

AO

5TH EDITION
ADVENTURE

THE RISING KNIGHT



DAVIS CHENAULT



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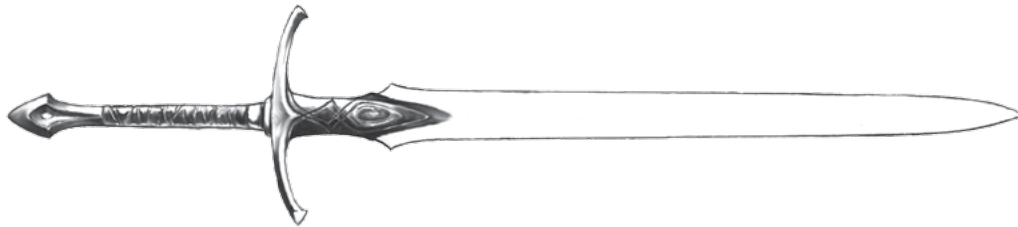
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INTRODUCTION

The Drunderry River runs narrow and fast through much of its course before tumbling into the lowlands beneath the Fallow Hills. From there, the river spreads out across fertile plains, laboring slowly to the south before emptying into the Elmarsh Lake. Until recently this area was unsettled. The writ of the King of New Aenochre has changed all this. Several small villages, thorpes and farming communities have been settled in this region since the King's permission was granted. The village of Malforten, nestled along the banks of the Drunderry River near the Fallow Hills, is just such a place.

The people of Malforten are few in number, but sturdy folk with many a stout heart amongst them. Knowing they were settling at the edges of the kingdoms of New Aenochre and far from help if ever there was need, those who came here were of the uncommon and daring type. Lacking support otherwise, the people of Malforten have banded together and fought off many a wild beast, bandit, and raiding goblin. They even managed to defeat a marauding band of ogres before it lay waste to surrounding farms. They are proud of their independence from the Lords of New Aenochre and their capacity to care for their own. This is why they consider their current position with not a little embarrassment.

Malforten lies in the East March. This frontier region is known to be open to raiders, bandits and other nefarious creatures who fear no retribution from the West; so many villainous malcontents and upstarts thus come here to raid and, with each passing success, act with ever more audacity.

Now Malforten has come under a more dire and grievous threat than ever before. A vicious gnoll warrior, Gritznak the Bold, has come to the Fallow Hills and taken up residence in an abandoned temple. From here, his band of raiders has encroached ever more often upon the steads of Malforten, taking cattle, grain stores, and stealing away a few residents for slaves or worse.

Though the men of Malforten have attempted to locate, trap or capture Gritznak, they have failed each time. Each failure has emboldened Gritznak to greater depredations, culminating with his coming to Malforten and demanding tribute.

At their wits end, the leaders of Malforten called upon the Lords of New Aenochre for knights and soldiery to help defeat Gritznak the Bold (as they are duty bound to supply). However, the delegates from Malforten were rebuffed and their request for soldiery denied, as the wars to the west and south have consumed most of New Aenochre's veteran warriors. However, to minimally meet their obligations, several Lords of New Aenochre have offered a bounty to any who might bring an end to the depredations of Gritznak the Bold.

FOR THE CASTLE KEEPER

Gritznak the Bold is massive and mean spirited, even for a gnoll. He is also canny and aware that the inhabitants of Malforten do not have the ability to confront his troops in force and

defeat him. As such, he no longer fears reprisal for his raids and threats. He has also changed his tack. He is no longer raiding Malforten; rather, he is now demanding tribute from the town so he does not have to fight for it. He takes cattle, grain and other goods he desires.

His extortion has worked, as no one in Malforten has overtly challenged him in a long time, and Gritznak receives his tribute on a fairly regular basis. Recently, Gritznak has learned through a source in Malforten that a bounty is being offered for his capture. This too bothers Gritznak little, as he is safely ensconced in his lair with many veteran goblins at his side and believes no one will be able to find nor confront him.

Gritznak has encamped inside the bowels of an ancient temple, an unholy place in which many vile deeds were once performed and in which he feels very comfortable. Though the temple has long been abandoned, the power of its deity, the Horned One, resonates therein even to this day.

The temple itself has a mind and will of its own and acts to protect Gritznak and increase his strength. This is being done in order to bring worshipers back to the temple and, with them, sacrificial victims who can be used for resurrecting the last high priest of the temple.

This process has been going well. Gritznak has brought back enough victims to almost complete the process of resurrection. The high priest is buried in the bowels of the temple, and with one more sacrificial victim the temple will have succeeded in this horrific deed.

The temple, also knowing of the bounty upon Gritznak, has 'encouraged' him to allow the bounty hunters to come to the temple to find him, as the temple has figured out it is far easier to have that sacrificial victim come to the temple rather than having Gritznak retrieve it himself.

None in Malforten know of this process and none suspect. To them, Gritznak is simply a cunning brigand that needs eliminating. There are problems for the people of Malforten though, as several members of the community are now giving information to Gritznak about happenings around town. Any action the characters take will likely be known by Gritznak within a short period of time. Several of the leadership of Malforten suspect this is the case and are eager to know who the traitors amongst them are.

INVOLVING THE CHARACTERS

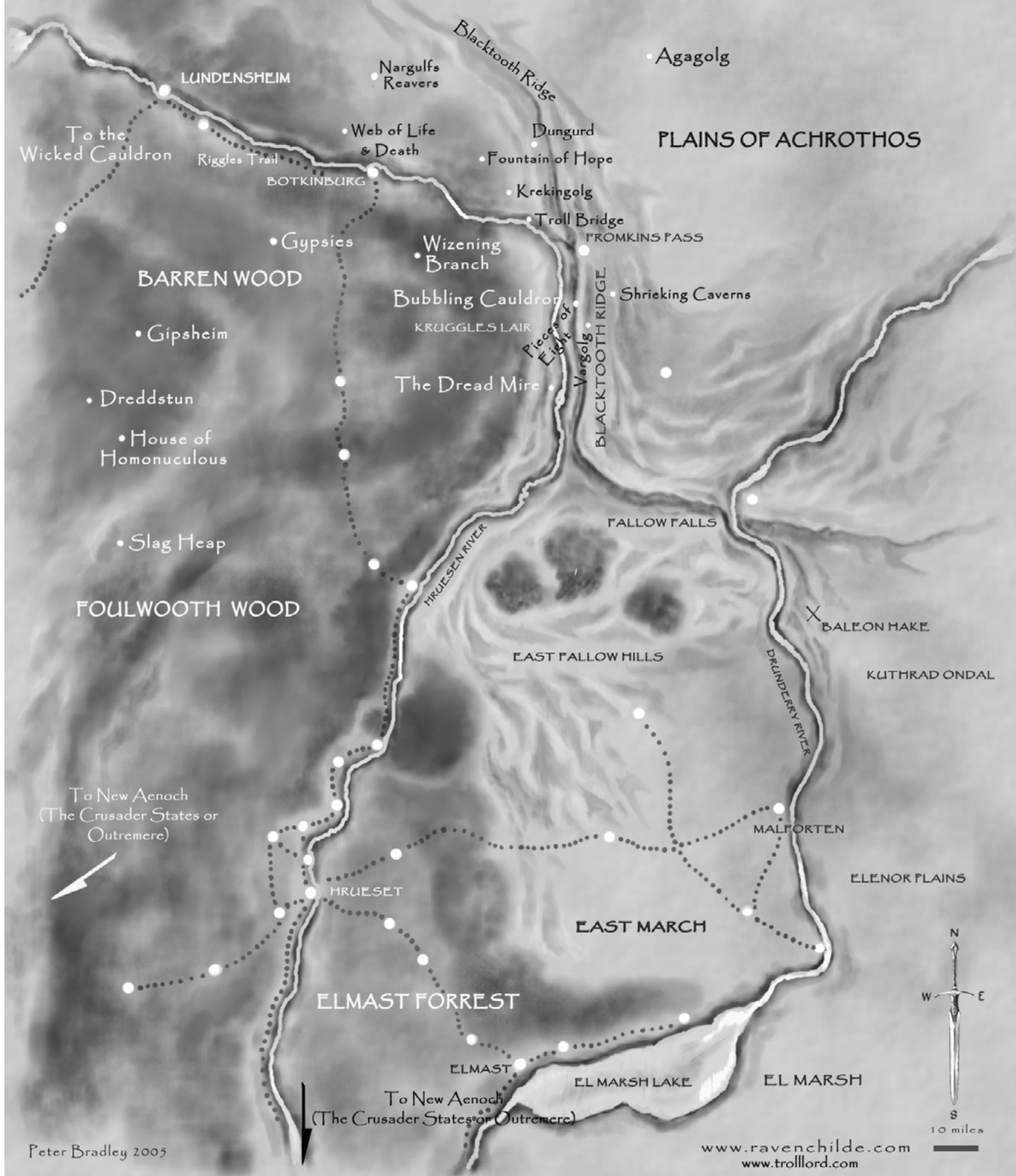
The easiest manner in which to bring characters into this adventure is to have a sheriff or constable inform them of the bounty offered for Gritznak's capture. The characters might also hear of the reward at a tavern or other establishments where such rumors run amok. The characters should then find themselves on the road to Malforten in search of fame, fortune, adventure, treasure and even, incidentally, Gritznak. They must present themselves to the town officials and have the mission explained to them, settling any terms of service before returning to the more civilized lands for their reward.

To Aufstrag

To Festung Akt

MALFORTEN TO BOTKINBURG The A Series Map #1

Adventures
on the
Blacktooth Ridge



Peter Bradley 2005

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TRAVEL TO MALFORTEN

Travellers approaching Malforten from the east usually do so along the road known as the West Way. This road is fairly safe, as raiders and bandits rarely frequent those roads, and when they do they generally only concern themselves with bands of unarmed peasants, farmers or merchants. Of these, there are not a lot, but enough to keep the road well worn.

There is a small chance of encountering something other than traders, travelers, herdsmen or similarly benign encounters along the West Way. If the Castle Keeper intends to have the characters travel to Malforten or west of the town, roll a d10 two times a day with an encounter occurring on a 1. There is a 50% chance this encounter will be nothing more than a band of 2d6 merchants, farmers, herdsman or the like. These will either be coming from or going to the Drunderry River Valley to trade or heading back east to New Aenochre for the same. Otherwise, roll a d20 and consult Table 1 below for the type of encounter.

Traveling north, south and east of Malforten carries a greater risk of meeting less than benign inhabitants of the region. For travel north, south or east of Malforten, roll a d10 twice a day and once at night. An encounter occurs on a roll of 1. Then roll a d20 and refer to Table 1 below to determine what is encountered. For travel along the Drunderry River and in the Fallow Hills please see Tables 3 and 4.

TABLE 1: WILDERNESS ENCOUNTERS

D20	ENCOUNTER
1-2	Wild Boar (1-4)
3-4	Wolves (1-3)
5	Worg (1)
6	Pixies (1-6)
7	Stirges (1-2) & Ghoul (1) at night
8	Inhabitant of Malforten (1-3)
9	Bandits (2-5)
10-11	Gnoll (1) with goblins (1-4)
12	Goblin band (1-6)
13	Ogre (1)
14-15:	Large Snake (1)
16-17	Bugbear (2)
18-19	Herd animals
20	Blink Dog (2-4)

MALFORTEN

The West Way is a dusty track leading across the grassy plains of western New Aenochre. It passes through several small villages before ending at the settlement of Malforten. Here, two dozen or so wood and stone houses with thatched roofs are huddled closely together on the upper banks of the Drunderry River. Large willows and oaks are clustered along the river's banks and around the town, while fields of grain spread out north, south and west of the village. Cattle graze fretfully even further

afield. Amongst the cattle and fields are several herdsmen who spy the comings and goings of travelers to Malforten. They call out sharp warnings in the direction of Malforten when anyone approaches, while their large cow-dogs howl and bark guardedly. Before reaching the first of the houses in Malforten, a bell, set in the town center near a well, is usually rung by someone nearby, alerting all that travelers are arriving.

The inhabitants of Malforten live by farming and raising cattle. Most are subsistence farmers who have come here in order to escape the wars and depredations that are a constant in New Aenochre. As such, with the exception of a few, they own little of value and generally barter for goods or services in lieu of coin, as services often have a more immediate and beneficial effect than a stack of gold. Food is plentiful and cheap, and board can be had at the 'Empty Flagon' or, should the characters befriend any of the inhabitants, with the locals. Once every month a tinker and his band come to town to sell goods that might otherwise be difficult to obtain. Other traders also come to Malforten, but on a very irregular basis. The townsfolk are usually friendly and open to new arrivals, but do not take insults lightly, and gaining their trust takes time.

Days begin early, as work in the fields is demanding and the cattle need milking before the rise of the sun. Many gather at the Empty Flagon after the morning chores for a drink or food. The rest of the day is spent laboring on their farms. Evenings are quiet, and most stay at home, while a few gather again at the Empty Flagon. A dozen or so of the men gather once a week to travel up or down the Drunderry, or to the hills north of town, to fell oaks for firewood and other purposes. Fishing is quite common, and most have small boats tied up along the bank of the Drunderry River.

There is no sheriff or any official leadership of Malforten. However, Eryl the Hoskin is considered the most able and fair minded of the villagers, so is often looked to for leadership in times of need or when decisions need be made concerning the community's welfare. Eryl the Hoskin commands the Malforten militia, numbering some 40 men. They are ill equipped, poorly trained and incapable of countering Gritzna's seasoned raiders.

A priest of Corthain, Griffry the Hat, and a priestess of Wenafar, Amanda Rhyan the Paish, also reside here. Though no church or temple has been constructed for communal worship, there are several shrines located around the village. Both Griffry and Wenafar care for the area's inhabitants in their own ways, but neither offer much leadership.

ARRIVALS, INTERVIEWS AND RED BUGS

After the characters arrive in Malforten, they need to gather information about Gritzna the Bold. The Empty Flagon is a likely place to begin. It does not take long for the unofficial town council, Eryl the Hoskin, Amanda Rhyan, Blodwyn Lycharn, Griffry the Hat, and others to make an appearance, since the arrival of a band of well armed travelers is very unusual. The townspeople are not entirely excited about the prospect of angering Gritzna and fear the consequences of a failed raid. However, they supply the characters with what information they

have and hope for the best. They have no idea where Gritznak is encamped, other than north of town along the Drunderry or perhaps in the Fallow Hills.

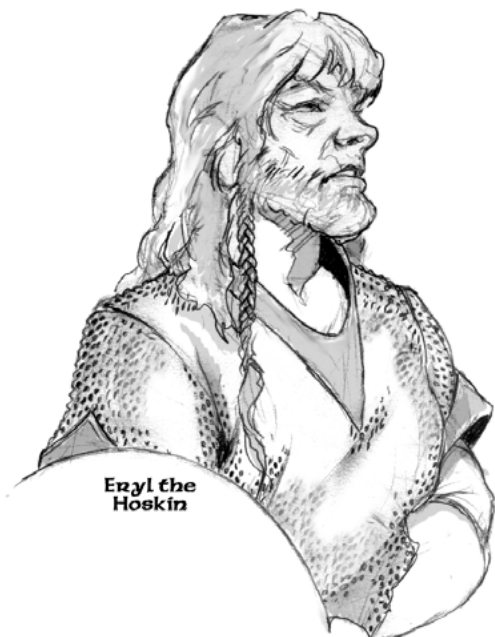
Though generally thankful for the arrival of help, several members of the community take issue with the lack of courage on the part of the locals to deal with the situation themselves. These people consider those who have come here for the reward to be at best nothing more than bounty hunters or mercenaries, and at worst, brigands.

The first people the characters are likely to meet are Eryl the Hoskin, Amanda Rhyan and several of the more outspoken of the villagers. They greet the party politely and explain the situation. They offer as much information as they can, though some have secrets, ideas and opinions they would rather keep to themselves or pass along in more private settings. This information is in the descriptions of the personages of Malforten.

It is explained that, once the party has killed and proven the death of Gritznak, Eryl the Hoskin will give them a ring that needs presenting to a lord in New Aenochre for compensation. The promised compensation is 250gp. None agree to accompany the group into the hills, though some may be willing to travel up the Drunderry a ways to ensure the party gets on the right track.

More information is forthcoming if the characters spend a few days in Malforten. A rumor table is supplied below for the Castle Keeper and, other than what is specifically mentioned in the non-player character descriptions, can be used to randomly determine who knows what. Also, should the Castle Keeper care to give the characters information prior to entering Malforten, using the normal travelers encountered along the way would be opportune for such purposes. Use the rumor table for this also. There is only one rumor per person. Roll a d12 to determine which rumor.

The table below contains a list of rumors the party may overhear or glean from various inhabitants of the town.



Eryl the Hoskin

TABLE 2: RUMORS

D12	RUMOR
1	Gritznak has a spy in town who tells him if anything foul is afoot. (True)
2	The tavern is a meeting place for local rangers. They used to meet there once a month but have recently stopped. Perhaps some evil has befallen them. (False)
3	I've got a rotten feelin' bout this boys, a rotten feelin' between my toes."
4	It is said a spirit of great evil lurks in the waters of the Drunderry and only awaits a full moon to come out and take people back to its watery hole. (False)
5	I've lost five of my cows in the past year to them goblins. I don't know how I can make it any longer.
6	Gritznak often travels to the north along the banks of the Drunderry, accompanied only a few guards, where he meets others of his kind to discuss business. (False)
7	When the sickle moon is high and the 'even star' sits in its cusp, a spirit of the dead comes from the river's deep to watch over the fisherman and fight evil. (False)
8	It's that tower, deep in them swamps, it's sendin' agents to raise an army of the dead." (True, though not here!)
9	"Red Cap, it's Red Cap the Goblin to blame." (False)
10	Runnin' scared I tell you, we got' em runin' scared, should make easy targets." (False)
11	Wat, wat yuh askin' me fur? I don't keer 'bout no Greetznak, I got mee potatoes to git! Now git. Git out tuh the Drunderry der and go up and git dat Greetznak, he's in some ol' temple or sich. (True)
12	Keep your eye out for them little elves fellah's, they don't like us big 'uns at all and 'll take your stuff and steal your goods right there while your watching." (False)

PERSONS OF IMPORT

The following is a list of important personages in Malforten. These are the significant NPCs with whom the characters are most likely to interact. There are other inhabitants, however, and the CK is encouraged to develop them as necessary. A list of names is supplied at the end of the module for the CK's use.

ERYL THE HOSKIN: Eryl the Hoskin is the local militia leader, and one of the first people with whom the characters meet after arriving. He resents the characters' arrival, as he believes that he and the militia can win against the gnoll given time and planning. Eryl is confrontational and not a little derisive of the characters, and doubts they will be able to accomplish what he has yet to do. However, he does not seek out a fight with the characters and does not insult them. He is willing to give the 'mercenaries' a chance, because if they do succeed he has lost nothing. It was Eryl who decided to petition the lords in New Aenochre to offer aid in the first place and he will feel vindicated in having done so should the party succeed in their task. He will also be thankful to the party and offer them his friendship in return should they appear honorable in undertaking the task.

He suspects someone in town is giving information to Gritznak about the militia's strengths and weaknesses but has no idea who. It is merely a suspicion, and one he does not voice to anyone unless he really trusts them.

Eryl is tall and thin with a thick beard and shoulder length hair, usually braided. He has a slight limp from a battle long ago and speaks slowly to ensure others understand what he is saying. He lives in a farmhouse outside of town with his wife, Sara and two sons, Joskin and Dale.

ERYL THE HOSKIN (He is a chaotic good, human, 3rd level fighter, whose vital stats are HP 16 (3d10 HD), AC 14. His exceptional attributes are strength 15, constitution 16 and intelligence 14. His base Perception is 10. His proficiencies (+2) are Athletics, Insight, all weapons and armor, carpenter's tools. His special abilities are Defensive fighting (+1 to AC when wearing armor), Regain 1d10 hp once/encounter, 2 attacks (each 1d8+3 longsword or 1d10+3 glaive, both +4 to hit), critical hit on 19-20. He carries a chain hauberk, medium shield, longsword and glaive.)

NEFYDD GOFF THE ERDER: Nefydd has lived in Malforten for nearly a dozen years and is familiar with the area around the town. He willingly talks about the happenings therein. He is from the south, near the coast of the Amber Sea. He was once an active highwayman, but when he killed several members of a local noble's family he sought out more peaceful lands where there was no bounty upon his head. He landed in Malforten and has, presumably, changed his ways. Nefydd lives alone in a small house near the Empty Flagon and raises several cows. He also has a potato field and carrot patch. He enjoys fishing, as it affords him the opportunity to be alone.

He suspects several of the farmers give information to the goblins in exchange for their lives or a reduction in tribute, although he has no idea who might be doing so. Nefydd knows that every couple of weeks some goblins who ride wolves camp out north and east of Malforten on a hillock that overlooks the town. He has not shared this information with anyone, as he is waiting to see how the situation with Gritznak develops. "Taxes to New Aenochre, taxes to Gritznak - what's the difference?" he often mumbles to himself.

NEFYDD GOFF THE ERDER (He is a neutral evil, human, 1st level fighter whose vital stats are HP 10 (1d10 HD), AC 14. His exceptional attributes are strength 14, dexterity 16 and wisdom 17. His base Perception is 13. His proficiencies (+2) are all weapons and armor, Deception, Stealth, disguise kit. His special abilities are Duelist (+2 to damage when wielding only a single small weapon), Regain 1d10 hp once/encounter. He carries a studded leather armor, small shield, short sword (1d6+2) and short bow (1d6+2) and is +4 to hit with each.)

GWION THE CONNER: Gwion is a farmer and fisherman living with his wife, Owena and one remaining child, his daughter Vivianna. His other daughter died of an illness some years ago, and he faults his move to Malforten for this. He regrets having come here and hopes to leave soon. He lives near the Drunderry and spends most of his time fishing and caring for his few cows.

His house has only one small room in which all three live.

Several months ago, while looking for a stray cow, he was caught by some goblins and threatened with death. He offered the goblins information on the militia and the reward in return for sparing his life. He now meets a goblin near the banks of the Drunderry River once a week or so on his frequent fishing trips. On these trips, he gives the goblins information on what is occurring in Malforten.

GWION THE CONNER (He is a chaotic neutral, human commoner, whose vital stats are HP 4, AC 10. His significant attribute is strength 17. His base Perception is 10. His proficiencies (+2) are nature, animal handling, fisherman's tools. He carries a woodsman's axe (1d6+3) and dagger (1d4+3) and is +2 to hit with each.)

IFON PICTON: Ifon moved here some time ago to avoid the chaos of his personal life back in the west. His philandering at the courts in New Aenochre left many a broken heart in his wake, and not a few angry and vengeful lords seeking his head. He has since decided on a life of anonymity. This decision does not rest well with him, as his natural inclination for travel and trouble-making is bound to lead him to dire straits someday.

Other than regaling patrons at the Empty Flagon once a week or so, he keeps a low profile and sporadically tends to his few thin cattle. Ifon is well versed in the ancient lore of the region and knows much about the history of the Horned One, the Curse of the Drunderry, and other sundries. He willingly parts with this information over a flagon of brew at the tavern or in his house.

IFON PICTON (He is a lawful neutral, human, 3rd level bard whose vital stats are HP 17 (3d8 HD), AC 10. His significant attributes are intelligence 12, wisdom 14 and charisma 15. His base Perception is 12. His proficiencies (+2) are performance, persuasion, thieves' tools, instrument (lute). His special abilities are inspire others (1/encounter; add 1d6 to any person's ability check), spellcasting (4 Level 1 slots; knows 0-level Friends, Prestidigitation; 1-level Charm Person, Cure Wounds). He carries a longsword (1d8, +2 to hit), dagger (1d4, +2 to hit) and ring of mind shielding.)

AMANDA RHYAN THE FAISH: Amanda worships Wenafar, the Goddess of Fay. She comes from the north where the worship of Wenafar is more widespread and accepted. She, like many of her order, has come here to help intervene in and smooth relations between the fay and humans, as they are often contentious. As is the manner of those who worship Wenafar, Amanda never proselytizes, rather, she acts. She blesses the locals' crops and cattle, heals the injured if asked, pays tribute in food and wine to the fay, and tries to attract others to her ways by example. Many inhabitants appreciate her gifts, and voluntarily bring her food and other goods in exchange for her services. Many in the community have also given over to following her habits of leaving goods and trinkets for the fay on every full moon.

However, several in the community do not consider the fay beneficent creatures at all and view her, and her worship, with suspicion. It is not unknown for milk cows to suddenly go dry,

crops to wither and moles to get into food storage. Often, these events are seen as actions of the fay. Those who view the fay with suspicion are not entirely incorrect to do so and, not coincidentally, those who leave food and wine for the fay suffer less from the natural hazards of farming.

Amanda meets with a group of pixies in the forest to the north of Malforten every other full moon. She has never taken anyone with her to meet the pixies, but will do so if she believes that person is sufficiently disposed towards her manner of belief and capable of keeping the information secret. She and the pixies meet for celebrations, and in order to exchange information. Amanda is concerned about Gritznak, and anxiously awaits her next meeting with the pixies in hopes of gleaning information about his doings. The pixies, for their part, would rather have the current inhabitants of Malforten here than have the orcs, goblins and ungerm make a return to this land. In truth though, the fay would rather no one be in the area.

Amanda lives in a small hut on the north side of town. She collects hundreds of herbs for various medicinal purposes and, not surprisingly, for spicing up food. She is well known for making good tasting meals for celebrations.

AMANDA RHYAN THE PAISH (She is a chaotic good, human, 4th level druid whose vital stats are HP 21 (4d8 HD), AC 15. Her significant attributes are dexterity 16, intelligence 13, wisdom 15. Her base Perception is 13. Her proficiencies are Nature, Survival, Handle Animals, herbalist kit. Her special abilities are druidic language, spellcasting (0-level: shillelagh, poison spray, produce flame. 1-level: 4 slots, 2-level: 2 slots), moon-based, wild shape (as extra action, no flying; 2 hrs, up to Challenge 1). She carries staff (1d8, +3 to hit), dagger (1d4, +3 to hit), iron wood scale mail and a +1 shield.)

KIINT THE LEPER: Kiint the Leper is an ugly man, and few enjoy speaking to him or even being in his presence. He is a loner and spends most of his time hunting for the small gazelle so plentiful across the Drunderry. He showed up in Malforten one afternoon and has never left. None know anything of his past, as not only are most unwilling to speak with him, but he tends to be rather private himself. Kiint actually has a type of leprosy that none has ever been able to heal. Of course, he has never had the coin to pay for such a healing either. He is actually a good man with a healthy mind, it is just that his particular disease has left him scarred and ostracized.

He knows much about the surrounding territory and can show the characters safer passage along the Drunderry River than is otherwise possible. If he accompanies and leads anyone around the Drunderry, the Castle Keeper only makes one random encounter check during the day and one at night. He knows the location of the Imperial Road along the Drunderry River Valley and is aware that goblins move up and down the east bank of the river unmolested. He is willing to travel to the edge of the Fallow Hills but does not go further unless pressed.

For those who befriend him, he shows great loyalty. If Kiint the Leper acquires 1000 experience points while traveling with the characters, he can become a 1st level ranger should the Castle

Keeper choose. He lives by the river in a small shack made of driftwood and bramble. He has hidden a *potion of sleeping* and 25sp here.

KIINT THE LEPER (He is a neutral good, 0-level human, whose vital stats are HP 4, AC 12. His significant attributes are dexterity 16, wisdom 13, charisma 6. His base Perception is 11. His proficiencies (+2) are nature, survival, herbalism kit. He carries a longbow (1d8, +5 to hit) and woodsman's axe (1d6, +2 to hit).)

BLODWYN LYCHARN: Blodwyn is a wizard who lives in a small house on the edge of town. Ostensibly, she raises a milk cow and tends to a vegetable garden, but is usually too busy reading old texts to tend to her farm's needs. She lives with her cousin Menlaus who is currently her apprentice. He has grown quite bored with his time in Malforten and eagerly seeks any manner of leaving the village.

Blodwyn moved to Malforten to study local flora, in the hopes of finding new and interesting objects for use in creating spells and potions. For it was not long ago that, on one of her trips to the Blacktooth Ridge, she recovered a tome with potion recipes in it. Her hope is to gather the more exotic items necessary for the concoction of those potions rather than hiring others to do so for her. The Drunderry River valley is replete with rare herbs and objects used in potion making. Also, the bones of dead fay are rather valuable and Malforten is, purportedly, near a fay graveyard. To date her attempts to find this graveyard have not been successful, but she continues to research never-the-less.

Not much of a traveler these days, and having little desire to go to dangerous places any more, she is unlikely to leave Malforten and undertake any great escapades. However, she might be willing to make trips to nearby places should she believe rare herbs or materials for making potions can be gathered.

Blodwyn is anxious for Menlaus to leave. She finds his company grating and his impatience taxing. She offers to acquire equipment for him if others take him away. Her house, a broad building near the Empty Flagon, is full of texts and papers, herbs and flora, concoctions and brews. She has the makings of a lab but is not quite there. Blodwyn is concerned about the latest developments with Gritznak but has few solutions to offer.

Hidden about her house are the following items: *potion of giant strength*, *potion of levitation*, 3 scrolls (*hold portal*, *sleep and shield*), a *wand of magic missiles* with 10 charges, a spell book (0 - *read magic*, *light*, *detect*, *magic*; 1st - *hold portal*, *magic missile*, *shocking grasp*, *sleep*, *shield*, *spider climb*; 2nd- *acid arrow*, *knock*, *levitate*), a *tome of potions* that has the recipe for 12 potions in it, 100sp and 45gp.

Menlaus, for his part, does not want to stay in Malforten any longer. He is young, impatient and ready to move on and face the challenges many of his family have. He has little fear, having never been injured in a fight, and no experience in traveling the more desolate areas of the world.

BLODWYN LYCHARN (She is a chaotic neutral, human, 4th level wizard whose vital stats are: HP 16 (4d6 HD), AC 11

(14 with mage armor). Her significant attributes are dexterity 16, constitution 6, wisdom 12, intelligence 18. Her Base Perception is 13. Her proficiencies (+2) are Perception, Arcana, Alchemist Supplies. She carries a staff (1d8; +2 to hit), +2 dagger (1d4+2; +4 to hit) and ermine cloak in addition to those items listed above. As a Transmutation specialist, her special abilities are recover 4 spell slots once/day, half-time to learn transmutation spells, perform minor alchemy. Her cantrips and spellbook include: 0-level: acid splash, dancing lights, prestidigitation, poison spray. 1-level (4 spell slots): hold portal, magic missile, shocking grasp, sleep, shield, spider climb; 2-level (3 spell slots): acid arrow, knock, levitate).

MENLAUS (He is a lawful neutral, human, 1st level wizard whose vital stats are HP 6 (1d6 HD), AC 12. His significant attributes are dexterity 14, intelligence 13, charisma 13. His Base Perception is 10. His Proficiencies (+2) are Arcana, Insight, Alchemist Supplies. He carries a staff (1d8; +2 to hit), clothing, dagger (1d4; +2 to hit). His cantrips and spellbook include: 0-level: read magic, light, fire bolt; 1-level (2 spell slots): magic missile, shield, spider climb, chromatic orb, disguise self, mage armor.)

GRIFFRY THE HAT: Griffry the Hat is a priest of Cortain but has given up adventuring for the life of an ascetic and, incidentally, much of what Cortain requires in a priest of this order. Griffry no longer forcefully rights wrongs and his sense of revenge for grievous crimes has dissipated. Events in his life have left him jaded, angry and second-guessing himself. In the wars of New Aenochre it seemed to Griffry that, in righting wrongs, more people were suffering than if the acts had just been ignored. In particular, the wars were devastating to communities that were, in no particular way, involved in the conflicts. He has not reconciled himself to the seeming contradictions of his order and the demands of constantly warring upon those who would make the world and its peoples slaves. If Griffry does not adjust his ways he will never receive further dispensation from Cortain.

Griffry generally only has healing spells, and helps the people of Malforten by curing the injured and ill. Some members of the community expect more from him, and his failure to live up to those expectations has left him not a few detractors. Should a player convince Griffry to act more like the priest of the god of vengeance and righteousness, they will have a powerful ally and lifelong friend.

Griffry lives in a well made wooden house near the edge of town. In addition to his duties about town he raises several cattle and herding dogs. Inside his house he has various robes and accouterments of his office as well as two potions of healing, 3 scrolls (delay poison, sanctuary, remove paralysis), 210sp and 71gp.

GRIFFRY THE HAT (He is a lawful good, human, 3rd level cleric whose vital are HP 17 (3d8 HD), AC 16. His significant attributes are strength 13, dexterity 14, wisdom 14, charisma 13. His Base Perception is 12. His Proficiencies (+2) are Religion, Insight, Medicine, Herbalism Kit. He carries a mace (1d6+1; +2 to hit), scale mail and a ring of the ram. As a cleric

devoted to the tenets of Life, his special abilities are: bonus spells (bless, cure wounds; always prepared and don't count against daily slots), Bonus healing (2 + spell level add'l hit points). His spellcasting is 0-level: guidance, sacred flame, spare the dying. 1-level: 2 spell slots.)

IAN MEANZ: Ian Meanz is a lowly thief and malcontent. He escaped the hangman's noose by sheer luck some years ago. He is a wanted man, and one particular baron in New Aenochre would pay dearly to have Ian brought back for justice. He left New Aenochre and headed east, and about a year ago settled in the Empty Flagon until his money ran low. He then moved into an abandoned house on the edge of town, where he whiles away his time doing little other than trying to decide whether he should head back west or not. His real concern is whether or not the bounty is still on his head.

He is wary of strangers, especially those who are in town to collect a bounty in the first place. As such, he avoids interaction with the characters until they show themselves to be unconcerned about the bounty on his head. Once having decided the characters are not after him, Ian will eventually approach them and try to hire on or attach himself to the party should they head back west or up north. He reveals as much as he can about the town and its inhabitants, and in private conversation expresses his disdain for most of the village's inhabitants.

Should the characters travel with Ian, they will be set upon by some fay. These may be pixies or nixies or others. Ian has been stealing from the plates of offerings that are left by Amanda and others. The fay do not find this at all humorous. Although the fay will do little to harm the characters or Ian, they will make life difficult by spoiling food, stealing shoes and other acts that would irritate the characters. The focus of their pranks will be Ian.

IAN MEANZ (He is a neutral evil, human, 2nd level rogue whose vital stats are HP 12 (2d8 HD), AC 14. His significant attributes are strength 13, dexterity 14, constitution 12, charisma 15. His Base Perception is 14. His Proficiencies (+2) are Perception, Deception, Sleight of Hand, Thieves' Tools. He carries studded leather armor, 3 daggers (1d4+1; +3 to hit), light crossbow (1d6; +4 to hit), magical thieves tools that double his proficiency to all checks involving locks and traps, 34sp and 210cp. His special abilities are double proficiency bonus on perception and deception, sneak attack (+1d6 damage when in an advantageous position), thieves' cant, extra action to double move, disengage from or hide in combat.)

MATHONWY THE GIBBER: Mathonwy raises dogs. And that is about it. There are a series of large pens in the back of his house where the dogs spend much time barking and howling for food. His dogs are very well trained and sold as cow dogs, hunting dogs, guard dogs and, on occasion, fighting dogs. His dogs are highly prized in town.

Mathonwy is also known for his short temper, which he often takes out on his neighbors, though never his dogs. He knows how to use his whip both to keep his dogs in line and in fights, if ever necessary. However, he never abuses his dogs and takes

poorly to those who do—even after they have been purchased. Several years ago, Mathonwy took his whip and beat a poor farmer who had brutalized a dog the farmer had purchased several months prior. Mathonwy did this in the center of town in front of everyone.

Mathonwy sells his dogs for a high price. They are about 25 gp or a year's worth of meat for one dog. However, should the dog be killed or mistreated he will not sell another dog to the same person (or group) for under 50gp. There will not be a third time.

MATHONWY THE GIBBER (He is a chaotic neutral, human, 1st level fighter whose vital stats are HP 10 (1d10 HD), AC 12. His significant attributes are strength 12, dexterity 15, intelligence 13, charisma 14. His Base Perception is 10. His proficiencies (+2) are Handle Animal, Persuasion, Nature. His special abilities are +2 damage when wielding a single one-handed weapon; regain 1d10+1 hit points once per encounter. He carries a dagger (1d4+3; +4 to hit; can throw) and whip (1d4+3; +4 to hit; reach.)

DOGS (These unaligned beasts have the following vital statistics: HD 2d8+2, HP 11, AC 13. Their abilities are strength 12, dexterity 15, constitution 12, intelligence 3, wisdom 12, charisma 6. Their Base Perception is 13. Their Proficiencies (+2) are Survival, Stealth, Perception and all checks based on hearing or smell. They attack by bite (2d4+2 and opponent prone (dif. 11 str. Save negates trip); +4 to hit. Their special abilities are difficult to surprise and are considered advantageous on checks to avoid surprise as well as on hearing- and smell-based checks.)

MADITH CARN THE OLD: Madith is an older man who once served in the armies of the Lords of New Aenochre before having his title taken away for a misdeed on the battlefield. Shortly afterwards, in a battle against orcs, his leg was hewn off. Shamed and beaten in battle, Madith retired and wandered for a few years before arriving in Malforten to settle permanently. He lives alone and tends to a vegetable garden and a few cattle.

Madith lives a life of regret for his misdeed, and deems himself a failure after the battle in which he lost his leg. This was, to him,



a sign from the deities that his name and being were forever besmirched and no redemption was possible. Strong of body but not of heart, he hopes to find a deserving recipient of his prized lance. He believes this last act is very important, and it is in fact more important than he knows. For not only does he believe that the act of finding a deserving recipient of his lance will bring him redemption, it actually will. Giving away his lance will be an act of utter humility and a signal of his acceptance of defeat. It will be the most humble act in his life. This act of humility will bring him back into the good graces of his deity and allows him to gain heart again. After giving away his lance, he will give away the remainder of his worldly possessions excepting his arms and armor and head back to the west and into New Aenochre to seek out his destiny—whatever that may be.

MADITH CARN THE OLD (He is a lawful good, human, 4th level Paladin (with a broken oath) whose vital stats are HP 30 (4d10 HD), AC 16. His significant attributes are strength 16, constitution 13, charisma 13. His Base Perception is 12. His proficiencies (+2) are Insight, Perception, Athletics, Gaming. He owns chainmail, large metal shield, broadsword (1d8+3; +5 to hit), halberd (1d10+3; +5 to hit; 2-handed, reach), dagger (1d4+3; +5 to hit; can be thrown), +2 magic lance (1d12+5; +7 to hit; reach, mounted only), ring of protection, 124gp and 213sp.) His special abilities are sense evil 2/day; healing touch 20 hp/day; use shield to create disadvantage against an enemy attacking an ally within 5 feet; expend spell slot to deal extra damage equal to 1d8 plus spell level (max 5d8). As a devoted Paladin, gains bonus spells (protection from evil and good, sanctuary; always prepared and doesn't count against spell slots), use divine channeling to either: create sacred weapon (add cha bonus to hit and light 20' radius; duration 1 minute) OR turn undead and fiends (wisdom save neg.) once/encounter. Spellcasting: 1-level: 3 spell slots.)

PLACES OF IMPORTANCE

THE EMPTY FLAGON

This is the only tavern in town. It is owned by Kerrywyn the Yellow, who is so named because of his bright yellowish-blond hair, which flows long and un-braided down his shoulders. The Empty Flagon is a single story wood structure with a thatch roof. The front of the building is a large common room with a dirt floor, stone fireplace and a single bar. Numerous tables are spaced about the room. In the rear of the Empty Flagon is a series of small rooms that let for 1sp a day. Separate from the main building is the kitchen and several rooms where Kerrywyn and his entire family sleep. Kerrywyn has a wife, two sons and four daughters, one of whom is married and with child. His children help around the tavern and raise the cattle, chickens and sheep which are used for meals.

The whole family is fairly affable and doing quite well considering their circumstances. Kerrywyn is hoping to marry off his oldest daughter as soon as possible, and makes this intention known to any newcomers who appear well-off or who might be able to care for her.

The Empty Flagon is usually empty during the day, but in the mornings and evenings it fills up as people come to enjoy about the only brew to be found in town. Kerrywyn's brew is not the best to be had, nor even really good, but his potato flapjacks and sausage links are praised for their taste. The food is good and plentiful, with a breakfast costing 5cp, noon meals 10cp and evening meals 5cp. The brew he offers costs 1cp per cup. He often trades food and beer for favors as most of the townspeople have little coin to spend.

THE ROPE AND BARREL

This is the only trading store in town. It is run by Walker the Shrub, a grizzled old man with a large unkempt beard who spends more time chewing tobacco and ruminating than selling wares. He carries a wide assortment of farming equipment but usually lends them out rather than selling them. In return, he is well fed and taken care off. He travels west every couple of months to gather more goods. He often trades foodstuff from Malforten for the farming implements.

He is always stocked with rope, barrels, salt and lamp oil. He rarely has any but the most common of weapons such as daggers and a few short swords and axes. He never has any armor nor the more exotic of weapons. His wife, Nelda, badgers him constantly about his profligate habits and wasteful or lazy nature. However, thankfully for Walker, Nelda is found more often at the Empty Flagon complaining to neighbors than at home complaining to him.

THE SHRINE OF WENAFAR

On the outskirts of Malforten is a pagoda-like shrine to Wenafar, the goddess of the fay. Two sides of the structure are open to

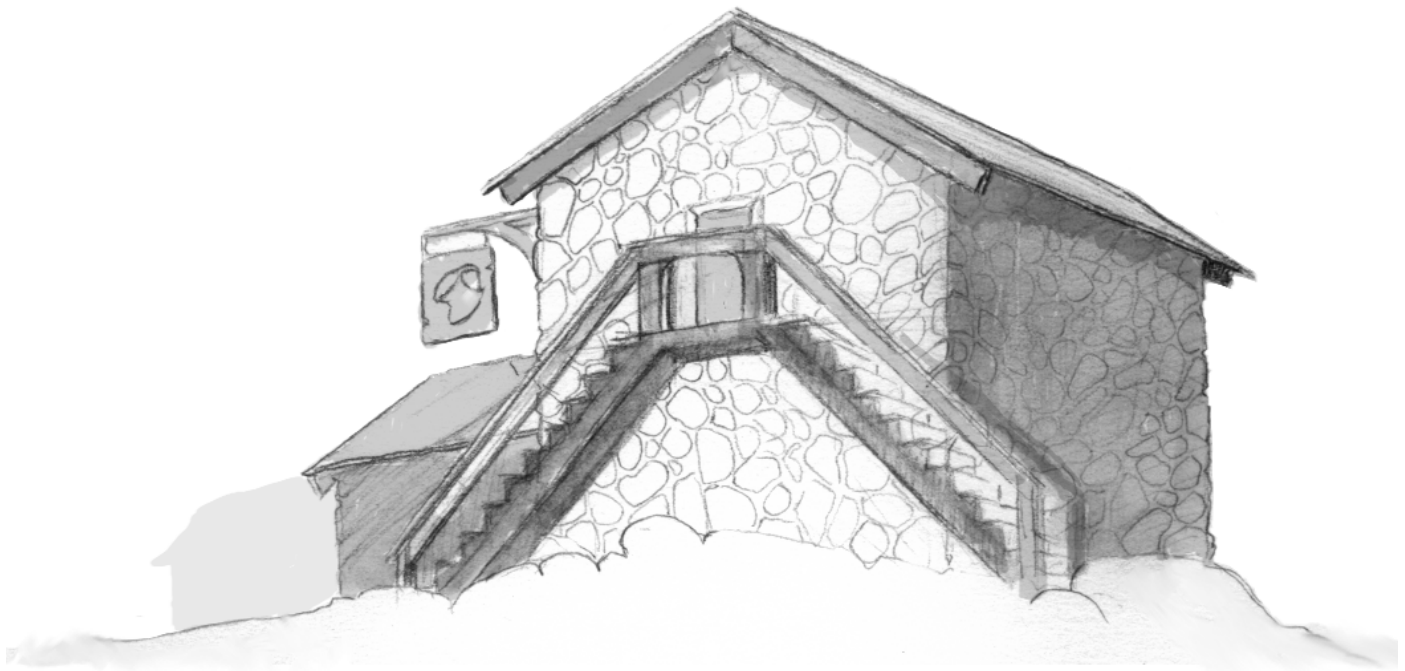
the elements, while the other two are constructed of planks of wood. Atop this is a rickety wooden roof. Within is a statue of the goddess Wenafar sitting down with her hands out. In front of her are offering bowls, usually filled with food stuffs of some type. Pixies and nixies sometimes sneak into town after dark to take the food in the offering plates. If, for some reason, food is not here when they arrive, someone in the village suffers the loss of a cow, finds some food stores with mice or rats in them, or even get some leaks in their roof. The pixies are a little demanding.

THE GAOL

Though Malforten has no sheriff or real 'legal' authority figure, it does have a gaol. On occasion the town must punish a wrongdoer and does so by placing them in here. The gaol is located across from the Empty Flagon and is nothing more than a small log building with a metal grate over the door. In the rear of the goal is a large, dying oak tree use to hang people if necessary. It has not been used in a long time, though an old frayed rope still hangs from it. At one time they had a goblin in here, but eventually hanged it.

During full moons on winter nights, mushrooms sprout up underneath the tree. These are known as Hangman Spirits. They are not eaten, but are prized by assassins and the like for making mild poisons. The poison is easy to make. Simply take the stalks, ground them up, boil them, scrape the froth, allow the residue to dry and one has a powdered poison.

HANGMAN SPIRIT POISON: The poison, which must be ingested or injected, is often placed in drinks or applied as a paste to daggers or arrows. It causes 1d2 points of damage and paralysis for 1d12 hours unless a constitution save is made, in which case it causes nausea and sleepiness for 1d6 hours.



WILDERNESS AREAS

THE CRAGGY RIDGE

This is a high point located about a mile north of Malforten. It offers a decent view of the river valley leading down to Malforten. One can easily see the town from this vantage point. Every month or so, several of Gritznak's wolf rider goblins come here to watch the comings and goings in the village.

Few suspect how much happens upon this ridge after the setting of the sun and the rising of the moon, for it is the final resting place of many a dead fay. For ages beyond count, the fay, should they feel the icy cold hand of death coming their way, come here to commune with Wenafar and pass on through to their final resting place. Many fay have spent their last moment alive speaking to Wenafar on nights of the crescent moon. The place is now haunted by fay 'guardians of the dead,' although it is no longer used as it once was. The guardians of the dead do not care that others climb atop the rocks and linger there, but do become quite irate should they ever begin rooting around at the ridge's base and digging things up. For buried there are innumerable fay, their bones like sticks of ivory.

During the night and under the crescent moon, one can see a thousand pin pricks of light twinkling at the foot of the ridge, each being the soul of a fay. They appear only under the crescent moon and then only for as long as it is out.

Should anyone attempt to dig up any of the bones of the fay, they will be accosted. At first these will only be smaller and less powerful fay but, as they pass the information along, ever more powerful fay come to do harm to the those disturbing the bones.

THE DRUNDERRY RIVER VALLEY

The Drunderry River runs through the Fallow Hills down into the plains below and then empties into the Elmarsh Lake in the south. It is narrow and fast in the Fallow Hills, rushing and tumbling over rocks and boulders and around sharp bends. Once in the plains, though, the river fans out and slowly courses south. It is a shallow and broad river with many sandbars thick with vegetation. The river valley is mostly populated by normal fauna, and attracts large herds of gazelle and wildebeasts to its banks. There are also giant leopards and crocodiles which pose occasional problems for those who are not careful.

On the east bank of the river runs an old imperial road. Most of the road has been covered beneath sand or washed away entirely during spring flooding, so following it is nearly impossible. However, a close search up and down its course does reveal intact portions here and there that lead in the direction of the Fallow Hills or south, depending on the direction one cares to follow it. A family of pixies and a nymph live in the Drunderry River Valley between Malforten and the Fallow Hills.

Travel in the Drunderry River Valley uses Table 3 for random wilderness encounters. Roll a d10 for encounters three times during the day and twice at night for travel up or down the

river. A 1 indicates an encounter has occurred. If an encounter occurs, roll a d20 to determine the type.

TABLE 3: DRUNDERRY RIVER VALLEY ENCOUNTERS

D20	ENCOUNTER
1-2	Wild Boar (1-4)
3-4	Wolves (1-3)
5	Crocodile (1-3)
6	Nixies (2-8)
7	Stirges (1-2)
8	Inhabitants of Malforten (1-3)
9	Bandits (2-5)
10-11	Pixies (2-7)
12	Goblin band (1-6)
13	Leopard (1)
14-15	Large Snake (1)
16-17	Bugbear (2-3)
18-19	Herd animals
20	Nymph (see Liquid Song below)

TREE FORTS AND FAIRY FIRES

About 20 miles north of Malforten, a family of twenty pixies and their queen live in the Drunderry River Valley in the bowls and upper limbs of the massive cottonwood trees that grow along the banks of the river. They ignore most traffic along the river unless it comes too close to their abode. Then, they come out and try to confuse any travelers and reroute them in another direction. If the travelers appear to be well disposed towards them or any are elves, they will not bother with such antics, instead attempting to stop the travelers and converse with them. They have much information they can share with any adventurers should they bother to listen to these wee people. They tell the characters the location of the Imperial Road and offer tantalizing hints about the location of a tower in the Fallow Hills. This is the Tower of Kuthrad Ondal and not the Temple of Baleon Nakt.

PIXIE X 20 (These neutral good fey have the following vital statistics HP 1 (1d4-1 HD), AC 15, Spd 10ft/30ft (fly). Their abilities are strength 2, dexterity 20, constitution 8, intelligence 10, wisdom 14, charisma 15. Their Base Perception is 14. Their Proficiencies are Perception +4, Stealth +7. They attack by spell. Their special abilities are druid craft, magic resistance, innate spell casting (1/day: confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep.)

PIXIE QUEEN (This neutral good fey has vital statistics HP 9 (HD 3d4-1), AC 18, Spd 10ft/30ft (fly). Her abilities are strength 2, dexterity 20, constitution 10, intelligence 14, wisdom 15, charisma 17. Her Base Perception is 16. Her Proficiencies are Perception +4, Stealth +7, Persuade +6. Attacks: +3 dagger (1d4+3; +5 to hit) or by spell. Her special abilities are druid craft, magic resistance, innate spell casting (all pixie spells

plus: Polymorph self, permanent illusion 3x a day), know alignment, confusion that is permanent duration unless removed with remove curse, dispel magic at 10th level ability 2x a day, dancing lights 3x a day, detect thoughts, and sleep 2x a day.)

LIQUID SONG

A nymph, Ewi' ah' hnana, lives in the Drunderry River about 30 miles north of Malforten. She rarely allows others to know of her existence—even other fay. However, one event brings her out of hiding. On the full moon of each month, she leaves the river and performs a ritual to the goddess of the moon, thanking her for the rise and fall of the tides and the push and pull of the world's forces.

Often this ritual is performed on her own and involves little more than a sacrificial fire and intonations. Should the characters come upon her performing one of these rituals, they all suffer the possibility of being charmed by her divine beauty. On these nights, she makes her way up and down the river attempting to force any unwanted creatures away. She helps goodly aligned individuals, though may take a servant if it fits her mood.

NYMPH (These Neutral Good Fey have the following vital statistics: HP 22 (5d8 HD) AC 11, Move 30ft. Their abilities are strength 10, dexterity 12, constitution 11, intelligence 14, wisdom 15, charisma 18. Their Base Perception is 14. Their Proficiencies are Perception +4, Stealth +5, Persuade +8, Nature +5. They attack by spells. Their special abilities are darkvision, divine beauty (at will: victims are stunned for 1d4 rounds; charisma save neg. At will: charm person as spell. 1/encounter: cause blindness in victim for 1d4 rounds; charisma save neg; 3 failed saves results in permanent blindness.) magic resistance, innate spellcasting (druid list; spell slots 0-level: knows 3 cantrips; 1-level: 4, 2-level: 3, 3-level: 3. Cast dimension door 1/day). Challenge Rating 1. XP Value: 200.)

THE IMPERIAL ROAD

The Imperial Road is an ancient roadway that stretched from the heart of the Horned One's empire in the Dread Mire all the way to the sea. This roadway was paved with large blocks of granite carved by giants and placed in the earth by some of the greatest engineers of the age. Yet, as with most things, time and nature slowly destroyed it.

The Imperial Road was poorly maintained even during the height of the empire, and since its collapsed, it has essentially eroded away or been buried by the shifting banks of the Drunderry River.

The Imperial Road is difficult to follow, though an observant character will note its appearance on occasion along the east side of the Drunderry River. When the roadway lifts up into the Fallow Hills, it is a little easier to follow, as the processes of erosion have not affected it as much here. In the Fallow Hills a fairly constant stretch of it is easily noted. Following the Imperial Road takes travelers all the way to the Blacktooth Ridge and beyond.

FALLOW HILLS

The Fallow Hills stretch far to the north and are a rocky, tumultuous landscape that is difficult to travel through. The vegetation is thick with small trees, thorny brush and other undergrowth. Steep, though short, cliff faces dot the hillsides. Overhangs are common and occasionally home to bear, wolves and mountain lions. Few trails cross this land, and rarely do any civilized folk travel in this region, as it is home to orcs, goblins and worse. It is a wild landscape and not hospitable to those in need of safe places to sleep at night.

The Drunderry River runs swift through the Fallow Hills and courses over numerous precipices and falls before emptying into the plains to its south. The Drunderry also acts as a demarcation between the eastern and western Fallow Hills. The eastern portion of the Fallow Hills is rockier with shallow granite bedrock. Its hills and cliffs are steep and the vegetation is more sparse. The western Fallow Hills are primarily sandstone and limestone bedrock, are well watered, and have thicker vegetation. The hills there are riddled with natural caves and underground streams. It is rumored that many an ancient shrine to the fay are located in this region. It is also rumored to be the location of burial grounds of lords and ladies from ancient times, times preceding the arrival of the Horned One—the Age of Heroes.

Travel in the Fallow Hills can be dangerous. Table 4 is the random encounter chart for travel here. Roll a d10 for encounters, three times during the day and twice at night. An encounter occurs on a 1. Then roll a d20 to determine the type of encounter.

TABLE 4: FALLOW HILLS ENCOUNTERS

D20	ENCOUNTER
1-2	Wild Boar (1-4)
3-4	Wolves (1-3)
5	Brown Bear (1-3)
6	Zombie (dead goblins, 2-8)
7	Stirges (1-2)
8	Bugbear (2-3)
9	Kobold band (2-5)
10-11	Large Spider (1-4)
12	Goblin band (1-6)
13	Ogre (1)
14-15	Mountain Lion (1)
16-17	Gnoll(1-2) and goblins (2-7)
18-19	Herd animals
20	Dryad

RUINS OF KUTHRAD ONDAL

Kuthrad Ondal is the remains of an ancient elvish watch tower. It was constructed long before the coming of the Horned One, and even before the founding of the kingdom of Al-Liosh. It was built as a prophetic device, and is one of many such towers that hid within its locals the directions to the Tree of Life. It

was also built with the knowledge it would one day be laid to waste, and only after the fall of the one who razed it would its prophetic magic become apparent. It is said that time destroys all things but the elves. This may also be said for what they build. When Unklar spread his rule over the world he sought this place out and laid it to waste, nearly a millennia ago. Yet after his fall the true nature of the tower came to fulfillment, for it now acts as a beacon to elves and, in its own way, points to the Tree of Life.

Few tread near this place now, and even the orcs and goblins fear it, for there remains the bewitchments of ancient elvish magic. The goblins have even named it Kuthrad Ondal, The Tower of Waste, having no knowledge of its original name. The ruins are located on a hilltop about one mile east of a section of the Imperial Road and near the southern edge of the Fallow Hills. At night, careful observation of the horizon shows a bluish glow coming from this direction. The tower ruins glow a bright blue at night, the blue of the first royal house of the first elves.

Travel to the tower is dangerous, as many fay and other creatures of ancient origin now guard it. They do not care who approaches nor for what reason, but only try to prevent anyone from getting to it. On the way to the tower, the following six events occur starting six hours away from reaching the tower. One event occurs each hour, but in no particular order and only once each.

TABLE 5: EVENTS

D6	EFFECT
1	Darkness (as the spell) is cast on the party as if from a 7th level cleric.
2	2-5 pixies harass the party, but do not harm them unless they appear of evil bent.
3	A ghostly horn sounds, causing fear as if a 7th level cleric cast the spell.
4	A magic trap drops one person into a 10 foot deep pit (this trap is Difficulty 15 to disarm or save against).
5	A large ethereal flying snake approaches the party, warns them not to go further, and curses (Save Difficulty 20) them if they do. For 72 hours the characters suffer -1 to all rolls.
6	All the characters' food rots.

If the characters continue on despite the above occurrences, they eventually reach the tower. The ruins are a jagged and stark white series of crumbling walls and abutments in the center of which are the remains of a tall thin tower stretching some fifty feet into the sky. A blue light glows from the center of the tower remains. Nothing resides in the tower at the moment, though a lammasu occasionally comes here for rest. The lammasu is the only creature who does not face the above mentioned nuisances.

Nothing remains in the center of the tower save for crumbling stones and the bones of long dead goblins and orcs. The blue light originates from the few remaining flagstones at the center of the tower. Any elf who places his hand in the light gains a single level while within a mile of the tower. That character

gains all the benefits of that level.

Should the characters arrive when the lammasu is in residence they will have a powerful foe to deal with should they appear aggressive. Otherwise, the lammasu, Nefratel, likely ignores them. However, should a goodly aligned character of noble bearing try to engage Nefratel in conversation, they will be pleasantly surprised to find a very talkative companion. Nefratel can impart the following information about the tower.

Many ages ago, before the arrival of man in the world, the towers of Hithel were constructed by the elves to guard the Tree of Life. This is one such tower. Though none know where the Tree of Life is, it is said that once all the Towers of Hithel are located, the location of the Tree of Life will become apparent. Nefratel does not know where any other towers are located. He also doubts anyone would be able to locate any others, since the armies of the Horned One destroyed almost everything they could that was of elvish make. In this they succeeded for the most part, as Nefratel has never learned of another of the Towers of Hithel.

The lammasu is only partly correct. There are other Towers of Hithel remaining, though they are well hidden. Should the characters move in a direct line 150 northwest, they will encounter another tower. This tower is now called Fromkin's Eyrie (for more see **Assault on Blacktooth Ridge**).

Nefratel knows much about the local area and can tell the characters about the Imperial Road and the location of the Temple of Baleon Nakt. Other information, or even quests Nefratel may have for the characters, is left up to the Castle Keeper to decide. Bear in mind, Nefratel is a fairly new arrival in the region, having only been here about 100 years.

NEFRATEL (LAMMASU): (These LG magical beasts have vital statistics HP 35 (HD 7d10), AC 20, Spd 30ft./60ft. (fly). Their abilities are strength 15 dexterity 18 constitution 14 intelligence 18 wisdom 15 charisma 10. Their Base Perception is 15. Their proficiencies are Perception +5, Arcana +9, Religion +9, History +9, Insight +5. They attack by 2 claws (1d6+2; +5 to hit). Their special abilities are Darkvision, Innate Spells, Magic Resistance, Protection from Good and Evil (as the spell, but always active). All special abilities of a 7th-level cleric of knowledge. Their spellcasting includes: Telepathy at will, Invisibility 1/day, holy aura 1/day, dimension door 3/day, cleric spell slots: 0-level: knows 4 cantrips; 1-level: 4 slots; 2-level: 3 slots; 3-level: 3 slots; 4-level: 1 slot.) Challenge Level: 4. XP value: 1,100.)

THE TEMPLE OF BALEON NAKT

Baleon Nakt was once a small but active temple to the Horned One, an evil lord and deity who once ruled over this land. It housed a high priest, a Knight of the Dark, who had a cohort of lesser acolytes and troops to do his bidding in the region. When the power of the Horned One waned, so to did the power of this temple. For several decades the last high priest, Unguath Kine, remained here with his most loyal servants, until he died mysteriously in his chambers. The survivors then left the temple and scattered to the four winds. In the time since, the upper

portion of the temple succumbed to the elements, collapsing into rubble and virtually disappear beneath brush, bramble and thorn, while the deeps beneath the temple remained open and intermittently occupied.

The temple is located near a section of the Imperial Road, several day's travel into the Fallow Hills. If the characters are following the Imperial Road, after several days, they note a large statue of a horned beast in the center of the road. It rests upon a black basalt pedestal, covered in vines and worn by time. The statue has eroded with time so that it is chipped and pock-marked, but its right arm is stretched out pointing to the east. This is a statue of the Horned One and was used as an indicator that one is entering hollowed grounds. The arm points to the Temple of Baleon Nakt.

The temple is difficult to locate, and only the concerted efforts of those who travel the wilds of the world can pick up the trail to its location. In fact, if it were not for Gritznak and his men, the location of the temple might never be known. But, as they have traveled to and from the temple many a time in the previous years, a small but well worn trail leads directly to it.

Ten miles due east of the statue, atop a mound surrounded by bare gray rocks, are the remains of Baleon Nakt. All that appears to remain of the temple are several free-standing walls covered in vines, a few columns, a set of stairs going up to nothing, and heaps of rubble. However, close inspection reveals otherwise. There are trails leading in and out of the rubble, going north, south and east. They all converge on a large opening in the center of what was once a large building. Here, there is a black hole in the earth with stairs leading down into darkness.

BENEATH BALEON NAKT

The dungeon beneath Baleon Nakt is sentient and capable of thinking and acting. It is alive! The power of the Horned One still lingers here and gives life to these walls and floors. In the years of the Horned One's waning power, the temple killed the last High Priest, Unguath Kine, in hopes of preserving and raising him when the time was beneficial. The temple senses the timing is right and hopes to raise this last Knight of the Dark. Through Gritznak, whom the temple has protected, sacrificial victims have been brought to the temple and rituals performed for raising the high priest. The process is nearly complete and lacks but one more sacrifice.

Once the characters enter the dungeon, the temple attempts to manipulate the characters into moving closer to the sacrificial room (Level 2, Area 8) and prevent them from exiting. In order to manage this, the temple creates illusions and obstacles for the characters. The temple is capable of creating an illusionary 10 foot wall once per hour and of creating an actual 10 foot wall once every six hours. Through these means the temple intends to confuse the party and prevent their escape, by influencing their movements. Gritznak is in the sacrificial chambers awaiting the arrival of the party and the enactment of the last sacrifice.

There is one known entrance to the dungeon complex beneath the temple and it is guarded by some goblins, though they are

often lax in keeping watch, as the temple has never been raided and they do not expect anyone to enter their abode. This will not be the case once a raid occurs. The goblins then keep a keen lookout for interlopers.

The walls of this complex are a mixture of stone, brick and the granite bedrock. For the most part the walls are all intact, if not a little worse for wear. However, all walls that the temple creates are weak and easily broken through. A pick and about 10 minutes of labor will knock holes in any of them. The same is true of any walls that abut one another. The noise caused by this activity increases the chance for random encounters; for every two minutes spent digging through a wall, a random encounter check is made.

Little more than goblins and kobolds live in the dungeon at this point. Other than those mentioned above, or in special circumstances described in the following text, a random encounter check occurs every two hours the party is in the dungeon. A 1 on a d10 indicates a random encounter. If an encounter occurs, roll a d6 and refer to Table 6 for the encounter type.

TABLE 6: DUNGEON RANDOM ENCOUNTERS

D6	ENCOUNTER
1	1-4 goblins and gnoll (1)
2	2-4 goblins
3	2-8 kobolds
4	1-4 kobolds and 1-2 war dogs
5	2-8 goblins
6	1-2 gnoll and wolf (1)

LEVEL 1

AREA 1: ENTRY

This is the only known entrance for the dungeon complex. However, all such complexes, when initially designed, had alternate entries and secret exits. Where these may be, no one currently knows.

There is a large statue in the center of the room, depicting a maleficent looking creature with two large curved horns protruding from its head. In front of the statue on the floor is a small golden bowl. Elsewhere there is a long roughly hewn table with several chairs around it. There are flagons on the table and the smell of stale beer permeates the air. Several piles of hay with blankets on them are lumped against a wall, while a make-shift fire has been set in the middle of the room, giving the entire room a ghastly red glow.

There are four goblins in the room now. These goblins are not keeping a good lookout; two are asleep, one is drunk (suffers -2 to hit) and the other is rolling some dice against a wall. If the party makes a lot of noise coming down the stairs, the goblin playing dice investigates and, if able, gives warning to the others.

The golden bowl (50gp value) in front of the statue is an offering plate and is crusted with dried blood. Before passing

beyond the statue and down the corridor, an offering of blood must be placed in the bowl or, once the last character passes from the room and deeper into the dungeon, the statue emits a low howl that rumbles down the corridors, causing a random encounter check and alerting several goblins to the presence of intruders. The blood sacrifice can be as little as a small drop of blood from a finger or a much larger amount—from a goblin perhaps. Anyone's blood will do as long as they are alive when it splashes into the bowl. The blood of good aligned creatures smokes and sizzles like water in boiling fat if put in the bowl.

GORLINS (X4) (These neutral evil humanoids have vital statistics HP 7 (HD 2d6), AC 15, Spd 30ft. Their abilities are strength 8 dexterity 14, constitution 10, intelligence 10, wisdom 8, charisma 8. Their Base Perception is 9. Their proficiencies are Stealth +6. They attack by Scimitar (1d6+2; +4 to hit) or shortbow (1d6+2; +4 to hit). Their special abilities are disengage from combat or hide as a free extra action.)

AREA 2: STOREROOM

This was once a storeroom used by the priests and held various cloaks, hats, and other accouterments of ritual use. It is now nearly empty except for old crates and other useless sundries the goblins have stolen from caravans or farmers over the last year. There is a barrel of dried fruits in here; enough for 10 days rations. The rest of the foodstuffs have rotted.

AREA 3: MEETING HALL

This was a general meeting hall for the priests of Unklar when the temple was in use. Large, blood red columns stretch to the ceiling, meeting in a confusion of angles and arches far above the floor. At the far end of the room are two open passageways and a raised section of floor.

Currently, this is a stabling area for the wolves the goblins ride into battle. Six makeshift wooden stalls and cages line the far wall, containing six large, mean-looking wolves. The wolves begin to howl and gnash their teeth as soon as anyone enters the room. In addition to the cages, hay covers much of the floor and several large animal carcasses hang from hooks at the far end of the room. A table is pushed up against a wall and large chunks of meat are piled on it. A massive, blood smeared cleaver is stuck in the table.

The howling of the wolves does not alarm anyone in the dungeon, since they do it so often and so ferociously. It does, however, attract the attention of the stable master, and he comes to quiet the wolves. The stable master (in Area 3a) is a massive gnoll with an ill temper and short fuse. As soon as he enters the room, he begins bellowing at the wolves. His muscular frame virtually quivers with rage as his voice echoes loudly down the hallways. He beats on the cages and wolves until they are quiet.

If the wolves begin to yelp in pain before the arrival of the stable master, this sends out alarms, as no one else ever messes with the wolves. The stable master charges into the room with a massive battle axe and shield, along with 4 goblin helpers (also from 3a). Should the stable master encounter anyone in the room, he calls upon the four goblins for help.

WOLVES (These unaligned beasts have vital statistics HP 11 (HD 2d8+2), AC 13, Spd 40ft. Their abilities are strength 12 dexterity 15, constitution 12, intelligence 3, wisdom 12, charisma 6. Their Base Perception is 13. Their proficiencies are Perception +3, Stealth +4. They attack by Bite (2d4+2; +4 hit and opponent prone if fails a difficulty 11 strength save). Their special abilities are Advantageous hearing and smell, advantageous attack if an active ally is within 5 feet of a foe.)

AREA 3A: ANTECHAMBER

This room was once used to store goods used for meetings. It has been taken over by the stable master and his helpers and is used as their quarters. There is a large table in the center of the room, a fire pit with a pot hanging over it, one cot and four bedrolls.

There are cards and dice on the table along, with several soup bowls and a few daggers. A pile of copper coins sits in the middle of the table (28cp). Several small clubs, chains and harnesses are hanging from a wall. There is a chain mail shirt of special make here also. This is used for one of the wolves giving the wolf the equivalent of an AC 16 in battle. This barded wolf is used by Gritznak.

STABLE MASTER (This neutral NPC's vital statistics are HD 2d8, HP 16, AC 15. His abilities are strength 14, dexterity 12. Base Perception 10. He carries a chain hauberk, shield, whip (1d4+2; +4 to hit; reach), club (1d6+2; +4 to hit), pouch with 18gp and 32sp). Challenge Level 0. XP value 10.)

GORLINS (X4) (These neutral evil humanoids have vital statistics HP 7 (HD 2d6), AC 15, Spd 30ft. Their abilities are strength 8, dexterity 14, constitution 10, intelligence 10, wisdom 8, charisma 8. Their Base Perception is 9. Their proficiencies are Stealth +6. They wear leather armor and shield. They attack by Scimitar (1d6+2; +4 to hit) or shortbow (1d6+2; +4 to hit). Their special abilities are disengage from combat or hide as a free extra action. Each carries 1d4 cp.)

AREA 4: SAGGING FLOOR

This passageway is in need of repair. It sits over a corridor in Level 2 of the dungeon. The Goblins know not to use it as it is about to collapse. Close inspection reveals a sagging floor with broken and cracked masonry. One familiar with stonework might note it as being in poor condition and about to collapse. (A wisdom check is made at Difficulty 15).

Walking down this hallway is dangerous. If the total weight placed on any given ten foot section of floor exceeds 400 lbs, the floor has a 1 in 10 chance collapsing. For each 20 lbs over 400 lbs the chance of collapsing increases by one (420 lbs has a 2 in 10, 440 lbs 3 in 10, etc.). If the corridor collapses, it does so in 30 foot sections, 15 feet in front and 15 behind the center. Those falling suffer 1d6 falling damage and 1d6 damage from the rubble (a successful dex check halves the damage). They fall into the corridor marked "XXX" on level 2. Also, should the floor collapse, a random encounter does occur.

AREA 5: PRIESTS' CHAMBERS

This once housed four priests of the temple. Currently, it houses about 10 goblins at various times. At the moment, there are only four goblins in this room and they are gambling, arguing and drinking some mash whiskey they stole from Malforten. The room is cluttered with blankets, hay, old foodstuffs, roaches and other vermin. A large brazier is in the middle of the room providing light. A small keg of lamp oil sits in one corner of the room. This is enough fuel for one lantern for 12 hours.

Goblins x4 (These neutral evil humanoids have vital statistics HP 7 (HD 2d6), AC 15, Spd 30ft. Their abilities are strength 8, dexterity 14, constitution 10, intelligence 10, wisdom 8, charisma 8. Their Base Perception is 9. Their proficiencies are Stealth +6. They wear leather armor and shield. They attack by Scimitar (1d6+2; +4 to hit) or shortbow (1d6+2; +4 to hit). Their special abilities are disengage from combat or hide as a free extra action. Each carries 1d4 cp in a pouch.)

AREA 6: WELL

This room was the well chamber, producing water for the inhabitants of the temple. There was a hole in the roof where buckets could be lowered down into the shaft in the floor, but it was covered up when a wall on the surface collapsed and fell on top of it. The well encasement is still here and fairly intact, though one can no longer draw water from it. A retractable pulley mechanism is still located beside the well. Along the walls are various tubs and buckets, some wood, some metal.

A large spider lives in the well shaft. The Goblins occasionally feed it, so when anyone enters the room the spider begins to crawl up the shaft, expecting some corpse or other morsel to chew on. This is a massive wolf-like spider that does not spin webs but leaps in for an attack. The spider has hauled several victims down into the well, and if anyone cares to enter the shaft they find mounds of rotting flesh and cracked bones. The goblins pick most of their victims clean before hauling them in here, but the wolf spider has brought a few unwary explorers down into its shaft over the years. In 3-18 rounds of searching the bottom of the well, 25gp, 37sp, a rusted chain hauberk (human sized), and a necklace with gems on it (150gp) are found. This is a demanding task, and should a character undertake it, they have the risk of contracting a contagion. A constitution check is necessary, and if the character fails they become ill within 24 hours, becoming incapable of moving more than 1/4 normal movement for 2d4 days due to a fever and stomach cramps. Combat and spell casting are impossible during this time, and all other checks are made at -2.

Giant Wolf Spider (These unaligned large beasts have vital statistics HP 26 (HD 4d10+4), AC 14, Spd 30ft/30ft (climb). Their abilities are strength 14, dexterity 16, constitution 12, intelligence 2, wisdom 11, charisma 4. Their Base Perception is 10. Their proficiencies are Stealth +7. They attack by Bite (1d8+3 plus 2d8 poison (constitution dif. 11 save 1/2.; opponents reduced to 0 poisoned and paralyzed for 1 hour); +5 hit); Web on 5-6 Range 30ft/60ft, target restrained (dif. 12 str check escapes); +5 hit; web is hp 5, AC 10, vulnerable to fire,

immune to poison, bludgeon and psychic damage). Their special abilities are blindsight 10ft., darkvision 60ft., spider climb (can walk or climb on all surfaces without a check), tremor sense on web (can find any creature anywhere on its web), immune to webs and web spells.)

AREA 7: MINERS CHAMBERS

This room once housed two large ogres. The ceiling in here is very high, and several deep alcoves were built in it to make the ogres feel even more at home. The ogres were responsible for construction, mining and related activities.

The rotted and rusted remains of the tools of their craft still remain in the room. There are very large picks, shovels and hammers heaped up in one corner of the room. Chisels, smaller hammers and other large-sized stone working implements are in another. Each of the alcoves contain old and rotted piles of fur and tanned hides. When searched, roaches, mice, spiders and other vermin scatter. If searched carefully, in one pile the characters find a small bag with 30gp and 50sp in it. The goblins have not bothered searching this room, figuring the tools are useless - or worse, they might be forced to use them in some way.

AREA 8: STORE ROOM

At one time this was nothing more than a store room for incoming goods. The room is currently used as a loot collection point. Four goblins are in here going through boxes looking for something to eat, like dried meat or salted fish. There is a large mangy dog with the goblins. The dog is sniffing around some of the crates. Unless the party is sneaking down the corridor, the dog hears them and begins to growl, attracting the attention of the goblins and allowing them to prepare for combat. If the dog is not silenced quickly, it barks and yelps for a bit and then dashes off down the hallway at the far end of the room to its master in Area 9.

The goblins have broken open every box and crate in the room, and there are piles of cloth, rope, beaver pelts and other odds and ends lying about. Additionally, there are several crates of apples, potatoes, dried beans and other assorted foodstuffs in the crates. Some salted fish has been found and the goblins are eating it as if it were their last meal - and perhaps it is.

Goblins x4 (These neutral evil humanoids have vital statistics HP 7 (HD 2d6), AC 15, Spd 30ft. Their abilities are strength 8 dexterity 14, constitution 10, intelligence 10, wisdom 8, charisma 8. Their Base Perception is 9. Their proficiencies are Stealth +6. They wear leather armor and shield. They attack by Scimitar (1d6+2; +4 to hit) or shortbow (1d6+2; +4 to hit). Their special abilities are disengage from combat or hide as a free extra action. Each carries 1d6sp in a pouch.)

Dogs (These unaligned beasts have the following vital statistics: HD 2d8+2, HP 11, AC 13. Their abilities are strength 12, dexterity 15, constitution 12, intelligence 3, wisdom 12, charisma 6. Their Base Perception is 13. Their Proficiencies (+2) are Survival, Stealth, Perception and all checks based on hearing or smell. They attack by bite (2d4+2 and opponent prone (dif.

11 strength. Save negates trip); +4 to hit. Their special abilities are difficult to surprise and are considered advantageous on checks to avoid surprise as well as on hearing- and smell-based checks.) Challenge Level 1/4. XP Value: 50.)

AREA 9: SCRIPTORIUM

This room was once used as a scriptorium. Commands and edicts from the capitol in Aufstrag were copied and sent on from here. Copious records of all this were also kept. The records were partially destroyed when the temple was abandoned, and most those that remained decayed with time.

This room has 3 kobolds and their kobold leader, Slissas, in it. They are riffling through the remains of the records, and slowly looking for something. Slissas is hoping to find a map of the complex so he can locate treasure rooms, secret passages or other important material. He can not read, but knows how to interpret a map. The kobolds generally ignore the ruckus the goblins make and only leave this room if the dog comes in barking. They then head down the hallway to investigate.

The room has several overturned chairs and desks in it with huge wooden cabinets covering all the walls. Several of the cabinets are burned. There is an old pile of burned and half-burned material in the center of the room which has moldered with age. The few extant documents remaining in the room have been collected and piled on the floor near the door. A lantern sits nearby these documents. This is where Slissas sits and goes over them.

If the characters investigate the documents, for the most part they find letters and letters and more letters to various lords, dignitaries and others. However, if the characters spend at least 10 minutes going through the papers in the burn pile in the center of the room, they find a comprehend language spell written upon a piece of vellum. The magical nature of the vellum prevented it from being burned. If the characters peruse the documents by the door for at least 15 minutes and are careful to examine the documents, they find one that mentions treasure houses along the Blacktooth Ridge. The Blacktooth Ridge is far north of this location and the treasure houses are called the Vargolg and Krekingolg.

KOBOLDS X² (These lawful evil small humanoids have vital statistics HP 5 (HD 2d6-2), AC 12, Spd 30ft. Their abilities are strength 7, dexterity 15, constitution 9, intelligence 8, wisdom 7, charisma 8. Their Base Perception is 8. Their proficiencies are none. They attack by Dagger (1d4+2; +4 to hit) or sling (1d4+2; +4 to hit; range 30/120). Their special abilities are darkvision 60ft., disadvantaged in sunlight, advantaged on attacks if an active ally is within 5 feet. Each carries 1d12 sp in a pouch.)

SLISSAS (This lawful evil small humanoid has vital statistics as a kobold except: HP 11 (HD 4d6-4), AC 15, carries chain hauberk, short spear (1d6+4; +5 to hit), shield, blow gun (1d2 plus victim poisoned for 1d4 hours (dif. 15 con save neg.); +5 to hit, 12 gp and a gem studded necklace worth 50gp.).

LEVEL TWO

AREA 1: EMPTY HALL

This is an abandoned room, with nothing in it except a few piles of wood, remains of old chairs and a broken table. The entire north wall of this room is very unstable and likely to collapse if any weight is placed on it. It was thin to begin with, with only brick and mortar holding it together. Time and water have worn most of the mortar away, making the entire wall little more than a pile of bricks.

If a character slams into this wall, a large portion of it collapses. Anyone within 10 feet receives 2-3 points of damage from falling debris unless a successful dexterity check is made, in which case they take only half damage. Knocking down the wall reveals Area 2 beyond. Listening at the wall enables characters to hear the noise in room 2.

AREA 2: MESS

This room was once used as the temple mess. Currently, the goblins also use it as a mess even though they had no idea of its previous purpose. The central area of the floor in this room is about 5 feet lower than the walkway around its rim. Columns are located all along the walkway. One stairway, at the south end of the room, descends into the lowered portion of the room. Two huge cooking pits blazing with fire have pigs on a spit roasting over them. Goblins are sprawled out all over this room singing songs and dancing their vile dances while imbibing a fairly strong liquor. There are 16 goblins in the room in various stages of inebriation, a gnoll war chief, and the cook.

Each goblin is inebriated and this affects their combat skills and all checks. The goblins are all disadvantaged on all attack rolls, saves and skill checks, though not on damage.

The gnoll war chief has not had enough to drink to affect his combat abilities. Immediately upon noticing the characters, he rouses the goblins to attack, but he holds back and throws his daggers. If the battle starts going poorly, he attempts to run away in search of reinforcements. If the battle starts going well, he joins the melee and attempts to subdue as many characters as possible in order to bring them to Gritznak.

There is a head cook in the room. This is a grotesquely fat goblin with globs of flesh swinging and swaying with his every move. He avoids combat if at all possible, and if attacked falls to the greasy floor crying out for his life. He promises the characters anything they want, even telling them where all the other goblins are.

GNOLL WAR CHIEF (These chaotic evil medium humanoids have vital statistics HP 22 (HD 5d8), AC 15, Spd 30ft. Their abilities are strength 14, dexterity 12, constitution 11, intelligence 6, wisdom 10, charisma 7. Their Base Perception is 10. Their proficiencies are none. They attack by Bite (1d4+2; +4 to hit), Spear (1d8+2); +5 to hit; can be thrown (1d6+2; range 20ft/60ft), or Longbow (1d8+1; +3 to hit (range 150ft/600ft). Their special abilities are berserk (when a gnoll reduces an opponent to 0, it can move half its movement and make a bite attack on another opponent. The chief carries gold

earrings x 3 worth 20 gp each, silver nose ring worth 15gp and a gem-studded belt worth 50gp.)

GORLINS X16 (These neutral evil humanoids have vital statistics HP 7 (HD 2d6), AC 15, Spd 30ft. Their abilities are strength 8, dexterity 14, constitution 10, intelligence 10, wisdom 8, charisma 8. Their Base Perception is 9. Their proficiencies are Stealth +6. They wear leather armor and shield. They attack by Scimitar (1d6+2; +4 to hit) or shortbow (1d6+2; +4 to hit). Their special abilities are disengage from combat or hide as a free extra action. They are all disadvantaged on all attack rolls, saves, and checks. They each carry 1d6sp in a pouch.)

THE GOBLIN COOK: (This neutral evil humanoid has vital statistics as a goblin, but is not disadvantaged. He has AC 14 from makeshift armor constructed from cooking utensils. He wields a large cookie sheet for a shield and attacks with a frying pan (1d4+2; +5 to hit).)

AREAS 7-9

This portion of the dungeon emanates evil, and anyone capable of detecting evil recognizes it as such. The temple's 'will' is great here. Characters in this area are under a constant strain and suffer a -1 to all checks and combat rolls.

AREA 7: ANTECHAMBER

There is a broad archway leading into this room. There are gold gilded letters engraved on the arch lintel. It is an intonation written in the ancient tongue of the Horned One, "In one is all." Intoning it prior to entry dispenses with the previously mentioned curse for non-good alignment characters only. If those of good alignment repeat the passage, they must make a charisma save or suffer 1 point of damage.

This was a waiting room for those wishing to seek an audience with the high priest. Entering the room gives everyone an eerie feeling, as if something is not yet completed, as if a sentence has been left half finished. This feeling of discomfort fills all the characters. The room has rotted furniture in it. Large chairs, several cabinets, and a large brass bell on a stand are arranged about the room. Ancient scripts are engraved on the walls.

The spirit of the last high priest, Unguath Kine, lingers in these rooms. It is incapable of action, and the characters never directly see it or interact with it, but they always sense that something is watching them, as if from afar.

AREA 8: SPIRIT CHAMBER

This is a cursed chamber. It was once used to call forth or talk to the spirits of the dead. The walls and floor are carved all over with bizarre and ancient scripts. There is also a dead and rotting goblin in the middle of the room. It has obviously lain here for quite some time and is missing huge chunks of flesh.

This room has a pervading sense of evil about it. Upon entering, the glyphs and portions of the script on the walls begin to move. Within 3 rounds, a figure emerges out of the wall above the entry. It is a ghoul that guards this chamber. It attacks until killed, at which point it begins to dissipate and sinks back into

the floor, only to come out again 4d6 rounds later if anyone remains in the room. At the far end of the chamber is a secret door; other than this, there is nothing in the room.

GHOUL (These chaotic evil medium undead have vital statistics HP 22 (HD 5d8), AC 12, Spd 30ft. Their abilities are strength 13, dexterity 15, constitution 10, intelligence 7, wisdom 10, charisma 6. Their Base Perception is 10. Their proficiencies are None. They attack by 2 claws (2d4 plus paralysis for 1 minute (dif. 10 con save neg. Save allowed each turn); +4 hit) and bite (2d6+2; +2 to hit). Their special abilities are Immune to poison, charm, exhaustion; darkvision 60ft.)

AREA 9: SECRET CHAMBER

This is a secret chamber once used to store vitally important information and material for rituals. Much if it was taken away when the temple was abandoned. There are a series of old rotting wood shelves cluttered with jars, candle holders, scrolls, ink wells, pens, religious items and other like paraphernalia. In the center of the room is a tall desk with two chairs by it. This is a scribe's desk. Over the desk, a chandelier (see below) is hanging from the ceiling. It still has the candles in place. There are several items of interest in this room and, at the south end of the north nook is a secret compartment.

Most of the scrolls are blank, or have the beginnings of spells written upon them. Several contain manners of calling forth the spirits of the dead, but they do not work. They are failed experiments. In the mess of the scrolls is one with a *hold person* spell written on it and another with *cause fear* written on it. The desk has old quills and dry ink wells, along with unused vellum, in the drawers, along with three gold-plated ram's horns. These are three holy symbols of the chaotic evil deity the Horned One and worth 60gp, 120gp and 180gp.

Behind a pile of bottles and decanters filled with viscous materials and dried liquids, is a concealed panel. The panel itself is not trapped, but the interior of the compartment is trapped. There is a latch above the panel and inside the chamber that, when pulled, deactivates the trap. If someone reaches their arm into the chamber without deactivating the trap and lifts the gold statue inside, the trap is triggered, and a guillotine-like blade drops from within. The blade delivers 1d6 damage. If 6 points of damage are delivered, the d6 is rolled again, and if another 6 results, an arm is severed and 12 points of damage are received; otherwise the second roll is ignored. If a successful dexterity check is made (+2 to this check due to the age of the mechanism), 1/2 damage is received. However, if a 6 is rolled, roll again as before and instead of the arm being severed, just the fingers are lost. When the trap is released, the chandelier actually jerks up. Close inspection of the chandelier reveals it is not hooked to the ceiling; rather, the chain goes into the ceiling. The trap is set again by pulling down the chandelier.

Within the compartment is a long white mace with an ebony head (+2 damage vs evil creatures), hidden here awaiting a time to be destroyed, then forgotten; a small golden statue of a tree worth 300gp; and a small sack of clay tablets. There are 6 small clay tablets about 2 inches square in the sack. Upon each is a

glyph. Each tablet has a special function. When a tablet is thrown to the floor, the following occurs, depending on the tablet.

TABLE 7: TABLE EFFECT

D6	EFFECT
1	Fire Glyph - 5 foot diameter ball of flames shoots up from the shards causing 1d6 damage.
2-4	Ice Glyph - Cold blast from the shards causes no damage but prevents all in 10 foot cube from taking an action for one round.
5	Death Glyph - Causes fear to all in a ten foot radius.
6	Bone glyph - Breaks a bone of the person nearest the broken shards. Roll d4: 1-right arm, 2-left arm, 3-right leg, 4-left leg.

AREA 6: PRIVATE QUARTERS

This was once the private quarters for the High Priest of Baleon Nakt. Gritznaak lives in it now. Several large chairs, a rickety bed, a table with chunks of meat on it, piles of firs, a keg of ale and three trunks are scattered around the room. There is a large snake hidden in a pile of fur on the floor. There is a broadsword, a spear, a longbow, 40 arrows and a mace in one corner. None of the trunks are trapped. Two trunks contain clothing and valueless household items like lamps, while the third, which is locked with a padlock, contains 240gp, 380sp, and 7000cp as well as 8 gems with a 20-80gp value each.

CONSTRUCTOR SNAKE (These unaligned large beasts have vital statistics HP 12 (HD 2d10+2), AC 12, Spd 30ft/30ft (swim). Their abilities are strength 15, dexterity 14, constitution 12, intelligence 1, wisdom 10, charisma 3. Their Base Perception is 10. Their proficiencies are none. They attack by bite (1d6+2; +5 to hit) or constrict (1d8+2 damage per round and target grappled and restrained (escape dif. 14); +4 to hit). Their special abilities are blindsight 10ft.)



AREA 7: SLEEPING CHAMBER

This is where Gritznaak's kobold guards sleep. Both doors to the room are locked. Seven kobolds are in here at the moment, with their four large pet spiders. The kobolds are wary, having been told by Gritznaak to expect visitors. Half-eaten food, moldering hay, and other trash litter the room. The kobolds have no treasure, which is why their leader, Slissas, is off hunting some.

KOBOLDS X7 (These lawful evil small humanoids have vital statistics HP 5 (HD 2d6-2), AC 12, Spd 30ft. Their abilities are strength 7, dexterity 15, constitution 9, intelligence 8, wisdom 7, charisma 8. Their Base Perception is 8. Their proficiencies are none. They attack by Dagger (1d4+2; +4 to hit) or sling (1d4+2; +4 to hit; range 30/120). Their special abilities are darkvision 60ft., disadvantaged in sunlight, advantaged on attacks if an active ally is within 5 feet. Each carries d12 sp in a pouch.)

GIANT SPIDERS X4 (These unaligned large beasts have vital statistics HP 26 (HD 4d10+4), AC 14, Spd 30ft/30ft (climb). Their abilities are strength 14, dexterity 16, constitution 12, intelligence 2, wisdom 11, charisma 4. Their Base Perception is 10. Their proficiencies are Stealth +7. They attack by Bite (1d8+3 plus 2d8 poison (constitution dif. 11 save 1/2.; opponents reduced to 0 poisoned and paralyzed for 1 hour); +5 hit); Web on 5-6 Range 30ft/60ft, target restrained (dif. 12 str check escapes); +5 hit; web is hp 5, AC 10, vulnerable to fire, immune to poison, bludgeon and psychic damage). Their special abilities are blindsight 10ft., darkvision 60ft., spider climb (can walk or climb on all surfaces without a check), tremor sense on web (can find any creature anywhere on its web), immune to webs and web spells.)

AREA 8: SACRIFICIAL CHAMBER

This is the sacrificial chamber where Gritznaak, acting through the temple, is attempting to raise the spirit of the last high priest of Baleon Nakt. Gritznaak is here with eight goblin warriors. Should a fray occur, the temple itself joins in as described below. The room is strangely lit with a bluish haze that emanates from the walls. In the center of the room is a stone dais upon which chains and manacles are piled. In front of this is a stand with a red velvet cloth thrown over it with a large sickle laying on top. The floor is covered with the markings of an ancient script, and a blood red eye, the size of a platter, peers from the center of the east wall.

As soon as the characters enter the room, the goblins leap to attack (unless they are in manacles) and Gritznaak begins intoning a prayer the temple has taught him. The goblins attempt to subdue the party, or at least one of them, so that a sacrifice can be made. If the attack is going well, Gritznaak does not join in the fray; if it is going poorly, the temple causes Gritznaak to quit praying and attack. The temple also attacks. The goal is to have at least one character left alive to sacrifice.

If Gritznaak survives to perform the final act of the ritual and sacrifices an individual, the raising of the Unguath Kine will have been successful. Area 9 contains details on this matter.

The sickle used for the sacrifice is a magical blade that causes +4 damage to all lawful good creatures.

The temple can only help in a few ways. If it still has the ability to create a wall, it does so. The temple can also heal Gritznak once for d6 hit points. As a final act, the temple can summon a *spiritual hammer* that fights for 2 rounds as a 2nd level fighter and which can not be destroyed. The power of the temple can be temporarily ended by attacking and destroying the eye on the wall.

GRITZNAK (This chaotic evil medium humanoid has vital statistics HP 30 (HD 7d8), AC 17, Spd 30ft. His abilities are strength 14, dexterity 12, constitution 11, intelligence 6, wisdom 10, charisma 7. His Base Perception is 14. His proficiencies are Perception +4. He attacks by Bite (1d4+2; +5 to hit), +1 magic broadsword (1d8+3; +6 to hit; can be thrown (1d6+2; range 20ft/60ft), or Longbow (1d8+1; +4 to hit (range 150ft/600ft). His special abilities are berserk (when a gnoll reduces an opponent to 0, it can move half its movement and make a bite attack on another opponent.) He carries scale mail, large shield, +1 ring of protection, 10pp and a gold necklace worth 100gp.)

GOBLINS XC (These neutral evil small humanoids have vital statistics HP 7 (HD 2d6), AC 15, Spd 30ft. Their abilities are strength 8, dexterity 14, constitution 10, intelligence 10, wisdom 8, charisma 8. Their Base Perception is 9. Their proficiencies are Stealth +6. They wear leather armor and shield. They attack by Scimitar (1d6+2; +4 to hit) or shortbow (1d6+2; +4 to hit). Their special abilities are disengage from combat or hide as a free extra action. They carry 1d4cp each.)

TEMPLE EYE (HD 0, HP 34, AC 14, PA none.)

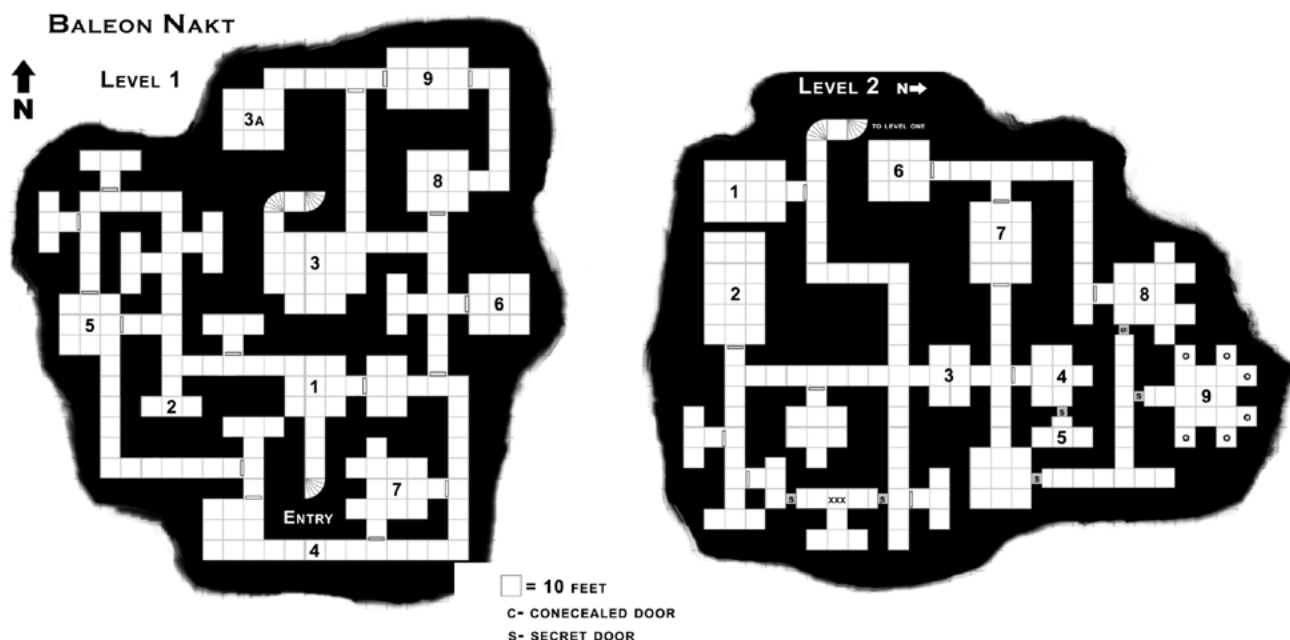
AREA 9: BURIAL CHAMBER

This is the chamber that housed the body of the last high priest of Baleon Nakt and other personages of import. Each nook in this chamber contains a single stone sarcophagi, all of which are open. The process of raising the high priest has been partially successful, however in a manner the temple had not foreseen. Due to Gritznak's inability to pronounce the words in the incantation properly, all the high priests in the burial chamber have been raised as skeletons, rather than just raising Unguath Kine as a living, breathing human. Each of the priests was buried with a ceremonial mace and they now use them in combat. Each mace is inlaid with silver and gold and have a value of 20-120gp each.

The skeleton of Unguath Kine is nearly sentient, but acts as a normal skeleton for combat purposes unless the last sacrifice has been made. In the latter case, the skeleton of Unguath Kine has become sentient and is 'growing' back his body. His skeletal remains then receive 2 more hit dice and the ability to regenerate at 1 hit point per 24 hours.

If Unguath Kine is ever hit, he falls to the ground in a clatter of bones. If the blow did not kill the skeleton of the high priest, he falls anyway, acting as if destroyed. If it kills the skeleton, Unguath Kine is dead and the process of resurrection must begin anew. However, if the skeleton is only acting dead, the high priest will remain in that spot and await a more proper intonation of the resurrection incantation—which the Temple of Baleon Nakt will see to.

Only by looking closely into the eye socket of Unguath Kine's skull can one perceive the slight flicker of a blue flame in the back of the skull which indicates the soul or spirit of the skeleton still lives. The only manner to truly destroy the skeleton of Unguath Kine is to take it (all of it) to a lawful good priest of high standing and have it desecrated or interred in a temple devoted to a lawful good deity.



SKELETONS X 5 (These lawful evil undead have vital statistics HP 13 (HD 2d8+4), AC 13, Spd 30ft. Their abilities are strength 10 dexterity 14 constitution 15 intelligence 6 wisdom 8 charisma 5. Their Base Perception is 9. Their proficiencies are None. They attack by shortsword (1d6+2; +4 to hit) or short bow (1d6+2; +4 to hit; range 80ft/320ft). Their special abilities are vulnerable to bludgeoning damage, immune to poison, exhaustion, darkvision 60ft.)

Unguaith Kine (vital statistics as skeleton; Special: if in second stage of raising, double hit dice, add +2 to attacks and checks, regenerates at 1 hit point per 24 hours.)

ENDING THE ADVENTURE

Adventures never end, just adventurers. Adventures around Malforten can continue. The Temple of Baleon Nakt may not be completely destroyed and can, in that case, still manifest its will upon the lands about. Perhaps there are deeper levels to the dungeon. Perhaps hidden beneath an illusory floor one can find the dark abode of the temple's heart. Have other, more sinister creatures or people heard of Baleon Nakt and traveled here as the adventurers finally confront Gritzna? Do several of the more nefarious inhabitants of Malforten plan on ambushing the characters and claiming the reward for killing Gritzna for themselves? Have the characters angered the fay? Are the evil creatures of the Fallow Hills on the move to fill in a sudden power vacuum in the region? All these avenues can be explored by the characters and the Castle Keeper.

Or, perhaps the characters have found the map to the Blacktooth Ridge and seek the treasures rumored to be buried there? The Blacktooth Ridge lies many miles to the north and one must cross through some fairly dangerous territory to reach it. Unless, of course, the characters travel back to New Aenochre proper and travel through those more populous (though no less deadly) regions.

And what of Kuthrad Ondal? Will the characters discover the secret of this place? Have they met Nefratel? Perhaps someone steeped in elvish lore may, after much exploration and research, will discover its meaning and origin. In fact, should such a person travel to the Blacktooth Ridge along the Old Imperial Road they will end up at the tower on top of Fromkin's Pass. And close inspection of that tower will reveal its elvish footstones. Then and finally, one might note it lies 150 miles due northwest of Kuthrad Ondal.

NAME LIST

The following list of names are provided for the Castle Keeper should they be needed. There is a naming convention for this region of New Aenochre though it need not be adhered to, rather it is supplied for reference.

Family Names are generally not given to those of low standing. That is, few peasants, craftsmen, farmers and others of low social standing have family names. Family Names are accorded

to gentry and nobility almost exclusively. The one exception is with merchants of great wealth and influence. These individuals have begun giving themselves family names to mimic nobility and thereby confer upon themselves some degree of pedigree.

As for the lower classes, there are many common names for females and males. To differentiate, the practise of giving epithats to individuals has become popular. Hence, names like Eryl the Hoskin and Griffry the Hat. Usually these epithats relate to a town (Eryl the Hoskin is from Hoskin), personal appearance (Griffry the Hat is fond of hats of odd colors and Kerrywyn the Yellow has yellow hair) or the nature of that person (Walker the Bush has an exceedingly large family tree which he refers to as a bush).

As a matter of technical commentary, the naming convention for this region is Welsh derivative, though people from across Aihilde do live here so this should not be considered exclusive.

Male Names

Alun	Geraint	Maddox	Rwith
Alym	Gowan	Marvin	Seren
Arwyn	Hamen	Merddin	Sionym
Brinley	Hugh	Mervyn	Steven
Brinmore	Idris	Morvin	Taff
Cledwyn	Inir	Nai	Tewdric
Daffi	Jenkin	Owain	Trefor
Dillon	Kane	Penrod	Tudor
Edar	Kay	Prydwyn	Urien
Eoin	Llud	Reis	Walter
Galvin	Lyn	Rhod	Wyn

Female Names

Adain	Delwyn	Jane	Rhianwyn
Amanda	Eira	Mairwyn	Sarah
Annwyl	Eirlys	Mega	Siana
Brangwyn	Enid	Meleri	Taffine
Blancefor	Gaenor	Morgana	Vanora
Caron	Glenys	Myfwany	Vivian
Cate	Hywella	Nia	Wynne
Ceri	Idella	Owena	Ysbail
Del	Issolde	Rachel	

CONVERSION NOTES

Converting any of Troll Lord Games' modules to the Fifth Edition rules set should be fairly straightforward; simply replace the inline ability checks with the appropriate skill checks. Where you see Challenge Level, this represents the overall difficulty of the task. Simply add the CL to 12 and then round off to the nearest increment of 5 to come up with the appropriate Difficulty in your other game. Thus, if a task has a CL of 5, the final Difficulty would be 17, rounded to 15.

Alternately, for a simpler process that is not mathematically identical but is close enough for field work, you can assign Difficulty (the final target number for your roll) as follows:

TABLE 3: CONVERSION

CHALLENGE LEVEL	DIFFICULTY
0-2	10
3-5	15
6-8	20
9-11	25
12-15	30

Either method should work fine; just be consistent in how you apply the conversions.

CONVERTING MONSTERS

In this module and in future modules produced for compatibility with the Fifth Edition rules set, we will endeavor to include complete and Fifth Edition compatible quick stats for every NPC and monster.

Should you desire, however, to use other modules and convert monsters and NPCs on the fly, the easiest way to convert monster stat blocks is to simply replace them with the appropriate monster from the Fifth Edition-compatible monster book of your choice. This will bring you exactly in line with any other Fifth Edition module's presentation.

In general, however, the monster statistics you will find in **Castles & Crusades** scenarios will be very compatible with those in the Fifth Edition rules set and can be converted on the fly, requiring a only a basic understanding of how monster ability checks work in C&C. Note that this method replaces the use of proficiencies to provide for a quick and dirty means of conversion. The most accurate way to convert, obviously, is to put together a full stat block for your NPCs and use monsters from your player's or game master's guide and monster tome.

To improvise and convert monsters on the fly without referencing a manual, simply understand that monsters in C&C have saves of "P" for "Physical" or "M" for Mental. Grant a given monster their Hit Dice +4 to their saving throw or ability check if they have a save or Prime of the listed type, and Hit Dice +0 if not. Thus, a 3 HD monster with P saves making an Intelligence Save would roll d20+3. The same monster making a Strength save would roll d20 +7. Monsters with "P" saves will have a base perception score of 10, while those with "M" saves will have a base perception score of 14.

If you really want to be fast and loose, NPCs can use similar guidelines; instead of having P or M saves, NPCs will have a list of two to three Prime Attributes. These characters add +5 to any checks made with a Prime Attribute. It is usually best, when converting quickly, to assume that NPCs follow an archetypal path such as those outlined in the Fifth Edition basic rules document.

Understand, however, that "on the fly" conversions like this will not match the statistics for monsters and characters in the Fifth Edition rulebooks. If exacting conversions are important to you, you're best to substitute C&C stat blocks with the appropriate and official Fifth Edition statistics (which is how this module handles conversion).

Finally, there are a few monsters herein (the Nymph, Lammasu, and dog) that do not have official Fifth Edition statistics. These monsters have been built from the ground up and there should be enough information presented (including challenge level and XP value) to run them in your game.

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