



Teeth of the Moon Sow

Part Two of the epic Horned Lord and Moon Sow Campaign

For 4th - 5th Level Characters

The Teeth of the Moon Sow are legendary weirdstones, said to have been created by the Goddess herself from the ten greatest bards of Tir Nan Og and beyond. Any one of them would be an artefact of enormous power, but it is said that a tribe which rebuilt the complete circle could rule the Land of the Young if it wished. You have another pressing concern, which is that your own tribe's king is a merciless tyrant who already has too much magical power for your liking. Given a chance to finally depose Osdann, as well as acquire a Tooth of the Moon Sow or two for your tribe, it is surely well worth tangling with the drune lords and their servants. But what of the warband of skylad warriors and what of the Half-Dead?

The second part of the epic Horned Lord and Moon Sow campaign for Slaine: The Roleplaying Game of Celtic Heroes, the Teeth of the Moon Sow continues the quest to rebuild the ancient stone circle, depose the tyrannical King Osdann, and prevent Ragnarok!

Sample file

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

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MGP 8005
U.S. \$19.95

ISBN 1-903980-65-8



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Teeth of the Moon Sow

Graeme Davis

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Introduction

Welcome to *Teeth of the Moon Sow*, the second adventure in the *Horned Lord and Moon Sow* campaign for the *Sláine* roleplaying game. In this epic adventure, the heroes will have to face the wrath of the Drune Lords, the growing tyranny of King Osdann, the desolation of the Sourlands, and much more as they search for more of the powerful weirdstones called the Teeth of the Moon Sow.

This adventure is intended for 4th level characters from the Fir Domain tribe, who have completed the first adventure in the campaign, *The Invulnerable King*. It would suit a party composed mostly of warriors, with perhaps one druid, witch or thief. An all-warrior party could complete the adventure so long as they have a wide variety of skills.

All you need to play *The Teeth of the Moon Sow* is this book, a copy of *The Player's Handbook*, and the *Sláine RPG*. The first *Sláine* supplement, *Tir Nan Og*, would be useful for additional background but is not essential; the same is true of the *Fir Domain* sourcebook.

This adventure is intended for use as the second in a two-part campaign, though it can easily be adapted to stand alone. The first three Teeth can have been brought to Osdann by a group of NPCs, prompting him to send search parties in all directions to find the rest.

The Teeth of the Moon Sow

In the land of the tribes of the Earth Mother once existed a ring of stones called the Teeth of the Moon Sow. Many tales were told of it as a place of power and potency, but in the time before *Sláine*, none knew of its real magic.

Long ago, the circle was dedicated to the Goddess in her aspect as the white moon Ceridwen, whose name means 'Crooked White One'. In gentle aspect, she was the muse, creator and protector of bards. In anger, she was a monstrous white sow, a flesh-devourer and bringer of madness. Ceridwen could inspire bards or she could destroy them, and the Teeth of the Moon Sow reflected her power.

The Teeth of the Moon Sow had not always been stones: Long ago, in the dawn of Tir-Nan-Og, the followers of Ceridwen held a great festival where bards from all across the world, and beyond the world too (for El bards were among them) could compete before men and gods. Of them all, ten were found, nine most gifted, and one the very best.

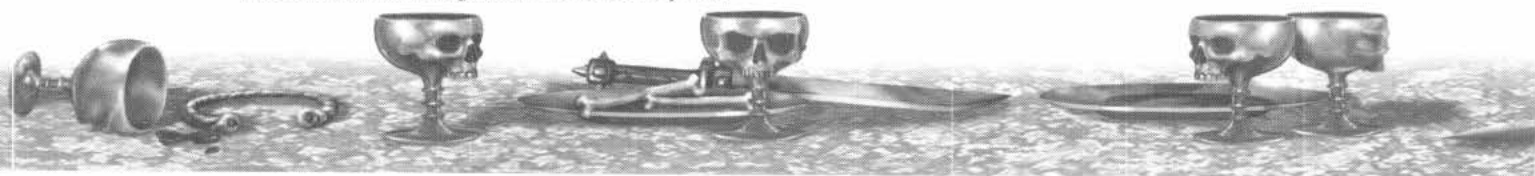
Ceridwen, greatly pleased with these, turned them into stone, forever to be the guardians of her circle of inspiration. Nine made the circle, but the finest bard of all was her altar stone. From her own power and theirs, she made a very great magic.

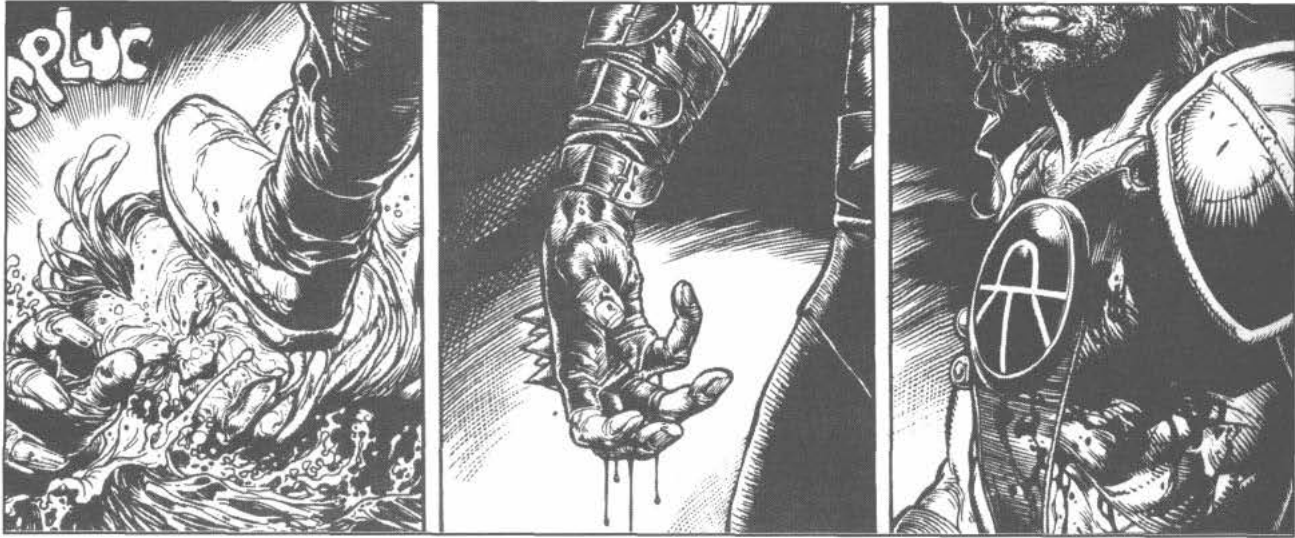
Ceridwen created her stone circle to be an acoustics chamber, though it amplified more than melody. In the Teeth of the Moon Sow, one could intensify the power of dreams, and make them real. If a gifted bard stood at the circle's centre and spoke his tale, provided his will and imagination were strong enough, the very images conjured by his words would appear before the audience. Bards could create anything they wanted; treasures glinting on the grass, lovers created of woven flowers, demons of fire and flame, armed men bursting out of the earth. The only limits were those of imagination and willpower. Should the bard possess enough of each, his creations might do more than just stand and be admired: given enough concentration, they could physically affect the world around them. The possibilities were endless and terrifying.

Long before this campaign begins, the Moon Sow circle had been destroyed, to the deep anger of the Goddess it venerated. Its stones were taken and hidden throughout the Lands of the Young, by the Avanc beaver-folk, who could not bear the nightmare side of her sacred place. The Avanc believed she would be angry but that she would relent, because they adored her in all save this one thing. But by the time of *Sláine Mac Roth*, any druid worth his salt would know that almost all the Avancs had been destroyed by the Falians, also known as the Tribe of the Shadows. The Goddess is a rose with many thorns. She may love, but she does not forgive.

Much of the campaign is based around the search by Player Characters and others to find the Moon Sow's Teeth and recreate or destroy the stone circle in their own kingdoms. It is not the land that makes the circle strong – it is the stones that make the land magically resonant, answering the desires of its most powerful bards. Thus, the tribe that has the Moon Sow's Teeth circle on its territory has a huge repository of dreams to use. And they all want it! The four tribes of the Northern lands of Eriu will be seeking it, each for their own benefit. The various tribes of Midgard will be pursuing it. The El-folk crave it, the Drune Lords are looking for it and, of course, the Cythrons wish to control it.

The obvious question is; if the Avanc feared the circle so much, why did they not destroy the stones as opposed to hiding them? The stones are imbued with the sentience and the magic of the bards they once were. He who destroys one will immediately take its place, set in stone forever. And there is, of course, always the possibility that Ceridwen will be more than a little peeved about the whole thing.





The Horned Lord

Later in the campaign, another focus will arise; the Horned God, Carnun, is presently reviled in the northern lands, because the druids consider him to be an old-fashioned relic of the time when witches ruled Tir Nan Og, and they are fearful of losing their authority to the witches once more. Yet without the power of the Horned God, true consort and faithful servant of the Goddess Danu, there can be no uniting of the tribes against the external threats of the Fomorians and Druines. These threats will be a major problem later in the campaign, though for now they, and the Horned God, are little more than hints.

The Invulnerable King

The player characters are all members of the Fir Domain tribe, known as the Tribe of the Growling Shields. As the adventure opens, the Player Characters have just acquired the third Tooth

of the Moon Sow under the instructions of their king, Osdann, a greedy tyrant who has made himself invulnerable by magic and who has taken full advantage of this to conquer and ravage wherever he can. He is a cruel king, barely more merciful to his own people than to those against whom he wages war. Those who dare to challenge him are inevitably punished by a hideous, drawn-out death.

In the first adventure of the campaign, the Player Characters learned of the existence of the Moon Sow's Teeth, and were sent in search of them by Osdann. In an ancient tomb, they found a magical harp which can lead them to the stones. With the Harp's aid, they recovered the first three Teeth.

Adventure Summary

In this adventure, the Player Characters set out in search of the fourth and fifth of the ten weirdstones, and discover that the invulnerable tyrant who rules over the Fir Domain has a weakness, if only they can find out how to exploit it.

Experience Point and Enech Rewards during Teeth of the Moon Sow

This adventure is written with the expectation that the Player Characters begin at 4th level, and should be about 6th level by the time they return the fifth Tooth to Gorias. Depending on your group's style of play and the rate at which you as Games Master give out Experience Points, this may alter somewhat, in which case you may need to alter the challenges faced by the Player Characters.

Enech rewards are largely up to the Games Master according to the guidelines given in the *Sláine RPG*, but Enech penalties should also certainly be applied for conspicuous cowardice. Be careful not to reduce a Player Character below 1 Enech without good reason.



Starting the Adventure

T*ooth of the Moon Sow* is the second adventure in the *Horned Lord and Moon Sow* campaign. It is intended to be played after the conclusion of *The Invulnerable King*.

This chapter offers the Games Master some notes on beginning the adventure, covering the various situations in which the Player Characters may find themselves at the conclusion of *The Invulnerable King*. It also provides some suggestions for running this adventure without first having played *The Invulnerable King*.

The Invulnerable King

At the end of *The Invulnerable King*, if all went according to plan, the Player Characters will have returned the third stone to Gorias after a battle in which the forces of the Drune Lords wiped out the titans of Athlach. The phogors, enormous fighting machines built by the titans, will have been destroyed.

If this is the case, *Teeth of the Moon Sow* can begin immediately. If not, a few adjustments will have to be made.

The Last of the Athlach

If enough titans of the Athlach tribe survived the attack of the Drune Lords, they will want to find a new place to live, far from the threat of the Drune Lords. They might head for Gorias or some other capital, and try to negotiate with the local king for a grant of land – or they might set out to take land by force or guile. While this possible storyline will not be supported in future adventures in the *Horned God and Moon Sow* campaign, an inventive Games Master could have the Player Characters encountering the titans – or the results of the titans' deeds – throughout the course of the campaign.

If only one or two titans survived the battle, they might set out in search of other titan settlements, perhaps following the ancient legends of their people. This quest could take them in just about any direction, allowing the Player Characters to encounter them again almost anywhere. An individual or small group might set out to unify and civilize the degenerate titans, both to re-establish their culture and to defend their lands from the encroaching Drune Lords. Or, if all seems lost, a lone titan might simply set off into the lands of the Drune Lords on a death-quest, determined to avenge his fallen people

by killing as many of the Drune Lords and their servants as he can before he, too, is killed.

The Phogors

It is possible – though not likely – that one or two of the great phogor fighting machines of the titans could survive the battle. It has already been stated in *The Invulnerable King* that the largest of the three, the Gogmagog phogor, was destroyed in the battle, but the other two types, the Warrior and the Beast, may be repairable. To most players, the prospect of owning a huge and deadly fighting machine can seem almost irresistible. In fact it has some serious – and potentially deadly – disadvantages.

In the first place, any surviving titans will certainly regard the phogors as *their* property, and will not let the Player Characters simply walk off with one. If there are no surviving titans, the phogors are certain to be heavily damaged – if all the titans are dead, that includes the phogor pilots, after all.

Repairing a phogor is a difficult task even for Murgh their creator; the Player Characters will never have seen anything like them before, and repairing them without help will be next to impossible. At the very least, any attempt to repair a phogor will require Craft Masterwork (wickerwork) and Knowledge (titan arcana), and even if the Player Characters have access to one, they are unlikely to have the other, even if they spend months studying the scrolls in the dome of Munmetek.

If a phogor can be repaired, it will need extensive modification for anyone smaller than a titan to operate it. Again, this will require Craft Masterwork (wickerwork) and Knowledge (titan arcana), plus any other skills that the GM sees fit. The phogors were built to be piloted by titans, and their controls require Str 20+ to operate. For every point of Str below 20, a pilot suffers a -2 penalty to all rolls associated with piloting a phogor.

Finally, the sight of a gargantuan wicker figure in the lands of the Earth Goddess will cause a stir, to say the least. The warrior phogor, in particular, looks a lot like a wicker man, and no-one has ever seen on of these walk before. Wherever the Player Characters go with their phogor, they will be regarded with fear and distrust. Despite anything they say, there will be those who are convinced that the phogor is an evil creation, a wicker man powered by countless sacrifices until it has become mobile, perhaps even sentient. People may run and hide, refusing to help or even speak to the Player

