

UNHOLY HALL OF THE HUNTSMAN KING

Foolish Branwen was caught poaching in Cruel King Cwyll's Woods. Her mother the Duchess offers 1,000 gold for her rescue from his hated halls, but haste! Haste ere she is forced to drink from the cursed Chalice and become his prey!

In the Woods on a hill lies the Hall of King Cwyll. The hill is littered with bones of animals and men, but nary a skull among them. The hall interior is damp and dark with a musty, animal odor prevailing.

- Disused Sally Port.** The 20' pit contains the harpy Akilah, and the offal of her victims. She sobs and wails for her wings, which Cwyll has clipped. She palliates her despair with cruelty.
- Rat's Nest.** The bed of **three giant rats** (transformed halflings) is fashioned from a pile of sheets slashed to ribbons and other bits of refuse, including two moth-eaten soldiers' tabards, 89 sp, 29 gp, a scroll of *Web*, and a 100 gp carnelian.
- Barracks.** Cavernous snoring rumbles from the slumbering mass that is **Murdo the Ogre** (has golden torc worth 550 gp).
- Altar.** The **Therianthropic Totem** (a golden key hangs from its horn) is flanked by two heavy silver candlesticks (each worth 140 gp). A triptych worth 300 gp (behind which is a secret passage) shows three scenes lavishly adorned in gold leaf:
 - King Cwyll directs the excavation of a horned statue.
 - Prizing a chalice from its grasp, he drinks.
 - King Cwyll assumes the aspect of a terrible Beast, blood dripping from his claws and fangs.
- Murky Pool.** Piranha swarm in 10' deep water. On the bottom lies the picked-clean remains of Lady Imogen (rusty chainmail and a *falchion* +1, +2 vs. *lycanthropes*, glows silver near evil creatures). A belled tripwire alerts soldiers nearby in **3**, **6** & **8**.
- Redoubt.** Three soldiers and Guy LeTreen (wererat gaoler, has iron key to **7**) play at knucklebones for a pile of lucre (37 gp and a pearl necklace worth 350 gp). Guy cheats, chortling whilst the others curse their luck and glower with suspicion. A brazier of coals heats sausages. In combat they throw oil (six jugs available) and attack at range. Winches control the two portcullises in **7**.
- Gaol.** Locked (needs the iron key). Branwen is here, pacing. A pretty, self-sufficient egotist, she balks at any insinuation that she doesn't have the situation under control. She is parched.
- Alley.** Two **crossbowmen** man the arrow loops. A winch lifts/lowers the portcullis to **6**.
- Armory.** *Draught of the North Wind* (potion, 1d6 doses grant a frost breath attack each), a *potion of regeneration*, 3 crossbows and 19 bolts, 8 spears, a net, and 25' of chain.
- Mead Hall.** Sixteen rowdy soldiers gulp from flagons and jeer as a bear, chained to the center-post, is set upon by dogs. King Cwyll presides from his throne, savaging a leg of mutton.
- Stable.** Seven dun horses, ridden to exhaustion and flogged bloody. One horse talks: formerly a hedge-wizard named Lyr, he had accompanied Lady Imogen (dead, in **5**) on a quest to end Cwyll's curse several years ago. The quest failed. Lyr begs the party to return the Chalice to the Totem in **4**.

- Kennels.** Six gaunt **hounds** (former peasants) and one **hellhound** sleep, growl, and fight over bones. The latter bears a rubied collar ("Atrox", 560 gp). They are kept hungry.
- Trophy Room.** Locked (golden key). Stuffed heads of men and animals fill the walls. The **Chalice of Therianthropy** rests on the mantel; the bear skin rug animates to attack with a roar if stepped upon. Trapped treasure chest (poison dart): two potions of *Dispel Magic*, Lyr's spellbook (1d6 1st level spells), filigreed opal locket with portrait of Lady Imogen (180 gp), a fine ermine cape (125 gp) and loose coins (1,320 gp).



The Chalice of Therianthropy



d10 Animals

1	Rat, Giant
2	Hound
3	Deer
4	Rabbit
5	Fox
6	Badger
7	Pheasant
8	Boar
9	Mink
10	Bear



The **Chalice of Therianthropy** is of graven ivory, with transformative power. A drink therefrom turns humanoids into a random animal (see table). Especially depraved individuals may instead become a lycanthrope. Effect reverses upon one's death or e.g. *Dispel Magic*.

The **Therianthropic Totem** is constructed of horn, horsehair and ochre-flecked basalt. Blindly it ever seeks its lost Chalice; it suddenly snatches any fool who strays near, constricts them to death. If the Chalice is returned to its grasp, it sinks into the earth forever; the curse is broken and all who drank revert to humanity, even King Cwyll.

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Too savage for a man, too cruel for a beast, **Evil King Cwyll** hunts both for his sadistic pleasure. Stats as werewolf. He carries a wicked *rapier* +1, *wounding* and three gaudy finger rings of gold (200 gp), jet (125 gp) and bloodstone (*Animal Command* 3/day). **Cwyll's Soldiers** are little more than bandits, serving him out of fear. Each wears a gambeson, a tabard bearing Cwyll's standard, 1d12 gp, and a random weapon.

d4 Random Events in Cwyll's Hall

- Changing of the guard; two soldiers head to **6** or **8**.
- Cwyll again carries the Chalice to **7** to offer Branwen its water. As her thirst grows, her resolve begins to fail.
- A party of Cwyll and half his men set out on a wild hunt with horses (**11**) and hounds (**12**). They'll return in 1d4+1 hours.
- Cwyll cruelly punishes a soldier or prisoner, 1d7 they are: 1) slowly lowered into the piranha pool in **5**, 2) forced to fight in the Mead Hall, 3) hunted as game, 4) flogged, 5) fed to the harpy in **1**, 6) constricted by the totem in **4**, or 7) forced to drink from the Chalice.

