

CASTLES[®] CRUSADES

CHAOS TOUCHED



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CASTLES & CRUSADES®

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INTRODUCTION

The player characters are about to be chaos touched. It isn't their fault. They can do nothing about the situation they find themselves in but try and escape the area. They are entering a quest to survive whatever chaos has in store for them. This is a self contained adventure, and all northern roads lead to **The Lost City of Gaxmoor** adventure.

Hundreds of years ago, this was a thriving section of a city. The forces of chaos ripped it from the prime material plane and it rotted on the plane of chaos for hundreds of years. Although there are marked structures on this map, these are all of the distinctive areas of the ruins. There are encounters to be had in these sections. Other parts of the map are also filled with ruins having nothing of value and are mainly just jumbles of granite building blocks taken from the stones of the valley sides. The cliffs in this area are very high and extremely dangerous to climb. Although it is possible to simply walk through this section of the city, the encounters at 7, 13, and 14 will cause the characters trouble. This entire adventure is a companion piece of **The Lost City of Gaxmoor** product put out by Troll Lord games. Place Chaos Touched on the outskirts of Gaxmoor if playing in the Lost City.

CHAOS TOUCHED

The lands of this adventure are on the edge between the many planes of chaos and the prime material plane of existence. There are times during the day when the characters will be forced into the planes of chaos. Sometimes during the right situations the characters are trapped in chaos.

On the map, the A, B, and C areas are constantly in chaos. This means during most of the day these areas seem spectral. The characters can pass through the walls and doors as though they were ghosts. They cannot touch anything in these areas during the normal times of the day. They can't climb stairs or ladders, nor can they see through the walls and doors. The creatures in these areas move as ghosts and can't be touched or influenced by magic as they go about their chaos lives.

TIMES OF CHAOS

In the hours between 5 A.M. through 7 A.M. and 5 P.M. and 7 P.M., chaos comes full force into this area. Between those times, the A, B, and C encounters become real and touchable as if they are always on the prime material plane. The walls and doors are solid. The creatures in those structures react to the characters and fight for their lives.

Special Note: If the characters are in one of these buildings at the tick of the clock on 7:01 A.M. or 7:01 P.M., they will be trapped by chaos. This means they are ghosts to the real world. They can now walk through any wall except for the encounters at A, B, and C. Creatures of the prime material plane can't touch them. The only way for them to come back to the real world is to be in one of the three encounters (A, B, or C) at 5:01 A.M. or 5:01 P.M. or to drink from two special sources of magical water. In that case they return to their original plane.

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d10	Wandering Monsters Real World List	Wandering Monsters Chaos Plane List
1	Bugbear	Chain Lightning Trap
2	Darkhand, Dark Elf wizard	Ebonsten Dark Elf Fighter/Wizard
3	Ghast	Jade Dark Elf Fighter/Rogue
4	Ghoul	Titania Dark Elf Cleric
5	Harpy	Fen Goblin Shaman
6	Octogan Red Cap	Quasit
7	Shadow Undead	Salamander
8	Denden Ogre	Noble Salamander
9	WestWind Assassin	Quickling
10	Tarnen-Hall Fighter	Ghung-ga Bugbear Leader

For great treasure as a bribe they can be given this information by the intelligent creatures of A, B, or C.

When they are ghosts, the Castle Keeper uses the wandering monster chart for the chaos plane.

TIME

The Castle Keeper needs to keep track of the hours. Just use a rough estimate of time spent doing things. During chaos time there are towers that can be touched as if they were real. When not in chaos time these towers are ghost-like and the character's physical body goes through walls and doors as if they were ghosts. The Castle Keeper is also keeping time to negatively influence the characters if they are not getting enough rest.

TIME AND RESTING

If players don't get at least six hours of rest in a 24 hour period, their abilities are influenced. For every one of the 6 hours they don't get, they suffer a -1 penalty to all of their attribute checks. This is cumulative until they get the 6 hours of rest.

Hitting 5 A.M. and 5 P.M. rolls are made for wandering creatures. On a roll of 6 on a d6 the real world creature appears and attacks. On a roll of 5 on a d6 the chaos plane monster appears and often runs to A, B, or C after fighting unsuccessfully for several combat rounds. These chaos plane creatures cannot touch the characters of the prime material plane, but they try and bite and claw until they grow weary of the effort.

CHAOS TOUCHED RUINS

There are literally hundreds of ruined buildings in this portion of the city. The player characters will want to search some of them to look for anything that might be interesting. When they enter a new building, use the chart below. Make this an interesting role-playing experience. Find out from them what they are doing to be careful in these obviously dangerous areas. When they see a section of ceiling that looks like it's going to fall down any second do they stay away or try to cause it to fall before they get under it? When the floor creaks alarmingly do they rap it hard with poles or just try to walk softer in those areas?

RUIN'S CHART

1: CREAKING WALL SECTION

As you progress into the area, the side wall begins groaning from the stress you are causing by walking nearby. A brick or two fall from the ceiling.

Roll a d4 and on a 4, one random character gets hit with stones for 1d4 in damage.

2: GROANING FLOOR SECTION

The floor sags deeper and deeper with every ten feet that you move into these ruins, and it seems as though it will go crashing into the basement at any moment.

Roll a d6 and on a 6, and the entire party falls through the floor and into the basement each taking 1d4 in damage from falling stones and equipment.

3: TREMENDOUS STENCH

Something smells dead in this area. The smell is so strong it makes you gag. You seriously consider leaving, but there are some interesting looking things in the rubble.

On a roll of 4 on a d4 the characters trip a poison trap - If the trap is sprung, a poisonous gas fills the area. It causes all within its sphere to collapse, paralyzed for 2-12 hours and taking 1d6 in damage. A successful save versus poison (CL4) prevents any effects from happening.

4: PAST LIVES - BODIES IN THE RUBBLE

The shadows of the wall have hidden a set of four bodies shot with arrows. As you inspect the bodies, you discover 30 gold pieces. The ten arrows you find are unusually well made (+1 and elven crafted).

5: SNAKE PIT

As you move in this area you hear the rustling of what must be snakes. It comes from all around. You think about getting out of this possibly snake filled area.

Characters who continue to move about the area have a chance to get bitten as they move stones about. Each character that stays takes has 1d6 chance to be bitten and will suffer 1d10 points of damage in snake venom.

6: PILES OF STONE

You see odd piles of stone in the area. There are sections of stone wall that look ready to fall. But there are also ten and fifteen feet tall piles of stone in the area for no apparent reason.

If the characters ignore the stones there is a 1d6 chance that a pile of stones will fall and do 1d4 points of damage to a random character.

ENCOUNTER 1: THE LAND BEFORE THE WALL

Think of the cracked earth of Death Valley. There is a forty foot wall blocking the passage into the valley. The wall is 30 miles long. For several miles to the south of the wall the earth is cracked and the area has no life. There is no rain in this area.

There is no portal through the wall. The sides of the valley are very high and extremely difficult to climb as they are solid granite facings. The top of the walls have crenellations and there is a 30 foot walkway at the top of the wall and to the north of the crenellations. There are wide stairs down on the north side of the wall.

The player characters have been at higher vantage points and seen the city ruins and the complete, but oddly gray (lacking in color) buildings of A, B, and C. They should be curious to enter this area and the only way in is to climb the wall.

Note: If the characters have horses and other mounts the wall turn ghost-like during one of the times of chaos so the characters and all of their equipment can pass through the wall.

Just before they easily climb the wall, they are met by a being. He/it is a demi-god and very curious about the player characters. It will never attack them but reacts aggressively if attacked itself. It's impossible for the characters to use spells or strike the being. Any weapons attempting to hit him vanish forever. Spells are all turned back on the casters with no saving throws to resist their own magic. He tries to calm the characters down.

"I mean you no harm." He holds up his hands, shaking back his tattered cloak to show he bears no weapons. His knit gloves are old, tattered, without fingers; the mark of a Bowman. He wears no armor, only a thick wool shirt and pants; his boots are worn to nubs, and the sole of the left boot is all but gone. It's obvious he's been on the road a long time. His hair is long, matted, and dirty and wears no jewelry; nor does he carry any weapon anyone could see. "I mean you no harm. I saw your camp and smelled the meat. I thought I might join you. I am weary, and my journey is not yet over. I am Narrheit. I am of the Val Eahrakun. I am chaos. I am also known as evil."

He's just interested in talking with the characters. He knows of the ruins on the other side and happily talks about the chaotic evil creatures the characters will meet if they go over the wall. He has a wondrous potion of *very full wine*. The brew is excellent, and he's more than willing to share the fine vintage and fill everyone's tankards as many times as they wish. He will stay all night telling stories about the city beyond the wall for as long as the characters wish. Keep track of their time awake and penalize them if they don't each get six hours sleep. At dawn he vanishes with the morning mists. All the bottles, skins, and liquid containers, including any potions the characters might have had, are now full of the sweet wine from his potion bottle.

Whatever the characters do to climb the wall, it should be successful. Once they stand on top of the wall they should see the entire valley. It is filled with ruined buildings and rough and colorful vegetation. They can see a group of eight bugbears walking far to the north on the road. Everything is in vibrant color except for the whole buildings marked A, B, and C. These are dull, flat gray, standing out because of this lack of color.

ENCOUNTER 2: RUINED CHEESE FACTORY

There is a road with a great deal of rubble extending east and west, just south of this cheese factory. A much larger road extending north is to the east of it.

The building, like most of the buildings in this city section, was destroyed by earthquakes several hundred years ago. This one was originally made of red brick. It is two stories tall with several large structural holes in each of the walls at all the compass points. The building is roughly 200 yards long, east and west, and 100 yards wide to the north and south. A large set of marble stairs extends up to the second story. On the second floor there are several sets of large marble tanks; all filled with green mold. If characters come up to the second floor, a band of four zombies emerge from the moldy tanks and attack the characters. These zombies follow the characters down the stairs, but do not leave the building.

ZOMBIES (4)

Appearance - these zombies are chaos touched and unusually intelligent. They are wearing work clothes and smell of cheese. They enjoy resting in the mold of the cheese vats. While resting, the zombie bodies totally heal from any damage they might take during the day. They do not appear as zombies, but as normal working males.

Demeanor - They ignore the characters until the vats are touched. Then they attack with slams on the character's bodies. They do not chase the characters if the characters run away.

ZOMBIES (4) - These chaotic evil zombies' vital statistics are HD 2d8, HP 10, Move 20 ft., AC 12. Primary attributes are physical. The zombie has all of the undead traits. They attack last in every combat round. Each zombie slams for 1d8 in damage.

Zombies quickly rise from the cheese vats. They leap from the vats and charge the characters in an effort to grapple and throw them down.

The first floor of the cheese factory is a mass of rubble. In the southwest corner of the ruins is an intact cooling chamber with a large locked metal door. The chamber beyond the door is 20 yards x 20 yards. The walls are unruined marble. For centuries it has stored racks and racks of chaos touched, three pound wheels of orange cheese. There are 100 of these cheese rounds on racks. A thick film of blue mold covers each of the cheeses. There must be some magical component in the cheese so that it hasn't turned rotten over the years. Once the mold and wax has been removed, the cheese is extremely healthy to eat. If the full three pounds is eaten in a day the cheese heals 3 hit points of damage and negates any poison the victim might have taken in. There is no way for the characters to know about the healing properties of the incredibly ugly cheese rounds.

ENCOUNTER 3: RUINED WINERY

There is a road with a great deal of rubble extending east and west, just south of this winery. A much larger road extends north on the west side of the ruined structure.

The winery is huge at 200 yards long east and west and 100 yards wide to the north and south. There are many breaks in the white granite walls. This building was built of cut stone and the earth quake that ruined this structure happened hundreds of years ago. To the north of the structure is a massive patch of grape vines with full rich grapes ready to be picked. All of the northern, chaos touched grapes are purple and lush. To the east of the building is another set of chaos touched grape vines with white grapes. Eating these grapes heals 1 point damage per large bunch of grapes. There is no way for the characters to know of the healing properties of these grapes. Eating any of them builds euphoria in the eating character.

Although the second floor of the winery has crashed into the ground level floor, there is enough space by the front door to show a set of stairs down into a large basement. The ruins of the building are filled with the equipment and barrels to make wine; from empty and filled bottles to wine presses and many empty casks.

The stairs extending to the lower level are treated with a deadly trap.

Poison Trap - If the trap is sprung, a poisonous gas fills the area. It causes all within its area of effect to collapse, paralyzed for 2-12 hours and taking 1d6 in damage. A successful save versus poison prevents any effects from happening. The trap is sprung at the bottom of the stairs and can't be avoided. Tarnen-Hall is immune to the poison. The trap is especially constructed to reset itself every hour if needed.

There is a series of 22 huge tuns of fine wine aging for hundreds of years and has become highly potent. In the center of the basement is a 2 foot long and 1 foot wide cask of magical fluid. During the time of chaos the cask turns into a +4 mace of giant striking doing 1d12, +4 to all giant and dragon types. If the characters take this cask into one of the three encounters (A, B, & C) the cask turns into the mace and can be transformed from mace to cask with a thought by its current owner. The liquid in the cask is an instantly deadly poison with no saving throw; it will kill a humanoid on contact. If the liquid ever empties out, the magic item becomes useless and never transforms again into a mace.

A tall man rests in the doorway. A cocked and ready to use heavy crossbow is at his feet. He's wearing black leather armor with a short sword on one hip and a long dagger on the other. There is a mean look to the man. He's drinking out of a large leather tankard. The smell of alcohol is strong in this area.

Beside the door is some type of saw horse set up with a large barrel of what appears to be wine. A spigot in the barrel top makes it easy to open the wine and there are drips of wine on the ground beneath the barrel.

"Peace be with you all," the man says. "I'm called Tarnen-Hall. I've just discovered this fine vintage. It was in a barrel in the basement of this ruined winery. I'm happy to share this with you." He takes a big drink from the tankard in his hand.

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TARNEN-HALL

Appearance - The fighter is powerful looking. His equipment looks well used, and there are lots of marks on his armor from resisting blows and claws. There is a confidence displayed by the man that says he is not intimidated by the number of characters facing him.

Demeanor - He is ready for trouble and doesn't mind the thought of a fight. He will run when down to 8 or less hit points. Tarnen would like nothing better than to get the group drunk on the powerful wine and take advantage of them. He also doesn't have a problem leading them down into the cellar and having the poison trap try to take them all out.

TARNEN-HALL - He is a chaotic evil, human, 3rd level fighter. His vital statistics are HP 22, AC 16. His primary attributes are strength, constitution, and charisma. His significant attributes are strength 17, dexterity 14, and wisdom 13. He uses leather armor, a heavy crossbow (1d8 +1), thieves' tools, a short sword (1d6 +1), a dagger (1d4), 11 silver pieces, and traveling gear.

ENCOUNTER 4: RUINED FIGHTER GUILD

The building is large. While there are signs of ruin in the upper floor with open holes in the gray dressed stone, the lower level shows a great deal of repaired stone walls. The gray stone building appears to be about 100 yards north and south and something like 75 yards east and west.

There is a large double door set on the east side of the building opening onto the north and south road. Above these doors is a roughly drawn sign of an ogre in armor fencing with a knight who is dressed in crudely drawn plate armor. The doors are made of granite and look to be very heavy to move.

At one time there were windows on the lower floor, but all of these have been blocked up with the same type of dressed gray stone as the walls of the building.

Looking around to the back, one can see an unusually stylish water fountain. From the ruins of the fencing studio, several hundred yards in the distance to the west is the fountain. Further out several hundred yards is the granite side of the cliffs bordering the valley. There is a cleft in those cliffs where stone has clearly been recently cut. A grassy path shows the action of a sled. That same sled is beside the back of the building and covered in gray rock dust. There was a wide door in the back of the building, but it is rocked up as well as all the windows.

Back at the front doors, the characters can hear the sound of clanging blows as if a weapon is striking armor.

If the group tries to open the doors, they experience the following -

The thick stone doors open with amazing ease. Inside, magical lights reveal a large hall of some type. The ceilings are unusually high. This seems to be some type of training area. There are practice dummies on the north side of the area. On the south side, are racks and racks of weapons of all types. In the center is a large ogre dressed in the oddest

white uniform. He's using a two-handed sword that seems like a toothpick in his massive hands. He's hammering on a giant suit of plate mail that could be made for a storm giant. The armor is dented all over. On the west side of the chamber there are tables and chairs, and the smell of food wafts over from that direction.

The ogre stops what he is doing and looks at the group. He's huffing a little from his actions. In a garbled version of the common tongue he says, "Good, have you come to take lessons from me?"

DENDEN

Appearance - The ogre sticks out oddly in his white fencing uniform. At his belly and ankles there are tufts of hair sticking out of the uniform. The monster has large, beefy feet and hands. The fencing outfit is bright white and very clean.

Demeanor - The monster is chaos touched and wants to run a fencing studio. For one silver a day, it teaches characters how to fight large monsters. His training actually does work, and if the characters pay and train for the day they are +1 on doing damage on larger than man-sized creatures. Dendan also wants to sell white fencing clothes for 1 silver per uniform. Actually, the white suit absorbs 2 points of damage from every striking weapon. After every battle it needs to be repaired if it stopped damage. There are chaos touched fibers in the suit that resist damage.

DENDEN - This chaotic evil ogre's vital stats are HD 5d10, HP 32, and AC 15. His primary attributes are physical. He receives a +1 to hit and damage. Close at hand, in his studio, are a ball & chain as well as an enchanted granite club. He uses the club to knock opponents down (1d8 with a successful strike smashing the victim to the ground) and then he strikes with the other weapon (2d8 +5). He uses a leather jerkin under his white outfit (the outfit absorbs 2 points from every successful attack made on the monster), an ornate key hangs around his neck, and he has a scroll tube with a scroll that clearly describes how the affects of chaos transform the city every sunrise and sunset.

The studio serves delicious food two times a day. The ogre tries to train all the characters at the same time. After just a few minutes of training the characters can see usefulness in his methods. If he is attacked with deadly intent, he will chase his foes until he has killed them all.

Underneath the heavy table of food is a small coffer with 113 silver and ten golden bracelets, each worth 100 gold pieces. The key on his chest opens the complex lock.

ENCOUNTER 5: WELL OF CHAOS

The characters will not notice the well is the same gray color as buildings A, B, C & D until they get within 50 yards of it. During the normal times of the day, this appears to be a high quality well with a bucket and crank to take out the water very near the top. There are lush green vines growing all over the well; making it hard to see the gray color. The vines are filled with juicy black berries. The berries are deadly poison.

At a small taste, they make the character nauseous. Eating just one kills the character in two minutes of anguish and pain. Nonhumanoids of all types can easily digest the berries.

During the two hours in the morning and two hours in the evening at the time of chaos, the well makes an astounding transformation. It becomes a 50 yard in diameter fountain. There are three lovely female statues in togas pouring out golden liquids from clay pitchers into the fountain. At the center of the fountain is a wondrous statue of an angel. If the characters come within 10 yards of the area, the angel animates and begins talking to the characters as if they were children.

“Come my children and drink of my fountain of joy. It looks like you have come far in your travels. I came here hundreds of years ago to help travelers survive in this terrible land of chaos.”

She talks right along with the characters.

Even taking one sip of the fluid coming from the fountain causes 5 points of damage to the drinker. However, it does free them of the curse of chaos, and they become whole and grounded in the prime material plane. If they were trapped in chaos they are no longer trapped. They now see the fountain in its gray well form and never see the fountain and the angel again. However, during the times of chaos they can drink from the well, take the damage, and return to normal.

Attacking the statues does no damage to the fountain, well, or statues in any way.

ENCOUNTER 6: RUINED TEMPLE OF EVIL RAMUS

There is a black marble structure being repaired by a band of stone working undead. The creatures have almost finished the repair of the temple. The structure is a square gazebo like building. There is a black altar in the center of the open area. Eight large columns of black marble hold up the thick ceiling of stone. Looking up into the ceiling shows a picture of an octopus humanoid reaching down with tentacles to grab the viewer of the image.

The undead humanoids are working on the marble of one of the columns. They are working pulleys to raise the stone column. They suddenly stop work and pick up large pickaxes and slowly move toward the characters. A horrid unnatural stench hits the noses of the characters. The undead are moving unusually fast toward the group.

GHOULS

Appearance - These creatures were human males when alive. They have been dead for centuries and now their flesh is pressed tight to their bones. These ghouls are dressed in black monk's robes. On each of the robes is a bright white image of the moon. Each of the ghouls holds a large pickaxe in one of their talons.

Demeanor - The ghouls want to lodge the pickaxes in the bodies of their living foes. Then, the ghouls will claw and paralyze their victims to eventually eat them. The pick does 1d8 in damage.

GHOULS x6 - These chaotic evil creatures' vital statistics are HD 2d8, HP 16, 15, 4x14, AC 14. Primary attributes are physical. They attack with 2 claws (1d3/1d3), Bite (1d6), special abilities include: Paralysis, Ghoul Fever, and all of the other undead traits.

The temple is almost totally repaired. When finished, the ghouls start sacrificing living beings on the altar in order to bring the deity Ramus to the prime material plane.

The altar itself has a set of hidden drawers where there is a set of two +2 heavy flails and two +3 kite shields with the symbols of Ramus on the shields. The magic items are cursed in that if they are used in battle the user begins to turn evil; after many battles he will start shouting that he needs sacrifices to Ramus. During the times of chaos these items glow brightly with their magical influence.

ENCOUNTER 7: BUGBEARS ON PATROL

This patrol doesn't like having to deal with the drow in the A & B encounter areas. They try to force the character party into encounter A or B with orders to kill any drow they find there. If the characters don't want to do this, the patrol demands all of the gold and silver the characters have on their persons.

BUGBEAR LEADER

Appearance - Chung-ga is a massive example of a bugbear. Clearly the leader, this character speaks intelligently in several languages, including elf and dwarf.

Demeanor - Chung-ga makes it clear he needs the characters to help them in their battles versus the drow. He gives them a choice of fighting the drow or fighting the patrol. The bugbears appear powerful and well armed. The patrol takes the characters to either encounter A or B. Then the patrol leaves after the characters attempt to enter the encounter area.

CHUNG-GA, BUGBEAR LEADER - This chaotic evil creature's vital statistics are HD 5d10 +2, HP 40, AC 17, His primary attributes are physical. His significant attributes are strength 18 and dexterity 13. He wears a chain shirt and carries a heavy flail (1d10 +2), 3 javelins (1d6), and ten 100 gold piece diamonds. His special ability is Darkvision 60 ft.

BUGBEAR PATROL GROUP

Appearance - These are bugbears, but they don't look very powerful. In fact they all look weak and so thin that they appear unhealthy. They are ready for battle, but don't fight unless their leader orders it.

Demeanor - The flails in the hands of these troops are massive and appear very deadly. The monsters move the flails in a twirling motion that moves the heavy ends in large circles. The monsters spread out so that they can surround the characters if their leader orders them to fight.

BUGBEAR x8 - These chaotic evil creatures' vital statistics are HD 3 (d8), HP 4x23, 4x21, AC 17. Primary attributes are

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physical. Their special abilities are Darkvision 60 ft. They attack with heavy flails for 1d10 +2.

ENCOUNTER 8: CAMOUFLAGED PIT TRAP IN RUINED BLACKSMITHY

Several of the walls and the ceiling of this structure have collapsed in on the floor. The building is made out of black bricks and was clearly a blacksmith's establishment. One can still see a forge and an anvil. There are steel tools and several large battle hammers obvious in the rubble. There are also many ingots of rusty iron and steel in a pile against one ruined wall.

Coming to the center of this area the characters are exposed to a pit trap.

Camouflaged Pit Trap - This pit trap is covered with a painted canvas matching the stone around it. The trap is 10 ft. x 10 ft. across. Anyone falling down the pit takes 4d6 in damage. The trap is a challenge level 4 with a rogue searching for it and a challenge level 6 to disable the trap.

Hidden in the ashes of the forge is an unusual metal case. The case holds a +3 dwarven throwing hammer.

ENCOUNTER 9: RUINED HORSE STABLE

There is a ruined paddock to one side of this destroyed structure. The grassy area has four obvious skeletons of horses in the grass.

The ruined horse stable is easily 50 yards wide by 100 yards long. The ceiling and walls of the building has fallen in over the centuries. One can see part of a hayloft with rotting hay. There is a set of horse stalls with rotting horse tack on the still up right walls of the stalls. One can also see the glint of metal in some of the stalls. Those metal pieces are valuable objects the red caps have gleaned from the rubble of the buildings. The second any of the characters step into this area, they are challenged.

"You aren't wanted here!"

A single wide goblin stands in the middle of the stable ruins. It wears black armor and a red cap on its head. The caps mark the goblin as dangerous. red caps are goblins that have killed something larger than themselves. After the battle each goblin wipes their cloth cap in the blood of the fallen foe.

Now that you are looking around the area, you can see several other red cap goblins hiding in the rubble. It is impossible to tell how many there are. "Leave your coin purses on the ground. Your coin is the toll for your survival. We can easily kill all of you if we wish."

Suddenly there are five daggers sticking in the wood of the stable near your heads.

GOBLIN RED CAP

Appearance - The goblin is barely 4 feet tall, but it's muscular and wide. It's dressed in quality black leather armor. There is a short sword in one hand and a throwing dagger in the other. Two more throwing daggers are on a bandoleer on its chest.

Demeanor - This leader intends to get coins from each of the characters. If they don't open their purses, the characters are ordered to open their backpacks. Attacking the leader has all of the hidden goblins throw their daggers at the characters. Then the red caps come out of hiding and attack the weakest appearing character.

OCTOGAN, LEADER OF THE RED CAPS - *This chaotic evil goblin's vital statistics are HD 3d6, HP 10, AC 14. His primary attributes are strength and constitution. He receives +2 to his AC as he is very fast. He can make a rogue's back attack and climb as a 3rd level rogue. He carries a short sword (1d6), he wears black leather armor, has 3 throwing daggers (1d4), thieves tools, 15 silver pieces, and traveling gear.) He can't help himself; whenever he is part of a kill he spends the next two combat rounds dipping his cap in the blood of his dead victim.*

RED CAP GUARD GROUP

Appearance - These goblins are not up to the quality of their leader. They are much smaller at 3 feet tall or less. They are thin and look barely able to hold their short swords. Although they are wearing black leather armor it is patched and looks to be barely strong enough to stop a blow.

Demeanor - These monsters are great at throwing daggers at the party and then attacking the wounded. When two of their number die, all of the goblins run for their lives and are not seen again unless they appear as wandering monsters.

RED CAP GUARD X(8) - *These chaotic evil goblins' vital statistics are HD 1d6, HP 1, AC 13. Primary attributes are physical. They carry short swords (1d6), they wear black leather armor, they have 3 throwing daggers (1d4), 15 copper pieces, and traveling gear.) They can't help themselves; whenever the red caps are part of a kill they spend the next combat round dipping their caps in the blood of their victim.*

Hidden in the moldy old hay of the stalls are some suits of elven chain mail and four two-handed swords.

ENCOUNTER 10: RUINED TEMPLE OF NATURE

This was a temple to the gods of nature hundreds of years ago. There are four huge oak trees placed at the compass points of the area. These trees are two hundred yards tall and extremely thick. The foliage blocks out the sun in and around the temple and makes a perfect area for shadow monsters. Around the holy area is a thick tangle of thorny raspberry bushes completely blocking the center area of the temple. The bushes are thick with tasty raspberries. Inside this tangle is another thorn tangle of red berry brush with even larger thorns and berries. These berries are poisonous to eat, and each one eaten does 6 points of damage. The thorns on these bushes can't hurt those in metal armor, however the thorns get stuck in the edges of the armor and pin those characters so they can't make headway into the center of the area. The thorny vines whip out at the characters if they try to force their way into the temple. The constant whipping can do 1d4 points of damage in a melee round.

At the center of this temple is a small pond and at the center of the pond is a bubbling well of water. This water is very special. Normally, the characters couldn't get into the tangle, but during the hours of chaos the area changes into a ghost area where the characters can easily pass. During those times, drinking from this magical spring changes the chaos touched characters into normal characters. They will also be easily able to get back out of the holy area.

In trying to get out of the area the player characters are attacked by shadows.

SHADOW

Appearance - The trees and brush cause shadows all over the area.

Demeanor - The shadows can easily move through the thorny brush when those same thorns stop the characters from moving.

SHADOW x(2) - *These chaotic evil undead's vital statistics are HD 3d12, HP 9, 8, AC 13. Their primary attributes are mental. They have all the undead traits. They use their incorporeal nature to attack through thorn vines and the trees. A shadow's touch forces the victim to feel the agonizing shock of death. The touch subtracts 1 point of strength. They have a blend ability to go totally invisible in shadows. They are incorporeal and can't be hit without using magical weapons.*

ENCOUNTER 11: LARGE FLETCHER & BOWYER RUIN

The log cabin is triangular in shape and about 30 yards on each side. There are many racks fallen to the ground on the outside of the cabin and within the crumbling walls. In the grass of these racks are dried bow staves, most cut to be turned into long bows. There are lots of fallen walls, inside of which are crashed in roof sections. One can see barrels filled with ancient fletched arrows. If the characters try to get into the building to look for useful equipment, they are attacked by flying harpies.

HARPY x(4) - *These chaotic evil creatures' vital statistics are HD 3d8, HP 7, 6, 5, 4, AC 13. Their primary attributes are physical. They attack with two claws (1d3/1d3) or with darts (three at a time 1d3 each). Their special abilities are captivating song and captivating chorus. Captivating chorus allows the harpies to sing a song together. For each harpy joining in the song, a -1 modifier adjusts all saves versus their song.*

There is enough cover in the area so the equipment of the fletcher is still in good shape. There are lots of wood cutting planes, saws, and wood cutting tools on covered walls in several sections of the ruin. If the characters defeat the harpies they can easily get into the ruin.

Barrels will have to be moved to reveal a secret trap door. The ladder extending down has collapsed, and the characters will have to rig something to get down to the bottom of the basement. In the basement, on a rack against the wall are three amazing long bows of the highest quality. Each is a +2 weapon. Along the same lines are three quivers of twenty +3 hunting arrows. These arrows double the range of any bow they are used

with. The magical arrows can only be fired once each and then their magical effect is lost. There is also a chest under a table. The metal chest is securely locked. Inside are 90 gold pieces and 185 silver pieces.

ENCOUNTER 12: KNIGHT'S GUILD AND BASEMENT

This was once a large arena. Triangular in shape, the north/south wall is now made of dressed stone and supports a huge set of stone seats to watch any performance to the west of the building. The east/west wall on the north end of the building has caved in at several spots and no longer adequately supports the arena seats in this area. If the characters try to walk in this western section, they will cause it to collapse and take 9 points of damage with a dexterity save to no damage.

Out in front of the building to the west are the ruins of knightly lists for jousting tournaments. When not a chaos time, a knight in shining armor stands in the lists and motions you to come and talk with him.

"My name is Havenor. When I was alive I fought on the side of the righteous. For many years my armies and I kept back the forces of chaos. I am holding those forces back still. When I vanish from your sight you will be attacked by an undead ghastr. Destroy this creature and you will earn a reward. Evil has settled over this city ruin and nothing is more evil than the forces living in the three chaos lairs of this city. If you are brave enough do your best to destroy these places and rip stones out of their walls to destroy the energies of chaos ripping this ruined city to shreds."

Havenor cannot be damaged in a battle with the characters. If attacked he defends himself and slowly vanishes into the mists. He never appears again to the player characters.

Slowly the man in plate mail vanishes. Out of the same spot where the man vanished, an undead ghastr screams its chaotic challenge and charges at the group.

GHASTR

Appearance - The ghastr is dressed in mismatched knight's plate mail. Most of the armor is rusted to uselessness. As the creature moves toward the characters, large puffs of rust launch into the air. The same thing happens when the creature is struck by weapons.

Demeanor - The creature plans on biting and clawing its foes using its powers to paralyze and make nauseous any foes trying to stop it. The ghastr follows the characters if they try to run and continues to attack until it or the characters are dead.

Special Note: Unknown to the characters the ghostly knight has blessed them. Every one of the characters trying to hit the ghastr or helping in the defeat of the ghastr, raises one level instantly after the battle, without having to train a bit. That next level gives them their maximum hit points for the additional level-on a d6 the character gains a 6, on a d8 the character gains an 8 and so on for each character.

8 CASTLES & CRUSADES

GHOST - These chaotic evil creatures' vital statistics are HD 4d8, HP 20, AC 17. Their primary attributes are physical. Their special abilities are Ghoul Fever, Darkvision 60 ft, Wretched Stench, Paralysis, and Vulnerability to Cold Iron. It has all of the undead traits. It attacks with a bite for (1d8) and two claws for (1d4/1d4).

If the characters take the time to look, they discover a trap door in the ground of the lists under the feet of the ghost. There are three chests in this root cellar of a chamber.

Chest 1 - A chest of four healing potions and 9,000 copper coins.

Chest 2 - A chest with a set of four shields. One is of much higher quality than the rest. It is a +3 shield.

Chest 3 - 4,000 silver pieces, a bag of 9 assorted gems, each worth 1,000 gold pieces, and a richly appointed +2 dagger with 15,000 in gems in the pommel of the weapon.

ENCOUNTER 13: ENCOUNTERS ON THE WAY TO GAXMOOR

The road extends northwest and in a few miles it connects with the City of Gaxmoor (note the Troll Lord product). In the brush along the road lurks the Shadow Darkhand. He's having trouble with the bright sunlight, but he wants to kill the character party if he can. He is hiding in a large stand of trees where he has made a small hut. He can easily see out of this area, but foes are going to have a bit of trouble finding his door and getting into the hut. He begins the battle by casting a *darkness* spell, but misses most of the group and only catches the lead character.

The group can easily run out of range of the drow spells as they continue down the road. This drow won't follow the group out of these ruins.

SHADOW DARKHAND, MALE DARK ELF WIZARD 3 - He is a chaotic evil dark elf male whose vital statistics are HD 3d4, HP 11, AC 12. His primary attributes are intelligence and charisma. His significant attributes are dexterity 15 and intelligence 17. He carries a wand with 7 charges of magic missile and a potion of cure light wounds. He can cast the following spells: 0-Mage Hand, Detect Poison, Detect Magic, Dancing Lights, 1st - Sleep x2, Charm Person x2, 2nd -Darkness.

ENCOUNTER 14: ENCOUNTERS ON THE WAY TO GAXMOOR

The characters are moving down the northeast road when a voice shouts out,

"Stand and deliver!"

The assassin has set up this ambush well. Over the months he has placed several door-looking panels in the thick brush on either side of the road. He has blended the panels in with the vegetation so a character would have to look carefully to see them. He then set up a crossbow behind one of the panels so he can fire the crossbow into the ground on the road. He does this by using a trip wire fifty yards away, he can be hidden in the grass while the characters think he is in the blind firing the crossbow.

He is a natural ventriloquist and can easily throw his voice in several directions. During the hold up he will talk to the characters in several different voices to make them think they are facing a squad of people.

"Give me your backpacks and you may live. Stand and fight or try to run and my crossbowmen will cut you down!"

Appearance - He's dressed in a grass gilly suit that perfectly blends in with the tall grasses that are on either side of the road.

Demeanor - WestWind has no trouble fighting the group. He tries to make them think he is many yards away in one of the blinds while he uses his missile weapons on the group from a distance. If the characters surrender, he lets them go after taking their packs. It is possible the characters could sneak back and surprise the assassin hours later.

WESTWIND - He is a chaotic evil human, 3rd level assassin. His vital statistics are HP 15, AC 14. His primary attributes are dexterity, intelligence, and wisdom. His significant attributes are intelligence 17 and dexterity 16. He uses leather armor, a poisoned short sword (1d6 +poison for 1d10), 6 poisoned throwing daggers (1d4 +poison 1d4), a potion of levitation, a potion of healing, 22 platinum pieces, a ruby ring valued at 1,200 gp, and traveling gear.

THE FORCES OF CHAOS

There are three buildings filled with the essence of chaos in this area: A, B, & C. The magic of chaos continues to plague the valley until steps are taken to tear out wall sections in these three buildings. The second this is done, chaos leaves the area and the creatures of chaos leave as well.

From the hours of 5:01 to 6:59 in the morning and 5:01 to 6:59 in the evening chaos touches the land. All of the other buildings in the area turn into ghost buildings. The creatures in these buildings also turn ghost-like. They can't see the player characters and the players can't touch them as their hands and bodies go right through the ghost walls and ghost characters.

During the two times of chaos, the three buildings become solid and the characters can interact with the forces in those towers. When not in chaos, these structures are slate gray and outside and inside they show no color of any type. In the chaos influence, the walls of A are a vibrant green; the walls of B are a rich brown wood grain color; and the walls of C are an ebony glossy black with a mirror effect reflecting everything around it.

If the characters are in one of the three buildings at 7:00 in the morning or the evening they are touched by chaos and become ghosts. As ghosts they walk around the ruins and their hands and bodies go through everything.

There are three ways to remove this effect. A *remove curse* spell dispels the magic of chaos; drinking from the well (encounter 5); or the nature's brook (encounter 10) releases the characters from the effect.

ENCOUNTER A: 3 DARK ELF TOWERS IN CHAOS

The main road ends in three large towers. When the city was bustling with people, these towers were for the ruler of the town. Each is connected to the other two, and they are exactly alike. There are three levels with several arrow slits on each level. The towers are 90 yards tall and there are crenellations on top of each. Each tower has a single large reinforced door at its center. The towers are made of finished granite from the hillsides of the valley edges.

Each of the levels is spacious, with the same design. The floor level is a work area with kitchen, pantry, and all the things a tower needs to feed its inhabitants. The pantry is well stocked with hanging meats, barrels of the finest wine, and plenty of clay jars of spices and all the pots and pans needed to cook meals. There is a large work table with benches all around in the middle of the chamber. A wide set of stairs hugs the north wall and extends up to the second level.

On the second level is a comfortable living area for twenty men at arms. There are bunk beds, weapons and other equipment, and several tables and benches for warriors to be at rest. Another set of stairs extends up to the third level.

On the third and highest level is a chamber for the lords and ladies of the tower. There is an area set aside for a throne and meeting room, an area with six canopy beds and chests of richly appointed clothes for lords and ladies. In a hidden chamber are three small coffers: 1,199 gold coins, 3,888 silver coins, and 5,922 copper coins. These same coffers of coins are also in the two connected and uninhabited towers on either side of the central tower.

All of the stated equipment and material goods and fresh food can be found in each of the three towers. The Castle Keeper can feel free to add more drow characters to the other towers if the area isn't providing enough challenge for their low level characters.

Always guarding the center tower are two panthers. During the normal hours of the day these ghost panthers appear to be sleeping or otherwise at rest. When chaos takes over the valley, these are alert and guarding the central tower with their lives. Although the felines run when beginning to take damage, in ten minutes the panthers are back and attacking.

LARGE PANTHERS x2 - *These neutral creatures' vital stats are Hd 5(d8), HP 20x2, Move 40 ft, AC 22. Their primary attributes are physical. They attack with 2 claws (1d6) and a bite (1d10). They have Rake and Twilight Vision, Tracking 8. They have animal intelligence, no treasure and XP 60 +4. Special Note: when each panther has taken more than half its hit points in damage the creature runs away. These panthers are very large, 3 ft tall at the shoulders and 6 ft long.*

FEMALE DARK ELF

Appearance - Ebonsten is lovely as are all females of her race. She is dressed in fighter's equipment and presents a bold character when she speaks from her throne in the tower. There

are unusual masses of spider webs and large spiders all around her throne.

Demeanor - She challenges the character party and warns them attacking her and her brother will bring the curse of all drow down on their heads. She cannot be surprised and begins the battle with a crossbow shot.

EBONSTEN DARKHAND - *She is a chaotic evil female dark elf, 1st level fighter, 2nd level wizard, whose vital statistics are HP 15, AC 15. Primary attributes are strength and dexterity). Her significant attributes are dexterity 16 and strength 14. She wears a +1 chain shirt, a +1 long sword (1d8 +1), and a +1 crossbow (1d4 +1) with 7 bolts covered in sleep poison. Spells: 0 -Detect Magic, Detect Poison, Light, Open/Close, 1st-Burning Hands, Magic Missile, Sleep*

MALE DARK ELF

Appearance - MarkForest has made himself massively strong as he stands seven feet tall. His body is hugely muscled and when he draws his long sword it moans in pleasure at being used for chaos.

Demeanor - He wants to fight, but follows the direction of his sister. Standing by her throne his lower legs are covered in large spiders and he doesn't seem to mind at all. He will shoot crossbow bolts until forced into melee.

MARKFOREST DARKHAND, MALE DARK ELF RANGER 1/ ROGUE 2 - *He is a chaotic evil dark elf male whose vital statistics are HP 19, AC 15. His primary attributes are physical. His significant attributes are dexterity 16 and strength 14. He wears a +1 chain shirt, a +1 long sword (1d8 +1), and a +1 crossbow with 10 bolts covered in sleep poison.*

These two live in the center tower and warmly greet characters after victims have survived the attack of the panthers. The drow find their panthers attacking quite amusing. These evil characters are bored and offer food and drink to the character party and invisible servants do the cooking and serving to the characters. The drow want to talk of the travel of the characters. These drow want the ogre and the bugbears killed and are willing to pay 10 gold per head of a dead monster.

The drow have no trouble fighting the characters when it is time for battle.

TRAPS IN THE OTHER TWO TOWERS

There is no one in the other two towers. However, each level of those towers is trapped and these traps reset themselves after one hour.

Chain Lightning Trap - This trap is triggered only if a character touches the center of the chamber. Should this happen, lightning bounces all over the chamber doing 4d6 once in damage to each character, allowing for a save to no damage. A successful dexterity save (challenge level 7) reduces the damage to zero. Finding the trap before it is sprung is a challenge level 12.

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In the other two towers this first level trap changes magically after being sprung. It moves from the front door to the stairs to the door of the pantry to other places in the chamber as the trap is tripped and reset.

Camouflaged Pit Trap - This pit trap is covered with a painted canvas matching the stone around it. The trap is 10 ft. x 10 ft. across. Anyone falling down the pit takes 4d6 in damage. The trap is a challenge level 4 with a rogue searching for it and a challenge level 6 to disable the trap.

In the other two towers this second level trap magically moves itself after being tripped. It moves from the stairs to in front of the bunk beds, to near the tables and benches.

Poison Trap - If the trap is sprung, a poisonous gas fills the area. It causes all within its sphere to collapse, paralyzed for 2-12 hours and taking 1d6 in damage. A successful save versus poison (CL 4) prevents any effects from happening.

In the two towers this third level trap always starts in front of the opening to the hidden treasure chamber. After being sprung once it moves to the stairs extending down to the second level, and then to the bedroom of the lords and ladies.

ENCOUNTER B - WIZARD DARK ELF 'LIVING' BUILDING

This wizard's hut is a semi-intelligent magical hut on moveable legs. The legs move purposely to avoid characters easily getting into the hut. Two panthers dwell about the hut, guarding it from harm. But the hut itself is able to defend itself by avoiding contact (walking away) or through manifesting the illusion of a wizard. After the characters fight with the panther guards, a dark elf comes to the door and argues with the characters.

"Can't you tell by the panther guards and the fact that this is a magical tower that I don't want to be disturbed?"

The illusionary wizard seems very cross with the characters and it is clear he will fight, if need be. While he argues he begins casting what appears to be spells on himself. He lies and explains what he seems to be doing even though all the magic he says he is casting is fake.

"With this spell I'm summoning two invisible stalkers to guard my door." A red glow fills the portal area. With this spell your magical spells will not work in my home." A green glow covers the body of the Drow. "This spell is a poisonous mist that kills as humans or dwarves breathe the gas in. I make it a habit to never kill elves or gnomes as those races scream so pleasantly on my torture tables." A purplish mist fills the area in the doorway. "Now go before I get really angry." The drow closes the door and the entire building takes three steps backward.

LARGE PANTHERS 2 - These neutral creatures' vital stats are HD 5(d8), HP 20x2, Move 40 ft., AC 22. Their primary attributes are physical. They attack with 2 claws (1d6) and a bite (1d10). They have Rake and Twilight Vision, Tracking 8. They have animal intelligence, no treasure and XP 60 +4. Special Note: when each panther has taken more than half its hit

points in damage the creature runs away. These panthers are very large, 3 ft tall at the shoulders and 6 ft long.

Any attempt to pin the legs of the living tower works. As soon as entry is gained, the wizard disappears. The large chamber of the tower is 20 feet above the ground and the tower is intelligent enough to keep moving so the characters can't easily get in the tower.

If the characters find a way into the tower, the group discovers a rather ordinary bedroom and living area. The two drow live quite simply in this hut. They, like the other drow in the area, are planning to expand their race's influence by way of this area.

Both of these drow have small coffers filled with jewelry. There are six assorted pieces of black diamond jewelry. The total price would be in the 20,000 gold piece range. There are earrings, a wrist bracelet, two large stone rings, and a necklace that provides +1 protection versus spells.

FEMALE DROW ELF

Appearance - She is a beautiful member of her race. She dresses unusually provocatively as if she wants to catch the attention of a male eye. She carries a strange staff with a white ivory spider at its top. There is a large glowing dagger at her hip and a wand case on the other side of the dagger.

Demeanor - If the characters dare to attack her home or try to get inside she fights to the death using spells first and then her magical dagger.

JADE DARKHAND, FEMALE DARK ELF FIGHTER 1/ROGUE 2 - She is a chaotic evil dark elf female whose vital statistics are HP 20, AC 15. Primary attributes are strength and dexterity). Her significant attributes are dexterity 16 and strength 14. She wears +1 studded leather armor and carries a +1 dagger and a +1 hand crossbow with 5 sleep poison bolts.

Titania should be a surprise for the characters. She lives with Jade and the two drow fight together as a team. Titania only appears if the characters make it into the tower.

FEMALE DROW CLERIC

Appearance - She appears ready for battle. There is a magical glow about her as she has cast *shield of faith* and *magical circle*.

Demeanor - She holds the cure wand in her shield hand. She uses it on herself and her drow companion during the battle.

TITANIA DARKHAND, FEMALE DARK ELF CLERIC 6 - She is a chaotic evil dark elf female whose vital statistics are HP 31, AC 24. Her primary attributes are wisdom and charisma. Her significant attributes are strength 14 and wisdom 18. She wears +1 full plate and a +2 ring of protection. She carries a heavy shield, a +1 heavy flail, and a +1 hand crossbow with 10 sleep poison bolts. She has a wand of cure light wounds with 20 charges. Spells: 0-Detect Good, Detect Magic, Detect Poison, Light, First Aid, Purify food and drink, 1st-Shield of Faith, Cure Light Wounds (x2), Invisibility to Undead, 2nd-Darkness,

Detect Traps, Hold Person, Spiritual Weapon, 3rd-Dispel Magic, Magic Circle, Remove Curse

Any attempt to pin the legs of the living tower works. The large chamber of the tower is 20 feet above the ground and the tower is intelligent enough to keep moving so the characters can't easily get in the tower.

If the characters find a way into the tower, the group discovers a rather ordinary bedroom and living area. The two drow live quite simply in this hut. They, like the other drow in the area, are planning to expand their race's influence by way of this area.

Both of these drow have small coffers filled with jewelry. There are six assorted pieces of black diamond jewelry. The total price would be in the 20,000 gold piece range. There are earrings, a wrist bracelet, two large stone rings, and a necklace that provides +1 *protection versus spells*.

ENCOUNTER C: QUICKLING TOWER

The two level tower was built hundreds of years ago by humans. It was to be a small fortress at the south end of the town. The large lower floor's kitchen and other equipment could feed and house 50 trained warriors. The second floor could sleep the 50 and allow them to relax and work on their armor and equipment.

The quicklings living there now don't like iron. These creatures have made great piles of all the equipment on both floors. On the first floor amongst the piles of rusting iron is a small coffer with 90 silver and a +1 amulet of protection. On the second level in the pile of arms and armor are the following: +1 battleaxe, +1 balanced for throwing war hammer, and a +2 shield. These items can be differentiated from the rest because those items are not rusty.

The two levels are now filled with finely carved wooden furniture. For over a hundred years the quicklings have lived in this tower and made it their own.

QUICKLING

Appearance - A race of small creatures (3 ft tall) with elfin features and large pointed ears, these humanoids are lightning fast and can become a blur to human eyes trying to track their movements. Their clothes are of gossamer silk. They are capable of standing and talking with others, but enjoy a good battle and move so quickly they can often strike foes from behind even if they started the fight from the front.

Demeanor - Their crystal daggers are of high quality and razor sharp. The quicklings delight in cutting into foes, taking them down to their last hit point and then ignoring them. These three male quicklings don't like the drow. Given the chance the quicklings talk about the drow of A and B and suggest strategies in killing the guardian panthers and attacking the drow in their homes. Naturally, the quicklings want to use this valley to support their own people.

QUICKLING (3) - *These neutral evil creatures' vital statistics are*

HD 1d12, HP 5 x3, AC 23. Their primary attributes are physical. Special ability is +5 on initiative roll. They attack with two daggers a combat round (1d4+1/1d4+1). They have spell-like abilities - Darkness, Faerie Fire, Ventriloquism - all once per day at the 5th level of ability.

KOMODO DRAGON

Appearance - The lizard creature is 27 ft long and weighs in at three tons. Its hide is extremely tough and only takes half damage from bludgeoning attacks.

Demeanor - The creature is at the command of the quicklings. The quicklings only bring it out of hiding when they feel threatened and one of their number has been killed. Then the creature is in attack mode. The komodo dragon is aware of its toxic bite. The dragon tries to bite each of the characters once and then it ignores them and goes on to the next foe. If the komodo bites a second time, its poison is cumulative and the victim suffers 2 hit points a melee round of lost life to the toxins coursing through their body. The dragon never leaves the tower, but can roam quickly up and down the two levels.

KOMODO DRAGON - *This neutral creature's vital statistics are HD 3d12, HP 11, AC 20. Their primary attributes are physical. Special ability - each has a deadly bite that is filled with a toxic poison. The bitten victim takes 1 point of damage per melee round until the poison is cured or the victim dies. The bite does 2d8, Darkvision 60 ft, Twilight Vision, Animal.*

Chain Lightning Trap - This trap is triggered only if a character touches the center front door. Lightning bounces all over the front of the building doing 4d6 once in damage to each character, allowing for a save to no damage. Characters that are more than 30 yards away can easily duck the trap action. A successful dexterity save (challenge level 7) reduces the damage to zero. Finding the trap before it is sprung is a challenge level 12.

BEASTIARY

KOMODO DRAGON - This neutral creature's vital statistics are HD 3d12, HP 11, AC 20. Their primary attributes are physical. Special ability - each has a deadly bite that is filled with a toxic poison. The bitten victim takes 1 point of damage per melee round until the poison is cured or the victim dies. The bite does 2d8, Darkvision 60 ft, Twilight Vision, Animal.

LARGE PANTHERS 2 - These neutral creatures' vital stats are HD 5(d8), HP 20x2, Move 40 ft, AC 22. Their primary attributes are physical. They attack with 2 claws (1d6) and a bite (1d10). They have Rake and Twilight Vision, Tracking 8. They have animal intelligence, no treasure and XP 60 +4. Special Note: when each panther has taken more than half its hit points in damage the creature runs away. These panthers are very large, 3 ft tall at the shoulders and 6 ft long.

ZOMBIES (4) - These chaotic evil zombies' vital statistics are HD 2d8, HP 10, Move 20 ft., AC 12. Primary attributes are physical. The zombie has all of the undead traits. They attack last in every combat round. Each zombie slams for 1d8 in damage.

CHUNG-GA, BUGBEAR LEADER - This chaotic evil creature's vital statistics are HD 5d10 +2, HP 40, AC 17, His primary attributes are physical. His significant attributes are strength 18 and dexterity 13. He wears a chain shirt and carries a heavy flail (1d10 +2), 3 javelins (1d6), and ten 100 gold piece diamonds. His special ability is Darkvision 60 ft.

BUGBEAR x8 - These chaotic evil creatures' vital statistics are HD 3 (d8), HP 4x23, 4x21, AC 17. Primary attributes are physical. Their special abilities are Darkvision 60 ft. They attack with heavy flails for 1d10 +2.

EBONSTEN DARKHAND - She is a chaotic evil female dark elf, 1st level fighter, 2nd level wizard, whose vital statistics are HP 15, AC 15. Primary attributes are strength and dexterity). Her significant attributes are dexterity 16 and strength 14. She wears a +1 chain shirt, a +1 long sword (1d8 +1), and a +1 crossbow (1d4 +1) with 7 bolts covered in sleep poison. Spells: 0 -Detect Magic, Detect Poison, Light, Open/Close, 1st-Burning Hands, Magic Missile, Sleep

MARKFOREST DARKHAND, MALE DARK ELF RANGER 1/ROGUE 2 - He is a chaotic evil dark elf male whose vital statistics are HP 19, AC 15. His primary attributes are physical. His significant attributes are dexterity 16 and strength 14. He wears a +1 chain shirt, a +1 long sword (1d8 +1), and a +1 crossbow with 10 bolts covered in sleep poison.

SHADOW DARKHAND, MALE DARK ELF WIZARD 3 - He is a chaotic evil dark elf male whose vital statistics are HD 3d4, HP 11, AC 12. His primary attributes are intelligence and charisma His significant attributes are dexterity 15 and intelligence 17. He carries a wand with 7 charges of magic missile and a potion of cure light wounds. He can cast the following spells: 0-Mage Hand, Detect Poison, Detect Magic, Dancing Lights, 1st - Sleep x2, Charm Person x2, 2nd -Darkness.

JADE DARKHAND, FEMALE DARK ELF FIGHTER 1/ROGUE 2 - She is a chaotic evil dark elf female whose vital statistics are HP 20, AC 15. Primary attributes are strength and dexterity). Her significant attributes are dexterity 16 and strength 14. She wears +1 studded leather armor and carries a +1 dagger and a +1 hand crossbow with 5 sleep poison bolts.

TITANIA DARKHAND, FEMALE DARK ELF CLERIC 6 - She is a chaotic evil dark elf female whose vital statistics are HP 31, AC 24. Her primary attributes are wisdom and charisma. Her significant attributes are strength 14 and wisdom 18. She wears +1 full plate and a +2 ring of protection. She carries a heavy shield, a +1 heavy flail, and a +1 hand crossbow with 10 sleep poison bolts. She has a wand of cure light wounds with 20 charges. Spells: 0-Detect Good, Detect Magic, Detect Poison, Light, First Aid, Purify food and drink, 1st-Shield of Faith, Cure Light Wounds (x2), Invisibility to Undead, 2nd-Darkness, Detect Traps, Hold Person, Spiritual Weapon, 3rd-Dispel Magic, Magic Circle, Remove Curse

GHAST - These chaotic evil creatures' vital statistics are HD 4d8, HP 20, AC 17. Their primary attributes are physical. Their special abilities are Ghoul Fever, Darkvision 60 ft, Wretched Stench, Paralysis, and Vulnerability to Cold Iron. It has all of the undead traits. It attacks with a bite for (1d8) and two claws for (1d4/1d4).

GHOULS x6 - These chaotic evil creatures' vital statistics are HD 2d8, HP 16, 15, 4x14, AC 14. Primary attributes are physical. They attack with 2 claws (1d3/1d3), Bite (1d6), special abilities include: Paralysis, Ghoul Fever, and all of the other undead traits.

HARPY x(4) - These chaotic evil creatures' vital statistics are HD 3d8, HP 7, 6, 5, 4, AC 13. Their primary attributes are physical. They attack with two claws (1d3/1d3) or with darts (three at a time 1d3 each). Their special abilities are captivating song and captivating chorus. Captivating chorus allows the harpies to sing a song together. For each harpy joining in the song, a -1 modifier adjusts all saves versus their song.

DENDEN - This chaotic evil ogre's vital stats are HD 5d10, HP 32, AC 15 and Moves 18. His primary attributes are physical. He receives a +1 to hit and damage. Close at hand, in his studio, are a ball & chain as well as an enchanted granite club. He uses the club to knock opponents down (1d8 with a successful strike smashing the victim to the ground) and then he strikes with the other weapon (2d8 +5). He uses a leather jerkin under his white outfit (the outfit absorbs 2 points from every successful attack made on the monster), an ornate key hangs around his neck, and he has a scroll tube with a scroll that clearly describes how the affects of chaos transform the city every sunrise and sunset.

FEN, GOBLIN SHAMAN - This chaotic evil goblin's vital statistics are HD 3d6, HP 9, AC 15. Its primary attributes are intelligence and wisdom. This goblin can cast spells as a 4th level cleric. He carries a shield, wears chain mail, and uses a large mace (1d8 +2) and 3 javelins (1d4). He has a large onyx evil holy symbol in the shape of a hammer worth 400 gp. Spells:

0-Detect Magic, Detect Poison, Light, Purify Food and Drink, 1st-, Protection from Good, Sanctuary, Sound Burst, 2nd-Darkness, Hold Person

OCTOGAN, LEADER OF THE RED CAPS - This chaotic evil goblin's vital statistics are HD 3d6, HP 10, AC 14. His primary attributes are strength and constitution. He receives +2 to his AC as he is very fast. He can make a rogue's back attack and climb as a 3rd level rogue. He carries a short sword (1d6), he wears black leather armor, has 3 throwing daggers (1d4), thieves tools, 15 silver pieces, and traveling gear.) He can't help himself; whenever he is part of a kill he spends the next two combat rounds dipping his cap in the blood of his dead victim.

RED CAP GUARD x(8) - These chaotic evil goblins' vital statistics are HD 1d6, HP 1, AC 13. Primary attributes are physical. They carry short swords (1d6), they wear black leather armor, they have 3 throwing daggers (1d4), 15 copper pieces, and traveling gear.) They can't help themselves; whenever the red caps are part of a kill they spend the next combat round dipping their caps in the blood of their victim.

SHADOW x(2) - These chaotic evil undead's vital statistics are HD 3d12, HP 9, 8, AC 13. Their primary attributes are mental. They have all the undead traits. They use their incorporeal nature to attack through thorn vines and the trees. A shadow's touch forces the victim to feel the agonizing shock of death. The touch subtracts 1 point of strength. They have a blend ability to go totally invisible in shadows. They are incorporeal and can't be hit without using magical weapons.

QUASIT (3) - These chaotic evil winged demons have vital statistics of HD 1d8, HP 5, 4, 3, AC 14. They attack with 2 claws (1d2/1d2) and a bite (1d3). They have the following spell-like abilities - Protection from Good, Darkness, and Pyrotechnics at the 3rd level of ability.

WESTWIND - He is a chaotic evil human, 3rd level assassin. His vital statistics are HP 15, and AC 14. His primary attributes are dexterity, intelligence, and wisdom. His significant attributes are intelligence 17 and dexterity 16. He uses leather armor, a poisoned short sword (1d6 +poison for 1d10), 6 poisoned throwing daggers (1d4 +poison 1d4), a potion of levitation, a potion of healing, 22 platinum pieces, a ruby ring valued at 1,200 gp, and traveling gear.

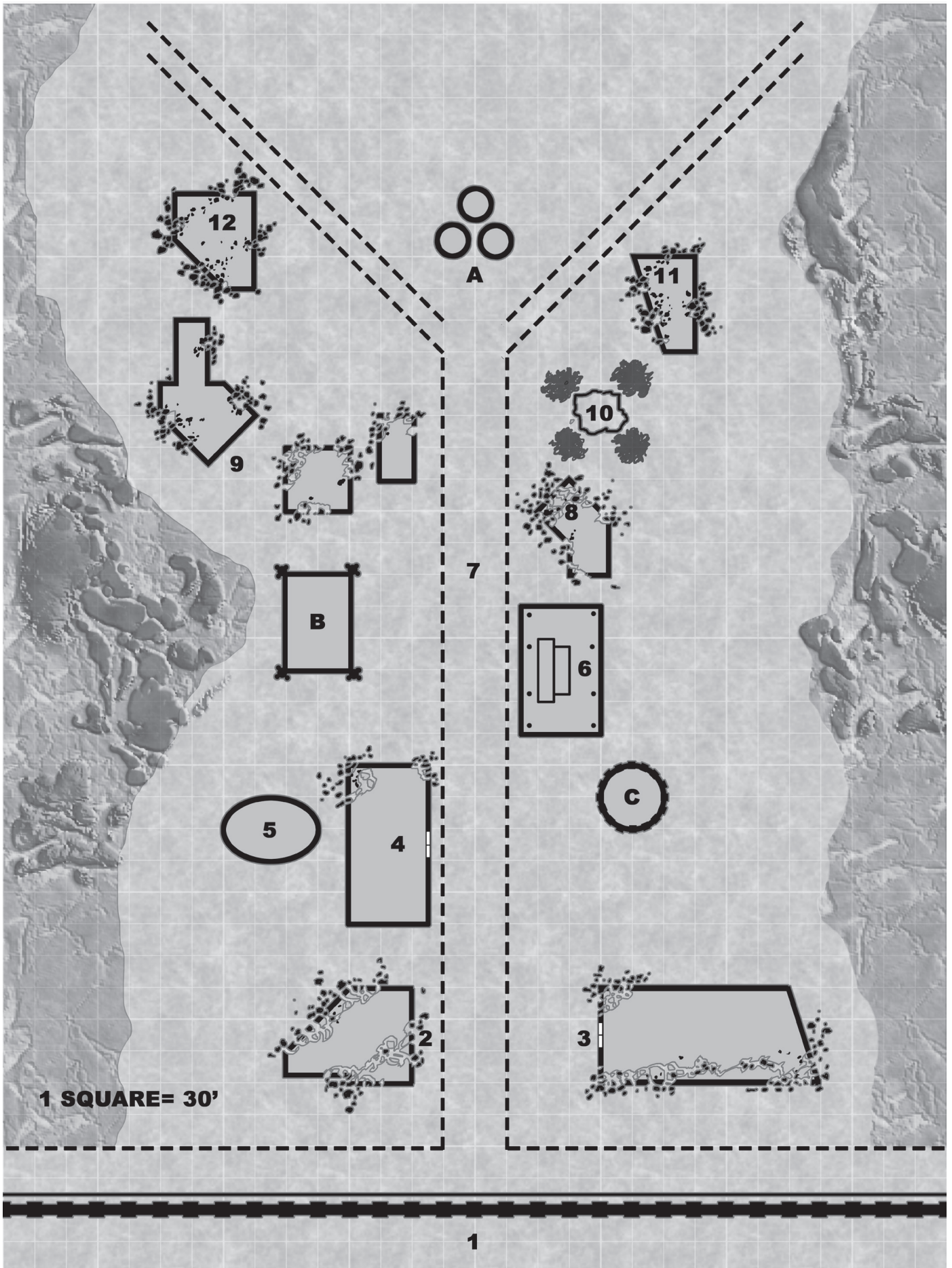
TARNEN-HALL - He is a chaotic evil, human, 3rd level fighter. His vital statistics are HP 22 and AC 16. His primary attributes are strength, constitution, and charisma. His significant attributes are strength 17, dexterity 14, and wisdom 13. He uses leather armor, a heavy crossbow (1d8 +1), thieves' tools, a short sword (1d6 +1), a dagger (1d4), 11 silver pieces, and traveling gear.

SALAMANDER (3) - These chaotic evil creatures' vital statistics are HD (5d8), HP 40, 39, 37, AC 19. Their primary attributes are physical. Their special abilities are Constrict (2d6), Heat, Darkvision 60 ft, Immunity to fire and enchantments, Vulnerability to Cold. They attack with a fire spear (1d8 +2) or a Tail Slap (1d6 +2).

NOBLE SALAMANDER - This chaotic evil creature's vital statistics are HD (15d8), HP 17, AC 22. Their primary attributes are physical. Its special abilities are Constrict (2d6), Heat, Darkvision 60 ft, Immunity to fire and enchantments, Vulnerability to Cold. It attacks with a huge fire spear (3d8 +3) or a Tail Slap (2d6 +2).

QUICKLING (3) - These neutral evil creatures' vital statistics are HD 1d12, HP 5 x3, AC 23. Their primary attributes are physical. Special ability is +5 on initiative roll. They attack with two daggers a combat round (1d4+1/1d4+1). They have spell-like abilities - Darkness, Faerie Fire, Ventriloquism - all once per day at the 5th level of ability.

14 CASTLES & CRUSADES



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A MID-RANGE
CHALLENGE LEVEL.

