

THE CRY OF A DAUGHTER

CREDITS

DESIGN

Joshua Raynack
Inspired by Roger Baker

CARTOGRAPHY AND ART

Joshua Raynack
Pawel Dobosz
William McAusland

WEBSITES

www.apg-games.com
www.facebook.com/APGgames

LEGAL

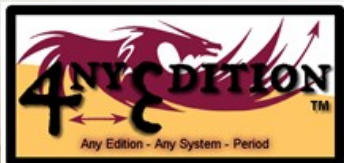
The 'Alea Publishing Group' logo, 'For Any Edition' logo, 'Feudal Lords' logo and 'Feudal Lords Campaign Setting' are trademarks of Alea Publishing Group.

All Alea Publishing Group characters, character names, and the distinctive likenesses thereof are trademarks owned by Alea Publishing Group.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Alea Publishing Group.

©2014 Alea Publishing Group
All rights reserved.
Made in the U.S.A.

This product is a work of fiction.
Any similarity to actual people, organizations, places,
or events is purely coincidental.



A rogue magus preys upon the hearts of travelers while he picks their pockets.

The Cry of a Daughter is a short adventure for four to five player characters. Although designed for the *Feudal Lords Campaign*™, this adventure is suitable for any medieval fantasy setting.

This wilderness encounter is best set in a mountainous region with low canyons of steep, rugged rocks swallowed by a dense growth of shrubs and trees.

ADVENTURE BACKGROUND

Morcar, as with many seeking otherworldly power, is an outcast; banished to the wilderness to live by his wits. In his youth, his natural talent for wizardry brought great wonder and freedom from the drudgery of peasant life. Though as years passed and his power grew, the fledgling mage grew impatient and bitter with serfdom.

Morcar led a rebellion against his lord believing his command of magecraft would bring swift victory. It did, though not for the rebels. Unbeknownst to the renegades, the loyal steward of the keep likewise wielded great thaumaturgy. The steward countervailed Morcar as the lord and knights crushed the remaining rabble.

Morcar fled to the fringes of the known world. In his travels, the banished mage became caustic and cruel. Two young girls, Morcar refers to the eldest as his daughter, accompany the wizard as he investigates old ruins of a once great dwarven empire.

The outcast mage exploits the young girls to draw wayward travelers close to thief the curious of their valuables.

ADVENTURE SECRETS

Neither of the girls, Fawn or Mora, are daughters of Morcar. Mora, the eldest and nearly nine years old, regards the mage as her father for she remembers nothing of her life before the mage. The name of the child is not Mora, it is Elsbeth. The enchanter chose the name Mora after himself.

Years ago, Morcar waylaid an aging knight with a *sleep* enchantment. The old warrior was charged to escort Elsbeth to a neighboring lord to learn the art of etiquette and one day, become a lady-in-waiting. The knight suffered a heart attack and rather than leave the child to the wilderness, Morcar raised her as his own.

Though the enchanter takes great pleasure in knowing that a peasant has a guiding hand in the upbringing of a noble child, Morcar has grown close to Mora. Despite his affection, the mage often emotionally and, on the rare occasion, physically abuses Mora because of her birthright. Frustrated that he cannot control his anger, Morcar relies on magecraft to charm the poor lass to forgive him or cause her to forget.

Knowing that Mora longs for a playmate, the enchanter kidnapped Fawn a few months ago from a peasant home in the middle of the night. Morcar relies on his hypnotic powers of persuasion to convince



NOTES ON MORCAR

Fire bolt deals 2d10 damage.

Morcar might cast misty step to avoid the trap in area 2 rather than escape through the secret door.

Sleep cast with a 4th level spell slot (11d8);
5th level (13d8).

Blade Ward, pg. 218

Fire Bolt, pg. 242

Light, pg. 255

Mage Hand, pg. 256

Charm Person, pg. 221

Mage Armor, pg. 256

Shield, pg. 275

Sleep, pg. 276

Blur, pg. 219

Misty Step, pg. 260

Counterspell, pg. 228

Gaseous Form, pg. 244

Hypnotic Pattern, pg.

252

Greater Invisibility, pg.

246

Faithful Hound, pg. 261

Dominate Person, pg.

235

MORCAR

Morcar is a **mage** with the following wizard spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *light*, *mage hand*,

1st level (4 slots; 2 remaining): *charm person*¹, *mage armor*¹, *shield*, *sleep*

2nd level (3 slots): *blur* (C), *misty step*

3rd level (3 slots): *counterspell*, *gaseous form* (C), *hypnotic pattern* (C)

4th Level (3 slots; 1 remaining): *greater invisibility* (C)¹, *faithful hound*

5th level (1 slots): *dominate person* (C)

¹ Spells active before combat.

the six year old girl that Mora is her sister and he is her father.

To further complicate matters, Mora has noticed that Morcar favors Fawn over her and is now jealous of the younger child. Mora is unsure of the reason for the kindness Morcar bestows upon the young girl and she often torments Fawn in secret. Morcar indulges Fawn by virtue of her parents being serfs.

QUESTS

This adventure assumes characters travel the fringes of the known world, exploring the mountainous regions in search of fame and glory. However, the following quests can further draw in adventurers for a more personal connection.

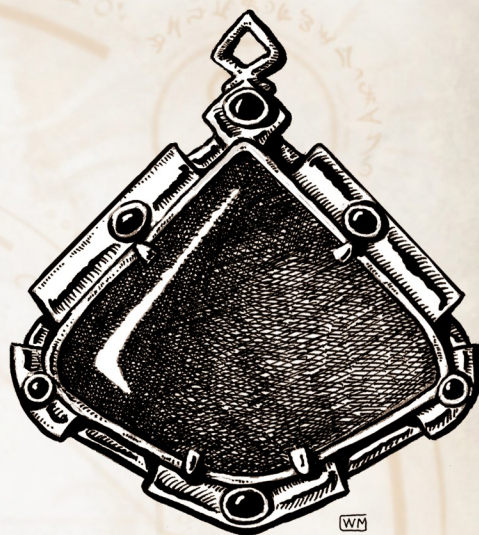
THE CHANGLING The village of Westforst mourns the recent death of a young child. Several months ago, the parents of Fawn awoke to find their daughter pale and ill with fever. Despite their best efforts, the girl died two days ago and now the parish priest prepares her body for burial.

Adventurers traveling through the village glimpse the true nature of the girl: an ensorcelled piece of wood known as a **fetch**. The enchanted wood appears as the young girl to those of weak will and over the course of a few months, the illusion becomes sick and dies.

Once adventurers reveal the deception, grief turns to outrage and the villagers demand justice. The manor lord charges the adventurers to search the region and find the one responsible.

THE LOST JEWEL OF HOUSE TYULL

Merchants travelling the old north road found a brooch bearing the heraldry of House Tyull. Upon returning the ornament to Sir Tyull, the knight recognizes it as belonging to his daughter, Elsbeth, who disappeared almost seven years ago. In recanting the fateful day when he heard that his old, loyal retainer, Sir Oxley, and his daughter vanished while on route to a



neighboring lord, Sir Tyull refers to Elsbeth as his lost jewel.

The discovery of the brooch gives hope that his jewel is alive and well. The knight offers a handsome reward for her return.

The clasp of the brooch broke loose and slipped from the cloak Mora wore. Morcar allowed the child to keep the ornament asserting it was a gift from her mother before she died. The young lass is distraught and spends most days searching the chaparral for its return.

THE CAMPSITE

After a long day of traveling within the shadow of a great mountain range, adventurers prepare for a long rest among the crag pathways and low brush that blanket the terrain. Several outcroppings provide shelter from rain or snow while a small, nearby stream has fresh water and fish.

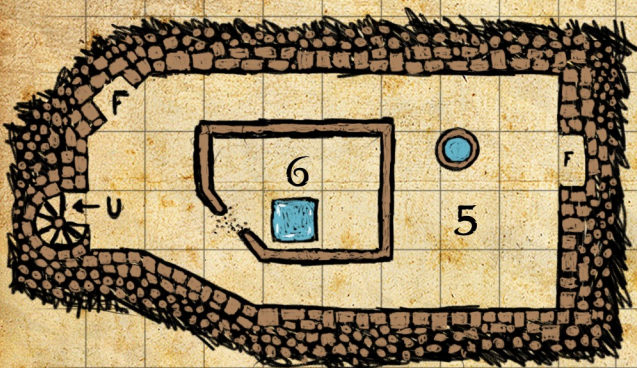
Once adventurers settle in for the evening, those on watch hear the cries of a lost child. The sobbing girl is Fawn. She is under the influence of a *charm person* spell. After the mage casts the spell, he instructs the young child, "Your mother is over there. Call out to her, but be very careful for strangers are about.

ABANDONED DWARVEN OUTPOST

GROUND FLOOR



LOWER FLOOR



KEY

	DOOR		STATUE
	TRAP		CUBE
	STAIRS		WELL

1 SQUARE = 10 FEET



Easy, DC 10

Medium, DC 15

Hard, DC 20

Arcane Lock, pg. 215

Sanctuary, pg. 272

A furrow is a narrow groove in the ground made by a plow as well as the ability to make wrinkles in the face. to furrow one's brow.

Is a stone golem too powerful for your group? Replace it with animated armor or use the statistics of an ogre zombie and make some minor aesthetic adjustments.

Glyph of Warding, pg. 245

Geas, pg. 244

If they come after you, run to where Mora hides. She will keep you safe.”

As Fawn draws adventurers into the twisting trails of the crags, Morcar awaits to ensnare the group.

TACTICS Morcar ambushes the adventurers with *sleep* using a 5th level spell slot followed with a second casting with a 4th level spell slot. Once asleep, the wizard scrounges through backpacks and pouches for valuables. Morcar maintains concentration on *greater invisibility*, though reserves *hypnotic pattern* or *gaseous form* should the situation become desperate to make an escape.

Morcar is not interested in harming the adventurers; only to pilfer through their belongings. The mage takes care not to swipe anything too precious. Morcar does not wish to encourage adventurers to pursue after him.

Should the attempt to thief the adventurers fail, Morcar retreats to the abandoned dwarven outpost that now serves as his home.

ABANDONED DWARVEN OUTPOST

Constructed during a bygone age, the dwarven outpost sits nestled among large, steep crags. Dwarves recognize the structure with an **easy** Intelligence (History) check, though other races find it a **hard** task.

GENERAL FEATURES Despite its age, the dwarven construction hints at its formal glory. Although, the lack of proper upkeep from the elements created worn passages.

- **Light:** The interior is not lit save for the fireplaces in **Area 3** and **Area 4**. These fires and moon light provide dim light to **Area 2**. The lower level is dark.
- **Walls:** Rooms and corridors in the ground level are natural rock. Once plastered during its height, the walls are now damp and caked with limestone. The walls in the lower level are stone and mortar. Cracked plaster reveals nothing of the ornate images that once adorned the walls. Instead, muddy brown and red mineral deposits remain.
- **Ceilings:** Ceilings in the ground and lower level are 8 feet high. Although, twenty feet of rock and earth separates the two floors.
- **Doors:** Carved from a single, solid block of stone, each door rests in nested hinges. Under normal circumstances, an **easy** Strength check opens the wide and low

stone doors. The mystical dwarven runes etched into the two doors in **Area 3** allows dwarves to instead make an Intelligence (History) check to force open the doors rather than relying on brute strength. Nonetheless, Morcar imbued each of the doors with *arcane lock* increasing the difficulty to **hard**.

- **Sanctuary:** Unbeknownst to Morcar, ancient dwarven rituals permeate throughout the structure. While within the outpost, good-aligned dwarf adventurers benefit from *sanctuary*.

AREA 1 A stone door of splendid craftsmanship once guarded the entrance from intrusion, though now a pile of rubble is all that remains. Dwarven script, engraved into a flagstone at the foot of the entry, reads:

Fill the furrows of our gods and enter.

It is a command in the form of a riddle for those seeking passage into the outpost. Runes are the *furrows of dwarven gods* and the mandate requires one to place a finger in the runes inscribed on door (pouring something into the ruins, such as a good dwarven mead, also qualifies).

Since the door crumbled years ago, characters can attempt a **medium** Intelligence (Investigation) check to discover a piece of rubble with an intact rune to fulfill the requirements. Aside from searching through the rubble, an adventurer can also place a finger into the runes chiseled into the flagstone.

Failure to obey the demand awakens the **stone golem** in **Area 2**. The statue steps from its alcove and moves toward the entrance to attack transgressors.

Furthermore, Morcar imbued the area with a *glyph of warding* and requires a DC 14 Intelligence (Investigation) check to discover the nearly invisible *spell glyph*. The first to pass into the protected area must succeed a DC 14 Wisdom saving throw or become entrance with *geas* with the command:

Do not enter the ruins.

AREA 1a The two small tunnels that lead into **Area 3** allow the children to enter or leave unseen. Scrub bushes and rubble keep them hidden from prying eyes, though a **hard** Intelligence (Investigation) check reveals their location. A failed check discovers a **swarm of poisonous snakes**.

The tunnels frighten both girls and each tries to avoid the passages unless desperate to

escape. They are careful to keep watch for the snakes that linger in the brush.

Medium creatures crawling through the tunnel must make a DC 15 Dexterity saving throw every ten feet or become *restrained*. At the end of each turn, an adventurer can make another Dexterity saving throw.

AREA 2 The corridor served as the first line of defense should the outpost become overrun. Arrow slits along the northern wall allowed defenders to hamper attackers with arrows or spears as they advanced to the door leading to **Area 3**.

- **Statue:** Within an alcove of the eastern wall, a large dwarven soldier of stone rests. In each of its hands, it wields a rune-carved stone maul. The statue is a **stone golem** and attacks those that fail to obey the instructions in **Area 1**. Otherwise, it remains still unless attacked.
- **Secret Door:** A hard Wisdom (Perception) check reveals the faint outlines of a hidden door just beyond the statue. This door leads into **Area 4**.
- **Trap:** Powerful dwarven runes empowers an illusion spell that masks the nearly 25-ft. deep pit. Adventurers that enter the area must successfully make a DC 15 Dexterity saving throw or fall into the hold in **Area 6**.
- **Mora:** While Fawn and Morcar wander the night for travelers, the eldest child guards the entrance from **Area 3**. She possesses a shortbow and hampers intruders with a flurry of arrows from the protection of the arrow slits. Use the statistics of a **goblin** to represent Mora.

AREA 3 This room now serves as a storage for Morcar after the intrusion of the **gelatinous cube** in **Area 6**. If Mora is still here once adventurers breach the room, she makes her escape through one of the two tunnels. While she encourages Fawn to follow her, the younger girl, confused and frightened, instead runs down the spiral staircase that leads into **Area 5**.

Those that give chase after Mora find her quick departure stirred a **swarm of poisonous snakes**. Though the girl emerges unscathed, adventurers in pursuit soon find themselves in close quarters.

Small crates and barrels fill the room pilfered from unwary merchants. Within the lit fireplace, a tiny cauldron bubbles with two doses of fresh brewed *antitoxins*. Near the

hearth, adventurers also find a *herbalism kit*.

Those taking a short rest can thoroughly search the contents to find the following:

- A seemingly empty *bag of holding* filled with 2,200 cp, 100 gp, 2 *healing potions*.
- 5 lbs. of cloves (15 gp).
- 10 lbs. of flour (20 cp).
- 3 lbs. of cinnamon (6 gp).
- Mason's tools (10 gp).
- Dice set (1 cp).
- 2 shovels (2 gp each).
- Crowbar (2 gp).
- 3 hunting traps (5 gp each).
- Breastplate (400 gp).
- 2 water buckets used by the girls to fetch water from the nearby riverbed.

AREA 4 Several simple and fading frescoes still decorate the hall offering a glimpse of dwarven artisanship. Three plain pallets lie close to the fireplace which provides heat and light to the room. A small stone statue of a long forgotten dwarven god rests in the western alcove.

As adventurers attempt to breach the door from **Area 3**, the magician makes an effort to bargain a truce. If negotiations fail, Morcar defends this area, though not to the death. The mage will make his escape with *gaseous form* and travel up the chimney flue.

- **Secret Door:** A hard Wisdom (Perception) check reveals the faint outlines of a hidden door. This door leads into **Area 2**.

AREA 5 This room once served as storage for Morcar before the incursion of the **gelatinous cube**. At its height, the lower level quartered dwarven soldiers and held an armory.

A cistern of fresh water supplied from an underground river is near the rear of the barracks. Furthermore, tools and a small forge allowed dwarven smiths to repair and maintain armor.

AREA 6 This was a dwarven hold for captured prisoners or those falling victim to the pit in **Area 2**. The wooden door long rotted away and a **gelatinous cube** now inhabits the cell. While it does roam the lower level on occasion, the creature remains close to the opening of the pit awaiting sustenance.

DEVELOPMENT

Should Morcar escape and adventurers reclaim the children, the mage may follow the group

Mora named the stone golem Gregor and screams commands to defend the outpost while remaining behind the arrow slits.

Falling, 2d6 bludgeoning damage then the fun begins.

Morcar almost fell victim to the pit when first investigating the outpost. On occasion, the mage enjoyed capturing stray animals that wandered into the trap and fell into the hold (Area 6). As of recent, the situation changed when a meandering gelatinous cube fell victim to the pit.

Morcar at first dismissed the empty bag until he moved it aside to pilfer the goods beneath. He soon noticed it seemed heavy for an empty sack. He returned with it to his lair, though the mage has yet to investigate it further.

for a time to ensure the girls are free from harm. While abusive, within his own twisted mind, Morcar believes their only chance to survive is to remain in his care.

If adventurers return Elsbeth to Lord Tyull, the noble rewards the company with 10 blue sapphires (100 gp each).

SCALING THE ENCOUNTER

Any Edition™ products are rules light that focus on story and adventure elements rather than hard statistics. This allows Game Masters to change the adventure with minimal need for conversion. The following suggestions will aid in finding the right fit for your adventuring group.

3RD EDITION This is an average exploit for four to five 11th level adventurers and a challenge for 10th level characters. Morcar is a **9th level caster** and may prove more of a threat to an adventuring company of this edition.

4TH EDITION The **stone golem** will challenge a company of 10th level adventurers. Although, investigative characters can either discover another way into the ruins or solve the dwarven riddle before being smashed to a pulp. The golem will not pursue those fleeing from the area and instead returns to the alcove. To reduce the threat, replace the golem with a **helmed horror**.

Otherwise, a band of 14th level adventurers or higher might enjoy this exploit. After all, the real challenge is winning the trust of the two ensorcelled girls and to convince them to return with the group. Without much effort, this could become a skill challenge. Depending on how characters act, their deeds might determine the final outcome.

5TH EDITION The true threat in this adventure exploit is the **stone golem**. Therefore, this adventure is best suited for a group of adventurers between 8th and 10th level. While Morcar is a **mage**, he is more of a nuisance than an actual threat for higher level adventurers. The real challenge is winning the trust of the two ensorcelled girls and to convince them to return with the group.

As an adventure for characters between 5th and 6th level, replace the **stone golem** with a **helmed horror** and make a few aesthetic changes. To challenge a group of 5th or 6th level characters, do not make any changes and present the adventure as prepared. A savvy company can avoid the **stone golem** through either discovering another way into the ruins or solve the dwarven riddle before being smashed to a pulp.



Open Game License

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanic references within this Alea Publishing Group game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Alea Publishing Group Game Reference Document. © 2013, Alea Publishing Group; Author: Alea Publishing Group.

Cry of the Daughter. © 2014, Alea Publishing Group; Author: Joshua Raynack.