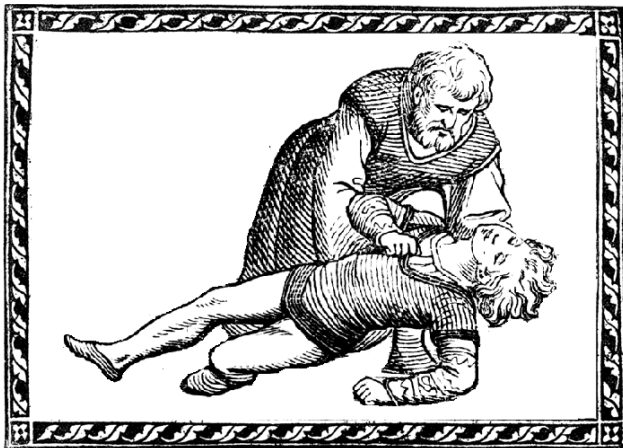
BOGNOR'S RAPTURE (IV)

Bognor of Barth

This spell causes a target touched by the caster to experience intense pleasure or euphoria. The target accrues $CSI \div 2$ (MS) or CSI (CS) Fatigue levels and must then make a Shock Roll to avoid fainting. Fatigue is recovered normally.

Bonus Effects

CML 70+ Touch no longer required. Range is CSI hexes.



Time: 15 – CSI seconds

Range: Touch; CSI hexes at CML 71+

Duration: None



BOGNOR'S PASSAGE (V)

Bognor of Barth

This spell creates what appears to be a stout set of wooden doors, without any handle or latch, in an otherwise solid wooden surface such as a wall or tree. Despite appearances, it is not actually a door at all and will resist all conventional efforts at opening it, short of physical destruction (with axes, etc.). The caster can open the doors with a test of $WIL \times 5$. If successful, the doors will part and slowly swing open, taking a full turn to do so. After 20 seconds, the doors will again slowly shut, although they can be held open with a successful Strength check that must be repeated every turn.

The door can be *Dispelled*, leaving behind whatever surface it was originally cast upon.

Bonus Effects

CML 70+ The caster may specify that the door will open automatically under a specified condition, such as when a certain word is spoken or a particular object is touched to the door.

Time: 15 – CSI minutes

Range: Touch

Duration: Indefinite



BOGNOR'S ARCANA 6



BOGNOR'S SUSPENSION (V)

Bognor of Barth

This spell suspends metabolic cycles in a living target, effectively placing it into a sort of suspended animation. The spell reduces, but does not remove, basic requirements for life, such as air, water, and nutrients; a target left without air or water will still die.

While in this state, any injuries, diseases, or other ailments neither worsen nor improve. Bloodloss is not halted by means of this enchantment, nor is the target immune to further injury. All healing is effectively suspended. This may be useful in keeping a subject alive until treatment can be effected.

After Duration, the target resumes normal functions as they were at the time of the casting.

Bonus Effects (none)

Time: 20 – CSI seconds

Range: Touch

Duration: MS: CSI hours; CS: CSI days



BOGNOR'S INFESTATION (VI)

Bognor of Barth

This spell infests the target with tiny mites, resulting in a potentially life-threatening skin infection.

With the basic spell, the caster must touch the target's skin. The target then resists a disease with a Contagion Index (CI) of 3 (MS) or 1 (CS). For details of diseases and their progression, see *HårnMaster 3*, PHYSICIAN 4. The healing rate for the infestation begins at H3. The disease presents no risk to others, but that may not be apparent to those who come into contact with the victim.

The Infestation is characterized by intense itching, a widespread rash, and secondary infections brought on by scratching. As it worsens, the victim may also experience blisters and scaly skin (H2), or thick crusting of skin and hemorrhaging (H1) prior to death (H0).

Washing the skin with hot water and soap helps, and sulphur is especially effective (+10 and +20 to Target Level, respectively, on Infection Table rolls).

Bonus Effects

CML60+ Touch no longer required. Range is CSI hexes.

CML80+ Caster may choose a less severe healing rate (H4 or H5).

Time: 20 – CSI seconds

Range: Touch; CSI hexes at CML61+

Duration: Indefinite (until victim dies or recovers)





FROM THE MASTER'S CLAY

From the Master's Clay is an Ilviran work on ceramics and Ivashu. A substantial book, it is lavishly illuminated and contains detailed drawings of several types of Ivashu. The pages are vellum bound in an ochre-dyed leather cover.

The tome was written by Mernah of Jole, a devout potter from Kaldor who undertook several pilgrimages to Araka-Kalai before joining the *Order of Sudelrhynn the Bearer of Loam* at Leriell in the 670s. There is a persistent rumor that he was a "pilgrim of the Sixth Gate of Conception" (see *Araka-Kalai 7*), but no evidence of this is known to exist. Whatever the truth, there is no disputing that Mernah was a master of his art and exceptionally knowledgeable concerning Ivashu.

Unfortunately, Mernah was not a very lucid writer. While beautifully illustrated, the text is extremely confusing, intermixing notes about pottery making with seemingly random passages about Ilvir and his creations. To a casual reader, it can be frustrating and inexplicable. For a devoted (and patient) student, it can provide an abundance of knowledge about all three topics.

Popular legend has it that Mernah concealed a map of his pilgrimage within the various illuminations of the book. Supposedly, finding the map will reveal clues about the twisting caverns below Araka-Kalai. If this is true, no one has yet claimed to have discovered it.

From the Master's Clay

Author: Mernah of Jole
Year: 680, Leriell
Medium: Vellum/Leather
Pages: 130
Language/Script: Old Jarinese/Khruni
Street Value: 38d
Copies: 48 (6 with map)

Notes: Only a handful of the original copies contain the hidden map, and it is drawn using Uhla Ink (see *Potions 23*). Later copies were made without knowledge of the hidden map. Thus, the odds of a chance-found copy containing the map are about one in eight.

Skill/Lore	Leriell Copy
Craft: Animalcraft (Ivashu)	ML40–99
Craft: Ceramics	ML25–85
Ritual: Ilvir	ML30–85

DEVOTIONS OF THE VINE

This oversized tome is a Peonian religious work on brewing and winemaking. Its parchment pages are sewn into a soft, tooled-leather binding that features a design of vines, fruits, and bees surrounding a sheaf of wheat.

Lorym of Chespir was an Ebasethe (temple priest) of the *Irreproachable Order* at Bromeleon monastery in Kaldor during the mid-seventh century.

Like many abbeys, the monastery at Bromeleon is known for its brews and wines. Peonian clergy see brewing as an act of devotion. Quality wines, brandies, and liqueurs are sold to innkeepers or mercantylers to support the work of the Church.

Brother Lorym is remembered both for his devotion to teaching and for his skill as an orchardist. His talent for brewing and distilling was renowned and several inns and taverns in Oselshire still promote their offerings as "Brother Lorym's Finest."

Devotions of the Vine contains many very detailed drawings, recipes, and instructions for each step of the process. Brother Lorym wanted his instructions to be easily understood.

As Brother Lorym also sought to bring Peoni's light to as many as possible, each section of his work features a series of parables, prayers, and hymns. These are presented as the conversations between a fictitious Brother Pael and various animals and people who wander by as he works. These parables have been collected into other works, sometimes considerably shortened, and many are familiar children's tales.



Devotions of the Vine

Author: Lorym of Chespir
Year: 659, Bromeleon
Medium: Parchment/Leather
Pages: 64
Language/Script: Hârníc/Lakise
Street Value: 12d
Copies: 100+

Skill/Lore	Bromeleon Copy
Craft: Agriculture (Beekeeping)	ML40–75
Craft: Agriculture (Fruits)	ML40–75
Craft: Brewing	ML10–60
Ritual: Peoni	ML10–45

Both illustrations © Florida Center for Instructional Technology

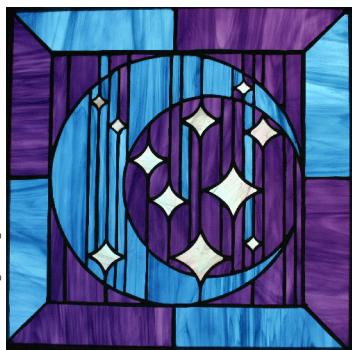
BOGNOR'S ARCANA 8

STARS ON CLEAR WATER

This beautifully illustrated work is a Jarin translation of an ancient Sindarin poem dealing with the art of glassworking. The original poem is by Curnaur Melfea, a Sindarin glassworker who still practices his art in Elshavel. There are many advanced techniques revealed within the poem, yet they are subtle. The whole book is a Siemist allegory.

The tall, narrow pages of vellum are carefully stitched into a painted leather cover. The inks have not faded appreciably with time despite the seven score years since they were produced.

The art in *Stars on Clear Water* is as important as the words. Each page features intricate drawings, the work of Lalisiel Swithil, a fellow artisan and friend of Curnaur. Lalisiel is one of a handful of Sindarin who teaches his art to Jarin students, and it was this association that allowed the work to be translated.



Lalisiel takes great joy in the art of illusion and rarely produces work that doesn't contain some sort of hidden joke, symbolism, or duality. A close examination of the art can often reveal images within images; some have different meanings depending on whether they are viewed normally or in reflection. One seemingly simple drawing of a vase is revealed as a view of Caer Elshavel when seen through a lens.

Because of the complexity of the book, only about a dozen copies have been made. They are highly treasured. Earl Thabel of Nurisel has been trying to obtain a copy for nearly ten years without success.

Stars on Clear Water

Author: Curnaur Melfea & Lalisiel Swithil
Year: 580, Elshavel
Medium: Vellum/Leather
Pages: 90
Language/Script: Jarinese/Lakise
Street Value: 120d
Copies: 12+

Skill/Lore	Elshavel Copy
Craft: Glassworking	ML25–85
Craft: Drawing	ML15–60
Ritual: Siem	ML10–40



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THE BOOK OF VAESHRELINEL

This rather somber, heavy tome contains a detailed analysis of the burial customs of different cultures. It includes extensive passages on embalming. The *Book of Vaeshrinel* also contains details of some Morgathian rituals, which makes owning this work quite dangerous in kingdoms where worship of Morgath is proscribed.

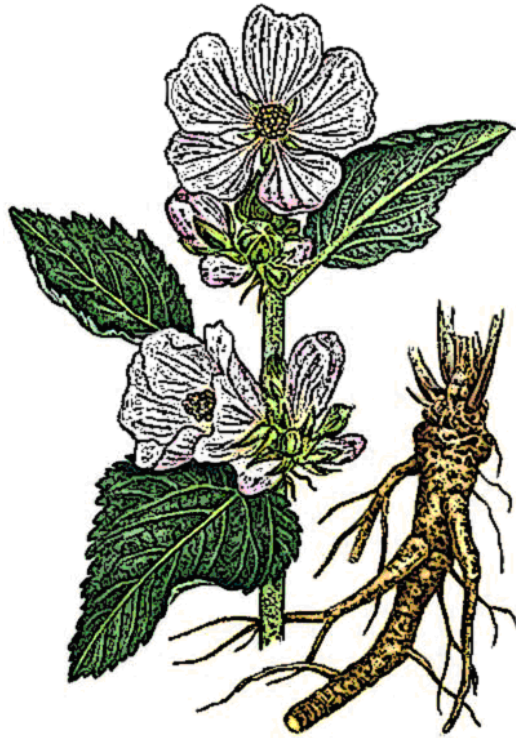
Little is known about Vaeshrinel. He lived and traveled in western Hârn during the chaotic Interregnum that followed the collapse of the Theocracy of Tekhos. The work that bears his name was penned shortly after the foundation of the Coranan Republic in 621. It seems likely that he was a member of the Embalmers' Guild and some have speculated that he was a follower of Morgath.

Vaeshrinel also provides a detailed description of the old Morgathian necropolis at Golotha. When the temple on Orman Island (see *Golotha* 42) was destroyed in 635, the known entrances to the lower levels were sealed off with great stone blocks and wards. However, a careful study of Vaeshrinel's description may reveal an entrance missed during the temple's destruction.

The Book of Vaeshrinel

Author: Vaeshrinel of Coranan
Year: 623, Coranan
Medium: Parchment/Wood
Pages: 180
Language/Script: Hârnish/Lakise
Street Value: 20d
Copies: 20+

Skill/Lore	Coranan Copy
Craft: Embalming	ML25–85
Ritual: Agrik	ML20–40
Ritual: Halea	ML20–40
Ritual: Larani	ML20–40
Ritual: Morgath	ML20–40
Ritual: Peoni	ML20–40
Ritual: Save-K'nor	ML20–40



ALTHOW

Marsh Maiden, Sweet Root

Tolerant of salty soil, Althow thrives in coastal marshes but can also be found along river and stream banks where conditions are suitably boggy. The stem is fleshy and rigid and can reach a height of three to four feet. The pale yellow roots are thick and tough. The large, round leaves have irregularly toothed margins and are covered with a soft, velvety down. The flowers have five reddish-white petals.

The whole plant, but especially the root, is filled with a viscous solution that has many uses. Made into a tea, it is often an effective treatment for cough and throat irritation. A decoction can be used to treat sore throat and mouth ulcers. Teas or soups made with Althow can settle a stomach and provide relief from diarrhea and other digestive ailments. Externally, the soothing mucilage can be mixed with honey to treat dry skin or sunburn, added to ointment to relieve burns, or put in a poultice for inflammations.

Althow is also a useful culinary herb. The sweet-tasting root can be made into a paste and added to baked goods or eaten raw. It is a popular treat for children. The flowers and young leaves can be eaten raw or boiled.

Althow loses its potency quickly once it dries out.

Safransi's Mercy

While herbal healers have long used Althow to prepare a simple treatment for burns, the herb can also be used in a more potent burn-relieving preparation known as *Safransi's Mercy*.

ALTHOW

TYPE	Annual
HABITAT	Marsh
RARITY	Common
LIGHT	Sun
SEASON	Summer
FORAGE	3d6 plants
PRICE	3d plant

Adventure Seed

Althow is a favorite of wild boars. The Wuroki and Diaffa Gargu-araki use the plant to lure the animals into traps. Human hunters might emulate this approach, but care must be used. Razorbacks are short-tempered, cunning, and territorial. An older boar or a sow with young can be a ferocious opponent, capable of killing a horse and rider. See *Hunting* for additional details.

WRITER

Rob Barnes



LOTHRYS *Heath-Pea, Bitter Vetch*

Lothrys is a common plant normally found in heathland, scrubland, and wetlands. It sometimes grows alone but can also grow in clumps on stream banks and along trails. Lothrys can tolerate sun or shade. A typical plant is around 10 inches high, with both rounded and spiky leaves. It blooms with delicate purple flowers from mid-spring until late summer. The seed pods start off green but turn darker when they ripen and are ready to burst.

The Jarin of Orbaal hang bundles of these pea pods near their hearths to dry. The peas can then be ground into flour and used for porridge. Although only moderately nutritious, heath pease porridge has allowed many poor peasants to survive in times of famine or want.

The peas can also be roasted and eaten like nuts. They are a favorite companion to the Uisgebagh liquor the Jarin distill from barley mash. It is widely believed that eating dried heath peas will enhance the flavor of the strong drink and extend its intoxicating effects.

The real value of the Lothrys plant lies in its roots, which form tubers that have a bitter but pleasant, "leathery liquorice" taste. When boiled and eaten, the tubers have the effect of warding off fatigue and hunger for long periods. However, prolonged consumption of the tubers can lead to a lack of strength in the legs and eventually paralysis.

Wayfarer's Friend

Because boiled Lothrys tubers do not keep well and spoil quickly, they are not suitable for use on long voyages. Jarin bakers use a rough flour ground from dried Lothrys peas and tubers to make a flat bread called Wayfarer's Friend that is popular among travelers in the north. Eating one of these small cakes is said to alleviate hunger for more than a day.

LOTHRYS

TYPE	Annual
HABITAT	Heath
RARITY	Common
LIGHT	Sun or Shade
SEASON	Late Spring
FORAGE	3d6 plants
PRICE	1f plant

Adventure Seed

A peasant girl has been taken forcibly as a concubine by a heartless nobleman. Her family begs the PCs to rescue her. The lord is known to be obsessed with keeping his concubines thin and regularly feeds them heath peas to curb their appetites. Those who suffer the effects of this diet are replaced.

WRITER

Brent Bailey



SAFRANSI'S MERCY

This sweet-smelling, viscous lotion is a shiny golden color. Originally developed by Bognor of Barth in the early 690s, it was one of the few recipes brought back by Theron of Yisgaraen, the sole survivor of Bognor's Folly. The recipe was added to the *Pharmacopeia Lythia* and has since been spread throughout Western Lythia, especially by the Church of Peoni. The Peonian name for the salve recalls Saint Safransi of the Sheaf, who was boiled alive by Agrikan fanatics rather than renounce her beliefs.

Claims and Expectations

Safransi's Mercy provides relief from the pain caused by scalds, burns, and other irritations and promotes healing of damaged skin. It reduces swelling and is an effective treatment for blisters, bruises, and insect bites. Used properly, it provides a protective layer over burned flesh, limiting the chances for infection.

Preparation

Grind fresh *Althow* root and mix with an equal weight of lard to form a thick white paste. Heat slowly until the paste becomes a fluid. Add honey to powdered willow bark and equal parts brandy and marsh water. Mix well and reduce by boiling to three-fifths of the original volume. Strain and pour into jars while still warm. Cover and let cool until it thickens. This yields one ounce of lotion for every two roots.

Storage

Safransi's Mercy is typically stored in 6 ounce clay jars painted black and marked with a small medallion of St. Safransi. If kept tightly sealed, it lasts for up to three years. Once opened, it loses potency within three months.

Dosage

Apply lotion over injured flesh. One dose (1 ounce) is generally sufficient to cover a given body area (per HM3 Strike Locations), but this may vary at GM discretion.

SAFRANSI'S MERCY

TYPE	Burn Ointment
AVAILABILITY	Rare
PREPARATION	Moderate
PRICE/DOSE	4d

Effects

A one-ounce dose of Safransi's Mercy will reduce the pain (Injury Levels) and associated endurance checks (Shock Rolls) for burn wounds treated with it. It will provide relief from a minor burn for four hours, a serious burn for two hours, or a grievous burn for one hour. The chance of infection is halved. Additionally, it provides a +25 bonus to Treatment EML when used on burns and bruises.

In the case of insect bites and similar toxins, prompt application of Safransi's Mercy will help draw out the venom. Increase Healing Rate by one.

WRITER

Rob Barnes

BOGNOR'S ARCANA 12



WAYFARER'S FRIEND

Wayfarer's Friends is a dry, flat bread made by the Jarin inhabitants of Orbaal. It is traditionally shaped into thin, rolled-up cakes that are dry and mostly tasteless. Smearing honey or Althow paste on them improves the flavor considerably. The cakes have found favor with travelers in northern Hårn for their fortifying properties. They can be stored for long periods and are often carried as emergency rations by hunters, sailors, and traders.

Claims and Expectations

These small cakes are highly nutritious and are said to suppress the appetite. A person who eats one of these cakes feels no desire to eat and will not miss eating for more than a day.

A prolonged, steady diet of nothing but Wayfarer's Friend cakes can result in weakness in the legs and even paralysis. Bognor of Barth, the famed Fyvrian mage, was known to have experimented with the recipe to eliminate this side effect. Some bakers in Lorkin and Shese claim to use Bognor's improved recipe.

Preparation

Grind dried peas and tubers of the *Lothrys* plant into a rough flour, taking care to not grind too fine. Mix with water to form a thick paste. Other ingredients, such as nuts or berries, may be added to taste. Spoon paste onto hot griddle with a small amount of grease. After a minute or so, flip the cake. Roll up or fold and let stand; the cake will harden as it cools. The peas and tubers from one plant make enough paste for two small cakes.

Storage

If kept dry, Wayfarer's Friend cakes will keep for up to a year. The cakes do not crumble easily and thus travel well in belt pouches or knapsacks.

Dosage

One cake of typical size (about three inches in diameter).

WAYFARER'S FRIEND

TYPE	Appetite Suppressant
AVAILABILITY	Uncommon
PREPARATION	Moderate
PRICE/DOSE	1d

Effects

Wayfarer's Friend is an effective appetite suppressant. After eating one cake, the subject will experience no hunger pangs or desire to eat for 2d10+WIL hours.

Normally, hunger penalties are equal to 1 fatigue level (FL) per meal missed. Wayfarer's Friend eliminates this penalty.

After the subject has eaten nothing but Wayfarer's Friend cakes for a number of days equal to half their END, they will start to experience weakness in their legs. This manifests as a cumulative -1 penalty per day to AGL. Once AGL reaches 0, the legs become paralyzed and useless.

Once a proper diet is resumed, make a test against END×5. A failed test means the character suffers a permanent loss of 1d3 points of AGL. For each day of proper diet, the subject regains 1 point of AGL up to their old, or new, level.

WRITER

Brent Bailey

Bognor's Folly



Writer

Rob Barnes

Contributor

Brent Bailey

Maps & Plans

Rob Barnes • Thomas Shook

Editing & Layout

Brent Bailey

Illustrations

Richard Luschek • Brent Bailey

Designed for use with HârnWorld and HârnMaster,
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Blaine, WA 98231

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www.columbiagames.com

Bognor's Folly is set on the periphery of the kingdom of Orbaal in northern Hârn. Here, in the Anoth Delta, the rule of the Ivinian overlords is weak. Pirates, rebels, and barbarians prowl the marshes, as do more mysterious things. In this bleak wilderness is hidden an esoteric jewel: the lost sanctum of the great mage Bognor.

Bognor's skill was legendary. His knowledge of living things, especially the green and growing, was without compare. But so too was his pride. He delved too deeply into secrets best left alone, it is said, well past the limits of his understanding.

Nearly a quarter century has passed since Bognor's demise. Many have tried to find his marvelous home, to uncover his secrets, or plunder his treasures. None have returned. Will the player characters be able to succeed where others have failed? Can they find the wizard's famous abode and unlock its mysteries? Or will they, too, become victims of Bognor's folly?

Included:

- **Bognor's Folly:** An adventure synopsis with suggestions for getting your characters involved and for further expansion by the gamemaster.
- **Bognor's Island:** A description of Bognor's island sanctum, its unique inhabitants, and its secrets.
- **Anoth Delta:** A wilderness article describing the region surrounding Bognor's hidden sanctum.
- **Bognor's Arcana:** A collection of useful items associated with Bognor, including expansions of CGI's *Herblore*, *Potions*, and *Tomes & Scrolls* articles. Also included is a four-page expansion of the *Fyvria* section of *HârnMaster Magic*, with details of some of Bognor's original spells.
- **Maps and Plans:** Player and GM maps of the island, plus plans of its two main locales. Also includes an atlas map and a player handout map of the Anoth Delta.