

CASTLES & CRUSADES[®]

THE PESTILENT



DAVIS CHENAULT

CASTLES & CRUSADES

THE PESTILENT

BY DAVIS CHENAULT

EDITOR: DAN CROSS

FRONT COVER: PETER BRADLEY INTERIOR ART: PETER BRADLEY, JASON WALTON, BRYAN SWARTZ

ART DIRECTION/ CARTOGRAPHY: PETER BRADLEY



1818 North Taylor, #143, Little Rock, AR, 72207

email: troll@trolllord.com

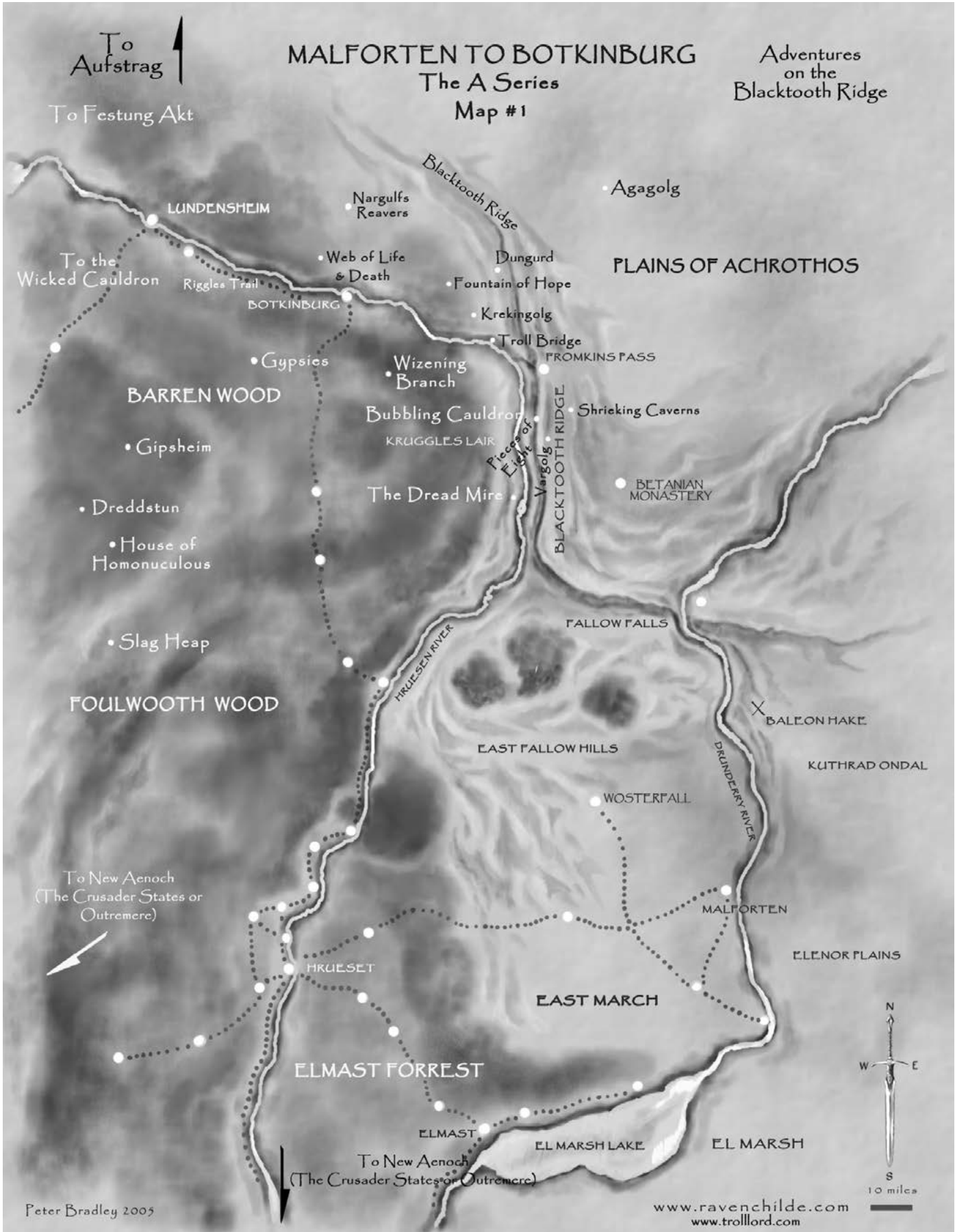
website: www.trolllord.com or

www.knightsofthecrusade.com

©2019 Troll Lord Games. All Rights Reserved. Castles & Crusades® is a registered Trademark of Chenault & Gray Publishing LLC, d/b/a Troll Lord Games. SIEGE Engine™ is Trademark of Chenault & Gray Publishing LLC, d/b/a Troll Lord Games. Amazing Adventures™ is a Trademark of Jason Vey. The Troll Lord Games, Castles & Crusades, SIEGE Engine, Troll Lord Games logos are Trademarks of Troll Lord Games. The Amazing Adventures logo is Trademark Jason Vey. All Rights Reserved. 2019.

Art, artwork, cover art, cartography is copyright Peter Bradley of Ravenchilde Illustrations, 2019 or Troll Lord Games. All Rights Reserved. All content copyright 2019 Troll Lord Games. All Rights Reserved.

Printed in the United States of America



2 CASTLES & CRUSADES

Ages ago, the demon Abagor wrested a mace from the hands of the devil Orobas. The mace, named Xastur, embodies moral decay and seeks to tempt all who wield it into depravity and villainy. Realizing this, Abagor left the mace in the world for man to use and through its power, pervert and degrade those who would wield the mace and through it spread chaos and evil in the world. Over the ages, the mace has been the source of many wars, usurpations, and the descent of many a great man into sin.

The mace changed hands for a thousand years until captured by an order of monks, the Abignasians, who were intent on ridding the world of the mace and its influence. The Abignasian's leadership ordered the mace to be taken to a remote and inaccessible land. There, a tomb of sorts was built to hold Xastur and a sect of the order given the task of guarding the tomb. A monastery was constructed to house the monks and the weapon. The monastery was named the Betanian after the prelate of the order.

Through the centuries, the order diminished in power, with fewer and fewer monks taking up residence in the Betanian. The demon Abagor sent a lieutenant, Melchim, to the world to connive and convince others to raid the monastery, kill the monks, and take the mace. After accomplishing this, Melchim moved into the Betanian for a short time, claiming it for his own. The mace had passed into the world again and caused much bloodshed and evil for several hundred years. Melchim eventually left, abandoning the Betanian to several of his servants, most of whom likewise left.

Recently, the remnants of the Abignasians gathered and, with much travail, captured the mace once more. The few survivors made their way for the Betanian, intending to put the mace back in its tomb and begin reviving the order. Only one monk survived this arduous trek across the world. He made it as far as Adel's Cross, a tavern in the caravanserai of Worstervall near the Blacktooth Ridge. There, he died in his bed, being no more than one hundred miles from the Betanian. The mace, Xastur, lies in a box beneath the bed.

FOR THE CASTLE KEEPER

The monk, Ignasium the Penitent, was the lone survivor of the group of Abignasians who labored to bring the mace to the tomb. All the others died or were killed on the trip. In a fight a few days prior to his arrival in Worstervall, a minion of Melchim poisoned Ignasium. It would take three days for the poison to ravage his body. Ignasium made it as far as Worstervall before succumbing to the poison's effects and died. To his dying breath, Ignasium had only one desire; place the mace back in its tomb. He started a note to those that found his body, hoping that whoever picked up the mace would return it to the tomb. He did not finish the note.

The characters should be in Worstervall the morning Ignasium's body is discovered. In the aftermath of the monk's death, there is some confusion as to what should be done. Although some powerful people reside in Worstervall, most have left. The prelate

of the temple traveled north on business, and the marshal took his troop to the east to search for some bandits who have been troubling the roads. Neither the marshal nor the prelate returns to Worstervall for a month or longer. The characters should be the most powerful people in Worstervall at this time and, due to their fame or perceived clout, are turned to for aid and advice.

The characters are left with several choices once presented with the body of Ignasium. The important decision regards the mace. The characters can either attempt to return the mace to its tomb, keep the mace, or leave it for others to manage. If the characters leave the mace, it is quickly taken by another person. If one of the characters takes the mace and uses it, the effects of its use upon the character are detailed under its description. Taking the mace to the location on the map requires the characters to go to the Betanian. Once there, the mace can be placed in its tomb. There are, of course, several creatures that must be defeated or driven off, challenges to overcome, etc. before the mace can be placed in its tomb.

WOSTERVALL

Worstervall is a caravanserai some 30 miles south of the Blacktooth Ridge in the East Fallow Hills. It is not highly trafficked but is well maintained. There are just enough merchants and others moving through this area that some form of protection and a resting place for their caravans was needed. These caravans, though infrequent, are quite large, sometimes numbering several hundred or more people and pack animals.

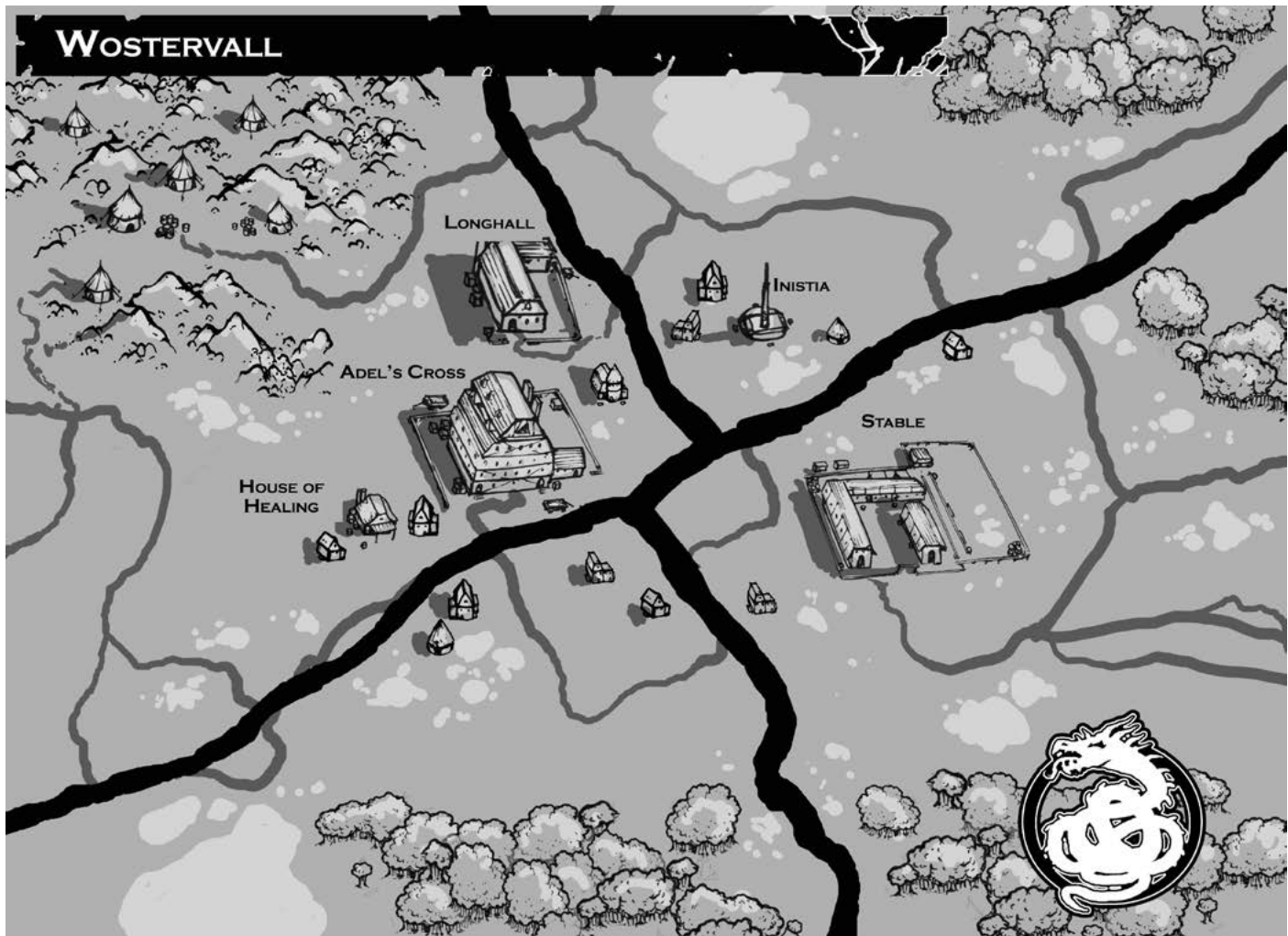
The building of Worstervall was subsidized by several wealthy merchant guilds, powerful lords, noblemen, or others who live in the region. Most of those who live here do so at the behest of and are on the payroll of those financiers. Worstervall is small, having only three significant buildings; a tavern and associated stable called Adel's Cross, the temple Inistia, and the marshal's house or the Longall. There is a house of healing and several small cottages in Worstervall as well.

ADEL'S CROSS

This is a sprawling tavern of four floors. The upper three floors contain rooms and storage. The lower floor is reserved for the kitchen and main hall. This is a stout structure, constructed mostly of whole tree trunks with only the uppermost floor being made of board and batten. The roof is slate.

Warren Cooperson runs Adel's Cross at the behest of the merchant's guild. He has six helpers in the tavern and another half dozen working in the stables. Most sleep in the stables or the lower floor of the tavern. Warren and his family stay in a small house nearby.

Other than what can be gathered locally, food and supplies are brought to Adel's Cross by caravan once every couple of months. Much is stored in the stables or beneath the tavern in an expansive basement. The meals and drinks are serviceable, but the best food and drink are reserved for members of the merchant's guild, the marshal, and the prelate. Costs for food and drink range from 1cp to 1gp. Rooms range from elaborate



single occupancy chambers on the upper floors to common rooms located on the second floor. Costs range from 5cp to 5gp a night. When full, the tavern overflows with people. Much of the time though, the tavern is near empty with but a few travelers or small groups in residence. Currently, the tavern has only one visitor; Ignasium.

WARREN COOPERSON (*He is a lawful neutral human 0 level adherent whose vital statistics are HD 1d6, HP 4, AC 10, BtH -3, and Move 30 feet. His primary attributes are strength and constitution. He has no significant attributes. He wears common clothing. He carries a dagger and 5gp on his person.*)

TAVERN HELP (*These are neutral, human, 0 level adherents whose vital statistics are HD 1d6, HP 3, AC 10, BtH -4, and Move 30 feet. They have no primary attributes. They have no significant attributes. They wear common clothing and carry 1gp on their person.*)

INISTIA

This is a large shrine devoted to Minieria, a goddess of the forest. The shrine is a tall wooden structure in the shape of an obelisk surrounded by a low hedge of wild roses that bloom purple throughout the summer. Beside the shrine is a multi-floored house constructed of fine and elaborately carved woods where the prelate and his acolytes reside.

The priest tending the shrine, Alinen Belwik, came here shortly after Adel's Cross was constructed. A serious and devout worshiper of Minieria, he made it his mission to rid the region of all the evil and horrid beasts pouring out of the Blacktooth, as well as protect the men from the natural predacious appetite of the forest and Minieria. Alinen has several followers who live in the house with him. These young acolytes have only begun receiving instruction on worship. Alinen and two of the acolytes are away and are not expected to return for over a month. Only two acolytes remain, Manfurd and Holmgrid.

All those who live here come to the shrine at least once a week to make offerings of food. Hunters and other travelers also make offerings at the shrine. Should anyone make an offering of food at the shrine, they receive a +1 to any one roll they desire, as long as they are within 200 miles of the shrine. This only happens once per sacrifice. Once the bonus is used, another sacrifice of food must be made. No more than one sacrifice can be made in 24 hours and they do not stack.

MANFURD AND HOLMGRID (*These are lawful neutral human 0 level adherents whose vital statistics are HD 1d6, HP 4 and 3, AC 10, BtH -4, and Move 30 feet. Their primary attributes are wisdom. They have no significant attributes. They wear common clothing and cowls. They carry a knife and 3gp each.*)

4 CASTLES & CRUSADES

LONGALL

This is a multi-floored, fortified stone house with a ten-foot stone wall enclosing most of the building. The Longall is the residence of the marshal, Wilfred Aegoll, and the retinue of soldiers who are stationed here. There are rooms on the upper floor for merchants and other dignitaries who are protected or favored by the merchant's guild. These rooms are only available to those with a writ from the guild.

Other than the marshal, there are twelve soldiers stationed here. They sleep on the lower floor. They all have horses that are kept at the stable. The sergeant, Mariam Wellroot, leads those in the Longall when the marshal is away. They serve at the behest of a local lord and not the merchant's guild. Their job is to protect the road and ensure Adel's Cross is usable. The marshal and nine of the soldiers are away for a month or more hunting for a band of robbers who have been active recently. Mariam Wellroot and two other henchmen are the only ones remaining at the Longall.

MARIAM WELLROOT *(She is a lawful neutral human 3rd level fighter whose vital statistics are HD 3d10, HP 23, AC 15, BtH +3, and Move 30 feet. Her primary attributes are strength, constitution, and dexterity. Her significant attributes are strength 13 and constitution 14. She wears a chain shirt and shield. She carries a spear, longsword, and +1 heavy crossbow. She has 400gp worth of coin and jewelry on her person.)*

MEN-AT-ARMS 2 *(These are neutral human 0 level men-at-arms whose vital statistics are HD 1d8, HP 5, AC 13, BtH +0, and Move 30 feet. Their primary attribute is strength. They have no significant attributes. They wear leather armor and shield. They each carry a spear, longsword, and short light crossbow. Each has 40gp in coin.)*

HOUSE OF HEALING

The house of healing is little more than the home of a priest who has been living in the forest for decades. His name is Aethelrod, a half-elf. He has spent much of his life warning those who travel the woods to be wary of the Blacktooth Ridge and the forest. As he says, "... it has a will of its own. It is rapacious and not kindly disposed to those who till the land and cut the trees."

When Adel's Cross was constructed, Aethelrod settled nearby the tavern to protect the workers and others from the horrors of the ridge and the forest. He often tends to the wounded and dying, for few others are willing to do so. He does so as a manner of spreading his concerns about the forest.

Of the people in Wostervall, Aethelrod is the only person who has seen the Betanian. However, that was more than twenty years before the current day, and he can do little more than to offer a general direction, point out a few landmarks that may indicate that the Betanian is nearby. The landmarks are a cascading waterfall with nine ledges and an area of the escarpment notable for its deep crevices and broken face. He says the Betanian is no more than a day walk from the falls and easily spotted from atop the escarpment.

Aethelrod (He is a chaotic good half-elf 3rd level druid whose vital statistics are HD 3d8, HP13, AC 14, BtH +1, and Move 30 feet. His primary attributes are dexterity, constitution, and wisdom. His significant attributes are dexterity 14 and wisdom 14. He wears hide armor and a cloak of the woodlands. He carries a +1 tulwar and dagger. He has 100gp on his person. Spells: 5/3/1.)

THE DEATH OF IGNASIUM THE PENITENT

Ignasium was wounded and poisoned by a demon about two days walk from Wostervall. By the time he arrived at Adel's Cross, the poison from the wound had already coursed through his body, and he neared death. In his delirium, he did not go straight to the House of Healing; rather, he decided to get a room and rest for a bit. Once Ignasium lay down, he began to lose motor function and quickly lapsed. Though he tried to get up, all he could manage to do was grab his satchel with pen and paper. His moans were not heard. He started to write down information about the mace and what should be done with it. He did not finish and promptly died. In the morning, his body is discovered by a servant who informs Warren. Warren, realizing he is out of his depths, is looking for someone to manage the affair since the marshal and prelate are away.

THE BODY OF IGNASIUM THE PENITENT

Ignasium's entire body is obviously riddled with ulcers leaking black blood and green puss. The bed in which he lies is soaked in blood and puss. He still holds the unfinished note in one hand. If the body is inspected, a large gash is found on the back of his neck, oozing green puss. There is no manner to speak with the dead as Ignasium's soul is now in the hands of Melchim, and any attempt to do so attracts Melchim's attention rather than the soul of Ignasium. Likewise, he can not be raised as long as the soul is in Melchim's possession. Ignasium's soul is only released when the mace is returned to its tomb or when another person uses the mace in combat.

Beneath the bed lies an oaken box, elaborately carved with many symbols and pictures. There is no lid, hinges, or lock; the box is solid though rings hollow. The carvings on the box are protective glyphs and the word, pestilent. The box is heavy, weighing roughly 50 pounds.

The glyphs and symbols contain many protections to prevent it from being opened. One series of symbols written in a language almost all religiously inclined people would understand reads as follows "In the name of Abnag'sisu I do command the box is mine and opens at your desires." This is an ancient god devoted to order and good deeds. If someone of good alignment reads that glyph (it's in a common tongue known to most religiously inclined people), the box opens. If anyone else opens the box (essentially by cracking it open), the other protective explode a blue flame causing 5-50 points of damage to all within 30 feet of the box.

The note is clearer at the beginning, but towards the end, the letters fade to scribble. The note reads as follows.

"I, Ignasium Penit..... ..nasian and Servant, do attest tha..... the cof..... contains the deadlyrge Xastur. Take it to its to... in t..... .. Beta....."

"I, Ignasium Penitant and Servant, do attests that the coffin contains the deadly scourge Xastur. Take it to its tomb and final resting place at the Betanian."

Inside the box are the mace Xastur and all the material needed to enact the spell that locks it inside its tomb. There is diamond dust, a container of putrid-smelling green liquid, a golden mixing bowl covered in glyphs, a marble pestle with a single glyph on its surface, and a vial with the ground bone of a saint.

Ignasium has few possessions. Twenty gold coins are found in his pockets. The coins are not recognizable as coming from any of the local kingdoms. He has 25sp from nearby kingdoms or minters. On each finger, he wears an angular ring with four sides. The rings, if worn, allow a person to wield the mace without it having any effect. See the mace for details. He wears a pendant on a gold chain. The pendant has the image of a man carrying a mace. There is a ragged set of leather armor, a small pack, a dirk, and a small mace amongst his personal belongings.

An intelligence check at CL 2 reveals the monk died of an extraplanar poison and not a terrestrial poison. Those of a class knowledgeable about poison receive a +1 to that check. The poison is exceedingly rare, and some consider it not 'of the world.' The pendant is that of a member of the Abignasians. Ignasium is the last member. It is unlikely anyone would have ever heard of it. A successful CL5 intelligence check by someone who might have knowledge of arcane religious orders reveals a very scant knowledge of the Abignasians. The pack contains a pan, some dried nuts, cloths, and a piece of leather with a map on it. The map shows part of what appears to be an escarpment with a single tower and waterfall marked on it. Both are named though the language in which it is written is old and not used anywhere anymore. Appropriate spells reveal the names as 'Betanian' for the tower and 'Nine Falls' for the Waterfall. Nothing else is on the map.

BETANIAN: THE MONASTERY

None in Worstervall know the exact location of the monastery nor the name Betanian. Only a few hunters and others who range the Blacktooth Ridge have even seen the monastery and could give directions to the tower's general location, and fewer still could take anyone right to its front doorstep. None of those are anywhere near Worstervall.

The Blacktooth Ridge is really an escarpment. The cliffs in the area of the adventure are 200-300 feet tall. The tower lies north of Worstervall on top of the escarpment. In that area, the Blacktooth is cut by deep and steep crevices. The Betanian is located a quarter mile down one of these crevices. There are a few caves beneath the monastery.

With the scant information provided, the characters must travel to the Blacktooth Ridge and search for the tower. It may take quite some time to locate the tower. The waterfall mentioned

in the note is easy to find if traveling along the edge of the escarpment. It spills out of the escarpment and then flows a few dozen miles to the west into the Hruessen River. The waterfall is roughly 10 miles north of the Betanian. There are a few trails around the tower made by the trolls and ogres who live there. One can find these trails starting about six miles from the tower.

Check the wandering monster chart below for random encounters around the Blacktooth Ridge and in the forest. Roll a d10 twice a day. A 1-2 indicates an encounter. Roll a d10 to determine the encounter.

1	5-50 goblins
2	1-2 large cave bears
3	3-24 bugbears
4	11-20 orcs
5	6-24 wolves
6	11-30 wild boar
7	2-12 korred (faery)
8	1-10 hill giants
9	1 gorgimera
10	11-30 gnolls

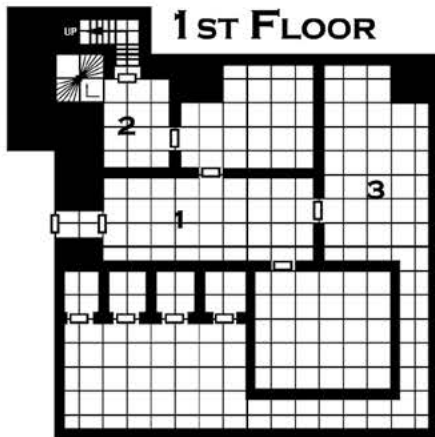
An annis named Melithius resides in the tower and has for nearly fifty years. There are also a few ogres and trolls she has charmed, cajoled, and forced to aid her living in there as well. The ogres live in the tower and the trolls in the dungeon. All of them hunt the surrounding region but rarely go more than three dozen miles from the tower. The sacraeum is located beneath the tower. It is accessed through the tower. Some caves are found at the bottom of the crevasse beneath the Betanian. These are inhabited by trolls. The caves do not connect directly to the tower. There is only one creature in the dungeon beneath the tower, a demon servant of Melchim.

TOWER AND MONASTERY

The tower is located on top of the escarpment. It is accessed from below by steps carved into the crevice wall or from atop the escarpment. The steps start their ascent between cavern areas 1 and 2. They ascend 250 feet to the top. The tower is roughly 100 feet tall, constructed of stone with no mortar, and has a conical slate roof. There are no windows in the entire structure, but there are loopholes in the southeast barbican starting at about 30 feet up the wall. All the exterior and interior walls are made of stone. The outside walls are approximately 4 feet thick, and the interior walls are one foot thick. Most of the interior doors have been ripped down.

The few remaining are made of wood and are open unless otherwise noted. None can be locked. The entry doors are iron though only one is functional. The tower is almost completely empty. Rooms with items of interest are referenced and described; otherwise, the rooms are empty. Feel free to add something to any rooms if desired.

MONASTERY



T TRAP
S SECRET DOOR
 DOOR
 PIT TRAP
 STAIRS

SCALE: 1 SQ = 5 FEET

There are 15 ogres in the tower and one annis named Melithlius. Once the characters enter the tower and their presence is known, the ogres move in and attack. How long it takes them to get to the fight depends upon where the characters are located when the ogres become aware of them. Melithlius remains aloof from the fighting until she believes she must engage. She does help when she can. Though the ogres may not have much concern for their own lives, Melithlius does and seeks to escape if the party appears to be able to win the fight. If six or more ogres are killed or she takes ½ damage, she tries to escape the tower. After leaving, Melithlius goes to the trolls in the dungeon and tries to convince them to fight. She does not join the fight with the trolls but awaits the results. If the fight goes poorly, she leaves the area.

FLOOR 1

There is only one functional door remaining on the ground floor. This is the interior door by the entry. All the others have been ripped off their hinges and used to block the entrance to the dungeon beneath the tower at Area 2. There are two ogres on this floor in Area 3. Neither pays any attention to the door or who comes in or out. The characters can clearly hear them talking and see the light from the fire they have.

ROOM 1 ENTRY

A large iron door is propped open at the entry to the tower. The hinges are bent, rusted, and snapped, and it cannot be closed. At the end of the narrow corridor is another iron door that is closed. This door creaks loudly when it is opened. This alerts the ogres in Area 3 that someone is coming in or going out. They think nothing of it because no one other than the current inhabitants has come in or out in years, but a lot of noise may cause one to peek into the entry.

The entry hall has a cloud of wood smoke along the ceiling, some logs and wood piled inside, several large chopping axes leaning against a wall, some bones scattered around, as well as a half skinned and butchered deer hanging from the ceiling. A smell of unwashed flesh, rotting meat, and overcooked vegetables mix with the ashy and smoky room, giving the air an almost acidic bite. The smoke comes from the ogre's chamber and filters out and up through the staircase.

ROOM 2 STAIRS

The northwest corner of the tower contains two staircases, one set of stairs set within another. A very narrow spiral staircase leads up the tower and down beneath it. The exterior stair hugs the wall and only ascends. It is a 200 foot descent to the dungeon below.

About ten feet down, the spiral staircase is a pile of rubble, stone and metal doors, broken furniture, stone, boulders, and other debris blocking any descent. The annis and several ogres went into the dungeons once and ran into the demon. After a long fight, the annis retreated and commanded the surviving ogres and trolls to block the staircase. Clearing the blockage from the spiral staircase takes some effort. About 20 +1d10 hours of work with two people removing the debris should

suffice. Reduce the time by one hour for each additional person involved to a minimum of five hours. There is a 1 in 20 chance for each hour worked that the demon in the dungeon awakens due to the noise and comes to investigate. If so, it patiently waits for the characters down below.

ROOM 3 OGRE'S CHAMBER

Several ogres use this chamber for cooking and sleeping. When the characters arrive, there are two ogres in the room cooking portions of a deer over a fire near the center of the room. They are laughing and telling jokes while cooking. The two are not paying any attention to their surroundings.

The door to the room has been ripped off its hinges and thrown down the spiral staircase. There are two large cleavers and three large axes in the room. Deer, boar, and bear hides are piled in the northeast corner of the room. This is where the two sleep. One ogre is cutting off strips of meat with a short sword, and the other possesses a two-pronged fork he keeps throwing at the haunch of the roasting deer. Unless the characters can surprise them and dispatch the ogres quickly, one of them signals an alarm to the tower, alerting the others of danger.

In the debris scattered around the room are four 10-foot lengths of chain, 30 feet of fraying rope, a large iron pot, and a kindling kit. There are 15sp and a small gold statuette worth 100gp in the pile of hides.

OGRE 2 (*These chaotic evil giant's vital statistics are HD 4d8, HP 22,18, AC 16, BtH +4, and Move 30 feet. Their primary attributes are physical. They attack with weapons at +3 damage or a slam for 1d10 damage. Their special abilities are darkvision to 60 feet and twilight vision.*)

FLOOR 2

All the doors on this floor have been torn off their hinges and used as firewood or thrown down the spiral staircase. All the furniture, material, or combustibles have likewise been used as firewood. Fires are often lit on this floor, and there is no ventilation except up the staircase. A thick haze of woodsmoke lingers at about 6 feet of height throughout the floor. It is so thick that it muffles sound slightly. The floor once held a few hundred books and scrolls with associated cells for study. Nearly everything has been burned.

If the characters have not alerted the ogres to their presence yet, once they move up to this floor, there is a 1 in 10 chance each round that the characters are on the floor, one of the ogres wanders out of Area 4 to the stairs. The ogre may or may not see the characters. If it does see a character, it looks confused for a round before giving an alarm.

ROOM 4 OGRES ROOM

Three ogres sleep in this room. If they were alerted to a fight below, one goes to investigate. As soon as that ogre sees any one of the characters, it gives off an alarm (if it has time). If the ogre does not return, the other two could care less and start eating its food.

8 CASTLES & CRUSADES

Three ogres sleep and cook here. There are three distinct heaps of fur, cloth, and hay in the room. Strewn around the room are piles of debris from what the ogres have eaten – bones, hide, bits of flesh, and the like. A fire pit is in the center of the room with a large pot hanging over it. There is no fire. Several weapons, helmets, and shields for the ogres are amongst the debris.

OGRE 3 (These chaotic evil giant's vital statistics are HD 4d8, HP 26, 24, and 22, AC 17, BtH +4, and Move 30 feet. Their primary attributes are physical. They attack with weapons at +3 damage or a slam for 1d10 damage. Their special abilities are darkvision to 60 feet and twilight vision. Weapons and armor available; two handed sword, two handed mace, large hammer, longsword, bill hook, spear, bearded axe, 3 shields and 3 helmets.)

ROOM 5 LIBRARY AND SCROLL STORAGE

This room was used to store scrolls and books. Nearly everything has been removed or burned at this point; only a few splintered remnants of shelves once attached to the walls remain. The floor is covered in damp ash, dirt, small bits of burned books, sheaves of scorched paper, and splintered wood. A large metal chandelier hangs from the ceiling.

Amongst the debris are several scrolls that survived the looting and the ravages of time. These are spells writ upon single sheets of paper and lost in the general debris (these are not rolled up nor in scroll cases). It takes 1 hour of searching through the trash on the floor to recover the 6 sheets of paper with spells on them. After the first period of searching, another search can be made. A maximum of 6 sheets with 1 spell on each is found. The spells are deific protection, deific raiment, daylight, raise dead, true seeing, atonement, and hallow.

FLOOR 3

This floor housed the kitchen, storage areas, and quarters. Nearly everything has been cleared out of this floor and used elsewhere or disposed of. Melithlius built a shrine to her dark god on this floor and has forbidden anyone to be on this floor beyond Area 6. There are two ogres in Area 7.

ROOM 6 TRAPPED DOOR

The door to this room was not part of the original tower. The door has been rebuilt out of scraps of wood. It is barely functional. The outside of the door has a large glyph on it, the symbol of an evil god. Melithlius has forbidden anyone who uses the rooms in this area. All the ogres and trolls avoid the floor except those on guard in Area 7.

The annis built an alarm trap on the door to Area 6. There is a cord attached to the backside of the door and a lever on the ceiling. When the door is opened (it opens into the hallway), the cord tightens, releasing a hammer attached to the ceiling. The hammer drops onto a gong situated underneath hammer. It rings and reverberates quite loudly. The gong rings loud enough to be heard outside the tower, warning everyone in the tower that someone has entered the forbidden area. All the remaining ogres and the annis come to investigate.



ROOM 7 OGRE GUARD CHAMBER

Two ogres stay in this chamber. Melithlius instructed them to keep an eye on the door to Area 6 and not allow anyone else past that point. The ogres are stupid and generally wander around the tower or outside, gamble, drink, or eat, rather than even bothering to keep an eye on the door. Currently, they are sitting around a large deerskin throwing dice and drinking some mead they made a few weeks prior. If the gong in Area 6 makes any sound, they grab some weapons and run to see what has happened. They give a warning as soon as they see a character.

The room has several piles of fur inside where the ogres sleep. There is a fire bowl with cold coals inside, a haunch of meat hanging from the ceiling, and a barrel with mead in it. The six-sided dice the ogres are using are made from ivory. One is magical. That dice rolls the number the person rolling the dice is thinking of.

OGRE 2 (These chaotic evil giant's vital statistics are HD 4d8, HP 28 and 20, AC 16, BtH +4, and Move 30 feet. Their primary attributes are physical. They attack with weapons at +3 damage or a slam for 1d10 damage. Their special abilities are darkvision to 60 feet and twilight vision. Weapons and armor available; two handed mace, large hammer, wolf spear, bearded axe, and 1 shield.)

ROOM 8 SHRINE TO MELTHLIUS' DEITY

The annis worships her dark god in this chamber. At the west end of the room, the mural which once covered the walls have all been scraped off and replaced with a wall of skulls. The north and south walls are covered with glyphs and pictograms of a very unrefined and near juvenile nature. Two braziers are on either side of the wall of skulls. A large cleaver lies on the floor. The room smells of putrid and rotten flesh. A portion of the south wall has some skulls attached to it. The annis intends to fill the entire room with skulls.

All the skulls belong to humanoids; humans, elves, dwarves, orcs, ogres, goblins, hobgoblins, and other races as well. The annis drew the murals using the blood of her victims. The annis considers all humanoids her enemies and only uses ogres and trolls as slaves.

ROOM 9 WATCH ROOM

The ogres once used this room to keep watch outside the tower but no longer do this. There are some furs in here, and a large brass bowl half-filled with water-soaked ash and coal. Two heavy crossbows lean against the east wall beneath a loophole. One of the crossbows falls apart once someone tries to use it. The other is in perfect working condition and, once the cobwebs and dust are blown off it, appears like new. This is a +2 heavy crossbow.

FLOOR 4

There are four ogres on the 4th floor of the tower. This floor was used for storage and sleeping chambers. Every room has been ransacked and all useful items removed. There are no doors on the level.

ROOM 10 FEMALES AND THEIR YOUNG

This chamber houses the only two females in the ogre troop. Two large females are sitting down weaving baskets. These two ogres usually do not respond to any alerts just grab some weapons and ready themselves to combat whoever comes through the entry to their room. Two young ogres are in the adjacent room. They come out if a fight occurs. Both attempts to flee rather than fight. If cornered they just cower, awaiting execution.

The room contains barrels of water, several piles of fur, haunches of meat hanging from the ceiling, and a brazier with a low fire in it. There are several large baskets and piles of reeds in here as well. There are two large cleaver-like tools in here which are used to cut reeds and small saplings. The adjacent room contains piles of fur, chunks of food, and a barrel of water.

OGRE 2 (These chaotic evil giant's vital statistics are HD 4d8, HP 20 and 19, AC 16, BtH +4, and Move 30 feet. Their primary attributes are physical. They attack with weapons at +3 damage or a slam for 1d10 damage. Their special abilities are darkvision to 60 feet and twilight vision. Weapons available; two large machetes that do 1d8 damage.)

OGRE 2 (These chaotic evil giant's vital statistics are HD 1d8, HP 7 and 4, AC 12, BtH +1, and Move 30 feet. Their primary attributes are physical. They attack with a slam for 1d4 damage. Their special abilities are darkvision to 60 feet and twilight vision.)

ROOM 11 OGRE CHAMBER

Two ogres stay in this room. These are brothers and never separate from one another. A thick bear cloth hangs over the door. The center of the room has a very large brass bowl filled with ash and coal inside, the walls are hung with hides that have been painted on. Dozens of clay jars lie around the room. Four spears and two large mauls are in one corner.

Unless these two have been alerted to the presence of the characters, they are in the room painting on a deer hide. The two are concentrating on their work and are unlikely to notice anyone moving through the halls. There is a +2 on all move silent checks. If alerted, the two fight, first using a spear and then the mauls.

There is little of value in the room. The paints are crude and made from local berries, animal parts, seeds, etc. Ogres are not known to paint. The two have done something unique. If the characters can prove ogres painted the pictures on the hides, they would sell for up to 2000gp to a collector.

OGRE 2 (These chaotic evil giant's vital statistics are HD 4d8, HP 25 and 16, AC 16, BtH +4, and Move 30 feet. Their primary attributes are physical. They attack with weapons at +3 damage or a slam for 1d10 damage. Their special abilities are darkvision to 60 feet and twilight vision. Weapons available; two and four spears.)

FLOOR 5

The ogre chief and an ogre-magi reside on this floor. The ogre-magi is gone and is not returning to the tower for another month. None of the other ogres come to this floor except to warn the chief of battle, during a combat, or if the ogre chief or ogre-magi instruct them to do so.

ROOM 12 OGRE CHIEF'S CHAMBER

The ogre chief claimed this room as its own. Of all the ogres, he is the most intelligent and powerful. Inside the room are a large pile of motley furs, a small trunk, a pile of polearms, a huge mace, huge axe, a wide iron shield on a peg, haunches of meat hanging from the ceiling, a pile of wild vegetables, and a fire with a large iron pot atop. There is a stretch of elk hide strung out by hooks on one wall. The ogre-magi made a crude map depicting the local region. A large shield leans against the wall.

If no fight or other activity has alerted the ogre, it is sleeping when the characters arrive. This ogre charges into any battle, being very confident of himself, and knowing full well if he retreats the other ogres will kill him for being a poor leader. If the chief has time, he gets the shield and the bardiche for the battle.

The trunk contains some of the treasure collected by the ogres. There are 200gp, 350sp and 600cp and well as 300g worth of jewelry inside the box. The bardiche is +2 and the shield is a +2 large metal shield.

OGRE 1 (This chaotic evil giant's vital statistics are HD 5d8, HP 39, AC 17, BtH +5, and Move 30 feet. His primary attributes are physical. He attacks with a weapon for +3 damage or a slam for 1d12 damage. His special abilities are darkvision to 60 feet and twilight vision. Weapons and armor available; +2 bardiche and +2 large metal shield.)

ROOM 13 PRELATE'S CHAMBER

This chamber once belonged to the prelate. It has since been taken over by an ogre-magi and the real chief of the ogres. The ogre-magi is away when the characters arrive. It returns within

10 CASTLES & CRUSADES

a month. Should it find the place empty, it attempts to track down the characters and kill them. If the characters or others are in the tower, it does the same. The ogre-magi is willing to travel into civilized lands to accomplish its ends.

There is no door to the room, just a bear hide with some glyphs painted on it. The glyphs glow bright yellow when anyone moves within five feet of the door. Inside the room, five large iron pots hang over piles of cold ash. The center of the room has bear furs spread around on the floor. The walls are painted in numerous strange glyphs. The east wall of the room has an arrangement of animal horns and antlers forming a frame for a wooden statue of some bestial creature with twelve arms and four heads. At the foot of the statue is a small golden bowl. Dozens of bowls and jars are found on the north wall.

Most of the jars and bowls contain the paint used to create the glyphs. Several of the bowls contain ointments and potions. There is a jar of some foul-smelling paste that, when placed on a wound, heals 2d8 points of damage at a rate of 1 per hour. There are ten applications, and they do stack, meaning three applications can be used on the same person at the same time, just on three different wounds, and each heals for 2d8 damage at a rate of 1 point per hour. There is a potion of gaseous form with 4 draughts, and a potion of invulnerability conferring a +2 to AC and +4 to saving throws versus a spell's physical effects. There are six draughts of the latter potion.

The trunk contains ten irregular gold bars worth 400gp each, a pouch with 100 rubies each worth 10gp, and a bag with diamond dust inside worth 1000gp to the right buyer. The ogre-magi has taken everything else of value with him.

FLOOR 6

The annis lives on this floor, and none but Melithlius ever come to this floor. All the other ogres stand at the stairs and yell to get her attention. She typically ignores the ogres unless she needs something. Because they fight so often, she even ignores any combats occurring below in the lower floors, only coming down when she believes there is great trouble brewing or warned of intruders. If any combat appears to be going against her or the ogres, Melithlius attempts to escape the tower and thence to parts unknown.

ROOM 14 DOOR

This is one of the few functional doors in the tower. It is constructed of metal and is locked on the interior with a metal bar. The door has 400hp and an AC 20. The lock cannot be picked. It is physically impossible because the lock bar holds it in place. The door can only be beaten down or somehow move the hook holding the iron lock bar in place. It is rarely locked but should Melithlius be seeking to escape the tower, she will lock the door and go to the loopholes in Area 16.

ROOM 15 FRESCOED ROOM

The floor and walls of this room have been laid with many thousands of small glass beads creating a magnificent fresco of deities battling in the heavens. There is a table in the center of

the room with a silver candelabra on top of it. Two chairs are pushed underneath the table. There is a stand with a covered birdcage near the table. Three braziers, an armoire, and a scrivener's desk are arranged around the room. A large stump is by a massive two-foot-long whetstone near the east wall. Two large hand axes and dozens of knives are neatly laid out by the whetstone.

The birdcage contains a pixie with a silvery band on its neck. If the cover is removed and the pixie freed, or the characters try to speak with it, the pixie tries to decipher the intentions of the characters. If the pixie believes the characters are of good alignment or may not harm it, it explains that it was captured and has been here singing Melithlius to sleep or has been used for entertainment. The pixie may also help the characters in any way it's able, unless through combat. If the pixie believes the characters to be evil or selfish, it offers help but really is only planning its escape. There is a band around the pixie's neck preventing it from using any of its inherent magic abilities. Removing the band is easy. It can be cut with any appropriate scissors or file. If a dispel magic spell is cast on it at CL 5 the magic in the band is dispelled, and it ceases to limit the pixie's powers.

The hand axes are not magic but are exceedingly well made and easy to sharpen. When sharp they have a +2 damage bonus. They also reduce the workload of any ordinary task, such as chopping wood or chopping heads, by 20%.

The frescoes depict the history of the order and purpose of the Betanian. Anyone can make an intelligence check to 'decipher' the story with a fair amount of accuracy. A cleric, paladin, or similar receive a +2 to their check. It should be clear from the frescoes that the order was devoted to keeping the mace in its tomb and preventing man from ever using it and that all men's actions are nothing more than the will of the gods.

PIXIE (*This chaotic neutral fey's vital statistics are HD 3d6, HP 10, AC 12, BtH +3, and Move 60 feet. Its primary attributes are physical and mental. It attacks by weapon type; sword 1d6, spear 1d4, or bow 1d6+1. Its special abilities are blended with nature, twilight vision, and faery abilities.*)

ROOM 16 MELITHLIUS' CHAMBER

If Melithlius is not out fighting or hunting for prey, she spends most of her time in this chamber. She has tried to make this place home and has succeeded in the way only a flesh-eating, chaotic beast can. There is a rotting rug on the floor, an armoire against a wall, and a small bed in the center of the room. The armoire is empty save for a few shredded and rotten pieces of clothing and a pile of jewelry on top of it. The rug, once a fine piece of work, is soaked in blood and covered with beetles, roaches, maggots, and other insects gnawing away at it and the fleshy debris left scattered across its top. The bed, retrieved from below, is barely holding itself together. The annis sleeps on the floor anyway. There is a 100-foot rope beneath the bed.

Importantly, one of the loopholes has been widened enough to allow Melithlius to squeeze through it. If escaping, she takes the rope from beneath the bed, ties it to the bed, and uses that to climb outside and escape if necessary.

There is a +2 cleaver in here. The pile of rings and jewelry on the bed is worth 1000gp. A small statuette is placed in each corner of the room and is worth 100gp each. There is also a saw, a butcher's knife, a pile of firs where she sleeps, and a censor.

The censor is magical. When the correct incense is burned (determined by the deity), all those within the area of the smoke from the censor and who worship the deity whose incense is used, act as if under a bless spell. The smoke can cover up to ten square feet. It is easily dissipated in even a mild breeze.

ANNIS (*This chaotic evil humanoid's vital statistics are HD 7d8, HP 60, AC 22, BtH +7, and Move 40 feet. Its primary attributes are mental. They attack with 2 claws for 2d4 damage, a bit for 1d6 damage, or by weapon type. Their special abilities are improved grab, rend, spell-like abilities, darkvision to 60 feet, SR 7, and hag covey. She carries a +2 scimitar of sharpness, a ring of ethereal jaunt, and a necklace of protection +2. She wears a diamond encrusted bangle worth 5000gp.*)

ROOM 17 WORSHIP CHAMBERS

Once used by monks who wanted to be alone to worship, these cells are now used to house prisoners, or more accurately, dinner. All the cells are empty except one. Each smell horribly of decayed flesh and refuse. Anything or anyone too large to be drug up the stairs and 'stored' for future consumption is typically butchered on the spot or just outside the tower.

The cell at the end of the row has a small thin man trussed up and gagged. He is near death. Charles Belrook, son of Lord Belrook, desired to escape his father's descent into madness and rapacious rule. Though he managed to go far, Charles went far in the wrong direction and ended up here. If he escapes alive, he is grateful. An avid hunter and having spent some time in the wilderness under great distress, and now his imprisonment, Charles is ready to go back home and overthrow his father.

CHARLES BELROOK (*He is a chaotic good human 1st level ranger whose vital statistics are HD 1d10, HP 4, AC 12, BtH +1, and Move 30 feet. His primary attributes are strength, dexterity, and wisdom. His significant attributes are dexterity 16 and wisdom 13. He wears nothing.*)

RANGER, HUMAN (CG Medium Human): HD1d10 (HP 6), AC 12, Mv 30ft. Dex 16 (+2) Wis 13 (+1). Perception 10.)

THE SACRARIUM

BENEATH THE BETANIAN

The rooms and chambers beneath the tower are mostly empty, albeit they never contained much, even when the monastery was active. Since that time, most everything has been destroyed, burned, looted, or tossed outside. The doors are all wood and, though serviceable, are beginning to rot. A demon wanders the halls. It is the last demon in the monastery. It sleeps most of the time and is blissfully unaware of the passage of time. It lingers somewhere in the northern portion of the complex when the characters arrive.



The demon has never made an effort to leave the area of the monastery, and with all the stone in the stairway, at this point, it is not even bothering trying to leave the dungeon. The demon cannot hear any commotion in any other part of the complex. Only when the characters start clearing the stairwell might the demon hear the characters and go to investigate. Roll a d20 once every hour while the characters are working to clear the passage. A '1' indicates the demon has heard something and comes to investigate.

Because there is only one creature in the dungeon, and it moves around a lot once it knows the characters are in the dungeon, its stats are provided here. The demon fights until dead and summons as many other monsters it can to defeat the characters. At first, the demon toys with the characters, playing a game of cat and mouse, trying to split the party, and terrify them before moving in for the kill.

UTHAL, DEMON (*This chaotic evil extraplanar's vital statistics are HD 8d8, HP 61, BtH +8, and Move 30 feet and fly 80 feet. Its primary attributes are physical. It attacks with a scythe for 1d8+1 damage, 2 claws for 1d4 damage, and 1 bite for 1d4+1. Its special abilities are standard demon abilities, darkvision, immunity to elements, immunity to poison, immunity to spells, invisibility, spell like abilities, and SR 2. It wears a ring of monster summoning allowing it to summon monsters as if a 10th level wizard. This can be done 6 times a day.*)

12 CASTLES & CRUSADES

AREA 1 SANCTUM

This large chamber is nearly empty. It was only used as a gathering place for the priests when they met and for access to the lower portion of the monastery. The room was once painted with elaborate scenes of demons, devils, men, and elves fighting one another, but these have mostly been defaced at this point. The room has a horrible acrid smell to it. Three large columns, in the shape of maces, hold the ceiling up. There is no column in the southeast corner.

As the character light the room and explore it, they find a large creature lying on the floor toward the east end of the room. This is a demon that was killed by the prelate but has not rotted away. The creature is about twelve feet tall, has the face of a bald hyena, six limbs, and long spiny protrusions coming from its back. If the body is moved, the characters find the body of the last prelate beneath that of the demon. The prelate's body is completely decomposed at this point. There is some thread bear rotted cloth left over the body. A skeletal hand is still wrapped around a Lucerne hammer. Some gold and silver jewelry are visible as well.

The demon's body will sit here forever unless someone disposes of it. No one has yet bothered, not even the demons who once resided here. The spiny protrusions on its back can be chopped off or pulled out of its back. There are four of them, and each is worth 2000gp to the right buyer. The skeleton of the prelate has a +2 ring of protection on a finger and 3000gp worth of jewelry on it on him. The Lucerne hammer provides a +2 combat bonus when used against demons or devils.

AREA 2 SHRINE

The crumbled and broken remains of a marble statue are scattered across the floor of this room. The walls, once painted, are scarred, chipped away, and smeared with ash and some other foul crud. There is nothing else in this room.

AREA 3 VESTRY

This room contained some of the robes and religious wear of the order's members. Very little has been burned, or otherwise destroyed; most of it seems to have just rotted away. It appears that only time has managed to cause decay in this chamber. The racks along the wall are still intact. Two rotted trunks and bench literally fall apart if they are manhandled, and an armoire, if pushed, falls to the floor in dozens of pieces.

The reason that this room, unlike the others, has rotted furniture in it is that the demons would not stay in this room for any length of time due to an unusual holy symbol inscribed on the ceiling. Unbeknownst to the Abignasians and the designer of the dungeon, the holy symbol on the ceiling of this vestry acts as a ward against demons. It causes 1d4 points of damage per round to any demon in the room. There is no save allowed to mitigate the damage.

If the holy symbol is copied and made into an item to carry, it can act to turn demons as if a cleric was turning undead at a 5th level ability. This only works on the prime material plane. The item must also contain at least 5000gp in gold and emerald dust. If the holy symbol is placed on a demon, it causes 1d10 points

of damage if the item is in constant contact for at least an entire round. Again, this only works on the prime material plane.

AREA 4 STUDY

This room was once a study. The remains of broken desks and chairs are on the floor, along with the remains of three monks. The east wall is not an original part of the chamber, and this is obvious. It is crudely constructed of loose stone with no mortar between the rock. There are glyphs painted on many of the rocks.

The demons built this wall so that none of their kind would pass it. A sanctuary is found beyond this wall, and none of the demons wanted to enter that room, not even to kill the monks who escaped and hid in there. They built this wall to keep the monks in as well as prevent anyone from going further.

AREA 5 SANCTUARY

This room was given over to the gods and is the holiest place in the entire Betanian. The walls are lined with brass statues of various gods, all of good alignment. The monks came here to worship and receive blessings. During the battle, a dozen monks escaped to this room for safety. This worked. A few demons came in but were quickly dispatched, due in no small measure to the powerful magic of the gods. The monks dared not leave, and eventually went insane. All died or were killed by arcane magics, poisons, and other deadly scourges the demons inflicted upon them.

The remains of fourteen of the monks are on the floor. They came here in a hurry and did not have time to bring many valuables, but most did have weapons. There is a +1 large mace of demon-slaying that receives a +3 to hit and +1d10 of damage when used against a demon. There is a ring of spider climbing amongst the bones of the dead, and there is 2000gp worth of jewelry still on the corpses.

If a demon enters this room, it suffers 1d10 points of damage immediately. If it remains in the room, its AC drops by 1d4 points, and their initiative, damage, and to hit rolls are all reduced by 2 points. The demons can stand outside the room and cast spells into it.

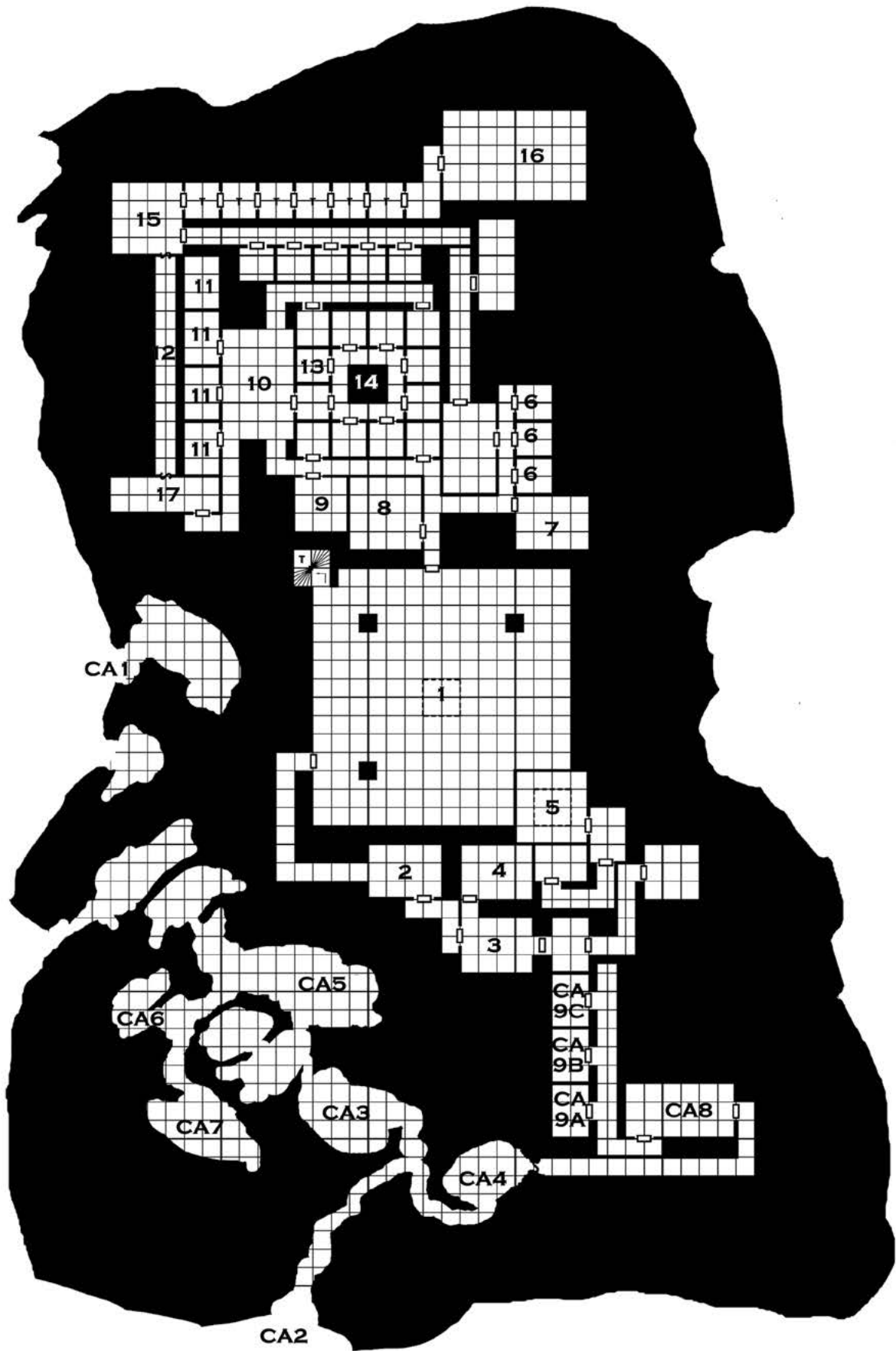
AREA 6 PENITENTS CHAMBERS

The members of the order who sinned or were being punished were placed in one of these cells. Each of the cells is now empty, and the doors to each chamber are open. The walls in cells have some graffiti engraved on them. These are all prayers. One of the prayers, if repeated out loud, gives all those within 20 feet of the mace Xastur +1d10 temporary hit points. This dissipates as soon as the mace is used.

AREA 7 SHRINE

This room contained a shrine. The statue of the deity is broken and scattered on the floor. A pile of burned vellum and scroll cases are in here as well. In the pile is one scroll case that was not damaged. It takes 1-10 minutes to find the scroll case if the pile is searched.

The scroll case is impervious to fire. Inside is a scroll with three spells on it; protection from evil, resurrection, and heal.



AREA 8 STUDY

Twelve old chairs are lined up on the north wall. They do fall apart if sat in. One larger chair with a high and elaborately carved back is pushed up against the west wall. A pile of skulls is in front of this chair. Along the south wall is a pile of bones.

After taking over the Betanian. Melchim made this his throne room. He had ten captured monks dragged before him, watched as they were tortured, and then had them beheaded.

AREA 9 DEMONIC SHRINE

The demon who lives in the dungeon has turned this room into a shrine of sorts. He has summoned other monsters in the past and sacrificed them in bloody rituals just to collect their blood and other innards to paint glyphs and symbols on the wall.

The wall is covered in horrid magical symbols that effectively disorient anyone who spends more than one round looking at them. If someone spends more than a round in this room, they must make a Charisma saving throw at CL 3. Failure indicates the character is disoriented and suffers an inability to determine directions, -4 to all initiative rolls, to hit rolls, damage rolls, cannot cast spells, or do much beyond that of a person with an IQ of 75. This lasts for 2-12 rounds. Roll for each round spent in the room. The effects do not stack.

AREA 10 ARMORY

When the characters enter the dungeons, this is where the demon is located. This room contained weapons used by the monks. The monks had very little marshal prowess at the time the demons arrived as they only had to defend the monastery a few times over the centuries and became more scholastic and relied more heavily on magic with time.

There are metal racks in the room that once held weapons. These racks are along the walls as well as in the center of the room. There are a few broken weapons on the floor, such as a mace with a broken haft, several spears with rotted hafts, knives, and similar items. All are rusted. A mural covers the far wall is indecipherable, whatever it once depicted defaced and worn with time.

There is an invisible weapon in the room. A +3 gottentag hangs on one of the racks. It was placed there as the battle with the demons was being lost. A cleric managed to sneak back down here and place the mace on a rack before himself being killed. The mace is in the corner to the left of the door. When the mace is not held, it becomes invisible.

AREA 11 THE CRYPTS

These three rooms were used to inter the prelates of the Betanian. There are three crypts. The doors to each have been ripped off their hinges. Each room contains six stone sarcophagi. They were placed standing up. All have been defaced, broken opened, and the bodies inside long since destroyed. They were all placed in their sarcophagi with valuables denoting their rank, but these too have long since been removed and been taken elsewhere. In the room furthest to the west, the skulls of those interred were placed in a pile shaped like a pyramid.

Taking the skulls and giving them a burial or carrying out funerary rituals culminating in consecration of the ground where they are buried, gives those who partook in the consecration or agreed with and aided in the process, 3000xp each to be applied immediately. It does not matter where the skulls are buried, whether in the dungeon, outside, or elsewhere, the characters still receive the experience point reward.

The spirits of the prelates help to guide the hands of those who combat demons ever after. Should any of the characters be so blessed, they receive a +1 to all combat-related rolls, including initiative. All spells are cast as if the caster were 1 level higher. This only applies in combat with demons.

AREA 12 HALL OF RITUALS

In all the years since the death of the last prelate and the clerics, this hall was never discovered by the demons who trod here, and its presence never revealed by those monks tortured in the tomb. The secret doors are only revealed in the presence of the ten rings worn by Ignasium. If all ten of those rings are within 10 feet of either secret door, a silvery outline of those doors appears. A simple push opens the doors. The only other way of entering is to tear down the walls.

Within the hall, engraved upon the walls are a list of instructions and spells and rituals required to place the mace back in its tomb. These rituals activate all the protective spells and glyphs as well. The spells are elaborate and require preparation, gathering special materials, and at least a week of preparation and short bouts of ritual spell casting before casting the final spells. All the materials needed for the preparation and casting the final spells are in the case holding the mace. If those have been lost, a list can be recreated from the information on the walls. Only a lawful good cleric or related class can perform the rituals. It takes nearly 24 hours of uninterrupted casting to on the last day of casting.

AREA 13 RING OF GUARD CHAMBERS

Twelve rooms are surrounding the tomb. When the monastery was active, a guard was placed in each of these rooms. Each room confers a power to all those devoted to returning the mace to its tomb or guarding it against capture. The CK should know the intent of the player's characters at this point. Each power lasts for 1d10 rounds. Only one power is available at a time.

- a +1d6 electrical damage with any weapon
- b +1d6 fire damage with any weapon
- c +2 AC
- d +2 initiative
- f +4 damage with a weapon
- g SR 3
- h spells cast as if 2 levels higher
- I +1d10 temporary hit points
- J +4 to grappling checks
- K invisibility
- L +1d6 to hit
- l duration of spells doubled

AREA 14 SACRARIUM

This is a small square room with doors accessing it on all sides. The center of the room is part of the bedrock, which has been carved to a perfect rectangle connecting the ceiling and floor. On each side of the rectangle are 2'x2' square holes that connect in the middle. The sides of the rectangle are carved with hundreds of prayers and protective glyphs. Where the holes connect in the center of the stone, there is a larger space with two metal hooks hanging from the top of the space.

If the mace is brought into the room, several of the glyphs on the side of the rectangle begin to glow and then fade. The mace also glows a bluish light as it tries desperately to fight being placed back in its tomb. If the mace has not successfully charmed its wielder at this point, it makes one final effort to do so.

The mace fits perfectly in the hooks. If it is placed there, the hooks form golden loops around the mace, and the mace disappears. It now sits in a pocket dimension until retrieved again. Reaching into the hole one can feel it and pick it up. If the correct rituals are performed again as per the hall of rituals, the holes in the rectangle become solid, the glyphs and prayers all glow red for a few moments then disappear so that the center of the room appears as nothing more than a solid block. As a final act in the ritual, the character in charge (or who casts the majority of the spells), chooses a word that, when uttered, opens the door to the pocket dimension, causing the sides of the stone to open again. This would allow the mace to be retrieved once more.

AREA 15 HALL OF SORROWS AND THE SEVEN DEADLY SINS

Monks who sinned could voluntarily punish themselves by going through these seven rooms and flagellating themselves. Some were forced to go through these rooms. The walls of each room are painted with depictions of a deadly sin. Though faded and clearly scored with claw and weapon marks, each of the sins can be determined; gluttony, greed, lust, laziness, wrath, envy, and pride.

AREA 16 HALL OF FORGIVENESS

The room at the end of the hall is a redemption room. The walls in here depict a priest placing his hands on the heads of other penitent priests. There is a pulverized statue at the end of the room. It is impossible to determine whom the statue depicted, but if one takes the debris and casts a consecrate spell on it, the statue reforms and depicts a penitent deity.

The act erases all 'bad' deeds from those in its presence. To undergo the ritual, the character must spend 24 hours in each room without food. They must also self-flagellate and cause 1d6 points of damage to themselves. Spending 24 hours in the final room and praying for forgiveness absolves the character of all sins. This automatically forgives anyone from sins against their deity or order. Any class levels that may have been lost due to disobeying strictures are restored. However, a price of 1/2 the experience points they required to reach the next level must be willingly given.

AREA 17 JUDGEMENT CHAMBER

When a member of the order was put on trial, it was done in this room. A stone bench is at the western end of the room.

16 CASTLES & CRUSADES

This bench is five feet off the ground and multi-tiered, giving the judges a commanding view of the room. There are hooks in the floor and chains on the wall. Several skeletons are lying on the floor beneath the chains. A few of the manacles on the walls still have bony hands in them. The demons took what few monks survived the fighting or that they could capture and placed them in chains in here and let them starve to death.

AREA 17 PRIVATE CELLS

These cells were used by the clerics when on guard duty. Each contains broken beds, a table, and a chair. All the rooms have been ransacked over the years, and any valuables or interesting items removed. The larger rooms belonged to the captains and ranking members of the clergy who were on guard duty. As with the others, the rooms have been ransacked and no longer contain anything of value.

THE CAVERN AREA

BENEATH THE BETANIAN

The cavern area is up the crevice and just beneath the tower. The caverns are not connected to the sacraeum or the dungeon beneath the temple. The floor of the crevice is obviously well-trodden. There are piles of dead wood, areas where fires have been built, animal bones, and pieces of hide strewn up and down the crevice. Flies, gnats, maggots, and other pests crawl all around. Tracking checks are CL5. Should a character be familiar with trolls, the tracks are immediately recognized.

The cawing of crows can be heard as soon as the characters enter the area close to the caverns. Near the entry to the dungeons, the crevice splits with a deep fissure running north-south and another running east-west. The crevices are about 50 feet wide. Steps are carved into the wall of the crevice. These end on top of the escarpment about one hundred yards from the tower. The steps are steep and slick, having been worn by erosion and covered in moss.

If this area is attacked prior to that of the tower, the ogres may hear the commotion if there are fights in the crevice. Fighting in the caverns cannot be heard above. There is 10% chance an ogre may come down to investigate.

CAVERN AREA I

For the most part, the trolls toss their trash around this area and in these caverns. There is a huge pile of bones and rotten portions of animals outside and within each of the caverns. The place is riddled with maggots, flies, beetles, worms, and all manner of creepy little insects. Smaller animals sneak in here on occasion to steal some meat.

One large troll is asleep in the trash pit inside the northernmost cave. The troll is buried in the rotting debris and is not immediately visible. It takes a lot to wake him as he is so grossly overfed and could sleep for years if left undisturbed. It has been asleep for several months. The troll slowly awakes if anyone starts digging in the trash. It can smell elf, human, halfling, or dwarf long before it sees them and prepares to attack its fresh meal.

Digging through the debris, the remains of a few humans, elves, and dwarves are found. There are also 1000gp in coin and jewelry, 3 longswords in need of repair, one axe and two helmets, and a broken horn from a rare animal worth 2000gp.

TROLL (*This chaotic evil giant's vital statistics are HD 8d8, HP 59, AC 16, BtH +8, and Move 30 feet. Its primary attributes are physical. It attacks with two claws for 1d4 damage, a bite for 2d6 damage, or by weapon type with a +3 damage bonus. Its special abilities are rend, darkvision to 60 feet, twilight vision, and regeneration 2.*)

CAVERN AREA 2

This is the entry area to the troll dens. There are no guards as no one has ever come here. A small fire was recently in front of the cavern entry but has now turned to warm coals. The cave walls throughout are covered in cave paintings. These are crude and made from blood, clay, or a mixture of the two. Though mostly ungainly and unrecognizable, several clearly show a large creature ripping apart other humanoids and symbols drawn out that represent those evil and maleficent gods of chaos and evil. There are no lights nor fires in these caverns.

There is one troll in Area 3. If it hears anything unusual or sees light, it comes to investigate and wakes the other trolls in the cavern.

CAVERN AREA 3

This ragged chamber has several trolls inside. Unless engaged in eating or fighting, trolls generally just sleep. These trolls are satiated and sleep for another week or so unless woken. They are curled up on the floor. The room has nothing but refuse in it, and a few weapons gathered over the years. There is a halberd, two maces, longsword, and the remnants of some plate mail as well as some rusted chainmail. None are in good condition, but with normal repairs and upkeep are serviceable again.

TROLL (*These chaotic evil giant's vital statistics are HD 8d8, HP 33 and 29, AC 16, BtH +8, and Move 30 feet. Their primary attributes are physical. They attack with two claws for 1d4 damage, a bite for 2d6 damage, or by weapon type with a +3 damage bonus. Their special abilities are rend, darkvision to 60 feet, twilight vision, and regeneration 2.*)

CAVERN AREA 4 TROLL SHRINE AND SECRET DOOR

An elaborate array of bones is on the floor and wall of this chamber. The bones are long bones and ribs. They form several spiraling patterns on the floor with a trail amongst the patterns going up to the east wall where another arrangement of bones has been constructed up the wall. This is in the shape of three spirals. A copper pan sits in front of it. A sacrifice of blood is placed in the pan every few days.

This is where the trolls come to worship. The dark god to whom this shrine is devoted soaks up the blood. There is a secret door behind this bone structure that the trolls never located. Once the bones on the wall are torn down the secret can be located. There is a small recess in the cavern wall. If one reaches an arm up inside it, a metal handle is located. Pulling it causes a portion of the cavern wall to slide a little bit. With a combined strength of 50, the door can be pushed grudgingly open.

If the shrine is destroyed or defaced, the noise wakens the trolls in Area 3 or alerts the young troll in Area 5. The copper pan also starts 'smoking.' This is not smoke though it appears as though at first. Slowly it will dawn on everyone that a mist of blood is emanating from the copper pan. This causes 1-2 points of damage per round to all who are in the area of the mist. The pan continues to mist for ten rounds, filling a 10 cubic foot space per round. A charisma save reduces the damage to 0-1 points.

CAVERN 5 TRASH AND YOUNG TROLL

As with the other chambers, this room contains piles of trash. One very young troll moves amongst the trash, picking through it, looking for something to eat. It stares at the characters as they enter. It has not learned to fear humans yet and is too dumb to realize the threat the party may pose. It mistakes the characters for the ogres from the tower, having never seen anything but the ogres and a few other animals. It does shy away from the light, and only if approached aggressively does it start to screech or give warnings.

YOUNG TROLL (*This chaotic evil giant's vital statistics are HD 4d8, HP 20, AC 12, BtH +4, and Move 30 feet. It attacks with two claws for 1d2 damage and a bite for 1d6 damage. Its special abilities are darkvision to 60 feet, twilight vision, and regeneration 1.*)

CAVERN 6 TROLL TREASURY

Trolls collect treasure as a manner of aping other more intelligent creatures. They almost always barter with one another or just take what they please when they please. Coin and jewels have little meaning to trolls, but trolls are aware that other creatures value such items. This room is where they have gathered some of these treasures. The room is nearly clean, with the remains of only a few animals inside. There are piles of coins separated by color, a few weapons leaning against the wall, and some 'shinier' metals like copper pots and burnished helmets hung from the ceiling. Two very colorful shields lean against one wall.

There are 200gp, 700sp, 1200cp, a +2 scimitar, and a +1 shield in here. The shield has the emblem of a powerful noble family emblazoned on it. That family would pay handsomely for the shield's return.

CAVERN AREA 7 TROLL DEN

This is where most of the trolls reside. There are six trolls and the chief of the trolls in here. The room is filled with debris from what the trolls have eaten over the years. Only one troll is awake when the party enters the area, and it is busy breaking bones and gnawing on them. Once the troll sees the light from around the corner or hears some disturbance, it goes to investigate. If the troll sees anything unusual, it yells out a warning, waking the others, and moves to fight the intruders in the corridor.

It takes 3 rounds for the other trolls to get up and start fighting. The trolls are backed into a corner and have no escape route. They fight until dead unless they can get around the characters and flee. The chief uses a two-handed mace in combat.

There is nothing of real value in the chamber. As mentioned, trolls primarily value meat. Anything that is not meat is of little use to them. There are a few furs, hides, bits and pieces of backpacks, armor, and a scattering of broken weapons. The

whole chamber is crawling with beetles, roaches, salamanders, and other insects eating the rotting flesh in the room.

TROLLS 6 (These chaotic evil giant's vital statistics are HD 8d8, HP 56, 51, 48, 40, 39, and 32, AC 16, BtH +8, and Move 30 feet. Their primary attributes are physical. They attack with two claws for 1d4 damage, a bite for 2d6 damage, or by weapon type with a +3 damage bonus. Their special abilities are *rend*, *darkvision* to 60 feet, *twilight vision*, and *regeneration 2*.)

TROLL CHIEF (This chaotic evil giant's vital statistics are HD 9d8, HP 62, AC 18, BtH +9, and Move 30 feet. His primary attributes are physical. He attacks with two claws for 1d4 damage, a bite for 2d6 damage, or with a two-handed mace for 2d6 +3 damage. His special abilities are *rend*, *darkvision* to 60 feet, *twilight vision*, and *regeneration 3*.)

CAVERN AREA 8 ROOM OF MURALS

This chamber has not been touched since the demons invaded the monastery. The north and south walls are painted with murals. The north wall depicts warring armies highlighting two figures. One is carrying a black mace, and the other is carrying a long staff. The mural on the south wall depicts a black mace being placed in a coffin. The coffin is surrounded by men in robes.

CAVERN AREA 9 TREASURE CHAMBERS

In the rush to kill everyone in the Betanian, the demons and their minions never had a chance to interrogate the monks and locate their treasure chamber – as if they really cared anyway. These chambers have remained untouched for several hundred years. There are three rooms in here (A, B, and C). The doors to each are made of metal, and each is locked with a large rusted padlock. The locks must be destroyed to open the chambers.

- A** The door to this room is iron and locked. This chamber contains books, scrolls, and piles of paper. There are about 100 scrolls and 50 large books containing a history of the order, its purpose, the names of all its members, their locations, and a list of prelates with associated dates. These records stop about 200 years prior to the current date. One scroll contains the name of the demon and devil, who originally had the mace. One lavishly decorated book contains hundreds of images and stories relating to the history of the horrible things for which the mace Xastur has been responsible.
- B** The door to this room is iron and locked. This chamber contains seven medium sized trunks. All are locked but none is trapped. They contain 15000gp in coin and 2000gp in jewelry and valuable items.
- C** The door to this room is iron and locked. This chamber contains tapestries, ornate paintings, ivory statues, and similar items of great value. Most of the cloth has rotted over the years so the rugs, paintings, and tapestries have no value. The 5 statues are each worth 5000gp if sold in the correct markets. They weigh about 300lbs each and stand between 4-6 feet tall.

CLOSING

If the Characters return the mace to its pocket dimension, Melchim will be quite angered and seek to undo what the characters have done. If unable to do so, the demon comes to exact revenge on the characters at the same time Abagor seeks

to punish Melchim. Of course, the devil Orobas is smiling while sitting upon his fleshy throne. Orobas allowed Abagor to take Xastur. The intent was to foment anger between Abagor and his lieutenants. As Melchim's servants fight Abagor's servants. In that case, Orobas slips into the pocket dimension where the mace is 'safely stored,' retrieves it and returns it to his throne. The spells and rituals for the 'safe storage' of the mace were given to the monks by Orobas, whom they had assumed was a deity. If a character takes the mace, all sit back in vast amusement, reveling in the chaos and evil it creates.

XASTUR

This is a sentient large two-handed mace. When used normally, it acts as a +1 mace. If used against good-aligned foes, it acts as a +2 mace. It also tries to coerce its wielder into becoming evil. Whenever the mace is used to kill something, the character using it must make a charisma check at CL4. If the character fails, the character loses one point of charisma.

This is not the real charisma score. The charisma of the character should be tracked separately by the CK as a reference for the mace's effect on the character. Once the character's charisma reaches 0, their alignment shifts in the direction of evil. If they are good, they become neutral, and if they are neutral, they become evil. If the character is good, that character must then begin the process again to shift from neutral to evil. Once a character is evil, the character's alignment is then worked to shift from lawful or neutral to chaotic in the same manner as from good to evil.

Once the character shifts one alignment, the bonus' for the mace double to +2 and +4. The second shift gives the character +1d10 hit points as long as they wield the mace.

If a third shift occurs, the wielders AC increases by 2 points.

A fourth shift causes the wielder, when using the mace in combat, to transform into an illusion of some horrible demonic creature to all those who oppose them. Anything that comes within 30 feet of the mace becomes panicked as if a cause fear spell were cast at 8th level.

Once the mace has been used to kill something, the wielder cannot willingly get rid of it without making a successful charisma check at CL5 when they attempt to do so. Once the character has shifted alignment, the difficulty increases to CL7, then CL9, then CL11.

Returning to one's original alignment occurs once the character has given up the mace or had it taken away. To revert to one's original alignment, the character must acquire experience points equal to 50% of the current levels XP requirement. For example, a 7th level ranger has a 75,000xp requirement. Half that to 37000 xp. That is the amount of xp needed to regain one's alignment. The character can also sacrifice that amount of experience points and revert immediately. The CK should also require the character to make some type of atonement for their actions. But the nature of this is left entirely up to the CK and may not apply to some classes and alignment shifts.

*If the wielder is wearing the rings found on Ignasium's hands, the mace acts only receives a +1 combat modifier.

18 CASTLES & CRUSADES

This book is published under the Open Game License version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the System Reference Document v 3.0, copyright 2000 Wizards of the Coast, Inc.

DESIGNATION OF OPEN GAME CONTENT: The following is designated Open Game Content: all stat block information of characters, monsters, and traps that appears in the parenthetical following the character, monster, or trap, including the names of items and spells; and the general names of monsters, but not any unique named NPC, character, or monster, appearing in any table or preceding any stat block. Also, the following open game content related words, phrases, and abbreviations wherever they appear: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha), Class, Fighter, Ranger, Rogue, Assassin, Barbarian, Monk, Wizard, Illusionist, Cleric, Druid, Knight, Bard, Paladin, Race, Demi-human, Dwarf, Elf, Gnome, Half-Elf, Halfling, Half-Orc, Hit Dice (HD), Hit Points (HP), Alignment, Lawful Good (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral (N), Neutral Good (NG), Neutral Evil (NE), Chaotic Good (CG), Chaotic Neutral (CN), Chaotic Evil (CE), Level, "to hit", Damage, Experience Point, Saving Throw, Player Character (PC), Non-player Character (NPC), Turn Undead, Spell, Arcane, Divine, Magic, Spell Resistance, Item, Equipment, Armor, Weapon, Potion, Rod, Staff, Wand, Scroll, Ring, Wondrous Item, Artifact, Cursed, d4, d6, d8, d10, d12, d20, d%, round, and turn.

DESIGNATION OF PRODUCT IDENTITY: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Castles & Crusades, Castles & Crusades: Player's Handbook, Castles & Crusades: Monsters and Treasures, Castles & Crusades: Castle Keeper's Guide; (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; (D) logos and trademarks, including Castles & Crusades, Castle Keeper, SIEGE engine, and Troll Lord Games, or 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.

All text, artwork, and maps appearing in this book is property of and copyright 2007 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, Castle Keeper, Troll Lord Games, and the Castles & Crusades and Troll Lord Games logos, and products published by Troll Lord Games are Trademarks of Troll Lord Games. All Rights Reserved.

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 1.0 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 original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: **Players Handbook**, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: **Players Handbook**, 2nd printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: **Players Handbook**, 3rd printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: **Players Handbook**, 4th printing, Copyright 2009, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: **Players Handbook**, 5th printing, Copyright 2011, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: **Players Handbook**, 6th printing, Copyright 2014, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: **Monsters & Treasure**, Copyright 2005, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Castles & Crusades: **Monsters & Treasure**, 2nd printing, Copyright 2007, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Castles & Crusades: **Monsters & Treasure**, 3rd printing, Copyright 2009, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Castles & Crusades: **Monsters & Treasure**, 4th printing, Copyright 2009, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Castles & Crusades: **Castle Keepers Guide**, Copyright 2010, Troll Lord Games; Author Davis Chenault. & Stephen Chenault.

Castles & Crusades: **Castle Keepers Guide**, 2nd Printing, Copyright 2015, Troll Lord Games; Author Davis Chenault. & Stephen Chenault.

Castles & Crusades: **The Rising Knight** Copyright 2016, Troll Lord Games; Author Davis Chenault.

CASTLES[®] CRUSADES

THE PESTILENT

TO THE SOUTH OF THE FAMED BLACKTOOTH RIDGE LIES THE EAST FALLOW HILLS. THERE, THE CARAVANSERAI OF WOSTERFALL PLAYS HOST TO THE OCCASIONAL MERCHANT OR ADVENTURER SEEKING THEIR FORTUNE ON THAT FABLED FENCE TO THE NORTH. WHEN IGNASIUM THE MONK ARRIVED, BATTERED AND WOUNDED, MOST SHUNNED HIM, FEARING THAT HE BROUGHT EVIL WITH HIM. THEY WERE NOT WRONG, FOR HE BORE AN ARTIFACT AND WAS POSSESSED OF A MISSION. AND UNLESS SOME ONE STEPS UP, ALL HIS STRUGGLES WILL FAIL AND THE PESTILENT UNLEASHED . . .

A MID LEVEL ADVENTURE FOR A PARTY OF 3-6 CHARACTERS.

TROLL
LORD
GAMES



TLG 8355
\$9.99

1818 N. TAYLOR, #143, LITTLE ROCK, AR 72207

WWW.TROLLORD.COM

PRINTED AT CHENAULT & GRAY PRINT
IN THE UNITED STATES OF AMERICA