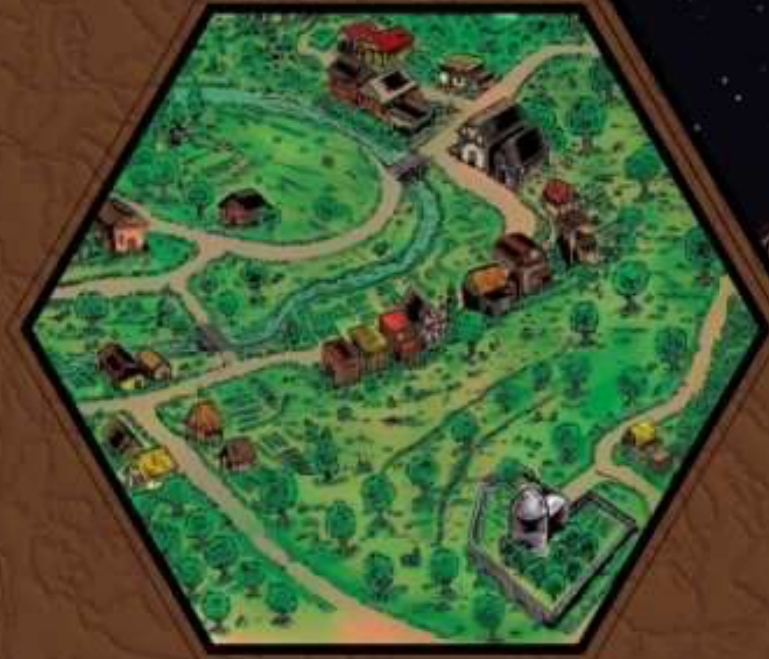


SCOURGE OF THE DEMON WOLF

A *Majestic Wilderlands* ADVENTURE AND SOURCEBOOK



By Robert S Conley

A RULES SUPPLEMENT
COMPATIBLE WITH THE
Swords & Wizardry

RULES AND ALL EDITIONS BASED ON
THE ORIGINAL 1974 ROLEPLAYING GAME



MAJESTIC WILDERLANDS ADVENTURE/SUPPLEMENT

The Scourge of the Demon Wolf

Copyright 2012 Robert S. Conley, Judges Guild

Written by Robert S. Conley
Based on an original setting by Robert Bledsaw Sr.
Cartography by Robert S. Conley
Layout by Robert S. Conley
Edited by Tim Shorts
Inspiration and Design, Dwayne Gillingham
Cover by Jason Sholtis, John Larrey
Principal Artists Jason Sholtis, John Larrey

some artwork copyright, The Forge, Maciej Zagorski, Pawel Dobosz, Claudio Pozas, Louis Porter, Jr. Design, Dover Publications, used with permission.

Thanks to Matthew J. Finch for putting together the Swords & Wizardry Core Rules

Special thanks to my playtesters at Erie Days of Gaming, GaspCON (Pittsburgh), Morningstar Games (Savannah), the J Squad and Gold Star Anime (Edinboro). It was a pleasure refereeing all of you and see you triumph over the challenges I set before you.

Table of Contents

Foreword	3
Introduction	3
Organization	4
The Adventure	4
Without the Majestic Wilderlands	4
Money	4
Modifiers	4
NPCs stats	4

Adventure

Starting the Adventure	5
NPCs & Factions	5
The Baron of Westtower	5
The Ghinorians	5
The Bandits of Westtower	5
The Beggars	6
The Village of Kensla	6
The Golden House	6
The Demon Wolf	7
Summary Of Encounters	8
Adventure Rewards	9
Encounters	10
Demon Wolf Pack	10
Westtower Keep	10
The Greenhaven Inn	11
The Slain Tinker	12
The Bandit Cave	13
Arriving at Kensla	17
Meeting the Reeve First	17
Meeting the Elder First	17
Sitting Down at Kensla's Tavern	18
Meeting Yoluf	19
Searching the High Meadow	19
Searching the Elderly Couple's House	19
Wandering the Wilderness (day)	20
Wandering the Wilderness (night)	20
Meeting the Beggars	21
The Standoff at the Beggar Camp	22
The Search of the Wolf Den	23
Visiting the Golden House	26
The Final Confrontation	28

Supplement

Locales and Inhabitants	32
Barony of Westtower	32
Geography	33
Settlements	34
Denison's Crossroads	36
The Village of Kensla	38
Village Locations	40
The Beggar's Encampment	48
The Golden House	52
Mages	53
Adepts	56
Apprentices	58
Conclave Staff	60
First Floor	63
Second Floor	66

Maps and Figures

Barony of Westtower Map	8
Bandit Illustration	13
Bandit Cave Map	14
Kensla GM Map	16
Kensla Player Map	17
Wolf Den Area Map	23
Wolf Den Area Illustration	24
Wolf Den Interior Illustration	25
Mages of the Golden House Illustration	27
Wolf Den Area Map	29
Tentacled Horror Illustration	30
Barony of Westtower Map	31
Denison's Crossing Map	36
Kensla Locations Map	38
Temple of Mitra Map	44
Beggar Camp Map	48
The Golden House Map	62

Scourge of the Demon Wolf

Foreword

The majority of the adventures in my Majestic Wilderlands are based around locales and focused on conflicts between different groups. The players arrive in the midst of a situation and have to use their wits and roleplaying skills to figure out the underlying problem. The resolution results in new friends and enemies for the players. In later adventures, the players in my campaign find that these friends are just as valuable as a +5 sword.

Robert S Conley – July 2012

Introduction

Three died. They were mauled beyond recognition. The Baron sent his huntsmen to kill the beasts and for a fortnight they tramped across the countryside. Between their whoring and drinking they killed twelve wolves, parading their skins through the village. They were hung on poles as trophies of victory. Then the huntsmen left, the beasts slain, the village saved... so we thought.

As the fields turned golden under the summer sun the killings began again. Four more died. Then the Baron's man, the bailiff, was killed on the high meadow in sight of Mitra's Temple. His screams could be heard well into the village. He was only identified after we reassembled the pieces.

With the priest's help I wrote a report to our liege, the Baron of Westtower. My report ended with, *There will be no harvest until the beast is slain and the killings stopped.*

The adventure that surrounds the Scourge of the Demon Wolf is not linear. Instead there are various locales, factions, NPCs, and encounters that can be combined in surprising ways depending on what the players do. The referee will have to use his best judgment in deciding how to adapt to the players' actions.

Scattered throughout the adventure are Rob's Notes. These are comments and observations from the various playtests I did for the adventure. This adventure was run several times for different groups at my home and at conventions. Their different reactions helped fine tune the adventure.

Several of the locales have been fleshed out in considerable detail in the second half of this book. Those details have not been included in the adventure as it would distract from the necessary information in the encounters. The referee is encouraged to supply added details. For example what goods the merchants at Denison's Crossing are carrying. Also the referee may find several things useful as hooks to for further adventures although they are not fleshed out. For example abandoned orc warrens in the Cloudwall Mountains.



Organization

Scourge of the Demon Wolf is both an adventure and a supplement. It is divided into two main sections; the first is the adventure proper. It has all the information to play out the Scourge of the Demon Wolf including background, motivations, locales, and statistics. Several locales, such as the Village of Kensla, are only given the details needed for the adventure. In the supplement portion of the book several of these locales are fleshed out into considerable detail. This was done so that this book remains useful to referees beyond the adventure itself. Reading the supplement half is not necessary to run the adventure.

The Adventure

Without the Majestic Wilderlands

It is easy to use this adventure without the Majestic Wilderlands. My setting uses the same assumptions as the original edition, the statistics and hit points are designed to work with an original edition campaign. The following lists the differences between the Majestic Wilderlands and the original edition rules.

- All craftsmen are zero level humans.
- Priests are considered clerics of their level.
- Thugs and burglars are considered thieves.
- All Thothian Mages are considered magic-users.
- Ritual components convert into coins or valuable lab equipment.
- Viz can be converted into gems worth 100d each or kept as valuable items usable only for the creation of magic items.

Money

Throughout the text, whenever something is given a value, the 'd' symbol is used. Historically this stands for denarius, the common silver coin of the Roman Empire. This has come down to us through the Middle Ages where it was used to denote one silver penny. For example, 1d = 1 silver piece, 10d = 10 silver pieces and so on. The Majestic Wilderlands uses a silver based standard, however in many older edition campaigns the gold piece is the most common coin. In this case, the referee may choose to interpret 1d = 1 gold coin.

In the Majestic Wilderlands 250d weighs 1 pound.

Another coin, the gold crown, is referenced. This is a one ounce coin worth 320d. Sixteen gold crowns weighs one pound. The value in d is given in parenthesis.

There is also the farthing for which the 'f' symbol is used. There are four copper farthings for every silver penny in the Majestic Wilderlands. Use copper pieces if your campaign uses the gold standard.

Modifiers

Modifiers are given in two forms, a number modifying a d20 roll and a percentage. Various editions handle non-combat situations differently and this makes it easier to use the Scourge of Demon Wolf with the referee's favorite edition.

Viz

Viz is a magical substance that takes many forms. It could be a flask of pure spring water, a newly bloomed flower, or an iridescent rock. They are infused with pure magic. Viz can be used in the casting of spells, or the creation of magic items.

Viz allows a magic user to cast spells without losing it from memory. The viz is consumed in the process. One viz for a first level spell, two viz for a second level spell, and so on. One viz is worth 100d towards the creation of a magic item. The referee can use viz as treasure usable towards the creation of a magic item in place of more gold pieces.

NPCs stats

The stat blocks of various monsters and NPCs mostly follow those of Swords & Wizardry and the Monster Book. The major change for human NPCs is the addition of various ability bonuses. Majestic Wilderlands abilities grant a bonus to a d20 roll. These bonuses are in addition to what a normal character can do. For example, every character can stealth, but a burglar can do it better with the class stealth bonus. If you don't own the Majestic Wilderlands supplement then you can ignore this section of the stat block.



Starting the Adventure

There are several ways to start the player characters on the adventure. The referee should pick the one that best suits the circumstances of the campaign.

The Baron of Westtower, Michael Mahon, gives the characters his authority to deal with the situation in the village.

Passing through Denison's Crossing, the inn is abuzz with Kensla's troubles.

The party is on their way to Golden House for business related to the Order of Thoth when they pass through Denison's Crossing.

The Church of Mitra is conducting a routine review of the finances of the temple in Kensla. The characters travel through Denison's Crossing.

Local members of the Brotherhood of the Lion, a thieves' guild in the Duchy of Dearthmead, have heard of bandit activity in Westtower. They are not getting their cut and investigating why.

Some thieves associated with the characters or the characters themselves have a stolen item to fence. The Beggars generally have the best deals for fenced goods. They were last seen near Kensla.

One of the characters has family in Kensla and they are travelling there to visit.

NPCs & Factions

The Baron of Westtower

Michael Mahon is the sixth Baron of Westtower. He is a tall, imposing man in his late 40's. His hair is gray and looks very much like a seasoned warrior. He inherited Westtower five years ago after his father's death. He is a pious believer in Mitra and generously supports the church with tithes. He finds being the baron overwhelming. He'd much rather lead sweeps of the foothills or hunting than stuck holding court and dealing with administrative minutiae. He has a strong sense of duty which allows him get through the paperwork his chancellor hands him every day. His mood is not pleasant when the sun is shining and he's stuck behind a table.

The Ghinorians

The people of Dearthmead, including Westtower, are of Ghinorian descent. The Ghinorians originated in the far south of the Wilderlands and believe themselves to be the chosen people of Mitra, the Goddess of Honor and Justice. Their faith and skill allowed them to build the largest empire in the history of the Majestic Wilderlands. Dearthmead was founded as a colony of that empire. A thousand years ago the Ghinorian heartland fragmented in a series of civil wars and was conquered by barbarians. The Ghinorian colonies were left to fend for themselves and established a number of small principalities and dukedoms.



The Duchy of Dearthmead was not able to retain its independence and was conquered by the Tharian Horselords over a hundred years ago. The ruler of the Horselords, the Invincible Overlord of City-State, offered generous terms for their surrender and made the Duchy a full partner in the Tharian Confederation. Despite this, the Ghinorians of Dearthmead remember their days of glory and dream of a time when Mitra's banner of the white lion can be raised again and her empire restored.

The Bandits of Westtower

The Barony of Westtower lies on the western fringe of the Duchy of Dearthmead. Several bandit gangs live in the wilderness preying on the traffic between the Duchy of Dearthmead and Twinhorn Pass to the northwest. The bandit gangs consist of peasants and freemen that have either run afoul of the law or suffered some misfortune. Now they live in the wilderness doing what they can to survive. The life span of a typical bandit gang is around five years.

One gang is led by Egric Half Nose who has seven bandits under his leadership. Egric fled into the wilderness three years ago when he killed a man in a dispute over a woman. A strong, burly individual, he used his physical skills to claim the leadership of the bandits. For the past two years he managed to eke out a living preying on caravans leaving Denison's Crossing. Currently, his gang lives in a cave in the forest along the Denison's Crossing-Kensla road. See the Bandit Cave Encounter for details.

When the beast attacks started, Egric took advantage by fashioning crude wolf costumes for his men to wear. With these costumes they started attacking outlying cottages around Kensla. They had to lay low when the baron's huntsmen came to Kensla, but have recently started their attacks again. They have not encountered the Demon Wolf.

The Beggars

The Tharian Horselords swept out of the west and conquered City-State one hundred years ago. Since then five Tharian Overlords have reigned including the current Overlord, Lucius III. During the conquest much of the land was divided among the clans and many Tharians became wealthy. But not all of them were fortunate and a few dishonored themselves.

Dispossessed of their horses they were forced to travel from steading to steading begging for food and shelter. Some banded together for survival and mutual support, these became known as the Beggar Clans. Over the last century they specialized in the trading of information and the smuggling of goods. Their mobility allows them to buy stolen items on one side of the Overlord's domain and sell it on the other.

Locus is chief of the Goshawks. For most of the year they wander the Duchy of Dearthmead trading and gathering information. They make contact with the various bandit gangs and the rural thieves' guilds to fence goods. In winter they head up to the Mermist Swamp where at a secluded location they join other Beggar Clans for a season long encampment.

In midsummer they stopped near Kensla to trade with the village and fence any goods that Egric's gang (see Bandit Cave Encounter, page 11) may have. Normally they only stay two weeks and move on, but the Demon Wolf caught some of the boys and killed one; Locus' son. Locus has vowed to kill the Demon Wolf and will not leave until he has his vengeance.

The Bailiff of Kensla, Sir Anson Jerol, has noticed this and has warned them twice to leave. The last time was a week ago just before he was torn apart by the Demon Wolf. Elder Anselm, and Reeve Tomas both know the Beggars remain in the area. Elder Anselm has been advocating to Tomas to do something about them as the Elder is sure that the Beggars are to blame for the attacks.

The Village of Kensla

The village of Kensla lies on the outer boundaries of the Duchy of Deathmead. Lying next to the eastern foothills of the Cloudwall Mountains, the village grows wheat and harvests wool from the flocks of sheep wandering the nearby hills. The Baron of Westtower holds much of the village's land and appoints a bailiff to administer his interests. The bailiff works with the reeve, the elected leader of the villagers. Together they make the day-to-day decisions.

The last bailiff was Sir Anson Jerol. He was killed by the Demon Wolf a week ago. This is the latest in a series of attacks that occurred after Baron Michael sent a party of his huntsmen to kill the wolves. They killed the local wolves and left. With the latest attacks Reeve Tomas feels he has no choice but to force the Baron's hand and refuse to bring in the harvest until the Demon Wolf is dealt with. He knows this is a huge risk as the law considers this rebellion and he and his co-conspirators could hang.

He is supported by a large majority of the village. He is under pressure by the local priest of Mitra, Elder Anselm, to attack the Goshawks, a clan of Beggars. Elder Anselm believes that their unholy ways has brought the curse of the Demon Wolf to the village and the only way to get rid of the curse is to get rid of the Beggars.

The Golden House

Several miles north of Kensla is a conclave of mages of the Order of Thoth. The Order of Thoth is an organization of magic-users that spans the Wilderlands. The mages of the order join into conclaves for mutual protection and support.

The mages of the Golden House are largely unaware of current events. They are content to be left alone in the foothills of the Cloudwalls, only worrying about the issues and politics of the Order of Thoth. However, they are responsible for the problem. An ambitious apprentice, Arbela, has found a forbidden tome of demonology among her master's possession. Seeking a shortcut to power she took the book, several components and other items to a rocky outcropping several miles away. There she tried to summon a wrath demon. The ritual failed, so she thought. Disgusted, Arbela took the tome, leaving the debris of her ritual behind.

The Demon Wolf

Unknown to Arbela the ritual partially succeeded. A spirit of a wrath demon was released from the Abyss. Due to Arbela's inexperience it was not bound. Below the rock, at the bottom of the cliff, a mother wolf laired with her pups. The wrath demon possessed one of the pups. Over the winter the pup grew. It started by killing its siblings, and then its mother. When spring came it emerged from its den hungry for bigger prey. It took over a wolf pack and preyed on the sheep flocks.

However The Demon Wolf did not have the power to defend itself when the villagers came after his pack. He fled before the attack and watched as his pack was slaughtered. He resolved that next time he would have more than enough strength. This is when he attacked and killed a child from the Beggar Clan. He then went into the foothills gathering wolves to lead. They practiced by killing the orcs that lived in the high mountains.

After two months the Demon Wolf returned to Kensla to kill.



Summary Of Encounters

Because of non-linear nature of the adventure, this section summarizes the various encounters. This section also has the map of the region. Each small hex takes about 1 hour to traverse on foot.

Demon Wolf Pack

This section details the Demon Wolf and his wolf pack, the primary antagonist of the adventure.

Westtower Keep

This section is the introduction I use to start the adventure. The Baron of Westtower summons the characters to take care of the problems plaguing the village of Kensla. There is a side encounter with the Baron's huntsmen that has information for the characters.

The Greenhaven Inn

At the turnoff to the village of Kensla is Denison's Crossing. The Greenhaven Inn can be a source of information and supplies for the characters.

The Slain Tinker

The body of a slain tinker is found with a false clue about the attacks. If this is investigated it will lead to the lair of a local bandit gang.

The Bandit Cave

This section details a keyed encounter locale for the lair of a local bandit gang. This is A on the Westtower Map

Arriving at Kensla

An overview of what the characters see when they arrive at the village.

Meeting the Reeve First

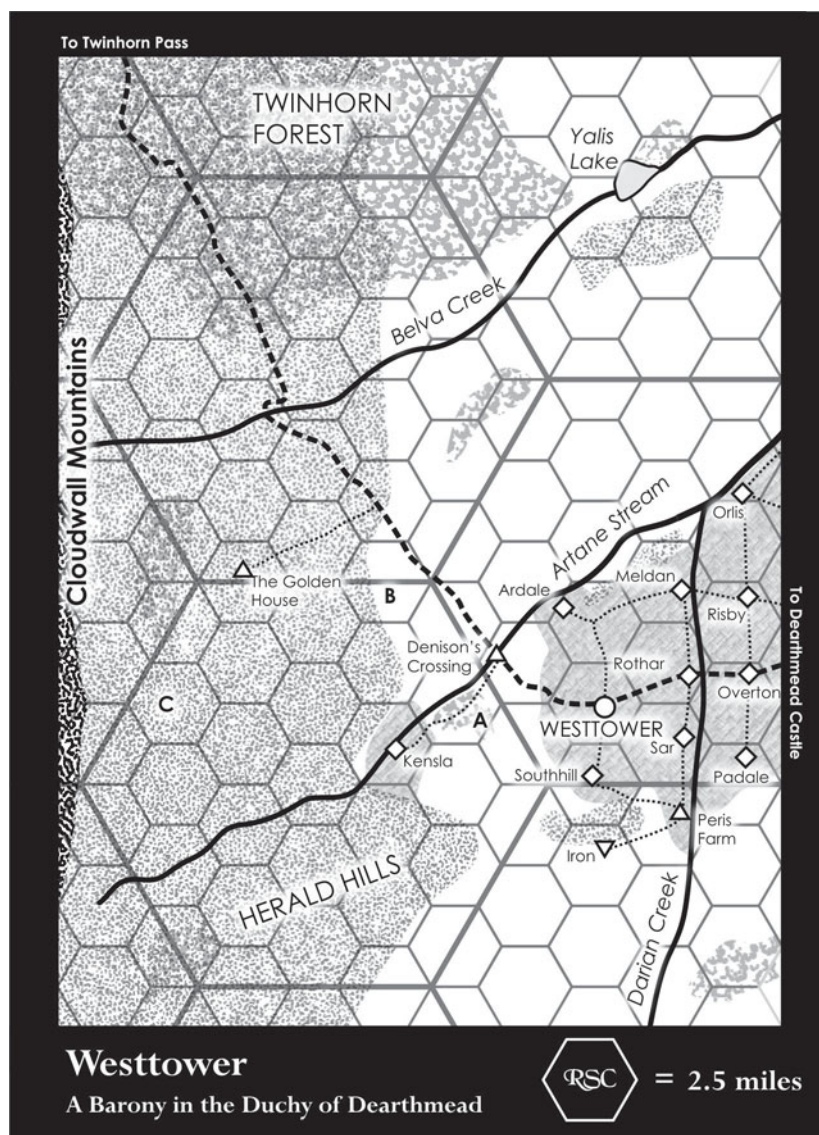
One of two likely encounters that could occur when the characters enters the village, involves going to the tavern first and meeting the village Reeve.

Meeting the Elder First

One of two likely encounters that could occur when the characters enter the village, involves going to the church first and meeting the Elder (Priest) of Mitra, Goddess of Honor and Justice.

Sitting Down at the Kensla's Tavern

After the characters arrival there will be an important meeting with the villagers at the tavern. This introduces the two main factions (Reeve and Elder) of the village and their issues. Introduces information about the Beggar Clan that is located in the region along with the fact that the Elder of Mitra believes they are responsible for the attacks.



Meeting Yoluf

Yoluf is a local trapper/tracker that the Reeve will introduce to the characters. Yoluf is useful as a guide to the region.

Searching the High Meadow

The site of a recent attack, this site has accurate clues to their nature. This particular attack involves the death of the village bailiff, Sir Anson Jerol.

Searching the Elderly Couple's House

This is a site of another recent attack, this one involving the death of an elderly couple. This side has false clues about the nature of the attacks. This could lead to a confrontation with the Beggars or the Bandits (if they haven't been found yet).

Wandering the Wilderness (Day/Night)

The next section details what happens when the characters wander the local wilderness during the day. The next section does the same but about what happens at night. Both have accurate clues to the nature of the attacks.

Meeting the Beggars

At some point the characters will meet the beggars and learn what they know about the attacks. This encounter could also lead to the discovery of the bandit camp if this hasn't been found yet. This is B on the Westtower Map

The Standoff at the Beggar Camp

It is likely that the Elder of Mitra will take matters into his own hands and rouse the village to lynch the Beggars and drive them away.

Adventure Rewards

There are few traditional opportunities for treasure in Scourge of the Demon Wolf. The main treasure is the gratitude and favor of the various factions that the characters encounter. In the supplement portion the referee will see that their aggregate wealth allow for generous rewards.

The Baron of Westtower

Baron Michael will award each character 1 gold crown (320d) and his patronage. A baron's patronage is very useful if the characters are considering establishing a stronghold or another type of abode. If the referee judge that the players have done exceptionally well, Baron Michael may grant Kensla as an estate to the more worthy.

The Village of Kensla

Successfully defeating the Demon Wolf and resolving the conflict with the Beggar without bloodshed among the villagers will earn their gratitude. The Reeve Tomas will collect 320d and present it to the party along with an open invitation to return whenever they need a place to stay. If on good terms with Elder Anselm, the priest will present 100d to the party and will write a letter of recommendation they can use when they have dealing with the Church of Mitra.



The Search of the Wolf Den

During the characters search of the wilderness they may find the lair where the Demon Wolf was born at. The site has accurate clues pointing to the Golden House, a conclave of magic-users, as the source of the problem. This is a keyed encounter locale. This is C on the Westtower Map

Visiting the Golden House

After the discovery of the items at the Wolf Den, the characters may choose to visit the Golden House and questions the magic-users living there. There the characters will discovered that one of the apprentices Arbela is responsible for the origin of the Demon Wolf. The characters will see Arbela fleeing the Golden House.

The Final Confrontation

The characters return to the Wolf Den to fight Arbela and Demon Wolf, the resolution of which will bring the attacks to an end.

The Beggars

If the conflict with the villagers is resolved without bloodshed among the beggars, Chief Locus and Goshawks will be in the character's debt. They will each be given a snow white Goshawk feather that they can present to any beggar clan if they need aid or a favor. Also Locus will present 100d to the party.

The Golden House

The mages of the Golden House are highly embarrassed by Arbela's actions. If the characters keep quiet about Arbela's involvement the mages will give each character 1 gold crown (320d) along with a minor magic item of their choice. (+1 sword, +1 Ring of Protection, a dozen healing potion, etc). Those with the Lost Book of Magic they will offer each character magic items costing a total of 1,500d

The Bandits

The characters may decide not to turn the bandits in. In which case Ecgric will offer their service as henchmen of the characters.

Encounters

The encounters are organized in rough chronological order. Beyond finding the tinker's cart the referee will find that the party's choices will determine which encounters to use. In some of the playtest sessions the Bandit's Cave wasn't discovered until near the end after the Demon Wolf was killed. In most sessions the bandits were dealt with after the tinker's cart encounter. Every time this adventure was run the penultimate encounter was journeying to the Golden House and discovering that Arbela was behind the summoning. Other groups may find alternatives to solving the crisis including tracking and killing every wolf in the region, including the Demon Wolf.

Demon Wolf Pack

There are several encounters involving wolves. There are 120 wolves in the region that are part of the demon's pack. The rest have fled or were killed. They don't hunt as one pack as they would quickly run out of food. The Demon Wolf travels with a selected group of 24 wolves and summons the others as needed.

Having playtested this adventure with several groups, it generally averages about three days of in-game time before the party reaches the penultimate encounter at the Golden House. Should the encounter occur within four days the Demon Wolf will only have his personal pack of 24 wolves for the final confrontation. If the Golden House encounter occurs later then the Demon Wolf will have realized the danger. For every day after the fourth day that the Golden House encounter doesn't take place, the Demon Wolf can summon 12 additional wolves to the final confrontation.

It may turn out that that party tries to wipe out the local wolves through attrition. After the fourth day the Demon Wolf starts summoning the rest of the pack. Twenty-four wolves arrive each day. By the end of the seventh day all surviving wolves will be summoned and the Demon Wolf will go after the party. Wherever they are.

In encounters involving the wolves keep track of how many are killed. If the number of wolves drops below 24, then lower the number of wolves in the final encounter.

For every 10 wolves there is a wolf pack leader. At the start of the adventure there are 12 wolf pack leaders and 108 wolves.

Demon Wolf, AC 5[14]; HD 7; HP 35; Atk 3; HTB +7; Atk 3 Dmg 1d6 (claw x2), 1d10 (bite); Move 240'; Save 9; Harvest: Pelt 20d, Teeth[10] 2d, Skull 10d, the two large canine teeth and Demon Wolf's eyes worth 1 viz each for a total of 4.

Wolf Pack Leaders, AC 6[13]; HD 3+2; HP 15; Atk 1; HTB +3; Dmg 1d6 (bite); Move 180'; Save 15; Harvest: Pelt 10d.

Wolves, AC 7[12]; HD 2+2; HP 10; Atk 1; HTB +2; DMG 1d4+1 (bite); Move 180'; Save 16; Harvest: Pelt 8d.

Westtower Keep

The situation with Kensla has angered Baron Michael. On hearing the news of the death of Sir Ansol, the Bailiff, and the subsequent demands of the village, he ordered Sir Padrin clapped in irons and placed into the stocks for a week. He orders the characters to deal with the situation and gives them a writ granting them full authority. The characters are to "convince" the villagers to bring in the harvest. There are only three weeks before the crops will be lost in the autumn rains. He sarcastically suggests they begin by finding the beast that the huntsmen couldn't. He will mention that the Chief Huntsman is contemplating his mistakes in the stocks outside. If they need assistance, they can take command of the four toll guards at Denison's Crossing. If the villagers continue to refuse despite their safety being assured, the reeve and the elder are to be arrested and returned to Westtower for judgment.

Rob Note: I generally find it easier to write the highlights and improvise the roleplaying rather than read a section of prepared text. Sometimes I will include a short section of dialog to help me remember the personality of the character.

Rob Note: In the adventure portion of Scourge of the Demon Wolf, I only give the absolute minimum needed to run the various encounters. For further optional details see the supplement half of the book for the following:

Barony of Westtower.....	32
Denison's Crossroads.....	36
The Village of Kensla.....	38
The Beggar's Encampment.....	48
The Golden House.....	52

The Chief Huntsman

In the stocks outside of the keep is Sir Padrin Lydin, the Chief Huntsman of Westtower. He was sent by Baron Michael to hunt the beasts that were preying on Kensla. After killing a pack of wolves, he felt that the threat to the village was dealt with and returned to Westtower. He was shocked when he heard the killings resumed. Angered, Baron Michael threw Sir Padrin into the stocks to await further punishment. Likely he will lose his office and forced to seek service elsewhere.

If the players talk to him and show mercy (offering food, water, healing, etc), Sir Padrin will tell what he knows. That it took a two days to do a sweep around Kensla. He found numerous tracks, but the only tracks that amounted to anything lead to the woods northwest of the village. There along a rocky escarpment, he tracked down and killed a dozen wolves lairing in a small cave.

Rob's Note: this is the area described in the encounter, The Search of the Wolf Den) He ruefully notes that they seemed to be starving and wondered how they could be the cause of the trouble. He regrets not following up on his suspicions.

Unknown to the chief huntsman the pack he killed was a rival pack of the one led by the Demon Wolf. When the huntsmen arrived the Demon Wolf and his pack made the tracks leading to its rival before traveling to the Cloudwall Mountains to hunt orcs.

Rob's Note: Some parties questioned about the chief huntsman others didn't. A cleric in one party gave him some food and water out of pity. It was a nice bit of roleplaying.

The Greenhaven Inn

If the party stops at the Greenhaven Inn in Denison's Crossing (#1 Denison Crossing Map), they will be greeted warmly by Thomas Avarlis the Innkeeper. He offers them the roast mutton with bread and cheese along with a choice of mead or beer for 2d. His special for the day is two hares in blackberry sauce which comes with bread, cheese and drink for 4d. He also has three varieties of wines costing 1d, 2d and 5d a goblet (Dearthmead Red, Caelam Red, and Vontal White). The meals are of excellent quality.

Thomas the Innkeeper doesn't know much of what's going on in Kensla, but hopes that the troubles don't reach Denison's Crossing. He is confident that the toll guards stationed here will handle any trouble. If asked about the baron's chief huntsman, Sir Padrin, the innkeeper becomes animated.

The best four days of business I've ever had. They drank their fill at least three times and eat four courses every meal. And to me surprise! They paid their bill promptly! I haven't had so much coin since the fussy mages came through on their way to their Golden House. I can tell you they were not nearly as fun. Although I have to say that when they came back bearing those wolf pelts I had to air out the place something fierce, took two days with the windows open and three changes of the rushes.

Thomas will then inquire after the chief huntsman health. If informed about the huntsman being in the stock he looks crestfallen and mutters that he hopes that it gets sorted out.

If asked about the Golden House, Thomas will explain that it is a group of mages taken to living in the wilderness about 10 to 15 miles northwest of Denison Crossing.

Since my grandfather's day, they been up in the Herald Hills doing their magic and wizardry.

Also staying at the inn is a group of merchants. They consist of four humans of Ghinorian ancestry and a dwarf. They are heading towards Twinhorn Pass in order to go west to do some trading around the Romaillion Sea. One of the merchants is Master Luidwald, he is a talkative person and will take any chance to speak with the players. During the conversation Luidwald will relate that when they arrived this morning, a tinker named Anvald finished eating, then headed down the road to Kensla. He knows very little about the Golden House other than the turnoff is six miles north from Denison Crossing on the way to Twinhorn Pass.

(see Denison Crossing, page 36 for optional details)



Observant members of the party may perceive at -5 [-25%] that one of the inn's servants is listening to everything they say. This servant is Carden Malsin, agent of the Overlord's Black Lotus. He is assigned here to monitor the traffic to the Twinhorn Pass and report anything unusual.

Carden Malsin, Black Lotus Agent; AC 8[12]; 3rd level Burglar; HP 10; HTB +0; Atk 1 Dmg 1d4; Move 120; Save 13; ABL Climbing +2, Eavesdropping +2, Legerdemain +3, Perception +2, Stealth +3; Items: Dagger, 10d.

Rob's Note: Like the chief huntsmen encounter, some parties rushed through Denison's Crossing as fast as they could while others visited the inn. I threw in Carden Malsin as a red herring. None of the parties who noticed him tried to interact with him. The most one party did was keep a close eye out for anybody following them.



The Slain Tinker

Halfway between Kensla and Denison's Crossing the party will encounter an overturned cart. There is a body next to the cart with several stab wounds in the front and three parallel bloody gashes on his back. The gashes appear to be been made by a large claw. An observant party member will see that the stab wounds in the front appear to be made by a weapon. The site of the attack is about 2 miles from Denison's Crossing and 3 miles from Kensla in the midst of a forest.

The body is of Anvald, a local tinker. He makes a circuit covering the villages of the Barony of Westtower. He peddles pots, pans, and trinkets. He visits Kensla once every month or two. There is nothing left of his stock, only a few trinkets (worth 10d) lie scattered on the ground.

There is no sign of the animal that was pulling the cart. A tracking check at +5[+25%] will determine it was a mule. A tracking check will uncover several large clawed footprints leading north. They disappear about 200 yards into the woods. A tracking check at -5[-25%] will uncover normal man size tracks that circle around the site of the attack. These tracks can be followed a quarter of a mile to an escarpment where the bandit cave can be spotted.

Rob's Note: Half of the groups failed to find the bandit tracks. They either blew their roll or just plain didn't check. Most parties noticed the difference between the stab wounds in the front and the claws in the back. This led some to conclude that werewolves were involved. Remember the bandit encounters are optional and not critical to the resolution of the adventure. One party repaired the cart to return the body of the tinker to the village.

The Bandit Cave

This cave lies at the base of an escarpment in the forest between Kensla and Denison's Crossing. Here Egric and his gang found a dry sheltered location to hole up in between raids. The location of the bandit cave is marked by the letter A on the Westtower map (see page 8). The top of the escarpment is 15' above the encampment.

Rob's Note: It is possible that the party could go a mile, in either direction, to one of the ends of the escarpment and make their way back along the top. Or they could stop short and try to climb the escarpment out of sight of the bandits. It is an easy climb with numerous handholds; +5 [+25%] bonus.

Roster

Egric, Bandit Leader; AC 7[12]; 4th Lvl Thug; HP 20; Atk 1; HTB +1; Dmg 1d8+2; Move 120'; Save 12; ABL Athletic +2, Area Knowledge +1, Intimidation+1, Locution +1; **Items:** Leather Armor, Battleaxe, Dagger [2], 80d.

Egric was once a prosperous farmer in the village of Meldan. Unfortunately he had a violent temper to go with his great strength. In a fit of rage he killed a man and was forced to flee. After joining the bandits he fought his way to become the leader of his own gang. The first gang he joined was wiped out by one of the baron's patrols. Unbeknownst to him they were betrayed by Hormund (see Village of Kensla #24).

Ochard, Bandit Lieutenant; AC 7[12], 2nd Lvl Thug; HP 9; Atk 2; HTB -2; Dmg 1d6+2/1d6+2; Move 120'; Save 14; **Abl:** Athletic +1, Area Knowledge +1, Intimidation:+1, Locution:+1; **Items:** Leather Armor, Shortsword [2], Dagger, 50d; Note; Dual wields two shortswords, two attacks at -2 each.

Bandit, foot [4]; AC 7[12], HD 1; HP 5; Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17; **Items:** Leather Armor, Shortsword, Dagger, 30d.

Bandit, archer [2], AC 7[12], HD 1; HP 5; Atk 2; HTB +0; Dmg 1d6; Move 120'; Save 17; **Items:** Leather Armor, Short Bow, Shortsword, Dagger, 30d.



BANDIT CAVE □ 1 square = 5 feet



1) Southwest Brush

To the southwest there is wide area of brush extending for several hundred yards. The characters receive a +2 [+10%] bonus to move silently through the area. There is a 30% chance that a bandit from campfire will relieve himself in the brush.

Rob's Note: A bandit coming out to relieve himself happened to one of the playtest groups. They succeeded in using my headshot house rule to knock the bandit out without alerting the others. The players were going to let the bandit pass but he was about to do his business right where they were hiding. So they decided to take more proactive measures.

2) Eastern Base of the Escarpment

Another area of brush is along the eastern base of the escarpment. It extends for 200 yards to the east. Like the southwest area this gives +2 [+10%] to move silently.

Rob's Note: This can be used to setup a devastating ambush by sneaking a few archers along here.

3) Still Pool

This pool of water was made by a small dam on the stream trickling out from the base of the escarpment. It is used for drinking water. If the pool is searched, the party will find a small pouch that one of the bandits lost in the pool. It contains 100d, thieves pick and tools, and a healing potion.

4) Campfire

Ochard and 4 bandits (3 foot, 1 archer) are sitting around the fire, cooking four skewers of rabbit. There is also a pot of boiling water. If a bandit is encountered in the southwest thicket reduce this encounter by one.

They are talking about the recent attack on the tinker. When one complains about the paltry loot, Orchard slaps him upside his head and tells him to quit complaining or the boss will deal with him. With that, the men around campfire fall silent.

5) Cave Entrance

Four feet from the entrance there is a bend. If fighting outside wakes up Egric and the other bandits they will use the bend as cover to shoot at the player characters.

6) Storage Room

The bandits keep their loot here. One foot bandit is sorting through the loot from the tinker's wagon. He is separating the pots, pans, and miscellaneous knick-knacks into separate piles.

The room contains: 3 sacks of grain, 60 lbs ea, 9d ea; three casks of wine, 150 lb ea, 100d ea; 5 boxes of miscellaneous items worth a total of 1,000d at 200 lbs. Among the miscellaneous items is a scroll case with 4 scrolls; *Magic Missile*, *Hold Person*, *Detect Magic*, and *Rope Trick*. As an option, this is a good location for the referee to place a map to a dungeon or another adventure.

In addition to the above, the party will find several wolf pelt costumes, each with two claw weapons, and footwear that will create the appearance of giant wolf tracks when used.

Rob's Note: Three quarters of the parties slaughtered all the bandits leaving nobody to question. Those parties that took care in setting up the attack never lost control of the battle. Surprise is a powerful advantage.

7) Bandit Quarters

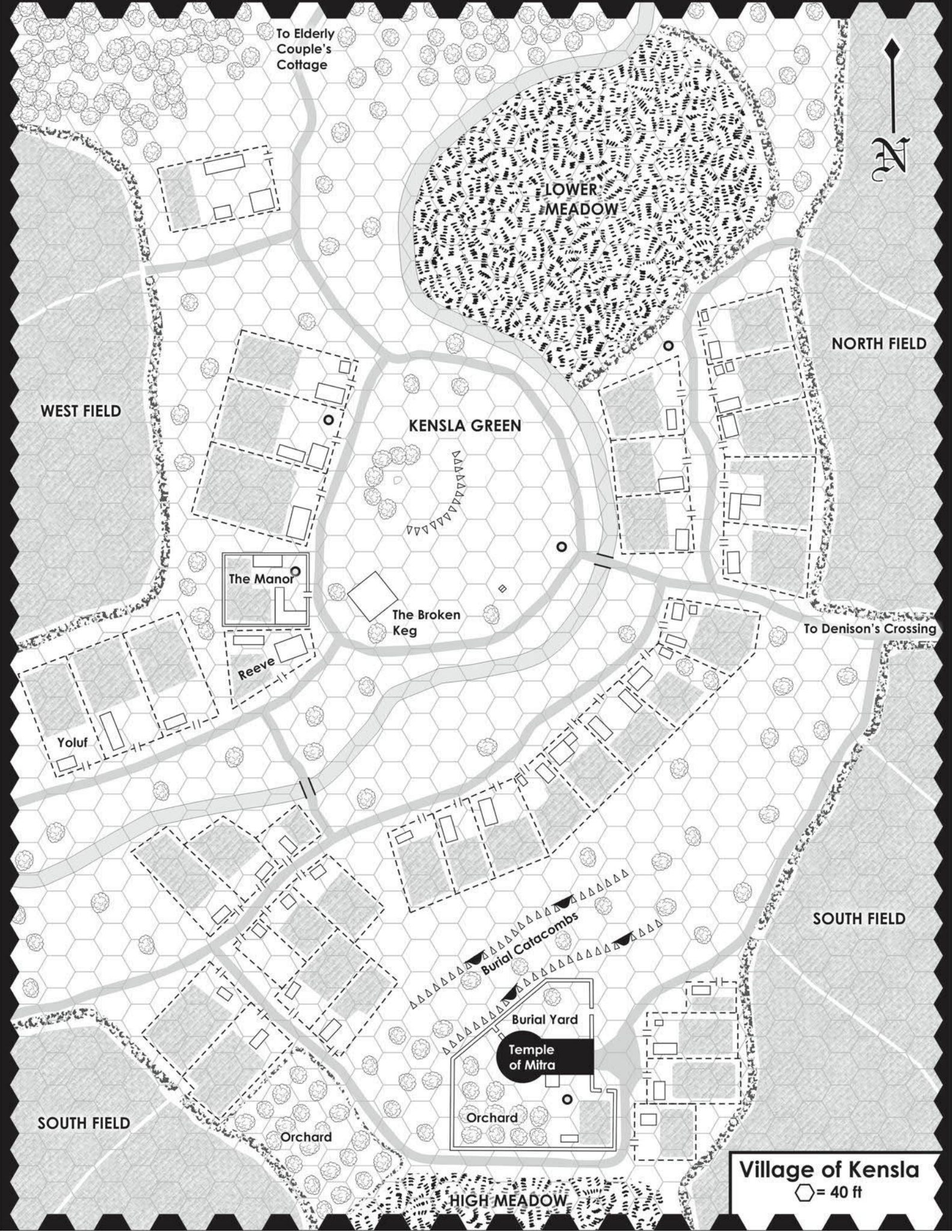
Here are the sleeping pallets for Egric and the other bandits. Currently Egric, and one of the archer bandits are sleeping here. Any sound of fighting outside will awaken them and will rush to area 5 to use as cover before attacking. Underneath one of the pallets, a bandit has dug a hole to hide 100d, a Medallion of Protection from Evil with 1 charge, and a silver dagger worth 150d.

Aftermath

If captured and interrogated the bandits will all beg for mercy and plead for their lives. They will try to use tales of hardship and woe to win the sympathy of the party. The tales will have elements of truth but these men are bandits of the worst sort. If confronted with the wolf pelt costumes they will admit to using them, claiming that Egric came up with the idea after the first wolf attacks on the village. If the party sufficiently intimidates the bandits (-5[-25%]) they will reveal they have been fencing their ill-gotten goods to the Beggars. They know the current location of the Beggars and can lead the party to them.



JF_s



To Elderly Couple's Cottage

LOWER MEADOW

NORTH FIELD

WEST FIELD

KENS LA GREEN

The Manor

The Broken Keg

To Denison's Crossing

Reeve

Yoluf

SOUTH FIELD

Burial Catcombs

Burial Yard

Temple of Mitra

SOUTH FIELD

Orchard

Orchard

HIGH MEADOW

Village of Kensla
⬡ = 40 ft

Rob's Note: A map of Kensla has been provided in this section. It is marked with the encounter locations.

Arriving at Kensla

When the party reaches the eastern edge of the Village of Kensla they will be on top of a ridge looking down into a valley formed by the Artane Stream. A large village green is the center with an open air building in the southwest corner. Along the ridge to the south is a stone temple with a dome. The road continues down the slope into the village and there is a lane going south to the temple. (see Kensla, page 36 in the supplement for optional details).

Rob's Note: It has been evenly split whether parties go to the temple first or the village green first.

Meeting the Reeve First

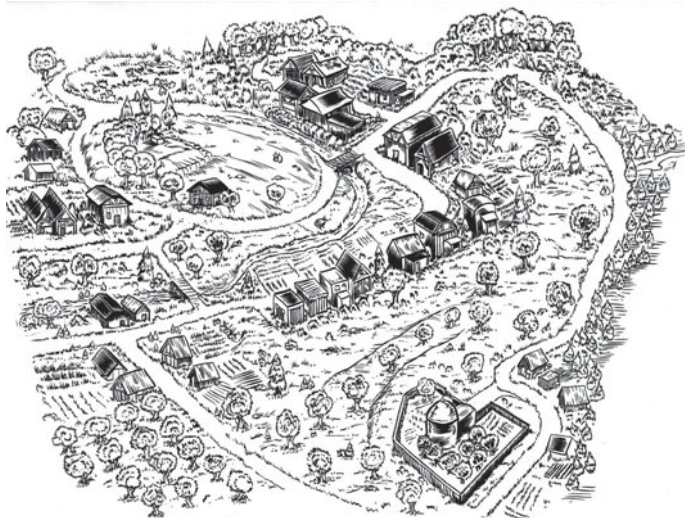
When the party arrives at Kensla they may proceed to the village green and look for the reeve. They will encounter Old Hanwald sitting by himself at the The Broken Keg. The Broken Keg is an open air tavern on the Kensla Green. Old Hanwald is the only one present.

Old Hanwald's has a pithy personality and has an opinion on everything. If the party reveals that they were sent by the Baron he will quip, "*Well you better not be a bunch of damn drinkers like the last bunch the young laird sent out.*" When asked about the reeve he will yell for Fara who will come out of the reeve's house (#4). She will politely greet the party and go get her husband who is working in the west field.

After 10 minutes the Reeve Tomas will arrive and greet the party. He will offer each member a mug of ale and when Old Hanwald complains, "*They haven't paid a single penny for that*", the Reeve tells him to shut up and that it is coming out of the community fund. He will then ask Fara to get Elder Anselm and the other members of the village council and bring them to The Broken Keg.

Rob's Note: I try to roleplay Reeve Tomas as likable and helpful. With Old Hanwald, I ham it up and give the players a good laugh.

Tomas, Village Reeve; AC 9[10]; 4th level Craftsman; **HP** 4; **HTB** +0; **Atk** 1 **Dmg** 1d4; **Move** 120'; **Save** 17; **ABL:** Profession(Farming): +5, **Items:** Dagger (1d4), Pitchfork (1d3), 5d.



Meeting the Elder First

The party may proceed to the Temple of Mitra when they arrived at Kensla. They will see a small bell outside of the temple doors. When rung Norwold, the temple acolyte, will answer. After greeting the party he will invite them to wait in the temple sanctum while he fetches Elder Anselm, the priest. Elder Anselm greets the party politely, asking what he can do to help them. He is middle-aged with an immaculate appearance. His stern demeanor makes a person feel that perhaps this is a good day for a confession.

While a good person, he is a fervent devotee of the goddess Mitra and has trouble accepting that people of other faiths have anything good to contribute. He despises the Tharian Horselords who took over City-State and by extension, the Beggars. He believes the Tharians to be heathens at best, demon worshippers at their worst. He views magic-users with suspicion believing that the only good magic-user is one properly supervised by the church. He will latch onto any cleric or paladin of Mitra as an ally.

The conversation with Elder Anselm can go several ways depending on the information the party provides. If they have not encountered the bandits, he will make polite conversation with the party. After a few pointed remarks at clerics of other faiths and at any magic-users, he will send Norwold to fetch the reeve and accompany the party to The Broken Keg. When the party arrives, Old Hanwald will not go into his usual tirade, as the Elder Anselm is the only one in the village that intimidates him.

If the party encountered the bandits and reveals the wolf costumes, the conversation will be shorter as Elder Anselm orders Norwold to get the reeve quickly. If it is revealed that the bandits were dealing with the local Beggars he will go into a fit, *“Those heathen, demon worshipers have fouled this land long enough!”*.

If the body of the tinker is returned, Elder Anselm and Norwold will ask the party to wait 15 minutes while they properly prepare with the body. Elder Anselm will explain they need to properly wrap the body so they can do the funeral rites later after the meeting with the reeve and the village council.

Rob’s Note: Every party that went on this adventure tried to calm Elder Anselm and deflect his hatred of the Beggars. The most interesting turn with the priest came when a magic-user asked for his forgiveness and said he would accept his guidance while in Kensla. This took the wind out of Elder Anselm’s rant. I believe most parties viewed the priest as good, but misguided.

Anselm, Elder of Mitra; AC 9[10], 3rd level Priest, HP 5; Atk 1; HTB +0; Dmg (1d6); Move 120’; Save 17; Abl: Locution: +1, Physician +1, Theology +2; **Items:** Mace (1d6), 10d; **Spells:** *Cure Light Wounds, Purify Food & Drink, Bless.*

Norwold, Acolyte of Mitra; AC 9[10], 1st level Priest, HP 3; Atk 1; HTB +0; Dmg (1d6); Move 120’; Save 17; Abl: Locution +1, Physician +1, Theology +1; **Items:** Club (1d6); **Spells:** *Cure Light Wounds.*

Sitting Down at Kensla's Tavern

During the conversation with the party, the Reeve will be polite and respectful, but is adamant that the harvest will not take place unless the wolves are vanquished and clear proof is given that they are gone. Even if the bandits and their wolf pelt costumes are revealed he will insist that the party stay a few days to ensure the surrounding region is safe before being satisfied that the menace has been eliminated.

If the party has encountered the bandits and revealed the wolf costumes, an excited buzz will start among the village elders. Reeve Tomas will quiz the party thoroughly on what they discovered. If there are any bandits left to be questioned, he will realize that bandits used the costumes after the initial wolf attacks.



If there are prisoners, Tomas will send a messenger to the baronial guards at Denison’s Crossing to take charge of them. In the meantime they will be locked within a stone storehouse at the manor. It will take three days before the baronial guards arrive (one day to get there, one day for them to get ready, one day to return).

If it’s revealed that bandits are fencing their goods to the Goshawks Beggars, Elder Anselm will say with fury, *“Those heathen Beggars, they were behind this the whole time.”* Disturbingly, most of the village council nods with him. Tomas barely regains control of the debate if the party doesn’t say anything. He has dealt with the Beggars in the past and knows that whatever problem they cause they are not murderers. Afterward, Elder Anselm stomps away muttering *“Those demon worshippers will be dealt with.”*

At the conclusion of the meeting Reeve Tomas will show the party to the manor house. The family of the deceased Bailiff, Sir Anson Jerol, vacated several days ago leaving the manor house empty. The party can sleep in the great hall and the manor house servants will prepare their meals. Before he leaves, the Reeve says that he will introduce them to Yoluf, a local trapper. Tomas tells the party that Yoluf knows the surrounding region well and will be useful.

Meeting Yoluf

The fur trapper's house is located at #11 on the village map. In the morning after the party's arrival, Reeve Tomas escorts the party to the trapper's house. There they find Yoluf in his yard in the midst of a bloody mess. He is processing his latest haul. A bloody pile of entrails, a dozen skins, (weasel, fox, beaver) stretched across frames, and two buckets overfilled with animal brains for the tanning process are thankfully down wind. Yoluf wipes his hands on his smock and greets the party.

Yoluf speaks in a slow drawl and in as few words as possible. He agrees to help the party. He needs a few minutes to gear up. He does not care about his appearance or how he comes across. If rudely treated he will do the minimum needed. He responds better to those polite to him. Finally, if the party engages in questionable activities he is willing to go along if properly compensated. He will seek to use the situation to his advantage.

Rob's Note: Playing Yoluf was a lot of fun. I used a thick southern drawl that leaves the players laughing. The biggest laughs came when I played him in a game shop in Savannah Georgia.

Yoluf, Fur Trapper; AC 6[13], 3rd Lvl Fighter; **HP** 11; **Atk** 2; **HTB** +1; **Dmg** 1d6+1/1d6+1; **Move** 120'; **Save** 14; **ABL** Athletics +1, Intimidation+1, Strategy+1, Survival +2; **Items:** Leather Armor [+1], Short Bow (1d6, Range 50 ft), Shortsword (1d6+1), Dagger (1d4+1), 20d.

Searching the High Meadow

This is the site where the various parts of the Bailiff, Sir Anson Jerol, were found. Even after several weeks bloodstains are everywhere. A determined search will find a few bits of the Bailiff that were overlooked. A successful tracking check at +5[+25%] will uncover several clear wolf tracks. If the party asks, even the largest of the wolf tracks do not appear the same as what was found around the tinker.

Another successful tracking check will uncover a clear trail leading southwest into the wilderness. If followed, the tracks will continue further to the southwest. After a mile the tracks slowly curve to the north until they reach Artane Stream and disappear. Continuing the search along the riverbanks will find no trail.

Compared to the Elderly Couple house (see below) and the site of the tinker's death, this site is the clearest sign that actual wolves are involved with the attacks.



Searching the Elderly Couple's House

Outside of the village, a half mile to the north of Kensla is an abandoned cottage that once belonged to an elderly couple that was brutally killed several weeks ago.

It is obvious to the experienced party that the place has been ransacked, not subject to random violence, but rather the object of a thorough search. If the party searches the house they find that a portion of the hearth has been taken apart revealing an empty hole where valuables might have been hidden. An examination of the cottage door reveals that aside from the claw marks there is no damage. Looking along the door jamb where the bar rest, reveals several dagger marks. A burglar or thug will immediately see that is a clear sign that the door was forced open.

Rob's Note: The cottage is not on the village map. When the party arrives they find several clear wolf tracks similar to the ones found near the tinker's cart. They will find several giant claw gouges on the cottage door. They are similar to the ones found on the tinker's body. Inside there is blood everywhere.

The party may decide that they need to look at the bodies of the elderly couple. They lie in the catacombs beneath the Temple of Mitra. Whether the party get permission depends on the person asking. Someone not in the favor of Elder Anselm will likely get the response of, *“Their bodies have suffered enough abuse”*. Someone he favors may be successful in persuading Elder Anselm to let them look.

When examined, the bodies have the same wounds found on the tinker. Several stab wounds in the front, obviously made by weapons, and giant claw marks on the back. Due to the coolness of the catacombs the bodies are still in an advanced state of decomposition and those who wish to examine the bodies will need to make a saving throw (add constitution bonus) or run out of the catacombs retching.

Rob’s Note: Only one party thought of doing this. Elder Anselm insisted that the magic-user remain outside with him lest he performed some foul necromantic rite

Wandering the Wilderness (day)

The party may decide to wander the wilderness during the day searching for clues. Several wolf tracks will be found, but they will lead to nowhere. On the way back, Yoluf will suggest a direct path to the village, if the party is searching the Herald Hills to the west this will lead them past C and the encounter The Search of the Wolf Den.

If they push far enough west into the Cloudwalls they will discovered the remains of an orc warren. All of its inhabitants were savagely killed. Most of the remains are torn apart with bodies strewn everywhere. By the age of the remains it looks like the attack took place several months ago. Careful examination will uncover tracks similar to the ones found on the High Meadows. This is another clue that actual wolves are involved.

If the party ventures out during the day again, or after they fended off a night attack, they will be stalked by a pack of wolves sent by the Demon Wolf. The pack tactics involve having two or three of the pack members reveal themselves to the party. The wolves want the party to give chase and then the wolves will lead them into an ambush.

Wolf Pack Leaders, AC 6[13]; HD 3+2; HP 15; Atk 1; HTB +3; Dmg 1d6 (bite); Move 180’; Save 15; Harvest: Pelt 10d.

Wolves(12), AC 7[12]; HD 2+2; HP 10; Atk 1; HTB +2; DMG 1d4+1 (bite); Move 180’; Save 16; Harvest: Pelt 8d.

Wandering the Wilderness (night)

The party may decide to camp out in the wilderness at night and setup an ambush for the wolves. The Demon Wolf will summon a pack and go after the party. It will send in four wolves during the first watch to test the party to test the tactics of the party. Likely the wolves will be slaughtered in the first round, if not they will run to an ambush point. If the party gives chase during the night then the Demon Wolf will attempt to split the party at the ambush points by attacking with three pairs of wolves in three directions. The wolves will only stay long enough to be noticed and flee just fast enough to stay ahead of their pursuers. The Demon Wolf will then choose the weakest group and attack with his remaining strength.

If the party chooses to defend their camp, after the initial attack, the Demon Wolf will organize his pack into at least three groups. Two of the groups will be sent in to attack. Their objective is to split the party. If the party is split or appears to be overwhelmed the Demon Wolf will personally lead the last group and attack the weakest of the split party. Two groups consist of 4 wolves and 1 pack leader, and the third group is made of 4 wolves and the Demon Wolf.

If the Demon Wolf is damaged for more than 1/3 hp or loses half of his initial forces he will retreat using his great speed to get away.

If the wolves are forced to retreat, then the Demon Wolf uses the next two nights to gather its remaining force. There will be no attacks during this time.

Remember to keep a total of the wolves killed.

Demon Wolf, AC 5[14], HD 7; HP 35; Atk 3; HTB +7; Dmg 1d6 (claw x2), 1d10 (bite); Move 240’; Save 9; Harvest: Pelt 20d, Teeth[10] 2d, Skull 10d.

Wolf Pack Leaders [2], AC 6[13], HD 3+2; HP 15; Atk 1; HTB +3; DMG 1d6 (bite); Move 180’; Save 15; Harvest: Pelt 10d.

Wolves [12], AC 7[12], HD 2+2; HP 10; ATK 1; HTB +2; DMG 1d4+1 (bite); Move 180’; Save 16; Harvest: Pelt 8d.

Rob Note: During one playtest session, I managed to separate individual characters from the party. One unfortunate character had to run for his life for several hundred yards and climb up a tree to escape the wolves. He barely managed to survive. This tactic worked twice for me against parties.

Meeting the Beggars

This encounter uses the layout of the Beggar Encampment. There are a number of ways the initial meeting with the Goshawk Beggars can occur. The party can use Yoluf to lead them to the Beggar Encampment at B as they have not moved since the second discovery by the bailiff, Sir Anson. They could go directly from the Bandit Camp by having one of the bandits lead them there. The party could discover them at location B while searching the wilderness to the north of Kensla. This is marked as location B on the Westtower Map

The encampment is in a small valley by a stream. They have four watchers scattered on the surrounding ridges. Unless the party is moving by stealth they will be spotted. A watcher will let the main camp know by a series of bird calls. A perception check will identify these calls as not natural.

If the beggars are not surprised, the party will arrive at the camp with the beggar chief Locus standing in front with his lieutenant Leotin beside him. Behind them, the rest of the tribe lounges beside their wagons looking warily at the party.

Locus make excuses about sick Beggars as to why he has not complied with the Bailiff's orders. If confronted about fencing for the bandits, Locus will try to defuse the situation while denying any connections to the bandits. If he has too, he will offer the use of several of the women and up to 500d to convince the party to go away.

After the party leaves, he will uproot the camp and move to a new location to continue his vengeance against the Demon Wolf.



(see Beggar Encampment, page 48 for optional details)

Locus, Clan Chief, AC 6[13]; 5th level Thug; HP 22, Atk 1; HTB +2; Dmg 1d8+1; Move 120'; Save 11; Abl: Athletic +3, Area Knowledge +2, Intimidation +2, Locution +2; **Items:** Longsword (1d8), Curiboulli Armor [+2], Daggers (1d4) [3].

Leotin, Clan Lieutenant, AC 6[13]; 4th level Thug; HP 18, Atk 1; HTB +1; Dmg 1d8+1; Move 120'; Save 12; Abl: Athletic +2, Area Knowledge +1, Intimidation +1, Locution +1; **Items:** Longsword (1d8), Curiboulli Armor [+2], Throwing Axe (1d6)[2].

Beggars [12], AC 7[12]; HD 1; HP 4; Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17; Items: Leather Armor [+1], Shortsword (1d6), Dagger (1d4), 15d.

The Standoff at the Beggar Camp

If it's revealed to the villagers that the Beggars are fencing goods for the Bandits, Elder Anselm will denounce them as demon worshippers and accuse them for all the deaths. Much of the village agrees with him. Reeve Tomas, with the party's help, can defuse the initial anger.

When the party first leaves to search for the wolves, the Reeve loses control of the situation. Elder Anselm whips the villagers into a frenzied mob, breaks into the manor house armory and leaves for the Beggar Encampment.

When the party returns they will find Fara, the reeve's wife, bandaging a wound on Tomas's head. He apologizes for not keeping control, the villagers are scared and they felt the priest had the answer. He tells the party that the mob left a short time ago and can be catch them if they hurry. He also asks the party to do everything in their power to see that nobody gets hurt; beggar or villager.

If the party takes off immediately they find the villagers at the Beggar's Encampment facing off with the Beggars. The confrontation has just begun and Father Anselm and the beggar chief Locus are engaged in a shouting match.

Use the roster in the Meeting the Beggars encounter for Locus' forces. Father Anselm's forces are below.



Rob's Note: This encounter occurred in every playtest I ran. Every party resolved it differently. One player gave a rousing speech and rolled a 20 for his Locution. Another player was a Cleric of Nephthys (Goddess of Wealth and Pleasure) and used the command spell to gain control of situation. A third party let loose with a pair of sleep spells and only awoke the villagers after the beggars left. Amazingly all the parties managed to resolve the encounter without killing anybody.

Anselm, Elder of Mitra; AC 9[10], 3rd level Priest, HP 5; Atk 1; HTB +0; DMG (1d6); Move 120'; Save 17; 4th Locution +1, Physician +1, Theology +2; Items: Mace (1d6), 10d; **Spells:** *Cure Light Wounds, Purify Food & Drink, Bless.*

Norwold, Acolyte of Mitra; AC 9[10], 1st level Priest, HP 3; Atk 1; HTB +0; DMG (1d6); Move 120'; Save 17; Abl: Locution +1, Physician +1, Theology +1; **Items:** Club (1d6); **Spells:** *Cure Light Wounds.*

Villagers [24], AC 9[10]; HD 1; HP 3; Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17; Items: spears (1d6), pitchforks (1d4), or clubs (1d6).

The villager morale is fragile, they are a scared mob and a judicious use of a sleep spell or a show of force by the party can cause them to retreat. However, if any are killed the party will make an enemy in the Reeve Tomas. If the party forces the villagers to retreat the last to go will be Elder Anselm. He will shout anathemas on the party promising that they will face Mitra's wrath.

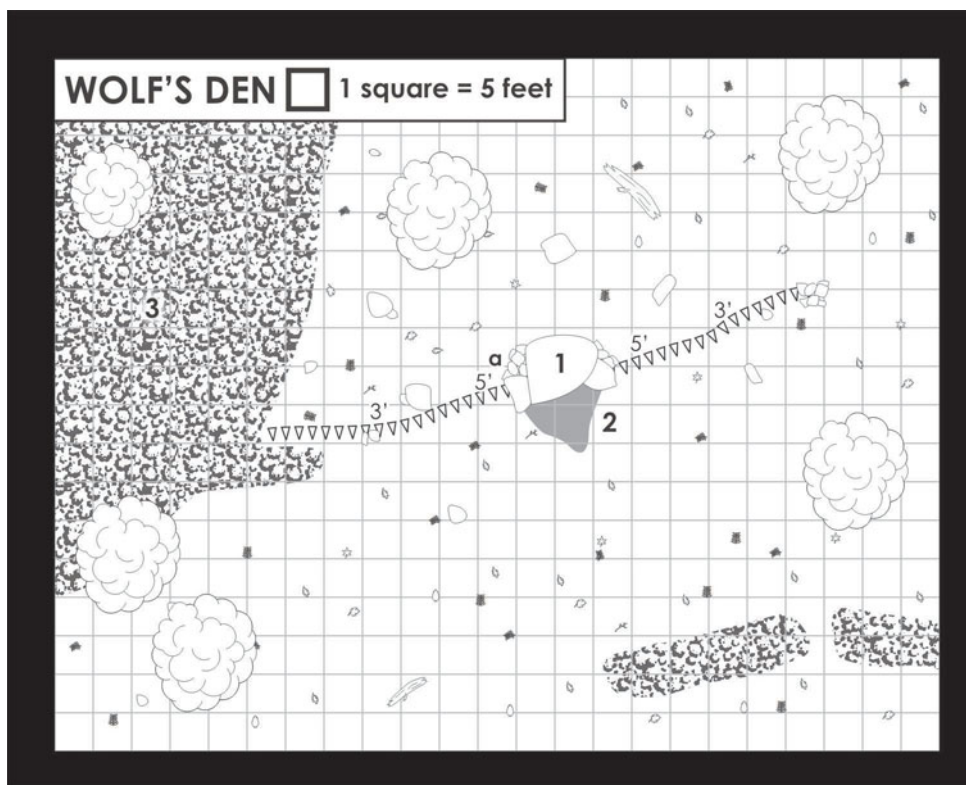
If the party manages to defuse the situation they will win the gratitude of the Beggars. Locus is reluctant to offer any explanation to the party, but prompted by his wife, Joanna, he will explain that his son was killed by the Demon Wolf and he swore vengeance. When asked about the bandits, he shrugs his shoulders.

Its business. Just business. We do it to survive, but we don't kill like those bandits. We buy and sell items, that's it.

During the conversation, Locus mentions the Golden House and his suspicions that the whole mess was caused by something a mage has done. He tried to get an audience with the mages at the Golden House, but was rebuffed by some apprentice. He knows they're hiding something. If asked about the apprentice he remembers she was a dark haired woman, Arlene, Arlissa, or something like that. (Her real name is Arbela).

The Search of the Wolf Den

This encounter should occur while the characters are wandering the Herald Hills. Towards the end of the day Yoluf suggests they return to the village by a more direct route. The party will then come across this site. This is marked as location C on the Westtower map.



1) Table Rock

The site features a 125' long cliff ranging from 3' to 5' in height. In the center of the cliff is a rocky outcropping capped by a flat table rock about 10' in length and 5' wide. The top is about 4' above the cliff. There are piles of rock on both sides of the table rock.

On the top of the table rock are the remains of a ritual. Tossed carelessly aside is a silver dagger worth 20d along with several piles of burnt

incense, a summoning circle, and the scattered skeletal remains of a sheep. Careful examination of the site will reveal that it is a summoning ritual. Based on the remains of the sheep this took place several months ago during the spring or early summer. A successful Thaumatology check of 20+ will determine that it is a ritual designed to summon a demon. The party can also find this out by bringing back the dagger and a sketch of the circle to Elder Anselm at Kensla.



Rob's Note: The previous picture of the wolf's den shows a closer view of the satchel with the sigil. The picture, later in the adventure, of the five masters of the Golden House shows Swarton's pouch with the sigil. Copies of these pictures are on a separate page to be used as a visual aide.

1a) Satchel Case

Amid the pile of debris near the table rock, is a satchel designed to hold a codex. It is empty. The satchel is of fine craftsmanship and in good shape despite being exposed to the weather for several months. Tooled on the leather is a mage's sigil. Magic-users know that this sigil is similar to the ones used by the Order of Thoth. Wizards use it to mark containers, and potions to identify the contents. Unfortunately, the symbols are generic and what they mark varies from mage to mage. One mage may use the same sigil to mark healing potions another spell books.

2) Wolf Den

Below the table rock is a wolf den. The entrance is about 3' by 3' and it goes 10' in and opens into a 5' high chamber. Inside are the mummified remains of a mother wolf and her pups. There are teeth marks and gashes on the bones. It is obvious that the mother and her pups met a violent end. The party can estimate the remains to be several months old. About the same age as the sheep remains on the table rock above.

3) Brush

This is brush with several game trails crisscrossing the area. It is used to mark the location of the Demon Wolf during the final encounter.



Visiting the Golden House

This is the penultimate encounter triggering the final confrontation with the Demon Wolf. When the party arrives at the Golden House they will be greeted by an apprentice who enquires about their business. If given a good answer he leaves to confer with the master mages. The use of the baron's writ is certain to grant an audience. After 15 minutes, the apprentice returns and escorts them to the main hall. If the party looks for the dark haired women described by Locus they will not see her. She is currently cleaning inside.

Entering the Great Hall, the party meets the five master mages of the Golden House; Witley (female) the Grandmaster, Numbford, Gledric, Swarton, and Bowerbald (all males). They politely greet the party and ask their business. When the satchel, found during the search of the wolf den, is produced, the increase in tension is apparent to all. The mages recognize it as something that came from the Golden House. The mages starts to quiz the party on the details of their finding.

There is a chance (Perception check) that one of the party members notices that the sigil on Swarton's pouch matches that on the satchel. If this occurs, Swarton act puzzled and asks to see the satchel. When he examines it, a look of horror grows on his face and he quickly excuses himself.

If this doesn't occur Swarton grows uncomfortable and asks to be excused. He says that, he left an important experiment and needs to tend to it. Witley quickly gives permission.

Rob Note: When Swarton leaves the room the party will probably comment on this. All the playtest groups immediately had their suspicions aroused.

In either case the mages will be agitated and try to prolong the conversation, stalling the party to give Swarton time. While this is going on, one of the party, roll randomly among those near the windows, notices a dark haired women riding out of the gate clutching a different satchel.

At this point either the party can give immediate chase, or insists on seeing what Swarton is doing. If the latter they will be taken to Swarton's chambers where they see the room is in disarray as the mage is searching frantically for something. When confronted the mage sits down in a chair looking defeated. He explains that during his wanderings before he became a full mage, he found a book on demon summoning. It was clearly evil, but its contents allowed him and his party to bring down a demon lord in the wilderness south of City-State. So rather than destroy it, he kept it hidden. He swears he never used it to summon or deal with a demon.

When told about the demon, he looks sadden. *"It must be Arbela. She must have found it and used it despite all our Order's teachings. She was always impatient. I never knew how much until today."* After the revelation, Grandmaster Witley apologizes to the party and asks what they can do to help. They will be glad to supply the party with horses if they don't have them. They can quickly give the party 4 healing potions, either 12 +1 arrows or 12 +1 bolts, and 5 blessed amulets that give +1 to saving throws.

When the party leaves, go to the final confrontation of the Demon Wolf encounter.

(see The Golden House, page 52 for optional details)

Rob's Note: The previous picture of the wolf's den shows a closer view of the satchel with the sigil. The following picture of the five masters of the Golden House shows Swarton's pouch with the sigil. Copies of these pictures are on a separate page to be used as a visual aide.



Numbford

Swarton

Bowerbald

Gledric

Witely

The Final Confrontation

This encounter is initiated when Arbela overhears the confrontation between the players and the mages at the Golden House. She grabs her satchel with the book and some summoning implements then rushes out to the Wolf Den. She has enough time to begin performing the ritual on top of the Table Rock at #1.

The ritual takes some time so if the player pursues her right away they will arrive in the middle of the casting. The growing power of what she is trying to unleash attracts the Demon Wolf and his pack. She is focused on the ritual and will ignore the players until she is damaged. At which point she tries to charm the most powerful fighter and turn him against the party. She then resumes the ritual.



Arrayed between the players and Arbela are two dozen wolves plus two pack leaders.

If the two pack leaders are killed or charmed, half of the pack members will flee. If this occurs, or Arbela goes down during the fight, the Demon Wolf will erupt from his hiding place among the brambles at #3 and attack.

Arbela, Order of Thoth Apprentice, AC 9[10]; 1st level Mage; HP 4, ATK 1; HTB +0; DMG 1d4; Mv 120'; Save 15 (+2 vs spells) [20% Shield of Magic]; ABL: Natural Philosophy +2, Herblore +2, Research +2, Thaumatology +2; Spells: *Charm Person* **Items:** Dagger (1d4)[1], Darts (1d3)[3].

Demon Wolf, AC 5[14]; HD 7; HP 35; Atk 3; HTB +7; Atk 3 Dmg 1d6 (claw x2), 1d10 (bite); **Move** 240'; **Save** 9; **Harvest:** Pelt 20d, Teeth[10] 2d, Skull 10d, the two large canine teeth and Demon Wolf's eyes worth 1 viz each for a total of 4.

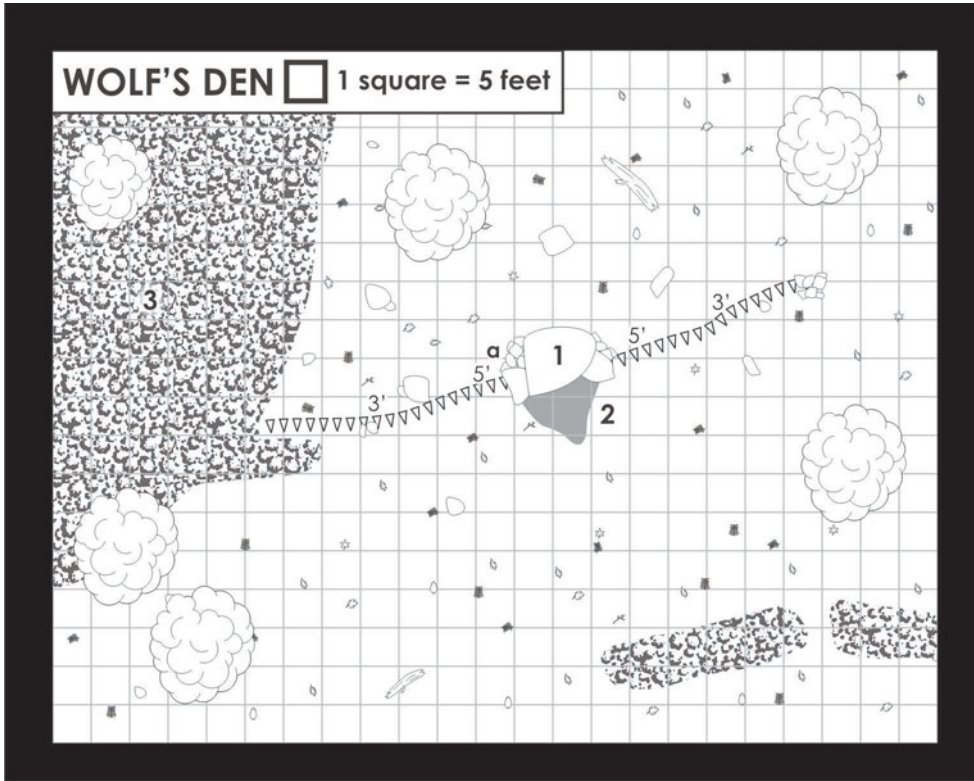
Wolf Pack Leaders (2), AC 6[13]; HD 3+2; HP 15; Atk 1; HTB +3; Dmg 1d6 (bite); **Move** 180'; **Save** 15; **Harvest:** Pelt 10d.

Wolves(24), AC 7[12]; HD 2+2; HP 10; Atk 1; HTB +2; DMG 1d4+1 (bite); **Move** 180'; **Save** 16; **Harvest:** Pelt 8d.

If the Demon Wolf dies during the fight, in 1d6 rounds the Wrath Demon leaves the Demon Wolf and possesses Arbela's body. Her skin splits while a tentacled horror emerges. The Wrath Demon then lashes out with its tentacles at the nearest party members.

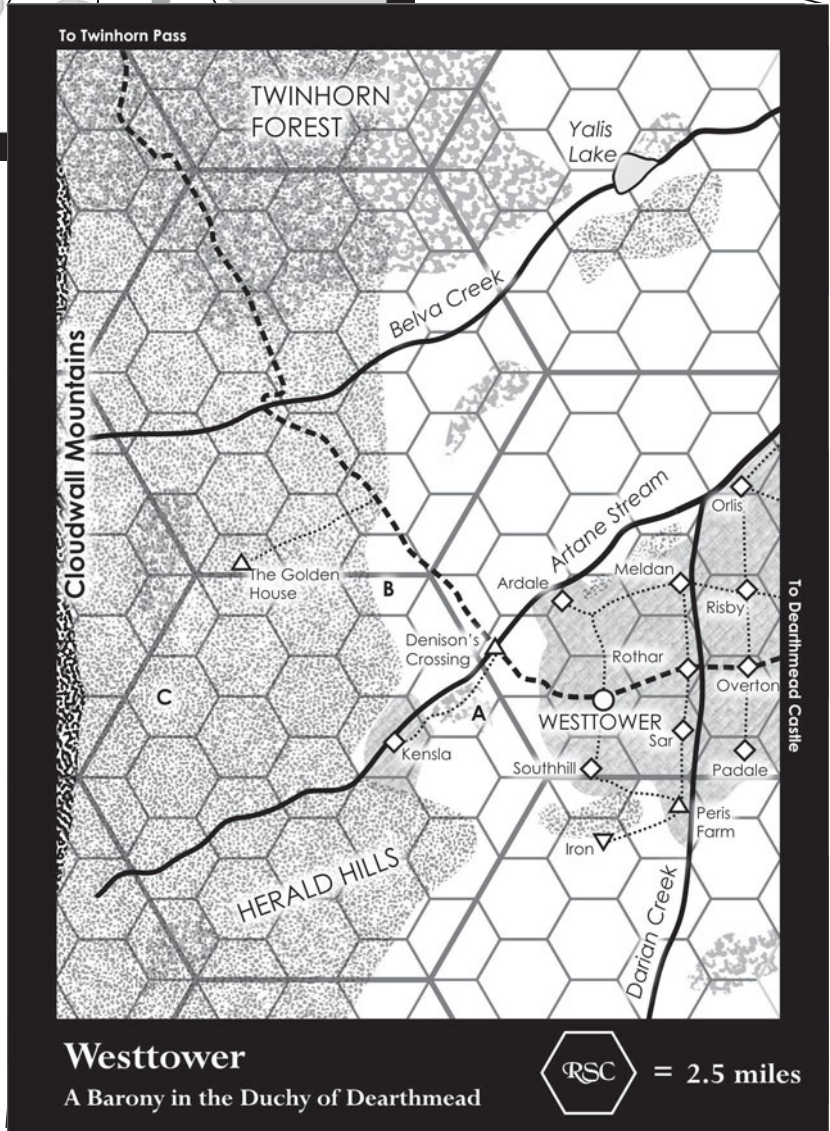
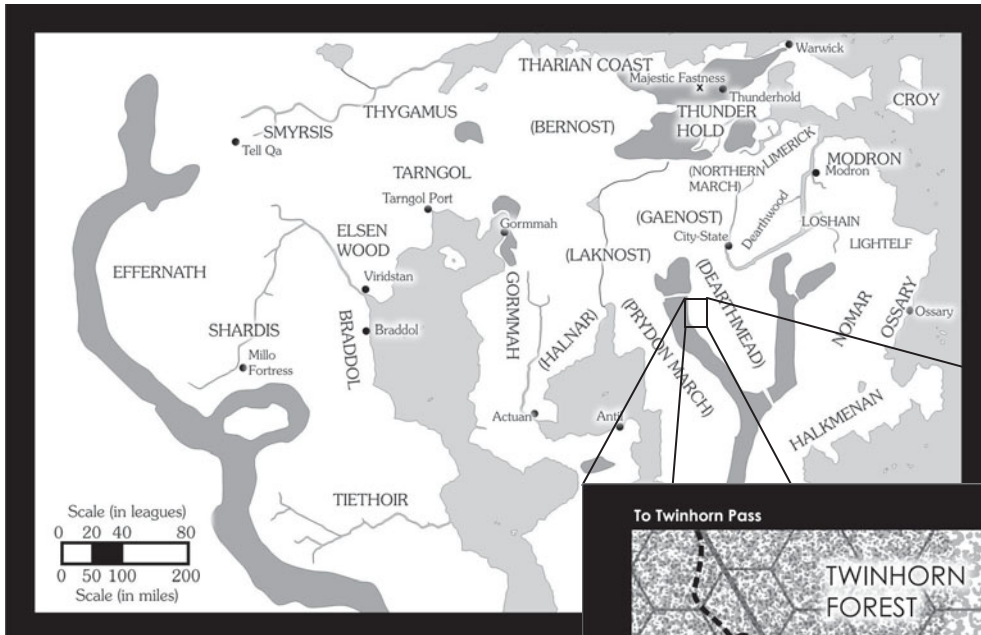
A modified roll of 20 or better with a slashing weapon (sword, axe, etc) severs one of the demon's tentacle if it fails it's saving throw. A natural 20 with a slashing weapon automatically severs a tentacle.

Wrath Demon, AC 3[16], HD 5+3; HP 23; Atj 4; HTB +5; Dmg 1d6 (each tentacle); Move 60'; Save 12 (+2 vs spells) [20% Magic Resistance]; Harvest: Tentacles [4] 30d, Blood [5 bottles, 1 viz each].





Supplement



Traditionally locales and regions are presented as a series of locations keyed to a map. This format works well for a sandbox campaign where the players move across the landscape exploring or seeking adventure. However, this is not the only type of sandbox. Another type of sandbox is where the focus is on people. Players explore or seek adventure among the interconnected relationships of a group of NPCs.

In this supplement to *The Scourge of the Demon Wolf*, I describe in detail several locales. This detail is not only a physical description, but also about the inhabitants and their relationships as well. This gives you a variety of options in how you can incorporate these locales in your campaign. This section is not essential to run the main adventure. This section is included to give the product utility after the adventure's completion.

Locales and Inhabitants

Included are;

A small hexcrawl map describing the Barony of Westtower.

A description of Denison's Crossing, a small crossroads hamlet.

The manorial village of Kensla and its inhabitants, including the description of a typical rural temple of Mitra.

An encampment of the Goshawks, a band of Beggars.

The Golden House and its residents, a conclave of mages from the Order of Thoth.

Barony of Westtower

The Duchy of Dearthmead is the breadbasket for the City-State. The numerous farms and estates ship wheat and other crops to the town of Bier on the Estuary of the Roglaroon. Then the crops are shipped to City-State on large barges. Originally the duchy only extended along the south shoreline of the Roglaroon from Goodnap in the west to Bier in the east. As City-State grew so did the duchy expanding to the southwest deeper into the vale.

Westtower Keep was built over 200 years ago during the reign of Duke Valens, the third Duke of Dearthmead. Constructed as a Motte and Bailey style castle it was located to protect the western approaches to Castle Dearthmead. It consists of a single tower on the motte, a tall, built up mound of earth, surrounded by a dry moat. The only access to the tower is via a single bridge over the moat connecting to the main part of the village in the bailey. A simple wooden palisade surrounds the bailey.

In the aftermath of the Tharian Overlords taking over City-State 80 years ago, the Duchy fell into civil war. Kelen the Usurper won the war and became the eighth Duke of Dearthmead. To solidify his hold on the duchy, he granted Westtower to Andres Mahon. Today his descendent Michael Mahon rules as the 6th Baron of Westtower.

Forty years ago a political struggle ensued between Teran IV, the eleventh Duke of Dearthmead and the Tomius, the fourth Overlord of All Tharians. Due to a technicality, the ownership of City-State itself was in dispute and the Tharian Senate was forced to adjudicate. Initially, Duke Teran IV was ascendant. Many of his supporters, including Baron Dension, the fourth Baron of Westtower, speculated heavily in land expansion. They were betting that with Duke Teran in control of City-State they would be assured of a near monopoly on its trade. During this time, Denison's Crossing and Kensla were established. Several more estates in the Herald Hills were in the process of being surveyed.

The Revolt of the Craftsmen saw an end to the dispute and complete victory for the Overlord. The anticipated trade monopolies never arrived and many of Teran's supporters lost money and concessions. Baron Dension's expansion plans were shelved, leaving only Denison's Crossing and Kensla as the surviving remnants.

Rob's Note: This section details a small barony that could be used in many older edition settings. It is also a small preview of the format I intend to use in later products detailing various regions of the Majestic Wilderlands.

Geography

Belva Creek

The section between Herald Hills and Yelis Lake is the domain of a giant ant hive. Established five years ago it has gone unnoticed, but now the ants has expanded enough to pose a menace to travelers on the road to the Twinhorn Pass. There are 120 worker ants, 25 warrior ants, and a queen ant in the main hive. The remains of a dozen travelers can be found in the tunnels.

Cloudwall Mountains

This section of the Cloudwall Mountains is dominated by Herald's Peak. At eleven thousand feet, its crown is permanently wreathed in snow. Two orc tribes, the Green Axes and Blood Spikes, dominate the lower mountains slopes. Higher up are the homes of the Rocknut hill giant clan. They are scattered in five steadings of 4d6 hill giants.

Below the summit of Herald's Peak is a cave that is the home of Telearn, an ancient elf. He calls himself the Herald of Truth. He has remained here for several thousands of years guarding an armory established by Veritas, the High Lord of the Gods and the God of Truth. The armory is to be opened by Telearn if the Abyss is broken and the demons escape. Occasionally, Veritas will call one of his champions here to receive advice and counsel from Telearn.

Darian Creek

This is one of the main waterways of the Barony. From Rothar to where it meets Artane Stream it is navigable by raft. Every spring the peasants of Rothar, Overton, Risby, Meldon, and Orlis hold a raft race starting in Rothar and ending in Orlis. Afterwards, a feast is held praising the winners and mocking the losers.

Herald Hills

The Herald Hills form the foothills of Herald's Peak to the west. To the north they are covered by the Twinhorn Forest, but further south they are relatively open and make for great sheep herding country. Every year the Baron has to send patrols to keep the orcs and wolves away from the herds.

The Western Vale

The Vale of Dearthmead is formed by the Cloudwalls to the west and Ered Loshain to the east. The western portion is well watered and very fertile. The area around Goodnap and Dearthmead Castle ship thousands of tons of grain every year to feed City-State. The Cloudwalls to the west are still wilderness and many monsters and humanoids make their lairs in the high mountains. Only the area around Twinhorn Pass is safe for travelers when going through the Cloudwalls.

Twinhorn Forest

This forest fills the eastern half of Twinhorn pass and reaches up to the northern terminus of the Cloudwalls. Only the area around the road leading to the Twinhorn pass is well patrolled. South of the pass entrance, the forest is known for its packs of wolves. North of the pass entrance is the home of the Blood Tree orc tribe. They dominate the forest between the Cloudwalls and the Mermist Swamps.

Yalis Lake

This lake is home to a small sylvan community centered in the woods on the northeast shore. This place can be hazardous for travelers. The lake shore is patrolled by a tribe of 30 centaurs. There is a tribe of 20 nixes who party in a small village in deepest part of the lake. They delight in having visitors, although the unwary may find themselves charmed to stay for a year. The woods are home to a 7HD treant who is tended by a dozen dryads. Every spring and fall a herd of 4d6 hippogriffs will stop to rest in the forest before moving on in their migration.



Settlements

Each settlement has a name, number of households, the estate holder, its primary resource, and military resources. Multiply the number of households by 5 to get the total population. If two sets of numbers are given for the number of households, the first is for the number of farming households and the second is for the number of crafting households.

Ardale **35 Households**
Sir Crosin, Knight-6 **Resource: Farming**
Military: 2 Cavalry, 4 Archers, 29 militia



Ardale was granted to Sir Crosin's father 30 years ago. Sir Crosin is attempting to open a new field on the far side of the Artane Stream. He patrols the area to rid it of any monsters or bandits.

Denison's Crossing **6 Households**
Bailiff (Westtower) **Resource: Trade**
Military: 4 Med Foot

This crossroad settlement has a mill, inn (The Greenhaven Inn), and a toll house. See Denison's Crossing for further details



Kensla **43 Households**
Bailiff (Westtower) **Resource: Farming**
Military: 1 Cavalry, 3 Med Foot, 5 Archers, 34 Militia.



Kensla is an isolated village on the western edge of the Barony of Westtower. It is known for its extensive herds of sheep grazing on the Herald Hills. See the Village of Kensla for further details.

Meldan **26 Households**
Sir Tavar, Knight-8 **Resource: Farming**
Military: 2 Cavalry, 2 Med Foot, 1 Archer, 21 Militia.

Sir Tavar's family has owned this estate since the founding of the barony. He is an experienced knight and a staunch supporter of Baron Michael. He acts as Baron Michael's chancellor and is found at Westtower. He leaves his estate's management to his wife Lina who is not happy at his frequent absences.



Mine, Iron **15 Households**
Master Grof, Craft-6 **Resource: Iron**
Military: 2 Cavalry, 2 Med Foot, 1 Archer, 21 Militia.



Master Grof runs this mine on behalf of the Miner's Guild of City-State. They are licensed through the Duke of Dearthmead splitting the mine's revenue between the guild and the duchy. A small portion goes to the Baron of Westtower to ensure he provides adequate protection.

Orlis **34 Households**
Sir Dornis, Knight-4 **Resource: Farming**
Military: 3 Cavalry, 1 Med Foot, 6 Archer, 24 Militia.



Sir Dornis is a bit of a fool and the least respected of the Westtower Knights. He is a competent knight and manages his estate well, but an abject failure at any dealings with the Baron's court.

Overton **29 Households**
Sir Olbera, Knight-6 **Resource: Farming**
Military: 2 Cavalry, 4 Med Foot, 23 Militia.

Sir Olbera is one of the wealthier of Westtower's knights. A tavern, the Nicked Sword, brings in a steady stream of coins. The tavern gets its name from the sword the knight wielded in the City-State Tournament of 4424 (twelve years ago). There he bested young Lucius who is now the current Overlord of City-State. He won by getting a clear shot at Lucius' helm knocking him out. The sword was rewarded with a large nick.



Padale **24 Households**
Bailiff (Westtower) **Resource: Farming**
Military: 2 Cavalry, 5 Archers, 18 Militia.



Baron Michael of Westtower owns this estate. Sir Bendin, (5th level knight), currently manages it. Much of the baron's sheep herds are managed out of Padale. Sir Bendin is having problems with poachers. He is out every night trying to track them down. The continuous night patrols are having an ill effect on his health.

Peris' Farm **3 Households**
Sir Peris, Knight-3 **Resource: Farming**
Military: 2 Cavalry, 1 Med Foot, 1 Archer.

Sir Peris was a loyal supporter of Baron Michael's father. When the old baron died he was granted this small farm. Sir Peris has spent the past decade improving the land and searching for settlers to take land contracts from him. Much of his current income derives from supplying the miners at the Iron Mine.



Risby **32 Households**
Eldar Kelin, Cleric-5 **Resource: Farming**
Military: 2 Cavalry, 6 Med Foot, 24 Militia



Forty years ago Baron Denison was nearly ruined by the fall of Duke Teran IV. He had nothing to repay to his large debts. The Church of Mitra gave him aid. In exchange for the grant, the church took one of his estates. In the ensuing years, the church became a valued adviser to the Westtower Barons. They continue to buy much of the barony's crop and wool production.

Rothar **24 Households**
Bailiff(Dearthmead) **Resource: Farming**
Military: 4 Cavalry, 4 Med Foot, 8 Archers, 8 Militia



The Duke of Dearthmead's bailiff manages Rothar. The current bailiff is Eldar Pedran (4th level Priest), a priest of Mitra. Every month he holds court in the Duke's name hearing any dispute involving the Duke's law.

Sar **26 Households**
Sir Ednar, Knight-5 **Resource: Farming**
Military: 2 Cavalry, 2 Med Foot, 2 Archer, 20 Militia



Sir Ednar is Baron Michael's best friend and drinking buddy. Unfortunately, he is also a drunkard and the Baron has to continually bail him out of his gambling debts. Ednar's wife, Melna, manages to keep the estate solvent. She is known for her sharp tongue.

South Hill **34 Households**
Sir Camar Fighter-9 **Resource: Farming**
Military: 3 Cavalry, 8 Archers, 22 Militia



Sir Camar has no knightly training. He was hired as a guard by Baron Michael's father and served by guarding the wool caravans that went to the wool fair in Goodnap. One year the old Baron decided to go along with the caravan when bandits attacked. Camar single handily saved the old Baron's life and was rewarded with a knighthood. He was granted South Hill as his estate. He is now 60 years old and remains a formidable fighter.

The Golden House Council **1 Household**
Resource: Scholar
Military: 4 Medium Foot



This is a conclave of the Order of Thoth. See the Golden House for further details.

Westtower Baron Michael **24/18 Households**
Resource: Market
Military: 4 Cavalry, 8 Med Foot, 4 Archers, 26 Militia



This is the seat of the Westtower Barons and the market for the immediate region. The old keep on the Westtower motte has been expanded with an additional building to serve as the living quarters for the Baron and his family. Recently, the Baron was granted the right to hold a sheep fair a month before the Great Fair in Goodnap. This is a lucrative source of revenue and makes it easier for merchants to buy the local wool.

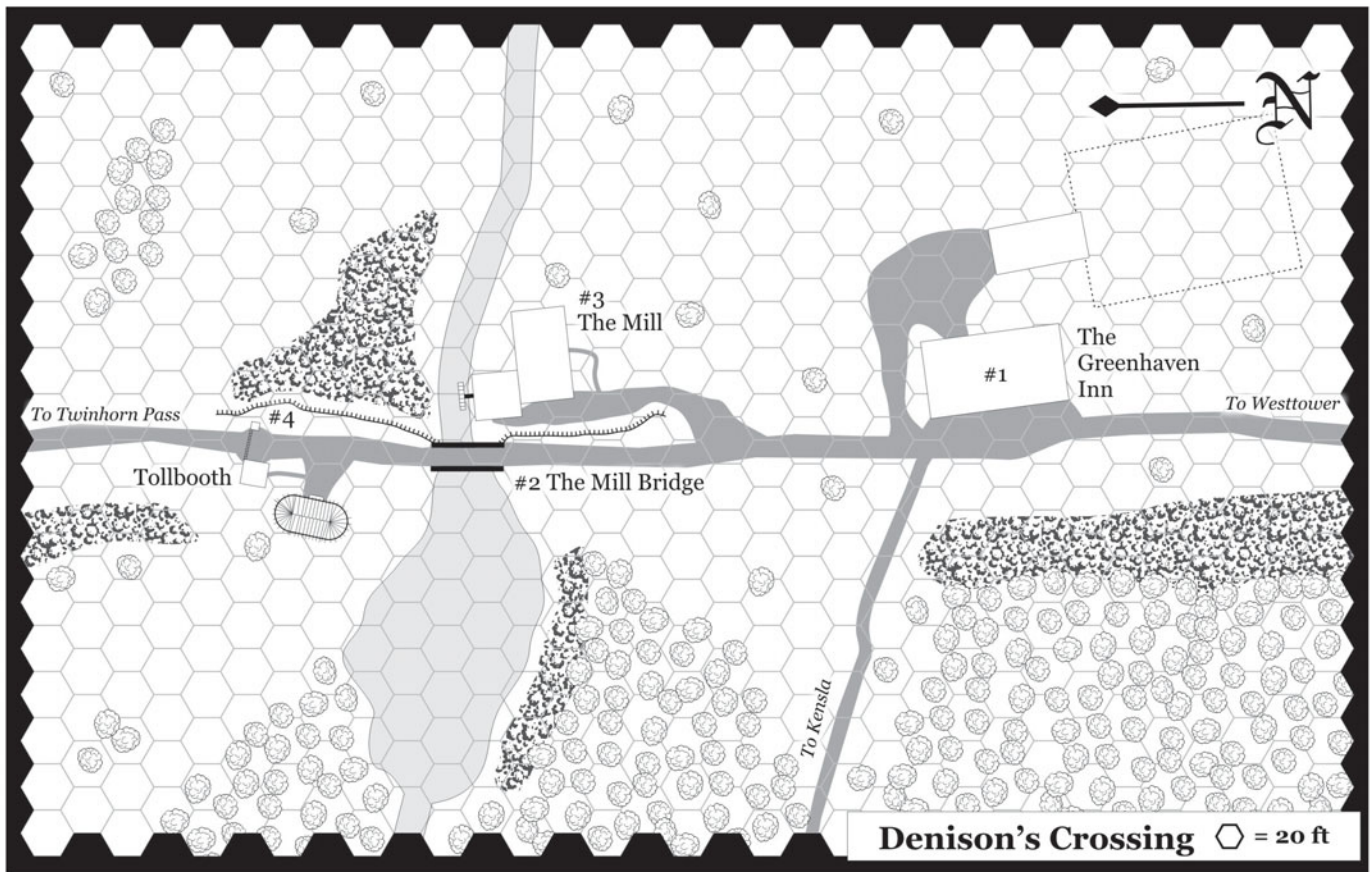


JF



Denison's Crossroads

Denison's Crossing was established 40 years ago to be the hub of the new villages being established by Baron Denison to the north and west. However, the collapse of Duke Teran IV's plans to take over City-State caused the expansion to be halted. Denison's Crossing survived the collapse thanks to the traffic along the road to Twinhorn Pass. The mill saw little business other than from the Village of Kensla. Five years ago the barony's main mill burned down at Westtower and since then business has boomed at the Denison's Crossing mill.



1) The Greenhaven Inn

The Greenhaven Inn serves the caravan traffic between the Duchy of Dearthmead and the Twinhorn Pass to the northwest. Thomas Avarlis is a 2nd generation innkeeper. His father founded the inn as part of Baron Denison's aborted expansion forty years ago.

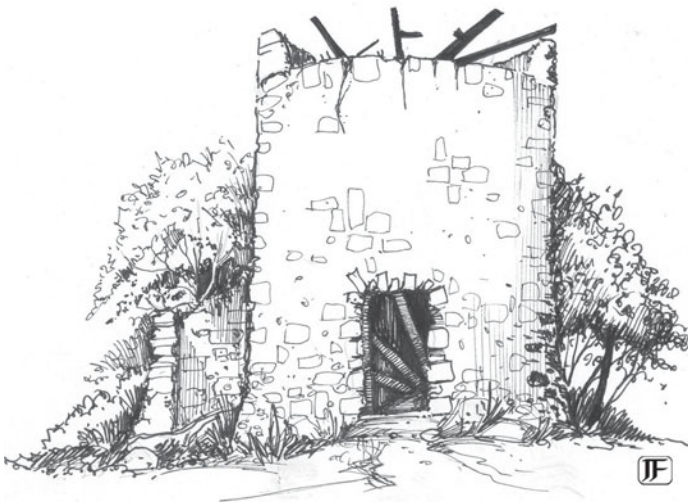
The inn is two stories with a large common room and eight rooms available for rent upstairs. The stairway within the kitchen leads to the family apartment where Thomas, his wife and four children sleep. The inn employs four servants who sleep in rooms off the back of the kitchen. One of them is Carden Malsin, an agent of the Overlord's Black Lotus. His mission is to make monthly reports on the caravan traffic to his boss at Castle Dearthmead.

The inn rents the upstairs rooms for 8d/day and allows patrons to sleep in the common room for 1d/day. The inn serves roast mutton, pies, cheese, and bread daily for 2d per meal.

His special for the day is two hares in blackberry sauce which he will serve along with bread, cheese and drink for 4d. He also has three varieties of wine costing 1d, 2d and 5d a goblet (Dearthmead Red, Caelam Red, and Vontal White). The meal is of excellent quality.

2) The Mill Bridge

This is constructed over a mill dam that provides the water for the mill below. The downstream side is 12' straight down while upstream side is next to the water of the mill pond with the water 2' below the level of the road. There is a 3' stone wall on both sides of the road.



3) The Mill

This mill was established by Falmar Mondar 40 years ago. The collapse of Baron Denison's expansion plans left the mill struggling. Today Falmar's grandson, Ekon, runs the mill with his retired father, Phicar, offering pointed advice at every turn. The family and the mill's fortune have taken a turn for the better when the Westtower mill burned down five years ago.

Thanks to the additional business the mill has several carpenters and millwrights working on long neglected repairs. One of the workers is Kanu Vocus who passes information to the local bandits on caravans and travelers passing through.

Much of the mill's normal business is processing the grain for Kensla and Ardale. Ekon charges the standard miller's share of one in ten parts. From his share he bakes and sells bread to the Greenhaven Inn with the occasional large sales to passing caravans.

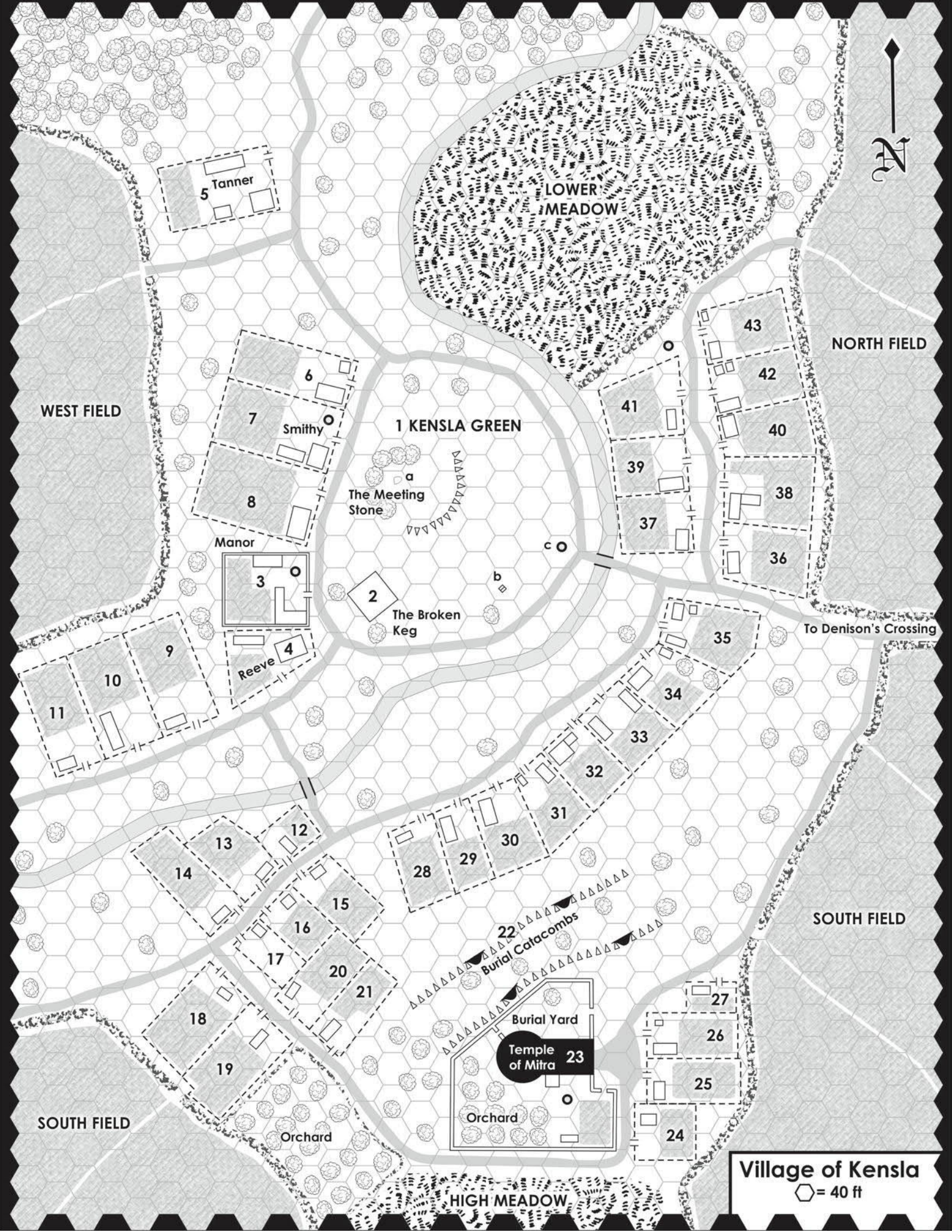
4) Tollbooth

Since the time of Baron Denison there has been a tollbooth established here to maintain the Mill Bridge. Three guards and Sergeant Gatrin collect tolls. They are equipped with ring mail, shields, spears, and heavy crossbows. Two guards are stationed outside while the other two rest. If attacked, two guards will fire their crossbows then engage with spears. The other two will ready their gear and use their crossbows for as long as possible.

The tolls are 1f per person, 2f per horse or cart, and 1d per wagon.

Guards [3]; AC 5[15], HD 1, HP 4,4,5; Atk 1; HTB +0; Dmg 1d6 (Spear); Move 90', Save 16; Items: Ring Mail [+4], Shield [+1], Spear (1d6), Heavy Crossbow (#AT ½, Rng 80 ft, +Hit +4, Dmg 1d6+1)

Sergeant Gatrin; AC 5[15], 2nd level Soldier, HP 10; Atk 1; HTB +0; Dmg 1d6 (Spear); Move 90', Save 15; Items: Ring Mail [+4], Shield [+1], Spear (1d6), Heavy Crossbow (#AT ½, Rng 80 ft, +Hit +4, Dmg 1d6+1)



WEST FIELD

NORTH FIELD

1 KENSLA GREEN

LOWER MEADOW

5 Tanner

7 Smithy

3 Manor

The Meeting Stone

2 The Broken Keg

Reeve 4

To Denison's Crossing

SOUTH FIELD

SOUTH FIELD

HIGH MEADOW

Burial Catcombs

Burial Yard

Temple of Mitra 23

Orchard

Orchard

Village of Kensla

⬡ = 40 ft

The Village of Kensla

Background

The Village of Kensla lies on the outer boundaries of the Duchy of Deathmead. Lying next to the eastern foothills of the Cloudwall Mountains, the village grows wheat and harvests wool from the flocks of sheep wandering the nearby hills. The Baron of Westtower holds much of the village's land. The local sharecroppers send him a portion of their harvest in wheat and wool every fall.

The Baron was granted this land to give him the resources needed to patrol the western boundaries of the duchy against any orcs or monsters coming down from the Cloudwalls. The Baron appoints a bailiff to oversee his interests in the village. The reeve works with the bailiff in managing the village. The reeve is elected by the village elders and appoints the various village officers such as the beadle, hayward, and the woodward.

The beadle is in charge of collecting any fines levied by the village court, sees that all boundary fences and stones remain properly set and guards the granaries where the harvest is stored. The hayward is in charge of the village livestock and fodder. The woodward makes sure that the surrounding woods are properly used.

Craftsmen, Sharecroppers, Tenants, and Yeoman

Throughout the Duchy of Deathmead the peasantry is divided in four classes. The rural craftsmen practice a skilled profession and are licensed by the same guilds that dominate the towns and cities. The most typical craftsmen are metalsmiths, tanners, millers, and woodcrafters. Sharecroppers do not own land. Their liege allows them to farm the land he owns and supplies them with seeds and some of their tools. The sharecroppers then split the harvest with their liege. The sharecropper has to pay taxes and fees for the use of common village property like the ox-team and plow. This often leaves the sharecropper with no profit and just enough food to live on for the coming year. In contrast, tenants own their cropland outright. They buy seed and maintain their tools with their own money. They also have to pay fees for the use of common village property as well as taxes. The yeomen also own their strips of land outright but are exempted from taxes and many village fees in exchange for military service.

North Field, South Field, & West Field

Kensla practices the three field system. One field will be planted in the fall with wheat, oat & barley, the second field will grow beans and lentils, and the third left fallow. The next year, the fields are rotated. The north field has 700 acres, the south field 900 acres, and the west field 800 acres. Hedges two to three feet thick and four to six feet high surround the fields. The fields are divided into strips of land which are owned by the tenants of Kensla and the Baron of Westtower.

Villagers

Unless otherwise stated the stats for villagers are as follows.

Villager; AC 9[10]; **HD** 1; **HP** 3; **Atk** 1; **HTB** +0; **Dmg** 1d6; **Move** 120'; **Save** 17; **Items:** spears (1d6), pitchforks (1d4), or clubs (1d6).

High Meadow & Low Meadow

During the spring lambing season, the herds are brought to the high meadow to graze before giving birth, if not flooded, the low meadow will be used as well. After the two week season is over the shepherds disperse the herds into the hills. Later in the year individual herds are brought down to the low meadow for shearing. This can take several days depending on the size of herd. The fall slaughter takes place on the high meadow. During the summer, several cuttings of hay are taken from the meadows.

Orchards

On the gore between the south field and the high meadow is an apple orchard owned by the Baron of Westtower. Within the churchyard is another apple orchard. The money paid for harvesting the two orchards is a significant portion of the poorer sharecroppers' income.

Housing

Most of the village homes are wattle and daub cottages with a thatched roof. They are surrounded by a three foot high stick fence forming a yard known as the toft. Nearly all the village homes have a croft, a garden used to raise vegetables and herbs. The thatch roofs are at least a foot and a half thick and are not easily broken through. A determined person can tear enough thatch away in two rounds to make a man-sized hole.

Village Locations

1) Kensla Green

Festivities, meetings, and trials of the villagers are conducted on the grass of Kensla Green. Location A is a natural amphitheatre in the center of which is a large flat stone used by those speaking. Location B is the village stock which is used for more serious punishments than fines. There is a 10% chance each week of it being occupied. Location C is one of the village's communal wells. 2d6 villagers are found here in the early morning thru late afternoon gossiping about the happenings around the village.

2) The Broken Keg

This open air tavern is where many of the villagers congregate after the day's work. One side is enclosed to protect the kegs of ale and the earthen ware mugs. The Broken Keg gets its name from the broken half of a keg sitting on the wide bar. Visitors and the wealthier villagers are expected to pitch a penny or two into the barrel to pay for restocking the ale. Poorer villagers contribute their labor by repairing the tavern or going on the monthly runs to Denison's Crossing to carry full kegs for restocking. The Beadle Swaefred keeps an eye out for anybody getting drunk on a weekday.

A permanent fixture is Old Hanwald. He is 67 years old and lame in one leg. The Reeve Tomas has assigned him to watch the tavern during the day. He has an opinion on everybody and everything. He sweats a lot when he retells one of his old war stories. If he takes a liking to one of the characters he will let them know where they can find the best fishing spot on the Artane Stream. If the players succeed in killing the Demon Wolf, their story will become part of his rotation (sweating and all).

3) Manor House

This is the residence of the Bailiff of Kensla. Due to the death of Sir Anson Jerol it is currently unoccupied except for the manor house servants. Sisara, the wife of Sir Anson, left with her children two weeks ago to be with her family in Goodnap. Ocberht (age 49), his wife Beburh (age 31), and their three children tend to the manor house. Ocberht's family has been servants of the manor for the last three generations. Visitors on good terms with the reeve and the villagers will be offered lodging in the great hall of the manor.

When Ocberht was young he ran away to fight in the war between Nomar and the Skandians. He returned after four years and doesn't speak of the experience. He developed a habit of excessive blinking that is unnerving to watch. He takes great pride in keeping the manor repaired and guests cared for.

4) Village Reeve

This is the home of the Reeve Tomas (age 53), his wife Fara (age 47), and their five children. Their eldest son, Hobert is currently in the service of the Baron's Guard at Westtower. Tomas became the reeve, seven years ago and is noted for his leadership ability. Unknown to the villagers and his wife, he is the bastard brother of Sir Crosin of Ardale. When Tomas came of age, Crosin's mother forced him to leave Ardale. Desiring that his son have status and a position of responsibility Tomas's father put in a good word with the baron which helped secure Tomas election as Reeve several years later. Tomas still has mixed feeling about this as the job is a huge pain but nonetheless is determined to excel at it. He tries to keep his knowledge of courtly manners to himself.



Tomas, Village Reeve; AC 9[10]; 4th level Craftsman; HP 4; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL: Profession(Farming): +5, Items: Dagger (1d4), Pitchfork (1d3), 5d.

5) Tanner

Beorn (age 36) was always the weakling and was made the butt of jokes by the village kids. But a fortuitous friendship with the old tanner led to an apprenticeship. When the old tanner died without an heir Beorn inherited the franchise. Beorn is now the wealthiest villager in Kensla. He has a lucrative trade in vellum, and parchment which fetches high prices in City-State. He is noted for his exaggerated politeness accompanied by elaborate bows. He generally supports Tomas. The tannery is located well to the north of the village with the winds carrying the smell over the north fields. He recently married Alisu (age 21) and she is expecting a baby next month.

6) Yeoman (Archer)

Inghelm (age 44) lives here with his wife Aebba (age 42), his adult son Cermund, 18, and a younger daughter. Inghelm was a squire in the service of a knight before he was disgraced. He was forced to leave and wandered for years serving in various guards and militias until he was able to secure a freehold in Kensla. Now his biggest desire is that Cermund become a squire. If he believes a character can do this, he will invite them to dinner to make his case. Despite being a skilled fighter Cermund is indifferent to the idea, being more concerned with the village girls. Inghelm was very loyal to Sir Anson Jerol, the former Bailiff, and desires revenge against his killer. He will support the Elder Anselm cries of vengeance.

Inghelm, Yeoman; AC 8[11]; 1st level Soldier; HP 5; HTB +0; Atk 2 Dmg 1d6; Move 120'; Save 17; Items: Long Bow (70 ft, 2 atk, 1d6), Shortsword (1d6), Dagger (1d4), Quilt Armor, 13d.

Cermund, Yeoman; AC 9[10]; 1st level Fighter; HP 6; HTB +0; ATK 2; Dmg 1d6; Move 120'; Save 17; Items: Long Bow (70 ft, 2 Atk, 1d6), Shortsword (1d6), Dagger (1d4), 3d.

7) Smithy

Hegist (age 38) is the village smith. A big man with a jolly face, he is well liked by nearly everybody and a favorite of the village children. If he has some scrap iron he will take the time to forge small toys or trinkets and give them out to be played with. He lives here with his wife Gwen (age 39), and five children. His eldest, Ingnar (age 17), is a bit of a rake who causes Hegist rare bad moods. When this happens Hegist goes down to the Broken Keg and drinks himself into a stupor. Hegist doesn't like politics and goes along with the majority of the village. Ingnar hangs out with his gang and goes along with whatever looks to be fun or the least work.

Hegist, Village Smith; AC 9[10]; 5th level Craftsman; HP 6; HTB +0; Atk 1; Dmg 1d8+1; Move 120'; Save 17; ABL Profession(Blacksmith): +6, Items: Warhammer (1d8+1), 20d.

**Ingnar; AC 7[12]; 1st level Thug; HP 4; HTB +0, Atk 1 Dmg 1d6; Move 120'; Save 15; ABL Athletics +1, Area Knowledge +1, Intimidation +1, Locution +1
Items:** Leather [+1], Club (1d6) 6d.

8) Yeoman (Med Foot)

Swaefred (age 26) is a yeoman in the service of Baron Michael of Westtower. He is also the village beadle in charge of keeping the peace and collecting any fines levied at the monthly village court. He lives with his mother, Cwenburh, who is always nagging him about finding a wife to give her some grandchildren. Despite his premature baldness he is a good looking young man (CHA 15). He is in love with Faygith, the wife of another yeoman (see #10) and still pines for her. He is a firm supporter of the Reeve Tomas.

Swaefred, Yeoman; AC 5[14]; 2nd level Soldier; HP 10; HTB +0; Atk 1; Dmg 1d6+1; Move 120'; Save 15; Items: Spear (1d6), Shield, Dagger (1d4), Ring Mail, 23d.

9) Yeoman (Archer)

Heffa (age 53) lives here with his wife Ribba (age 50), and his eldest daughter Cwenburgh (age 23) and her husband Hangwald (age 25). Heffa is a yeoman in the service of the Baron of Westtower. Growing older and lacking any sons he has adopted Hangwald as his heir. Thirty years ago, he was a member of a bandit gang. He hides his past and considers himself fortunate that he won a yeomanry by saving a knight from a runaway wagon. A feat he brags about every chance he gets. He knows the old trails and hideouts that the bandit gangs use. He assists Swaefred the Beadle in his duties frequently.

Heffa, Yeoman; AC 8[11]; 3rd level Thug; HP 13; HTB +0; Atk 1; Dmg 1d6+2; Move 120'; Save 13; Items: Light Crossbow (60 ft, 1 atk, 1d4+1), Shortsword (1d6+2), Dagger (1d4+2), Quilt Armor, 23d.

Hangwald, Yeoman; AC 9[10]; 1st Level Solider; HP 4; HTB +0; Atk 1; Dmg 1d6; Move 120'; Save 16; Items: Long Bow (70 ft, 2 atk, 1d6), Shortsword (1d6), Dagger (1d4), 8d.

10) Yeoman (Archer)

Ocwald (age 25) lives here with his wife Faygith (age 23). They have no children yet. He is a yeoman in the service of the Baron of Westtower. He has never forgotten the teasing he received as a child for his family's orc ancestor. He blamed Swaefred (#8) as the ringleader. Three years ago he got his revenge by successfully wooing Faygith away from Swaefred. Now he's bored with her. He spends his nights at the Broken Keg or gambling with Ingnar's gang. He will jump at any opportunity to leave Kensla to seek his fortune.

Ocwald, Yeoman; AC 8[11]; 1st level Soldier; HP 5; HTB +0; Atk 1; Dmg 1d6+1 (due to high STR); MV 120'; Save 16; Items: Long Bow (70 ft, 2 Atks, 1d6), Shortsword (1d6+1), Dagger (1d4+1), Quilt Armor, 11d.

11) Fur Trapper

Yoluf (age 34) lives here alone. He owns a small freehold of 40 acres but makes most of his living from fur trapping. He lost his wife and a young daughter five years ago. He does not care about his appearance or how he comes across. While speaking in a drawl he uses as few words as possible. His yard is usually an organized mess with a skinning area, and a dozen or so furs on drying frames. Every three months he will take the dried furs and sell them at the market at Westtower Keep.

Yoluf, Fur Trapper; AC 6[13], 3rd level Fighter; HP 11; Atk 2; HTB +1; Dmg 1d6+1/1d6+1; Move 120'; Save 14; ABL Athletics: +1, Intimidation:+1, Strategy:+1, Survival: +2; Items: Leather Armor, Short Bow (Range 50 ft, 2 Atks, 1d6), Shortsword (1d6+1), Dagger (1d4+1), 20d.

12) Peasant, Sharecropper

Notca (age 33) is one of the village sharecroppers. He lives here with his wife Aelfthryth (age 32), and their four children. He thinks his parents were killed in an attack by the Demon Wolf (See Attack on the Elderly Couple's cottage) and he wants vengeance. He will volunteer to go with the party the first chance he gets, and eagerly joins Elder Anselm's attack on the beggars.

13) Peasant, Tenant

Raedfred (age 46) is one of the village's wealthier tenants. He lives here with his wife Hildara (age 43) and their six children. He is an affable person, nodding in constant agreement with whatever a person is saying. The only person that gets under his skin is Luidbert (see #16) who sharecrops several strips adjoining his. The two have a running dispute over boundary stones. Raedfred keeps accusing Luidbert of moving them. Both

have been fined numerous times over the matter. He would not mind seeing an "accident" happening to Luidbert.

14) Peasant, Tenant

Egmon (age 52) is a hero to the village sharecroppers. His legendary strength (STR 18) and many children allowed him to buy his strips outright from the Baron and become a full tenant. During meetings of the village council he advocates the issues of the sharecroppers and works to keep the fees for the use of the village common equipment and lands reasonable. His wife, Fargyth (age 48), doesn't like this reminder of their sharecropping days and nags him to act his "station". Eight of his twelve children live with him. He claims he hasn't had a good night's sleep since the seas were ponds.

15) Peasant, Tenant

Beornfred (age 28) is a younger brother of Sir Talvar of Meldan (see Barony of Westtower). His father sent him to be trained in the Church of Mitra at which he proved to be an abject failure. Disgraced, he secured land in Kensla and has lived here for the past decade. He can read and write (poorly) and supplements his income by acting as a scribe and legal aid to the villagers and the village court. He is considerably cheaper than Elder Anselm. He's been married to Eafe (age 24) for two years and she is pregnant with their first child. He is known to take a small cask of ale every full moon and drink the night away complaining about his luck.

Beornfred; AC 9[10]; 1st level Cleric; HP 5; HTB +0; Atk 1; Dmg 1d6 (staff); Move 120'; Save 15; Abl Physician +1, Theology +1, Locution +1; Items: Staff (1d6), Dagger (1d4), 25d.

16) Peasant, Sharecropper

Luidbert (age 36) is one of the ugliest men in the village (CHA 5) with an equally unpleasant personality. He is one of the hardest working sharecroppers. His hard work allows him to get ahead plus some help by creative moving of the boundary stones during the night. This has been a source of various disputes with the owner of the adjoining strips especially with Raedfred (see #13). Sir Anson, the former Bailiff, often sided with Luidbert's due to his ability to bring in the most of any sharecropper. He is currently married to Eanra (age 32), a woman he met in Westtower. It is rumored that she was a prostitute there. They have five children from age 11 to 3.

17) Peasant, Sharecropper

Cyngu's husband died after being gored by a scythe in a reaping accident. Cyngu (age 33) struggles to maintain her family's allotment with her four children. The eldest two, Hordic, age 15, and Eghelm, age 12, help her in the fields. Hordic has fallen in with Ingnar's gang (see #7) and his mother can barely control him.

Hordic; AC 8[11] (+1 Dex); 1st level Thug; **HP** 3; **HTB** +0; **Atk** 1; **Dmg** 1d6 (club); **Move** 120'; **Save** 15; **ABL** Athletics +1, Area Knowledge +1, Intimidation +1, Locution +1
Items: Club (1d6) 2d.

18) Yeoman (Archer)

Tunric, or "Pits" (age 27) as he is known to the villagers, is a yeoman in the service of Baron Michael of Westtower. He gets his nickname from the remains of the boils on his face. Despite his disfigurement, he is well-liked for his affable nature and sense of humor. He recently married Eanflaed a year ago and the wedding was last year's social highlight. Eanflaed (age 23) is noted for her skill at baking and brings in considerable extra income selling baked goods at the local fairs. She wants to visit her good friend Asthel who lives in the village of Southhill (see Barony of Westtower).

Tunric, Yeoman; AC 8[11]; 1st level Soldier; **HP** 5; **HTB** +0; **Atk** 1; **Dmg** 1d6+1 (due to high STR); **Move** 120'; **Save** 16; **Items:** Long Bow (70 ft, 2 Atks, 1d6), Shortsword (1d6+1), Dagger (1d4+1), Quilt Armor, 12d.

Eanflaed, Goodwife Baker; AC 9[10]; 2nd level Craftsman; **HP** 3; **HTB** +0; **Atk** 1; **Dmg** 1d4 (rolling pin); **Move** 120'; **Save** 17; **ABL** Profession (Baking): +3, **Items:** Rolling Pin (1d4), 15d.

19) Yeoman (Med Foot)

Bedwold (age 52) is the sergeant of Kensla's yeomen. He drills them monthly. His family has been yeomen throughout the Duchy of Dearthmead for nearly 300 years. He was granted land in Kensla 20 years ago after saving an isolated hamlet on the edge of the Quean Waste from a raiding band of reptile men. He loves telling the story of how he outwitted the reptile men and lured them into an ambush. He lives with his wife Rricula (age 50) and their children are all grown, serving as yeomen in other parts of the Duchy or married.

Bedwold, Yeoman; AC 4[16]; 3rd level Soldier; **HP** 10; **HTB** +1; **Atk** 1; **Dmg** 1d6 (spear); **Move** 90'; **Save** 14; **Items:** Spear (1d6), Shield, Dagger (1d4), Chain Mail, 75d.

20) Peasant, Sharecropper

Ingberht (age 25) is a serious young man who is earnest about proving himself a good farmer. He is friends with Norwold (see 23, Temple of Mitra), Elder Anselm's acolyte. He often helps Norwold with repairs around the temple in his spare time. He loves listening to the stories out of Chronicles, one of the holy books of Mitra, and dreams of having an adventure of his own one day.

21) Peasant, Sharecropper

Wufwold (age 60) should have been a tenant, but his laziness and habitual drinking gets the best of him. He was a childhood friend of Baron Michael's father who gave him a small holding. He gambled it away years ago and eventually wound up in Kensla where he scratches out a living sharecropping. Despite his troubles he is well-liked, his stories and antics at the Broken Keg entertain everybody. He lost his wife a few years ago and every week goes up to the catacombs where she is buried. There he sits, drinks a jug of ale, and stares at the catacomb entrance. His daughter, Begu (#39) is concerned about her father's advancing age and how he is handling her mother's death.

22) Burial Catacombs

Four tunnels have been dug into the hill beneath the Temple of Mitra. They run from 80' to 100' in length and are about eight feet in height. Spaced every four feet or so are crypts dug into the wall of the tunnel. The crypts are about two feet high, three feet in width, and seven feet in length. There are six crypts per section three on each side above each other. Here the village buries their dead, wrapping them in a burial shroud after the funeral ceremony and laying them in the crypt.

Each family of the village has a section reserved for them. The poorer families use the lower two tunnels and most of the crypts are occupied. To ease the overcrowding two ossuaries (bone pits) were dug in the back of the tunnel. Bones older than three generations are respectfully disinterred and laid to rest by the Elder of the Temple in the ossuary. The opened space will be used by a recently deceased member of the family.

Wealthier families use the upper two tunnels. They are nowhere near as full. At the end of the southernmost tunnel, the one next to the church wall, is a doorway that leads to a flight of stairs going to the crypt beneath the Temple.

Stout wooden doors with locks protect all four tunnels. Behind each door is an iron gate. One of the Barons of Westgate donated the four gates 30 years ago. The Elder of the Temple of Mitra holds the keys.

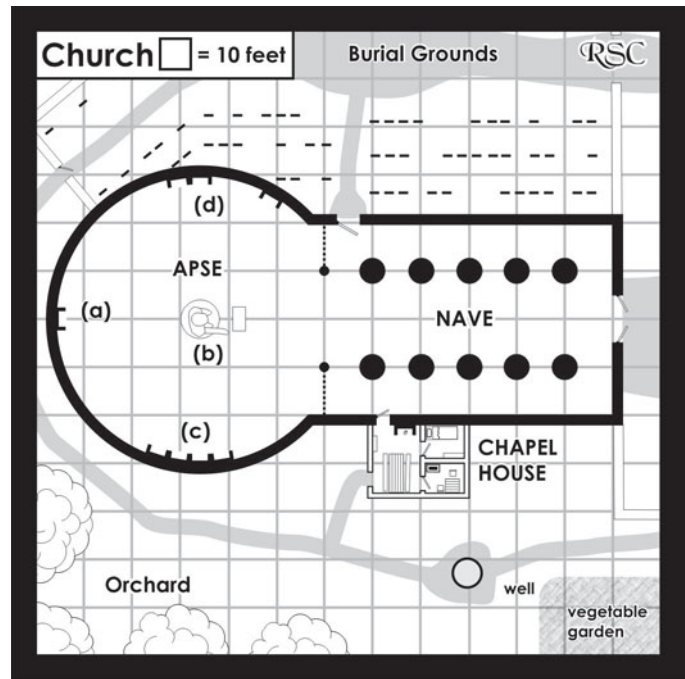
23) Temple of Mitra

The foundations of the temple were laid during the initial construction of the village forty years ago. After Duke Teran's bid to control City-State failed all construction was halted. A decade later the villagers managed to raise enough silver to resume and convinced Baron Denison to match their funds in order to finish. After its completion, Kensla was one of the few villages to have a stone temple.

The current pastor for the temple is Elder Anselm (age 48). He was appointed eight years ago and some say the bishop wanted the over-zealous priest in an out of the way location. At first there was a lot of friction between the village and Elder Anselm, but his dedication to the welfare of individual villagers has won him a grudging respect. Since then, the bailiffs and reeves have learned to blunt the worst of his fanaticism.



Anselm, Elder of Mitra; AC 9[10], 3rd level Priest, HP 5; Atk 1; HTB +0; Dmg (1d6); Move 120'; Save 17; ABL Locution: +1, Physician +1, Theology +2; Items: Mace (1d6), 10d; Spells Cure Light Wounds, Bless.



Assisting Elder Anselm is Norwold (age 19), he has been an acolyte of Mitra for nearly two years. He is the second son of Sir Tavar of Meldan. With little prospect of inheriting any lands, he joined the Church of Mitra. Norwold has a hard time keeping up with Elder Anselm and meeting his standards. He doesn't share the priest's fanaticism and it wears on him.

Norwold, Acolyte of Mitra; AC 9[10], 1st level Priest, HP 3; Atk 1; HTB +0; Dmg (1d6); Move 120'; Save 17; ABL Locution +1, Physician +1, Theology +1; Items: Club (1d6);

The temple is constructed with a circular apse with a nave pointing to the east oriented to catch the rays of the rising sun. The nave is forty foot wide with six pairs of pillars. The first five sets of pillars are engraved with a tenet of Mitra's Fivefold Path (See Supplement VI, Majestic Wilderlands). The north pillars depicting the virtues of the tenet and the south pillar the consequences of failing. The sixth set of pillars represents the Gates of Truth, the fortress of Mitra.

The pillars divide the temple into three aisles, the north and south aisles have small wooden shrines constructed by the villagers. For a donation, Elder Anselm will permit a small shrine to be built and dedicate it to a Lion of Mitra of the villager's choice. Older shrines are dismantled and new shrines are built in their place. The center aisle is kept clear for processions. On feast days and holidays, stalls will be built between the pillars for merchants and peddlers willing to pay a donation.

The apse of the temple is circular with an eight foot high statue of Mitra Triumphant. (b) In front of the statue is the altar which is the focal point of the ceremonies. Separating the north and south aisles of the nave from the apse are six foot high wooden rood screens. They both have intricate screen work with various symbols of Mitra interwoven throughout. During the ceremony the villagers congregate behind the screens. In front of the screens, the Bailiff, his family, and any noble or wealthy guest stand during ceremonies.

Directly to the west of the statue, on the floor, is a stone trapdoor with stairs leading to the crypt beneath the temple. The bodies of the deceased are laid here before final burial. The coolness of the underground room helps preserve the bodies of the recently deceased. Directly west of the statue is the Baron's Shrine (a), dedicated to St. Caelam the Dragonrider. The Baron of Westtower gives a donation to the temple every year for its maintenance. Along the north (d) and south (c) walls of apse are other shrines that were built with donations from various bailiffs of Kensla and wealthy villagers.

Attached to the south wall is the chapel house, this is the residence of Elder Anselm and Acolyte Norwold. There are three rooms. The main room has the kitchen and a long table. The floor of the room is stone and underneath the table there is a section that can be loosened to reveal a chest sized compartment. Here Elder Anselm keeps the temple's treasury and ceremonial implements. Also inside are two leather bound ledgers. The first ledger contains the church accounts, and the other a register of parishioners along with various charters and other legal documents. There is a large sack containing 5,000d (20 lbs), and a small velvet pouch with two gold crowns (320d each). The ceremonial implements are worth 1,000d. At night, Norwold sleeps on the floor in front of the fireplace.

The northeast room is Elder Anselm's bedroom and contains his bed, and a wardrobe with his normal and ceremonial clothes. The southeast room is his study. The chest contains candles, incense, parchment, writing supplies, and less valuable ceremonial implements (300d total). There is a 1 in 4 chance that either the account ledger or the registry will be on the desk.

The temple grounds are surrounded by a five foot high masonry wall. The north area is a burial ground where bailiffs and their family members are buried. In the southwest this is an apple orchard, the harvest is typically used to make cider which is stored in the crypt before sale. In the southeast corner is a vegetable garden that is tended by the church sharecroppers as part of their duty.

As part of the Baron's tithe to the Church of Mitra he has granted land to various temples in the barony to support them. The church has recruited sharecroppers to work the land. The Kensla temple has 350 acres, 100 in the north and west field, 150 in the south field. Elder Anselm oversees four sharecroppers, the Elder works them hard, but is a fair master.

24) Church Peasant, Sharecropper

Ten years ago Hormund fled Kensla and joined one of the local bandit gangs for silver and adventure. A chance encounter with Elder Pedran of Rothar, led to his betrayal of the gang along with the right to sharecrop in Kensla. Now age 26 he has become disillusioned with his prospects and now helps Ingnar's gang in their illicit activities. Hormund has been married for two years to Alfara (age 22) and has a 2 year old son with another baby on the way. Unbeknownst to him there was one survivor of the gang he betrayed, Egric. (see Bandit Cave).

Hormund; AC 8[11] (+1 Dex); 1st level Thug; HP 3; HTB +0, Atk 1; Dmg 1d6 (club); Move 120'; Save 15; ABL Athletics +1, Area Knowledge +1, Intimidation +1, Locution +1 Items: Club (1d6) 2d.

25) Church Peasant, Sharecropper

Hasenfred (age 52) desires to restore his family name and holding after his drunken father lost his freehold several decades ago. To this end he puts in extra hours in helping maintain the temple along with the church's tools. His wife, Asthel (age 44), can only shake her head as he has little to show for all his efforts. His son Tunfred (age 20) is part of Ingnar's gang (#7).

26) Church Peasant, Sharecropper

Edric (age 55) is known for his flaming red hair which is still prominent despite it graying in the past decade. He and his wife Cynera (age 50) despise Octa (#38) for killing one of their sons a decade ago. Edric has an annoying habit of complaining about smells nobody else notices.

27) Church Peasant, Sharecropper

Luidic is a 24 year old sharecropper. Recently Luidic asked for the hand of Hilde (#39), but was rejected. He now endures teasing from the regulars at the Broken Keg. He resents Tomas and other the village elders because of this.

28) Peasant, Sharecropper

Raefred (age 43), his wife Baldhild (age 38), and their five children are among the most devout families in Kensla. At a young age, Baldhild was stricken by a wasting disease and cured by the bishop of Mitra who was visiting at the time. She became a devout worshipper of Mitra and her family is one of Elder Anselm's strongest supporters in the village.

29) Peasant, Sharecropper

Hangric (age 24) lives here with his wife Hildelith (age 16). They recently had a baby daughter and busily working on a second. He is part of Ingnar's gang and often goes down to the Broken Keg for an evening of drink. He can make a succulent dish from the local catfish, which he cooks at the tavern for all his friends.

30) Peasant, Sharecropper

Horsa (age 42) and his wife Cynwise (age 38) live here with their five children. Horsa stands to inherit his father's freehold (#39) when he passes away. His reputation has suffered because of his habitual lying. Horsa has several gambling debts to Ingnar's gang (#7).

31) Peasant, Sharecropper

Edward (age 44) was an apprentice to a prosperous merchant. He developed lung sickness twenty years ago and was unable to deal with the rigors of travel. He returned to his home village of Kensla and helped his aging father with sharecropping, eventually taking over after father's death five years ago. Despite his lung sickness, he has found some measure of prosperity by using his merchant contacts to bring in goods desired by the villagers. Currently he is married to Fria (age 26) and they have two young children.

32) Peasant, Sharecropper

Cebert (age 38) returned 5 years ago after several years of mercenary work. He was caught in bed with the younger daughter of a neighboring baron and was forced to flee. He married Aelfhild (age 21) and started sharecropping for the Baron of Westfield. They have two young children. He hopes to gain one of the yeoman freeholds after one of their deaths. He has over 500d stashed under the dirt floor of his cottage. He will hire on as a guard if the pay is good enough.

Cebert; AC 9[10]; 1st Level Fighter; HP 4; HTB +0, Atk 1; Dmg (1d6): Move 120; Save 16; Abl Athletics +1, Intimidation +1, Strategy +1; Items: Club (1d6)

33) Peasant, Sharecropper

Wufric (age 58) was found as a baby by dwarves from Thunderhold. He was raised by them, learning smithing skills. At age 22, he left the dwarves unable to overcome their prejudice about humans learning the secrets of the dwarven ironmasters. He wandered as a journeyman for several years before settling in Kensla as the village smith. A severe accident fifteen years ago left him severely scarred and his left hand little better than a claw. Unable to work the forge, he turned the smithy over to Hegist (#7) and took up sharecropping. Wufric is proud of his dwarven upbringing, despite his reasons for leaving. To everyone's annoyance, he is constantly telling how dwarves properly do things. He is married to Rigyth (age 50) and they have four children. His eldest son, Caedric (age 29), Caedric's wife, and their two children live with them.



34) Peasant, Sharecropper

Swadmon, (age 26) is living here alone after his wife, Eane (age 23) (see #37), left him after two years of abuse. He is disliked by most of the villagers and spends most of his time alone. He is a drunk and his tavern privileges have been revoked. To get more ale, he helps Ingnar (#7) in his various schemes.

35) Peasant, Tenant

Luidwold (age 44) is viewed as a bit of a fool. Despite his ineptitude and harebrained schemes he manages to keep his freehold. Most attribute this to his shrew of a wife Eafe (age 38). Her barbs and pointed comments never seem to remove his jovial attitude. They have six children.

36) Peasant, Tenant

Arhard (age 60) was an acolyte to Elder Anselm's predecessor. Unfortunately an epileptic seizure in the middle of a ceremony killed his chance at the priesthood. He always resented this and never fails to point out Elder Anselm's and the Church of Mitra's failings. He remembers much of his training in healing and many of the villagers will go to him for aid. He has +3 to the Physician ability. He lives with his wife Frigyth (age 58) and their youngest daughter Rilyth (age 25). Their two sons Horic (#30) and Cebert (#32) have their own households.

37) Peasant, Sharecropper

Nodric (age 34) has a dozen dogs running around his enclosed yard. He and his deceased father have raised and trained the majority of the sheep dogs used by the local herders. He is married to Hildeth (age 33) and they have six children. His daughter, Eane (see #34) and her two young children have taken refuge here from Swadmon's abuse. Nodric's dogs ensure that Swadmon doesn't come around and try anything.

Dog, Herding: HD 2; AC 7[12]; Atk 1; Dmg Bite (1d4); Move 16; Save 16; CL/XP 2/30;
Special: Herding Instinct.

38) Peasant, Tenant

Octa (age 30) is married to Eanra (age 24). Together in the last five years, they have managed to acquire enough land to become one of the largest freeholds in Kensla. Octa has a reputation of being a killer for an incident that happened a decade ago. He was attacked by Edric's (#32) son and killed him in self defense. Since then he cultivated the reputation in order to get the rest of the village to leave him and his family alone. He is extremely loyal to those that win his trust.

39) Peasant, Sharecropper

Gefmund (age 34) and his wife Begu (age 35) are respected for their thriftiness and industriousness. They have three children including their daughter Hilde (age 17) who rejected the suit of Luidic (#27). Hilde is far more interested in the attentions of Ecgric, a servant at the Golden House. They are devout worshippers of Mitra and put in more than their share of labor in maintaining the temple.

40) Peasant, Sharecropper

Orwold (age 53) is probably the fattest villager in Kensla. His wife, Begia (age 43) is noted for her baking skills and her ability to make ale. She supplements the income from Orwold's sharecropping by baking bread, cakes, and pastries for the bailiff, and villagers. They have seven children; three of them are still living here

including their eldest daughter Osthryth (age 25) and her husband, Luidric. Also living with them is Old Hanwald (see #2), Begia's father.

41) Peasant, Tenant

Cerdmon is Inghelm's best friend (#6). They settled in Kensla 10 years ago. He is in his 50's and still the best shot in the village. Unbeknownst to his fellow villagers, he fled City-State 30 years after betraying the Brotherhood of the Lion (City-State's Thieves Guild) to the Overlord. Despite the passing of a generation, the Brotherhood will still pay a gold crown (320d) for his head. Despite not securing a yeomanry, he drills with them every chance he gets. He also supplements his income by acting as the bailiff's huntsman.

Cerdmon: AC 7[12]; 4th Level Fighter; HP 22; HTB +2 (+1 for DEX), Atk 2; Dmg (1d6/1d6): Move 120; Save 16; Abl Athletics +1, Intimidation +1, Strategy +1; Items: Cuirboulli [+2], Shortsword (1d6); Long Bow (1d6/1d6, Rng: 70ft)

42) Peasant, Tenant

Raedric (age 42) qualified to serve in the Low Company of the Royal Guard of the Overlord, but declined to serve after becoming disgusted with the number of Setites, worshippers of the god Set, in the company. Leaving City-State he wandered from guard company to guard company until he won a freehold in the service of Baron Michael's father.

He settled in Kensla 20 years ago, and is a devout churchgoer. He is married and has four children, the eldest son is now training with the baronial guard in Westtower. He and his two sons are noted for their great strength (STR 16). He is secretly ashamed of this, as their strength comes from having a troll in the family's bloodline several generations back. He is a stalwart supporter of Elder Anselm and desires to become the village beadle in place of Swaefred (#8).

Raedric: AC 7[12]; 2nd Level Fighter; HP 10; HTB +0, Atk 2; Dmg (1d6/1d6): Move 120; Save 16; Abl Athletics +1, Intimidation +1, Strategy +1; Items: Cuirboulli [+2], Shortsword (1d6); Long Bow (1d6/1d6, Rng: 70ft);

43) Peasant, Tenant

Horwald (age 28) is a terrible farmer and is in considerable debt to Elder Anselm and the Church of Mitra. The situation is compounded by the fact Elder Anselm caught him cheating on his wife with the daughter of Edric (Kensla #26). Elder Anselm has remained silent, but in turn Horwald takes the Elder's side in village disputes.

The Beggar's Encampment

This is the encampment of the Goshawk Beggar Clan. It is a typical setup and it can be used again if the Beggars move to another location. This encampment is used in the encounters Meeting the Beggars and The Standoff at the Beggar Camp.

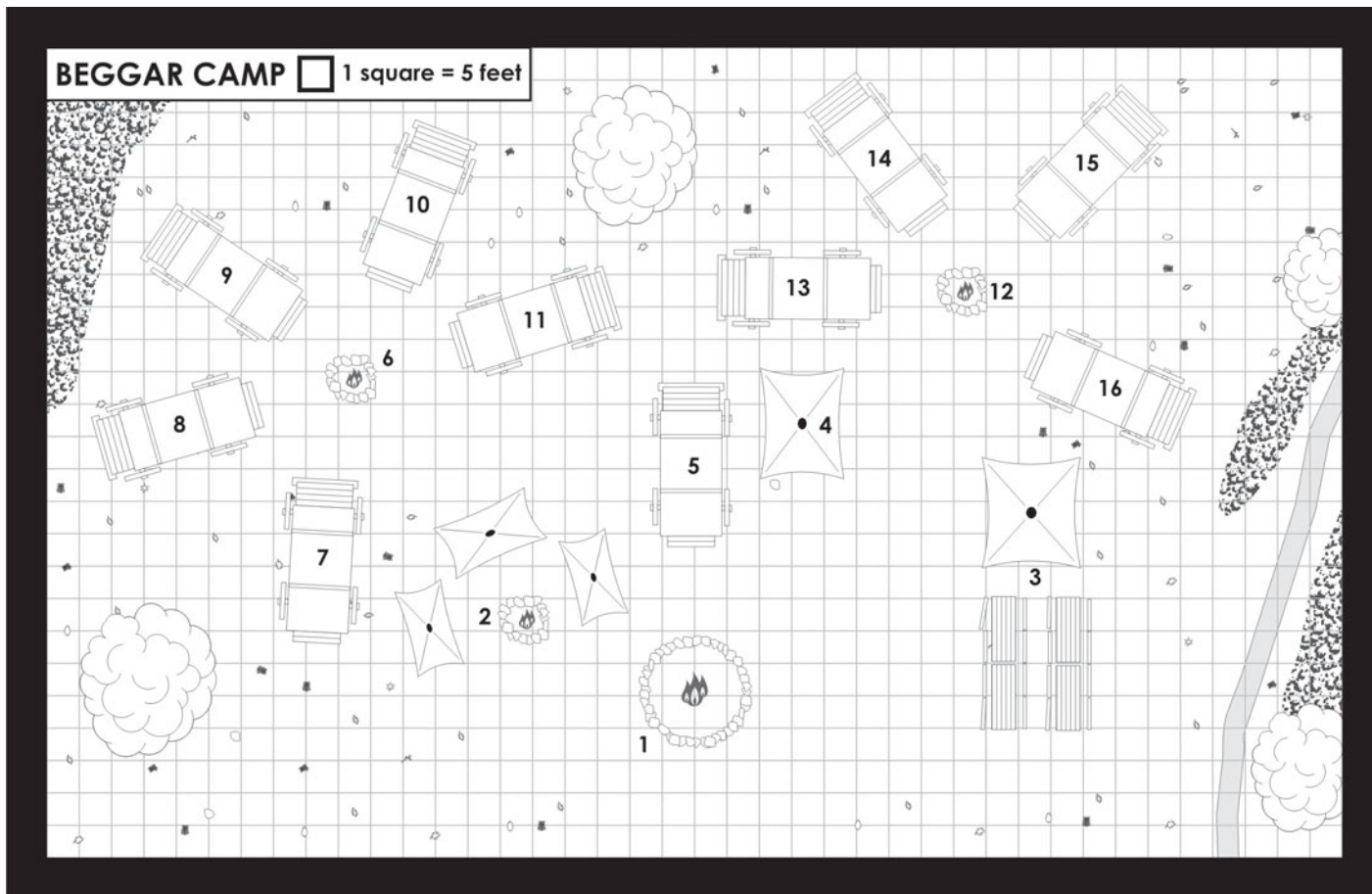
The Beggar Clans

The Tharian Horselords swept out of the west and conquered City-State one hundred years ago. Since then five Tharian Overlords have reigned including the current Overlord, Lucius III. During the conquest much of the land was divided among the clans and many Tharians became wealthy. But not all of them were fortunate and a few dishonored themselves.

Dispossessed of their horses they were forced to travel from steading to steading begging for food and shelter. Some banded together for survival and mutual support, these became known as the Beggar Clans. Over the last century they specialized in the trading of information and the smuggling of goods. Their mobility allows them to buy stolen items on one side of the Overlord's domain and sell it on the other.

As with most Tharians, the Beggars divide themselves into clans. Since they are not permitted horses, the clans have adopted the names of various birds, preferably those who are birds of prey or known for their skill at flying. Golden Eagles, Red Eagles, Peregrines, Goshawks, Banded Hawks, Albatrosses, are some of the few names that various Beggar Clans have adopted.

Their capital, such as it is, is the village of Alcambras just outside of the wall of City-State. Here the wandering clans meet with the beggars of City-State to exchange information or to trade. The beggars have also blazed several trails through the Mermist Swamp, south of City-State, to allow them to pass secretly between the western and eastern territories of the Overlord. There is a large clearing within the swamp where the clans can be meet in a season long encampment during the winter. There they revel, exchange tall tales, and conduct sacrifices to the mysterious Toad God who protects the Mermist Swamp.



Unless otherwise stated the stat for a beggar is

Human Beggar, AC 8[11]; HD 1; HP 4, Atk 1; HTB +0; Dmg 1d6; Move 120', Save 17;
Items: Leather armor, Shortsword (1d6), 20d.

1) Main Campfire

This is the main campfire of the encampment. It is where the Beggars gather to sing, drink, and dance in the evening after dinner. It is also used for cooking pigs, sheep and large game animals.

2) Trading Circle

This campfire and the surrounding three tents store much of the Goshawk's trade goods. The left tent holds a selection of weapons and armor (ring mail or lower), the center tent contains various luxury goods such as dried fruit, kegs of wine, and bolts of silk, the right tent holds a variety of miscellaneous goods. Anything under 100d in price can be found here. The Beggars charge double standard price for items.

3) Kitchen

This holds ovens and grills used along with the main campfire to prepare dinner for the entire clan. Midday meals and breakfast are usually prepared by the individual families.

4) Smith

This holds a portable forge and anvil used by the Goshawks for any metalwork they need done. It is manned during the day by the Goshawk's smith, Euthlius, his son, and two apprentices.

5) Euthlius's Wagon

This is the wagon of Euthlius (age 43), the smith, and his family. This includes his wife Irene (age 37), his 14 year old son Justin, and his two 10 year old twin daughters, Agnes, and Theotia.

Euthlius, Smith, Age 42, AC 8[11]; 7th lvl Crafts; HP 6, Atk 1; HTB +0; Dmg 1d8+3; Move 120' Save 17; ABL Profession(Smith)+8;
Items: Leather Apron[+1], 2H Warhammer (1d8+3).

Searching Euthlius's wagon will yield 200d, a silver necklace with a red topaz worth 50d, two silver bracelets worth 20d (one for each of his daughters), plus a dozen cunningly wrought iron figurines that can be sold for 5d each.

6) Campfire

Around this campfire are five wagons of the Goshawk Beggars.

7) Family Wagon

Adralrus (age 42) lives here with his wife, Thecla (age 27) their three young children, and his youngest brother Barcus (age 25). Adralrus organizes various gambling activities when the Goshawks stop near a village. In a locked strongbox built into the wagon bed there is 500d plus the dice and cards used for gambling. Unbeknownst to Adralrus, Barcus and Thecla are engaged in an affair and all of his children are fathered by Barcus.

8) Family Wagon

Eustans' father fell on hard times and the family wound up as thralls to a Tharian clan. At the first opportunity, Eustans ran away into the Troll Fens north of City-State. He struggled to survive, barely escaping the numerous trolls living in the fens, but was rescued by the Goshawks. Since then he blames every misfortune on a troll curse. Now age 26, he recently married Sittas (Age 22) and the two just had a baby girl.

Underneath the floorboard of the driver's seat Eustans keeps a +1 shortbow and a dozen +2 arrows he found while living in the Troll Fens. Also hidden beneath the floorboard are 230d and a set of silver dinnerware for two people worth 200d.

9) Family Wagon

Leotin (age 38) his wife Martina (age 30), their five children, and his father, Theodios (age 61) live in this wagon. Fifteen years ago Leotin returned after his mother died. He originally left the Goshawks to seek his fortune in the City-State of the Invincible Overlord. Since then he has risen to become Locus' lieutenant. He knows of the secret route through the City-State sewers the Beggars use for smuggling.

Leotin, Clan Lieutenant, AC 6[13]; 4th level Thug; HP 18, Atk 1; HTB +1; Dmg 1d8+1; Move 120'; Save 12; ABL Athletic +2, Area Knowledge +1, Intimidation +1, Locution +1; Items: Longsword (1d8+1), 2 Throwing Axes (1d6+1), Curiboulli [+2].

10) Locus' Wagon

This is the wagon of Locus (age 42), his wife Joanna (age 38), Joanna's mother Irene (age 62), and their surviving 18 year old daughter Zoe.

Locus, Clan Chief, AC 6[13]; 5th level Thug; **HP** 22, **Atk** 1; **HTB** +2; **Dmg** 1d8+1; **Move** 120'; **Save** 11; **ABL** Athletic +3, Area Knowledge +2, Intimidation +2, Locution +2; **Items:** Longsword (1d8+1), 3 Daggers (1d4), Curiboulli [+2].

Zoe wants to leave the Goshawks and make her fortune in the world. She is currently 0-level, but wants to train as an adventurer. She has hidden a short sword, a dagger, and 125d tied in a satchel beneath their wagon.

Locus has the clan's treasury of 2,200d and 10 gold crowns (320d each). In addition, he has two dozen gems; 10 spinals are worth 100d each, 5 quartz worth 150d each, 4 topazes worth 200d each, 3 emeralds worth 1,000d each, and 1 ruby worth 5,000d. He also has a box with 6 healing potions, a wine carrier containing a potion of extra healing, climbing, and 3 potions of strength.

11) Family Wagon

Lucina (age 45) is an expert tanner. Her husband, Phorus (age 45) spends much of his time drinking and gambling. His only contribution is hollowing out the logs Lucina needs for tanning. They have three older children living with them. She keeps the family's money hidden lest Phorus loses it gambling. Currently it is hidden in a compartment carved out of one of the support beams of the wagon house.

Lucina, Hideworker, AC 8[11]; 8th lvl Crafts; **HP** 4, **Atk** 1; **HTB** +0; **Dmg** 1d4; **Move** 120' **Save** 17; **ABL** Profession(Tanning)+9; **Items:** Leather Apron [+1], Skinning Knife (1d4).

12) Campfire

Around this fire are the wagons of several Goshawks, including the witch, Passara, and her two apprentices.

13) Family Wagon

Metrius (age 39) is the best fighter of the Goshawks. However, at home he is dominated by his shrew of a wife, Lantia (age 30). She is constantly after him to challenge Locus for the clan's leadership. He doesn't refuse her often, but this is one subject he will not submit to. They have two young children living with them. The family doesn't have much saved as Metrius has to buy Lantia the best of everything.

Metrius, AC 3[16]; 6th level Fighter; **HP** 45, **Atk** 1; **HTB** +3; **Dmg** 1d8+1; **Move** 90'; **Save** 9; **ABL** Athletic +2, Intimidation +2, Strategy +2; **Items:** Longsword (1d8+1), Scale Mail [+4], Shield[+1], Dagger (1d4+1).

14) Family Wagon

This wagon is home to three brothers, their wives, and six children of various ages. The wagon is crowded and they are continually bickering, everybody's annoyance. However, they are fiercely loyal to one another.

Heraclius (age 53) is the eldest and gets drunk at every opportunity. His wife, Comita (age 49) manages to keep the worst disputes from breaking out in bloodshed. They have two surviving children. The eldest son, Nikeporus (age 17) is well liked by Chief Locus.

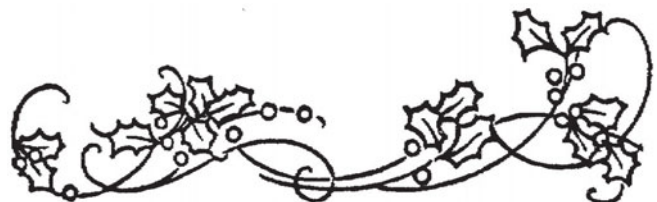
Synrus (age 46) is the middle brother and noted for his burglar skills. Anasia (age 43), his wife, is sarcastic kept only in check by Comita. They have three children.

The youngest brother is Justin (age 40). He is married to Helen (age 36) and they have one child. Helen is the quietest and most pleasant of the family, however she has managed to skim nearly 300d out of the clan's treasure. She keeps it well hidden in a side panel of her dowry chest.

Synrus, AC 7[12]; 3rd Burglar; **HP** 12, **Atk** 1; **HTB** +0; **Dmg** 1d4; **Move** 120'; **Save** 13; **ABL** Climbing +3, Eavesdrop +2, Legerdemain +4, Perception +2, Stealth +4; **Items:** Dagger (1d4), Leather [+1].

15) Family Wagon

This wagon is the home of Akronius (age 68) once a rival to Locus for leadership of the clan. He is now past his prime. He sits in front of his wagon telling stories of the old days. Living with him are two of his sons. Niceras, (age 32) along with his wife Zoe (age 20). They have a 2 year old child and Zoe is pregnant with their second child. Theodron (age 27) is the younger, unmarried brother. He wants his father's approval to betroth a woman from the Ospery clan.



16) Single Wagon

This wagon is the home of Passara (age 62) an experienced hedge mage of the Goshawks. She mixes potions, salves, and ointments along with dispensing advice about various arcane dangers and opportunities. She has two apprentices, Nymeri (age 23) and Irena (age 18). Irena is the better magic-user of the two and managed to go beyond Passara's limited hedge mage training. Nymeri is jealous of Irena and plots to bring about her downfall.

Living with them is Hersa (age 25). He is a mute Ghinorian. Passara found him begging outside of Goodnap, one of the larger towns of the Duchy of Dearthmead. He was ill and Passara took him in and nursed him back to health. Since then he remained as their bodyguard. The clan has come to accept his presence. He is sweet on Irena and has been secretly leaving her flowers.

Scattered inside Passara's wagon are 50d in coins, 150d in components, three Healing Potions, one Extra-Healing Potion, one Strength Potion, and one Cure Disease potion. Four potions that give +4 to saving throw versus Disease or to recover from Disease. Four minor love potions that will induce lust in those that drink them if they fail their saving throw. Passara often sells the love potions in pairs to couples desiring a memorable night. A poison potion recipe and 50d in components can be found in Nymeri's chest.

Passara's greatest fear is that a mage from the Order of Thoth will discover she possesses one of their spell books. Three decades ago she looted a fourth level spell book from of a dead mage she found near one of the Goshawks' camps.

Passara, AC 9[10]; 10th level Hedge Mage; **HP** 2, **Atk** 1; **HTB** +0; **Dmg** 1d6; **Move** 120'; **Save** 17 (+1 vs spells); **ABL** Herblore +4, Thaumatology +5; **Items:** Staff (1d6); **Spells** *Sleep, Web, Protection from Normal Missiles, Polymorph Other, Contact Other Plane;*

Nymeri, AC 9[10]; 2nd level Hedge Mage; **HP** 3, **Atk** 1; **HTB** +0; **Dmg** 1d4; **Move** 120'; **Save** 17 (+1 vs spells); **ABL** Herblore +2, Thaumatology +2; **Items:** Dagger (1d4); **Spells** *Protection from Evil, Locate Object.*

Irena, AC 9[10]; 1st level Magic-User; **HP** 4, **Atk** 1; **HTB** +0; **Dmg** 1d4; **Move** 120'; **Save** 15 (+1 vs spells); **ABL** Herblore +2, Thaumatology +2, Research +2, Natural Philosophy +2; **Items:** Dagger (1d4); **Spells** *Sleep.*

Hersa; AC 8[11], 2nd Lvl Thug; **HP** 14; **Atk** 1; **HTB** +1; **Dmg** 1d6+3; **Move** 120'; **Save** 14; **ABL** Athletic: +1 Area Knowledge: +1, Intimidation:+1, Locution:+1; **Items:** Club (1d6+3); **Note:** Mute.

Rob Note: Majestic Wilderlands hedge mages can only cast a single spell in each level of spells they know. Although she is capable of casting up to ninth level spells due to her level, she doesn't have any spells in her (or the Thothian) spell book higher than fifth level.

It takes a person at least 45 years before learning enough to be a 10th level Hedge Mage. Which is why Hedge Mages can cast a single 9th level spell. If converted to a magic-user then leave the level as is and she only has up to 3rd level spells in her spell books, and is missing the 4th level and 5th level spells she could otherwise cast.

The Golden House

Overview

The Golden House is one of the largest and most honored conclaves in the Roglaroon region. It is only exceeded in prestige by the Guild of Arcane Lore in City-State. It is renowned for its research into spells that affects the body. The conclave first came into prominence when it discovered the Transformation spell in its second decade of existence. The Golden House is also creates magic items of the highest quality, only a few are produced each decade.

History

Over a century ago, the City-State was taken over by Salm-Lorin, then the current grandmaster mage of the Guild of Arcane Lore. This violated the unwritten rule of the Order of Thoth that mages shall not become rulers. But Salm-Lorin prepared his ascension well and his rivals were either killed or driven into exile. Those that fled City-State gathered in the wilderness along the eastern edge of the Cloudwall Mountains. There they established a new conclave and swore the “Golden Oath” to bring down Salm-Lorin’s tyranny. The conclave soon became known as the Golden House. Their development of the Transformation spell was a key element in allowing Lucius the Great to bring down Salm-Lorin and become the first Tharian Overlord of City-State.

Most of the mages elected to return to City-State, leaving a dozen to carry on the traditions of the Golden House. While the Guild of Arcane Lore was restored to the Order of Thoth, the other conclaves of the Roglaroon region look to the Golden House as a check on any future ambitions of the Guild of Arcane Lore.

Societies

In addition to conclaves there are several informal societies that mages of the Order of Thoth can belong too. These societies are groups of mages that share a common interest. However the code of the order holds that the mage’s first loyalty is to his conclave. The mages and adepts of the Golden House belong to the societies below. For more details see the future Majestic Wilderlands supplement, The Lost Book of Magic.

Brotherhood of the Beast

They study the animal kingdom and learn to adopt their shape.

Builders of the Mystic Arts

They are interested in learning the intricacies of creating magical items and devices.

Keepers of the Faith

God of Knowledge devotees, they spend much of their time pondering the mysteries of Thoth.

Order of Nature’s Fury

These mages are fascinated by the interplay of the elemental magics of fire, air, water, and earth.

Meditus Society

They work to keep the facetious conclaves together under the banner of the Order of Thoth. They also act as ambassadors to the kings and churches of the Wilderlands ensuring that the Order is left alone.

Lords of Power

Battle mages who study magic to vanquish the Order’s enemies.

The Hounds of Truth

Renegades and traitors fear the wrath of those who enforce the Code of Thoth.



Mages

Currently there are 13 Thothian mages in residence; five masters, and eight adepts. The adepts in residence have chosen a life of study and service to the conclave rather than risks of adventuring. It takes an adept considerably longer to develop their skills to undergo the trials, but is less dangerous.

The Masters



Bowerbald, Male, Master, Order of Nature's Fury, **Age** 49, **Apprentices** 2
AC 9[10]; 7th level Mage; **HP** 23, **Atk** 1; **HTB** +4; **Dmg** 1d6+2; **Move** 120';
Save 9 (+2 vs Spells),
[100% Shield of Magic]; **ABL** Natural Philosophy +3, Herblore +3, Research +3,
Thaumatology+4 ;
Ritual: 500d; **Viz**: 10;
Scrolls: Wall of Fire, Fireball, Lightning Bolt, Sleep, Charm Person, Invisibility
Potions: Healing, Extra-Healing, Invisibility, Invulnerability
Items: Charm of Ice Storm, Charm of Invisibility, +2 Staff with Wizard's Touch
with 30 ft light, Wand of Magic Detection, Ring of Fire Resistance, Dagger
(1d4), 175d
Spells: 1st; *Magic Missile* x2, *Sleep*, *Shield*, 2nd; *Web* x2, *Invisibility*, 3rd;
Fireball, *Lightning Bolt*, *Slow*, 4th; *Ice Storm*

A grizzled veteran of several mage hunts where he provided the Hounds of Truth, enforcers of the order, with needed firepower to bring down renegade mages. He wears a skull cap with a ruby fixed on the forehead, symbolizing his focus on the Art of the Flame. His eyes are always intently looking at everyone and everything. More than one apprentice and servant has become clumsy and unsure in his presence. He uses his Wand of Magic Detection inspect for weakness in Gledric's work on conclave's defenses. This is a source of tension between the two masters.

Gledric, Male, Master, Builders of the Mystic Arts, **Age** 35, **Apprentices** 2
AC 8[11]; 6th level Mage; **HP** 16, **Atk** 1; **HTB** +4; **Dmg** 1d6+2; **Move** 120';
Save 10 (+2 vs Spells)
[100% Shield of Magic]; **ABL** Natural Philosophy +2, Herblore +2, Research +2,
Thaumatology+3 ;
Ritual: 400d; **Viz**: 5;
Scrolls: Sleep, Charm Person, Hold Person, Mirror Image;
Potions: Healing, Fire Resistance, Invisibility, Levitation;
Items: Charm of Locate Object, +2 Staff with Wizard Touch with 30 ft light,
Charm of Strength, Ring of Protection +1, Wand of Detect Magic, Dagger (1d4),
125d.
Spells: 1st; *Magic Missile* x2, *Sleep*, *Protection from Evil*, 2nd; *Web* x2, 3rd;
Lightning Bolt, *Dispel Magic*

Gledric is a tall, thin man with long hair and a large drooping mustache. He wanders the halls muttering incantations and formulas. When somebody talks to him, he acts surprised, blinks for a minute, and then will reply. He maintains the various enchantment circles, and equipment in the conclave while pursuing his own research into Forge Mana (see Book of Lost Magic). Only Bowerbald's constant double checking breaks his concentration to his annoyance.





Numbford, Male, Master, Masters of Time and Space, **Age** 67, **Apprentices** 2

AC 0[19]; 12th level Mage; **HP** 50, **Atk** 1; **HTB** +10; **Dmg** 1d6+5; **Move** 120'; **Save** 5 (+2 vs Spells), [100% Shield of Magic];

ABL Natural Philosophy +4, Herblore +4, Research +4, Thaumatology+6 ;

Ritual: 300d; Viz: 15

Scrolls: Charm Person, ESP, Mirror Image, Dispel Magic, Lightning Bolt, Telekinesis

Potions: Extra Healing x3, Invisibility, Flying, Clairvoyance

Items: +5 Staff (1d6) of Wizardry with Wizard's Touch, Robe of Wizardry, Bracers of Defense AC 2 [17], Ring of Protection +2, Ring of Spell Storing 1 5th, 1 3rd, 1 2nd (*Teleport, Lightning Bolt, Invisibility*), +3 Dagger(1d4) with Return to Hand and Lightning Bolt Charm, Amulet with See Invisible, Walk through Stone 20ft, Fly

Spells: *Charm Person, Magic Missile x2, Read Languages, Sleep, 2nd; ESP, Mirror Image, Wizard Lock, Detect Evil, 3rd; Lightning Bolt, Rope Trick, Suggestion, Dispel Magic, 4th; Hallucinatory Terrain, Wizard Eye, Confusion, Dimension Door, 5th Conjure Earth Elemental*

Master Numbford is the senior master at the Golden House having been in residence for nearly fifty years. He is also the last member of the Golden House to have been apprenticed by the original founders. He no longer cares much for politics, inside or outside of the Golden House. Instead he has turned his attention to Portal Magic, specifically looking at ways to pierce the void and connect to other worlds. He is interested in any tales of inter-world travel and more importantly, how they managed to enter or exit the Wilderlands. Year by year this research has become his all consuming interest.

He wears a fur lined Robe of Wizardry while wielding a Staff of Wizardry. He wears the traditional pointed wizard's hat despite it going out of style in the last century. Most avoid looking into his eyes. One apprentice said "*It was like looking into the wells of infinity*".





Swarton, Male, Master, Meditus Society, **Age 52, Apprentices 1**
AC 5[14]; 9th level Mage; **HP** 25, **Atk** 1; **HTB** +6; **Dmg** 1d6+3; **Move** 120';
Save 7 (+2 vs Spells), [100% Shield of Magic];
ABL Natural Philosophy +3, Herblore +3, Research +3, Thaumatology+5 ;
Ritual: 500d; Viz: 10
Scrolls: Charm Person, ESP, Invisibility, Lightning Bolt, Dimension Door, Teleport
Potions: Healing x2, Extra-Healing x2, Fire Resistance, Invisibility
Items: +3 Staff (1d6) with Wizard's Touch with Teleport Charm, +2 Dagger (1d4) with Return to Hand, +2 Ring of Protection Ring of Spell Storing 3rd x 1, 1st x 2 (*Lightning Bolt, Magic Missile* x2), Medallion of ESP 30ft, Cloak of Protection +1, 250d.
Spells: *Charm Person, Sleep, Magic Missile* x2, 2nd; *Web, Mirror Image, Phantasmal Force*, 3rd; *Lightning Bolt, Fireball, Fly*, 4th; *Ice Storm, Confusion*, 5th; *Teleport*

The Meditus Society has had a long time presence in the Golden House due to its central role in uniting the conclaves of the Roglaroon, by bringing down the Guild of Arcane Lore under the Tyrant Salm-Lorin. Swarton is the resident Meditus master having been in the position for nearly 15 years. He and Parnswarn the Red, current Guildmaster of the Guild of Arcane Lore, are well known rivals. Swarton keeps the other Roglaroon conclaves updated on Parnswarn's plots. He takes his duties as a Meditus seriously, often leaving the conclave to adjudicate various disputes. Unfortunately this means his apprentices wind up having a lot of unsupervised time. He wears a well made set of travelling robes with an ornate skull cap with symbols of the Meditus Society embossed on the brim.

Witely, Female, GrandMaster, Lords of Power, **Age 67, Apprentices 1**
AC -1[20]; 11th level Mage; **HP** 38, **Atk** 1; **HTB** +3; **Dmg** 1d6+3; **Move** 120'; **Save** 6 (+2 vs Spells), [100% Shield of Magic]; **ABL** Natural Philosophy +4, Herblore +4, Research +4, Thaumatology+6
Ritual: 500d; Viz: 20
Scrolls: Fireball, Polymorph Self, Wall of Fire, Dimension Door, Ice Storm, Invisible Stalker
Potions: Invisibility, Extra-Healing x3, Flying, Gaseous Form
Items: +3 Staff (1d6+3) of Power with Light 30 ft and Wizard's Touch, Wand of Fireballs (10 charges), Wand of Enemy Detection, Ring of Protection +2; Bracers of Defense AC 2[17], Ring of Spell Storing 3 x 1st, 1x 2nd, 2 x 3rd (*Sleep, Charm Person, Shield, Invisibility, Fireball, Lightning Bolt*)
Spells: 1st; *Magic Missile* x2, *Sleep, Shield*, 2nd; *ESP, Web* x2, *Phantasmal Force*, 3rd; *Lightning Bolt* x2, *Hold Person, Suggestion*, 4th; *Confusion, Dimension Door, Ice Storm*, 5th; *Wall of Iron, Teleport, Conjure Fire Elemental*



Witely is the Grandmaster of the Golden House, while Swarton is busy chasing Parnswarn plots, she works to make sure that the conclaves of the Roglaroon have the training and resources to resist the Guild of Arcane Lore if needed. She is a master of the Lords of Power, a society of mages dedicated to the expansion and preservation of the Order of Thoth at all costs. She leads her fellow society members and apprentices in daily sessions of training with battle magic. She is not very tall, but her demeanor and attitude marks her as a leader and not one to trifle with. For one so dedicated to the arts of battle magic, she leads her fellow mages with a light touch. She tolerates their individual idiosyncrasies, but convinces them through slow persuasion and the occasional tongue lashing to do what is needed for the good of the conclave.

The Adepts

Angelanca, Female, Adept, Meditus Society,
Age 33, Apprentices 1
AC 9[10]; 3rd level Mage; **HP** 9, **Atk** 1; **HTB** +0;
Dmg 1d6+1; **Move** 120';
Save 13 (+2 vs Spells); [60% Shield of Magic];
ABL Natural Philosophy +1, Herblore +1,
Research +1, Thaumatalogy+2 ;
Ritual: 100d; Viz: 3
Scrolls: Sleep, Read Languages
Potions: Healingx2, Clairaudience, Clairvoyance
Items: +1 Staff with Wizard's Touch
and 30ft Light, 175d, dagger (1d4)
Spells: 1st, *Read Languages, Charm Person,*
2nd *Invisibility*

Angelanca was Swarton's apprentice and elected to stay at the Golden House after becoming an adept. Since Knifeada focused on her research, she does her work and hopes to gain Swarton's favor. Unfortunately she makes more mistakes and has only earned Swarton's disapproval.

Dwarlard, Male, Adept, Lords of Power,
Age 44, Apprentices 2
AC 6[13]; 4th level Mage; **HP** 13, **Atk** 1; **HTB** +2;
Dmg 1d6+1; **Move** 120';
Save 12 (+2 vs Spells), [80% Shield of Magic];
ABL Natural Philosophy +2, Herblore +2,
Research +2, Thaumatalogy+2
Ritual: 200d; Viz: 6
Scrolls: Invisibility, Sleep, Charm Person, Shield
Potions: Healing x3, Invisibility, Ethereality
Items: +1 Staff with Wizard's Touch, Light 30 ft,
Charm of Mirror Image, Charm of ESP, Wand of
Magic Missiles, 2 charges, 200d, Dagger (1d4)
Spells 1st; *Shield, Magic Missile x3,*
2nd; *Invisibility, Web*

Dwarlard is another one of Witely's apprentices and is nearly ready to take his trials. He is disinterested in adventuring and more fascinated with the teaching of magic. Several of the adepts and senior apprentices have gotten their initial training under Dwarlard's tutelage. He is quite popular with everyone in residence at the conclave and is considered the most approachable of all the mages by the servants.



Fondvette, Female, Adept, Lords of Power,
Age 34, Apprentices 0
AC 9[10]; 3rd level Mage; **HP** 14, **Atk** 1; **HTB** +0;
Dmg 1d4; **Move** 120';
Save 13 (+2 vs Spells), [60% Shield of Magic];
ABL Natural Philosophy +1, Herblore +1,
Research +1, Thaumatalogy+2 ;
Ritual: 250d; Viz: 4
Scrolls: Sleep, Shield
Potions: Healing x3, Fire Resistance, Invisibility
Items: Sleep Charm, Detect Magic Charm,
Protection from Evil Charm, 75d, dagger (1d4)
Spells: 1st; *Magic Missile x2, 2nd; Web*

Fondvette apprenticed here with her identical twin sister Lovealie. She has a fiery temper and Witely often has to send her out to the woods to cool off. She is devoted to her sister, who is the only one other than Witely that can calm her down. Witely has placed her in charge of discipline among the apprentices hoping the experience will help her mature. So far the apprentices have learned to stay clear of her temper.

Gluthart, Male, Adept, Keepers of the Faith,
Age 23, Apprentices 0
AC 9[10]; 2nd level Mage; **HP** 5, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120';
Save 14 (+2 vs Spells), [40% Shield of Magic];
ABL Natural Philosophy +1, Herblore +1,
Research +1, Thaumatalogy+1 ;
Ritual: 0d; Viz: 5;
Scrolls: Charm Person, Sleep;
Potions: Healing x2, Fire Resistance,
Items: Staff +1 with Wizard Touch
with Light 30 ft. Dagger (1d4), Dart x5 (1d3), 50d.
Spells: 1st; *Charm Person, Magic Missile*

Gluthart arrived here two years ago from the Guild of Arcane Lore, to study under Master Eckart, a practitioner of the mysteries of Thoth. Unfortunately, Master Eckart died of natural death shortly afterwards. Gluthart has been trying to help organize his dead master's papers, but is struggling as he tries to make sense of Eckart's writings. He is ready for adventure and will leave the first chance he gets.

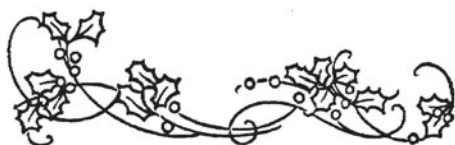


Knifeada, Female, Adept, Meditus Society,
Age 41, **Apprentices** 1
AC 7[12]; 4th level Mage; **HP** 17, **Atk** 1; **HTB** +2;
Dmg 1d6+2; **Move** 120';
Save 12 (+2 vs Spells), [80% Shield of Magic];
ABL Natural Philosophy +2, Herblore +2,
 Research +2, Thaumatology+2 ;
Ritual: 200d; Viz: 6
Scrolls: Read Languagesx2, Sleep, Detect Evil
Potions: Invisibility, Healingx2, Gaseous Form
Items: +1 Staff with Wizard's Touch with 30ft
 light, Charm of Clairvoyance, Charm of
 Clairaudience, Charm of Web, 150d, Dagger (1d4),
 6 Darts (1d3)
Spells: 1st; *Magic Missile x2, Protection from Evil,*
 2nd; *ESP, Web*

Knifeada came to the Golden House to work with Swarton after been trained at the Cisora conclave near Modron. The first few years she was consumed by working as a Meditus and neglected her studies. After her near death experience in the Majestic Mountains and meeting Vainvid she spent more time researching the arts. She feels that within a few months she will be ready to undertake the trial. That is, if her feelings for Vainvid doesn't distract her.

Lovealie, Female, Adept, Lords of Power,
Age 34, **Apprentices** 1
AC 8[11]; 3rd level Mage; **HP** 9, **Atk** 1; **HTB** +0;
Dmg 1d4; **Move** 120';
Save 13 (+2 vs Spells), [60% Shield of Magic];
ABL Natural Philosophy +1, Herblore +1,
 Research +1, Thaumatology+2 ;
Ritual: 125d; Viz: 3;
Scrolls: Sleep, Magic Missile
Potions: Healing x2, Flying
Items: Dagger (1d4) with Return to Hand, 30 ft
 Light, and Wizard's Touch, 175d
Spells: 1st; *Charm Person, Shield, 2nd; Invisibility*

Lovealie apprenticed here with her identical twin sister Fondvette. Both elected to stay in residence instead of adventuring. Lovealie has proven an excellent student and shows signs of being an inspired leader. Witley is grooming Lovealie as her successor. This would send her to another conclave in the Roglaroon area or even Tula for further training. Witley knows this would be difficult for the sisters since they are inseparable.



Vainvid, Male, Adept, Brotherhood of the Beast,
Age 35, **Apprentices** 0
AC 8[11]; 3rd lvl Mage; **HP** 12, **Atk** 1; **HTB** +1;
Dmg 1d6+1; **Move** 120';
Save 13 (+2 vs Spells) [60% Shield of Magic];
ABL Natural Philosophy +1, Herblore +1,
 Research +1, Thaumatology+1 ;
Ritual: 100d; Viz: 2;
Scrolls: Sleep, Shield;
Potions: Animal Control x2, Healing;
Items: +1 staff with 30 ft light and wizard's touch,
 100d, dagger (1d4)
Spells: 1st; *Sleep, Magic Missile, 2nd; Web*

Vainvid originally apprenticed at the Conclave of Bhalar, on the Tharian Coast. He quickly left after becoming an adept exploring around the Majestic Mountains and researching the local wildlife. Five years ago, he rescued Knifeada and her party when they were pinned in a dead end valley by a group of marauding orcs. She invited him to come to the Golden House and he leapt at the change to explore a new wilderness. Since his arrival the two have remained close. Vainvid is a man of a few words and his large physique is often intimidating to the apprentices.

Witerine, Female, Adept, Order of Nature's Fury,
Age 32, **Apprentices** 1
AC 7[12]; 4th level Mage; **HP** 11, **Atk** 1; **HTB** +2;
Dmg 1d6+1; **Move** 120';
Save 12 (+2 vs Spells), [80% Shield of Magic];
ABL Natural Philosophy +2, Herblore +2,
 Research +2, Thaumatology+2 ;
Ritual: 200d; Viz: 6
Scrolls: Pyrotechnics, Detect Magic, Sleep,
 Charm Person
Potions: Fire Resistance x2, Healing x2
Items: +1 Staff with Wizard's Touch and 30ft
 Light, Charm of Invisibility, Darts x12 (1d3), 150d
Spells: 1st; *Sleep, Charm Person, Magic Missile,*
 2nd; *Web, ESP*

Apprenticed and taught here by Master Bowerbald, Witerine elected to remain to study under him. They are both engaged in researching several hot springs that are natural sources of viz in the upper slopes of the Cloudwall Mountains.



Apprentices

When in residence at the conclave, the adepts are placed in charge of the younger apprentices. As the apprentices become more skilled the conclave's masters start to take over their training. In addition to their studies, the apprentices are responsible for the conclave's upkeep under the Steward's direction.

Alwold, Age 25, Male,
Apprentice of Bowerbald, Order of Nature's Fury
AC 9[10]; 1st level Mage; **HP** 4, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120'; **Save** 15 (+2 vs Spells);
ABL Natural Philosophy +1, Herblore +1, Research +1, Thaumatology+1
Items: Staff (1d6), Darts x12 (1d3), 60d
Spells: 1st *Magic Missile*

Alwold is Bowerbald's right hand when the master embarks on a wizard hunt. Bowerbald is recommending further training for Alwold as a Hound of Truth.

Arbela, Age 27, Female,
Apprentice of Swarton, Meditus Society
AC 9[10]; 1st level Mage; **HP** 4, **Atk** 1; **HTB** +0;
Dmg 1d4; **Move** 120';
Save 15 (+2 vs spells) [20% Shield of Magic];
ABL Natural Philosophy +1, Herblore +1, Research +1, Thaumatology+1;
Items: Dagger (1d4), Darts x3 (1d3), 320d.
Spells: 1st *Charm Person*,

Like most with a talent for magic, Arbela leapt at the opportunity to become an apprentice. However, Arbela's long service with Swarton has left her jaded and disillusioned. Five years ago she began researching darker magics using her travels with Swarton as a cover to gather materials. The discovery of a black tome in Swarton's private sanctum was a boon and last year she attempted to summon a demon. The attempt failed and consumed a lot of expensive components. Since then she has been amassing funds and plans to head out to Viridistan to seek a Viridian to study under. Ingwald, who helped gather the original set of components, plans to join her on the journey.

Athelby, Age 21, Female,
Apprentice of Bowerbald, Order of Nature's Fury
AC 9[10]; 0 level Human; **HP** 5, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120'; **Save** 17;
Items: Staff (1d6), 10d

Athelby is a competent student, but has no love of wizard hunts. This is a source of tension between her and Master Bowerbald. She spent considerable time studying the Eagle Arts of Air and has considered transferring to the Guild of Arcane Lore in City-State.

Bedly, Age 23, Male,
Apprentice of Gledric, Order of Nature's Fury
AC 9[10]; 0 level Human; **HP** 2, **Atk** 1; **HTB** +0;
Dmg 1d4; **Move** 120'; **Save** 17;
Items: Dagger (1d4), 30d

Bedly is Gledric's first apprentice and devoted to his master. He helps Gledric organize his research and takes care of any logistics. He recognizes that Gledric is a poor teacher and often goes to the other adepts and masters for help in his own research. This keeps him quite busy and he is often too tired to keep track of the antics of Ingwald.

Cynenar, Age 15, Female,
Apprentice of Gledric, Builders of the Mystic Arts
AC 9[10]; 0 level Human; **HP** 3, **Atk** 1; **HTB** +0;
Dmg 1d4; **Move** 120'; **Save** 17;
Items: Dagger (1d4), 15d

Cynenar arrived at the conclave two years ago and has been struggling due to Master Gledric's poor teaching skills and Ingwald's bullying.

Cerwald, Age 29, Male,
Apprentice of Numbford,
Masters of Time and Space
AC 8[11]; 1st level Mage; **HP** 3, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120'; **Save** 15 (+2 vs Spells);
ABL Natural Philosophy +1, Herblore +1, Research +1, Thaumatology+1;
Items: Staff (1d6), Dagger (1d4), 100d
Spells: 1st *Sleep*

For several years now, Cerwald has managed Numbford's affairs. Making sure supplies are in stock, and everything is properly prepared. He views Numbford like a father and views himself as his heir.

Darsa, Age 20, Female,
Apprentice of Numbford,
Masters of Time and Space
AC 9[10]; 0 level Human; **HP** 3, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120'; **Save** 17;
Items: Staff (1d6), 10d

Darsa is devoted to Master Numbford. She works hard at all the jobs Numbford and Cerwald assign her. Her growing skill and dedication has not gone unnoticed by both.

Farsa, Age 14, Female,
Apprentice of Knifeada, Meditus Society
AC 9[10]; 0 level Human; **HP** 2, **Atk** 1; **HTB** +0;
Dmg 1d4; **Move** 120'; **Save** 17;
Items: Dagger (1d4), 10d

A newcomer to the conclave, Farsa, is scrambling to learn the basics of magic under Knifeada's tutelage. Despite the workload she enjoys the work and travel. She is the most enthusiastic of the apprentices.

Friyth, Age 14, Female,
Apprentice of Lovealie, Lords of Power
AC 9[10]; 0 level Human; **HP** 4, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120'; **Save** 17;
Items: Staff (1d6), Darts x3 (1d3)

Friyth was unsure about apprenticing as a Thothian Mage. But thanks to Lovealie's tutelage, has come to enjoy the work and study involved with magic.

Gefar, Age 18, Male,
Apprentice of Angelanca, Meditus Society
AC 9[10]; 0 level Human; **HP** 1, **Atk** 1; **HTB** +0;
Dmg 1d4; **Move** 120'; **Save** 17;
Items: Dagger (1d4), 25d

Gefar can't believe the incompetence displayed by his teacher, Angelanca. He displays nothing but contempt behind her back. He is hoping to pass his senior apprentice tests so he can study under Swarton.

Ingwald, Age 16, Male,
Apprentice of Gledric, Builders of the Mystic Arts
AC 9[10]; 0 level Human; **HP** 4, **Atk** 1; **HTB** +0;
Dmg 1d4; **Move** 120'; **Save** 17;
Items: Dagger (1d4), 15d

Ingwald is growing into a huge man and has a bully's temperament to match. He lords over the other apprentices and takes advantage of Master Gledric's lack of attention. He and Arbela are often co-conspirators in various plots although he is not aware of her dabbling in demon summoning.

Raedric, Age 18, Male,
Apprentice of Dwarlard, Lords of Power
AC 9[10]; 0 level Human; **HP** 3, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120'; **Save** 17;
Items: Staff (1d6), Darts x3 (1d3)

Raedric is the 5th son of the Duke of Sykmet. Growing up he was lazy and disinterested in everything except for the pursuit of pleasure. Magic was the only thing he had talent for so his father gave generously to the Golden House to take him in. Dwarlard considers him his greatest challenge so far and has largely succeeded in motivating the young man to keep at his studies. Raedric grudgingly has come to accept this although he continues to be reprimanded for the parties he throws in the forest.

Ricula, Age 19, Female,
Apprentice of Dwarlard, Lords of Power
AC 9[10]; 0 level Human; **HP** 3, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120'; **Save** 17;
Items: Staff (1d6), Dagger (1d4), Darts x6 (1d3)

Ricula has been Dwarlard's apprentice for several years. The desire to excel in her master's eyes has kept her from joining many of Arbela's and Ingwald's schemes.

Swafred, Age 23, Male,
Apprentice of Witely, Lords of Power
AC 9[10]; 0 level Human; **HP** 4, **Atk** 1; **HTB** +0;
Dmg 1d6; **Move** 120'; **Save** 17;
Items: Staff (1d6), Dagger (1d4), Darts x9 (1d3)

Swafred functions as Witely's clerk in the administration of the Golden House. His obvious talent and interest has led Witely to make plans to place him in one of the local noble courts when Swafred passes his adept trials. Unbeknownst to Witely, Swafred has been secretly supplying Raedric with provisions for his parties with the provision that Raedric takes the blame for everything.



Conclave Staff

Bebba, Housekeeper, Age 54; AC 9[10]; 5th level Craftsman; HP 3; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Housekeeping): +6, Items: Broom (Club, 1d3), 23d

Bebba's husband, Norhelm, died three years ago, leaving her alone for the first time in thirty years. The arrival of Raedwald, an outsider, didn't help her mood and she views him as an usurper of her husband's place. Initially she conspired with Ecgric to get Raedwald fired and have Ecgric become steward. Raedwald's friendliness to the other staff members and good leadership frustrated her plan. It didn't help that she was caught in several lies by the Masters of the Conclave. Out of respect for Norhelm, the mages let Bebba stay on with the condition that they hear no more complaints about Raedwald. Bebba is known for her sharp tongue, being a devoted follower of Mitra and always complaining about how she just needs a good night sleep.

Ecgric, Servant, Age 48; AC 9[10]; 7th level Craftsman; HP 2; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Steward): +8, Items: Dagger (1d4), 33d.

Ecgric had long believed that when the old steward, Norhelm, died that he would be the next steward of the Golden House. He was shocked and dismayed three years ago when Grandmaster Witely brought in an outsider, Raedwald. He and Bebba plotted to have Raedwald removed, but the new steward's rapport with the other servants and the exposing of Bebba's lies put an end to that. As the senior servant he continues to perform to the best of his ability despite his unhappiness. Ecgric is thinking of leaving the Golden House and settling down in Kensla with Hilde (Kensla, #39). He is noted for his fastidious manner always washing everything. He doesn't like to be touched and will politely excuse himself at the first opportunity in order to clean himself.

Edgist, Cook, Age 63; AC 9[10]; 10th level Craftsman; HP 5; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Cooking): +11, Items: Cleaver (1d4), 66d.

Edgist has ruled the kitchens for as long as any of the mages can remember. An imposing, tremendously overweight man, not even Grandmaster Witely argues with him while next to the oven. The only person in the conclave that matches him is Jenece, his junior cook. Their loud arguments reverberate through the halls to the entertainment of the apprentices. Despite his

reputation as terror of the kitchens he is actually quite forgiving of mistakes and will help the person to do the job right. A fact only known to a few senior mages is that Edgist is Master Numbford's younger brother. Fridyth, one of the maids, is his wife.

Eudemia, Maid, Age 70; AC 9[10]; 7th level Craftsman; HP 1; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Housekeeping): +8, Items: Broom (1d3), 13d.

Eudemia is the oldest servant at the Golden House. She was here even before the arrival of Master Numbford as an apprentice. Eudemia is full of stories about the original masters of the Golden House and the years since. She loves nothing better to sit down with a cup of hot tea and spend the afternoon telling stories. She dislikes Arbela and her clique of friends, always saying nothing good will come out of that bunch. She also has an excellent singing voice and will often sing while the mages eat dinner.

Fridyth, Maid, Age 57; AC 9[10]; 7th level Craftsman; HP 2; HTB +0; Atk 1 Dmg 1d3; MV 120'; Save 17; ABL Profession(Housekeeping): +8, Items: Broom (1d3), 13d.

Fridyth is the Senior Maid and has worked at the Golden House since her mid 20s. She married Edgist 31 years ago. Fridyth has always been a bit neurotic. She tells stories of her youth, but her listeners find them unusual, even unsettling. Also unsettling is how she sweats profusely anytime she is in an extended conversation.

Harwald, Servant, Age 23; AC 9[10]; 3rd level Craftsman; HP 2; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Steward): +4, Items: Dagger (1d4), 16d.

Harwald is Bebba's youngest son and has elected to stay with the conclave as member of the staff. Since the failure of his mother's plans with Ecgric, she has been grooming him to become the next steward. Harwald is nowhere near as competent as his father. It doesn't help that he bursts into giggles at random moments while daydreaming. His mother's haranguing has led him to drinking. In addition, he has become part of Arbela's clique of friends and steals food and supplies for them to use.

Hanric, Smith, Age 42; AC 9[10]; 6th level Craftsman; HP 5; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Blacksmith): +7, Items: Hammer (1d4), 53d.

Hanric is the conclave's smith, not only keeping various items in repair, but also forging specialized lab equipment for the mages' research. He is married to Hildyth, a maid, and the pair are known for their enthusiastic nights, the sounds of which can be heard throughout the inner courtyard. He is an incessant flirt with the ladies. He is faithful to Hildyth and will back off if things get too serious. He bears a magically constructed left hand. He lost his hand in an accident a decade ago. Because of this he is extremely loyal to the conclave.

Hildyth, Maid, Age 38; AC 9[10]; 5th level Craftsman; HP 2; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Housekeeping): +6, Items: Broom (1d3), 23d.

Hildyth has been a maid at the conclave for the past decade. She arrived shortly after Hanric lost his hand and was assigned to be his nurse. The pair fell in love and married. She is known for her no-nonsense demeanor except with Hanric. Every time the two get together she giggles and laughs. She has a habit of giving everybody nicknames much to people's annoyance.

Jenecne, Cook, Age 58; AC 9[10]; 6th level Craftsman; HP 3; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Cooking): +7, Items: Rolling Pin (1d3), 20d.

Jenecne is the junior cook and helps Edgist with the cooking. They engage in frequent arguments. She came to the conclave twenty five years ago after Master Numbford liberated her from the slave pits within a Temple of Hamakhis, a death god, in Sarnia (far to the south of the Golden House). Originally quiet and unassuming, she grew to love the Golden House as her home. After some time she began to assert her personality and the battles with Edgist began. Jenecne has large collection of spices and herbs. She is constantly after the mages that travel to bring back new varieties to stock her cupboard. They readily agree to escape her unbelievably bad breath.

Leon, Ostler, Age 28; AC 9[10]; 2nd level Craftsman; HP 4; HTB +0; Atk 1 Dmg 1d3; Move 120'; Save 17; ABL Profession(Horses): +3, Items: Whip (1d3), 44d.

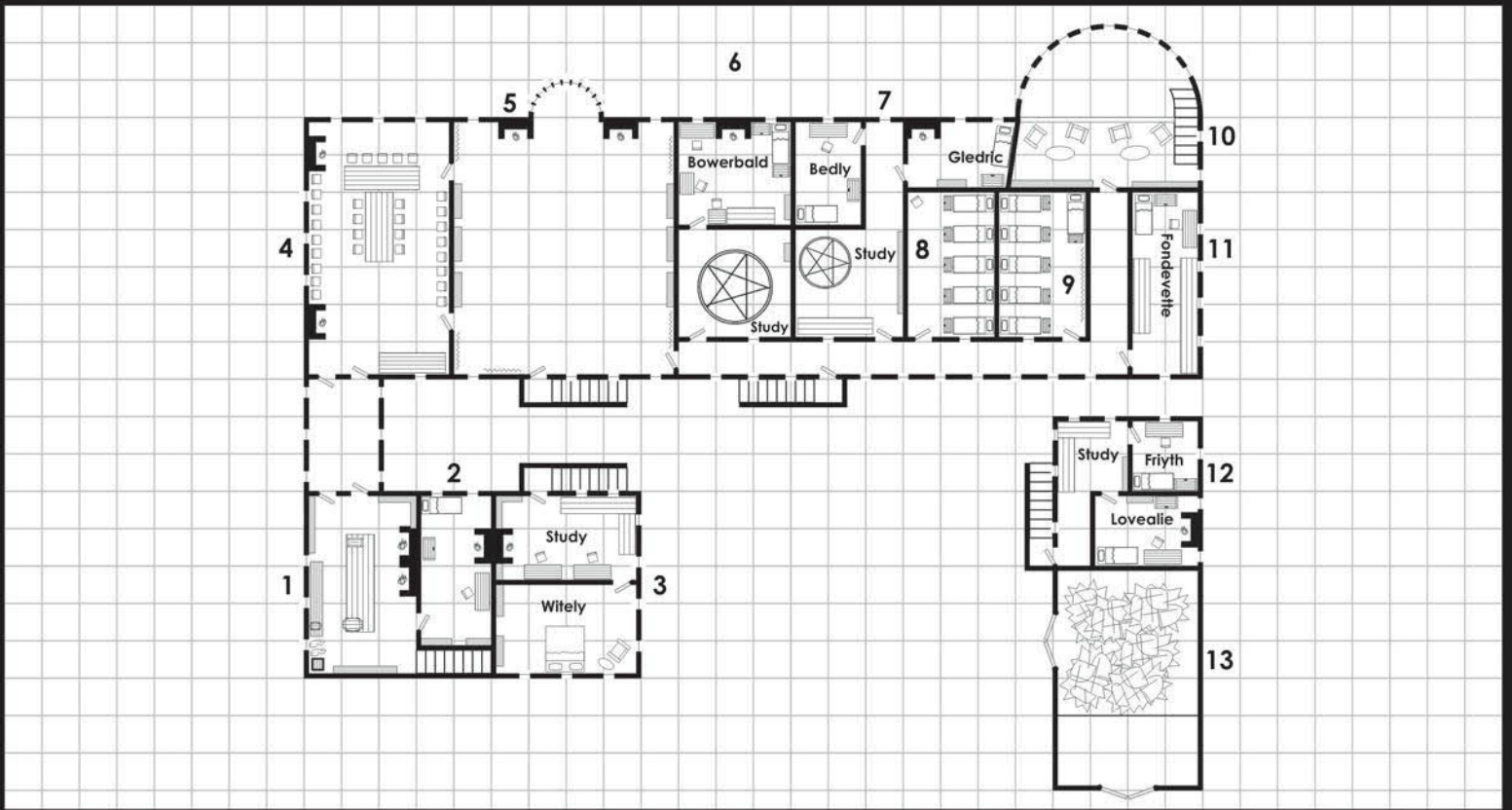
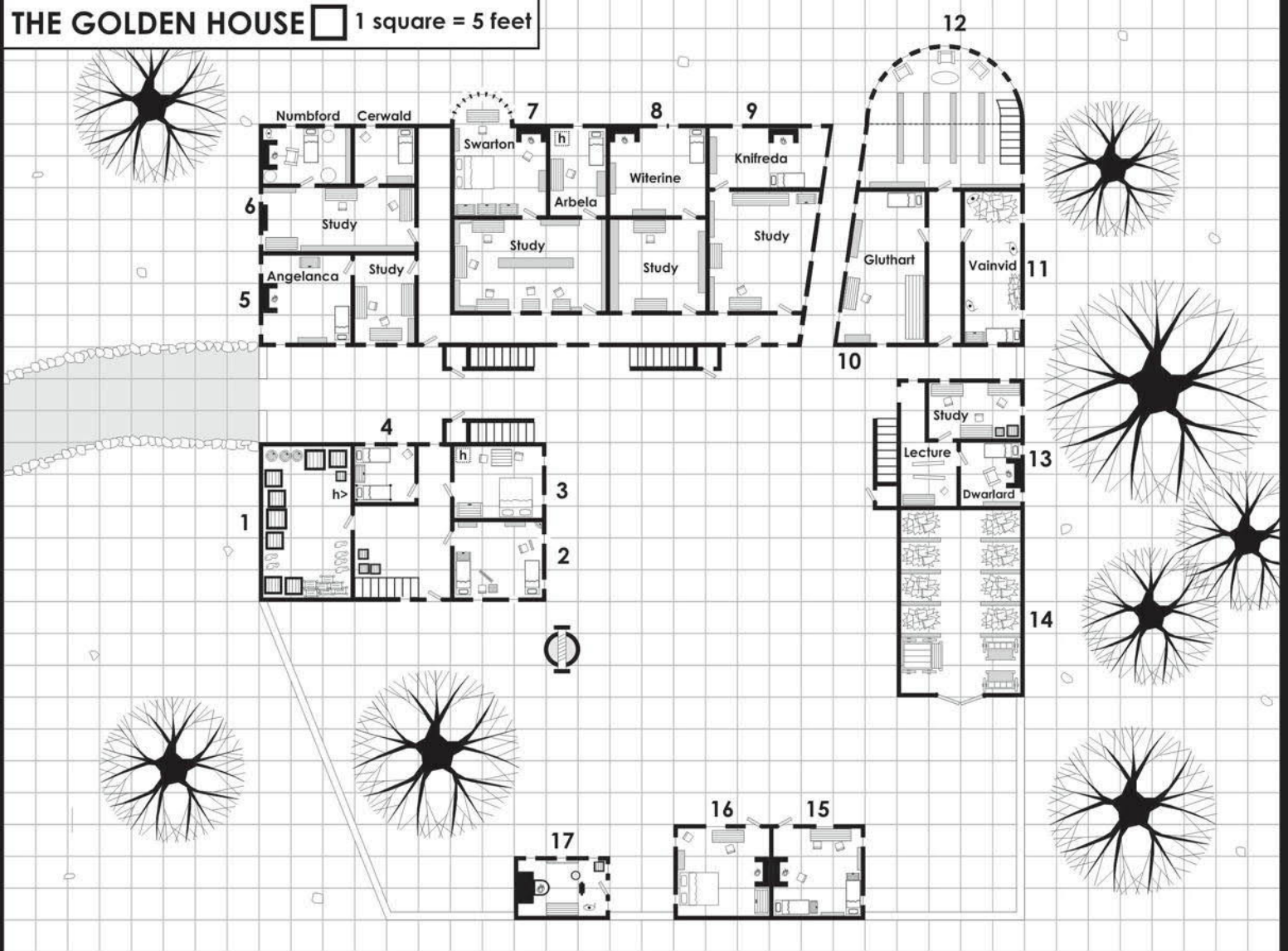
Leon is the new servant, hired by Raedwald a year ago. Raedwald is questioning the wisdom of his decision as Leon's personality is abrasive. However, the horses are well cared for and he is always prompt with getting the horses ready. He aids Raedric with setting up the apprentice's woodland parties. A couple of months ago, while he was returning from one of the parties, he saw Arbela walking away from the conclave with a book satchel and several ritual implements. He has not mentioned this to the masters.

Raedwald, Steward, Age 34; AC 9[10]; 5th level Craftsman; HP 4; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL Profession(Steward): +6, Items: Dagger (1d4), 143d.

Raedwald arrived here three years ago when the old steward died (Norhelm). As Raedwald is an outsider there was a lot of tension between him and the staff, particularly Bebba, the housekeeper (Norhelm's husband), and Ecgric the senior servant. Slowly he has won over the other staff with his willingness to work alongside them and his habit of praising good work. Although if crossed he is known for his temper and makes sure that the offender is stuck with the worst jobs for the week. He likes to chant nonsense rhymes while working, something that annoys Bebba to no end. Raedwald is slightly paranoid about people stealing his considerable savings so keeps it hidden (see #1).



THE GOLDEN HOUSE 1 square = 5 feet



The Golden House

First Floor

1) Cellar

Provisions and dry goods are stored here along with salted pork and beef hanging from hooks. In total, there is 1,500 days of provisions, enough to feed everyone at the Golden House for a month (47 people). Bowerbald and Knifeada worked together to create a permanent enchantment to keep the room cold. Raedwald the Steward keeps his valuables hidden behind a loose stone (-5 [-25%] to perception) in the wall next to where the meat hangs. Inside is a folded piece of leather tied with twine. In it are 4 red garnets (75d ea) and 450d.

2) Servant Quarters

These are the quarters of Eudemia and Jenecne. There are two beds set on opposite sides of the rooms. On Eudemia's side is a large comfortable chair with a small table next to do it with a spindle and spools of thread. There is also a loom on her side of the room. Her clothes and two finished bolts of cloth worth 100d each (20 lbs each) are inside a large chest at the foot of the bed.

On Jenecne side, there is a wooden frame and a tray of colored tiles underneath. In the frame is the beginning of a mosaic which appears to be portrait of Master Numbford. In the corner there is a small shrine setup to the god Hamakhis in his aspect as Judge of the Dead. The statuette is silver plated and worth 25d.

3) Servant Quarters

These are the quarters of Edgist and his wife Fridyth. There is a double bed, a table, two chairs and chest full of clothes and personal mementos. Underneath a flagstone is their savings of 150d.

4) Servant Quarters

Living here are Bebba, her son Harwald, and Bebba's youngest daughter, Begyth (age 14). Begyth can play the lute and accompanies Eudemia singing. In a hidden compartment carved into the bedpost are the family's savings of two rose quartz (20d), five assorted garnets (25d), and 125d in silver pennies.

5) Angelanca's Study

This is the bedroom and study of Angelanca, one of the resident mages. In her lab there are over 150d worth of components and 3 viz. One desk is filled with Gefar's work, her apprentice. Another desk is filled with Angelanca's day to day work. A third is dedicated to her research on a spell she is calling Recall Chest. She hopes that once completed it will allow the caster to call the chest to him regardless of where it is located.

There is a secret compartment underneath her bed that opens to a low crawlspace. There she keeps a chest containing her spellbooks, 680d, 11 gold crowns (320d ea.) and any of her magic items she not currently using.

6) Master Numbford's Residence

Master Numbford has one of the larger apartments in the Golden House. The main room is his bedroom, filled with various knickknacks from his travels. One wall is a bookshelf from floor to ceiling. The books will give a +5 bonus to any research involving magic or natural philosophy. The entire collection is worth 100 gold crowns (32,000d) to a noble or rich merchant. The valuable knickknacks are worth 10 crowns (3,200d) and weigh 100 pounds. Scattered throughout the room are 35 viz in the form of various objects.

The smaller room is Cerwald's quarters, he moved out of the apprentices' barracks several years ago. Concealed behind a dresser is 130d, 3 viz, plus his spellbook.

The outer room is Numbford's main study. There are several scrolls and potions (listed below) in cabinets and shelves. One small cabinet of drawers holds 100 viz in various forms as well as 10,000d worth of ritual components. On Numbford's desk there are six treatises on magic. Each would take a week of study. Using the Majestic Wilderlands supplement, complementation would allow the mage to gain double XP for training (or half the time required). In other editions these books would halve the time needed to train for a newly acquired level.

The room's most unusual feature is a door-sized portal surrounded by a strange black stone. If entered, the person would emerge on a small island in the Trident Gulf near Viridistan. If the portal is used on the island it does not lead back to Numbford's study. Where it goes is up to the referee.

The Contents of Numbford's Cabinets and Shelves

Scrolls: *Read Magic, Read Languages x2, Sleep x2, Detect Magic, Detect Evil, Detect Invisible, Create Object, Web, Wizard Lock, Clairvoyance, Clairaudience, Dispel Magic, Water Breathing, Limited Teleport, Dimension Door, Wizard Eye, Polymorph Other, Icestorm, Massmorph, Contact Other Plane, Extension II, Teleport, Monster Summoning*

Potions: Healing x20, Extra Healing x2, Invisibility x4, Flying x3, Treasure Finding, Fire Resistance x5, Giant Strength

7) Residence of Master Swarton

The Masters of the Golden House assigned the largest apartment to Swarton to help him with his duties of the Meditus Society. It consists of three rooms, an outer study, a small bedroom, and a larger bedroom/study with a bay window.

The small bedroom is used by Arbela, Swarton's apprentice. It contains a bed, an armoire full of clothes, and a small desk with her spellbook on it. In the desk's drawer 2 viz can be found. Hidden behind a flagstone next to a window is her cache of 320d which she's planning to use to leave the conclave and head to Viridistan. Along with the coins there are several loose pages of parchment with her notes on demon summoning and black magic.

The larger bedroom has a canopied bed, several chests, armoire, and dresser. In the bay window is Swarton's desk. On it are several draft letters, and correspondence from other conclaves of the Order of Thoth. The general focus is to keep the power of the Guild of Arcane Lore of City-State in check. Most of the letters are reports or queries about the actions of individual mages from the Guild. Swarton's desk contains 30 viz, 1,000d in ritual components, his main spellbook, Scroll of Remove Curse and another Scroll of Contact Other Plane. In a hidden compartment, in one of the armoires, is a half dozen rare books including one that Swarton thinks is a book on demonology from Viridistan. While the cover is the original, Arbela has placed a codex on the proper fertilization of cropland in place of the original. Excluding the missing book, the collection is worth nearly 10 gold crowns (3,200d) in the hands of the right collector. Half of the books are considered forbidden works. The exact contents should be tailored to the referee's setting.

The outer rooms have several desks, benches, and shelves. About half of it is taken up with lab equipment along with scrolls and tomes for spell research. The other half is storage shelves and scribing desks to handle Swarton's considerable correspondence. Among the lab equipment 60 viz can be found, 2,500d in ritual components, along with assorted scrolls and potions listed below. Arbela has a lab bench, along with Knifeada, and Angelanca. The two apprentices, Farsa, and Gefar have desks and are often found making copies of Swarton's correspondence.

The contents of Swarton's lab.

Scrolls: *Read languages, Read Magic, Sleep, Wizard Lock, Web, Clairaudience, Clairvoyance*

Potions: Healing x8, Clairaudience x2, Clairvoyance x2, Ethereality

8) Witerine's Residence

A two room apartment, it has an inner bedroom and an outer study. The bedroom is spartanly furnished. Two large armoires filled with Witerine's climbing and wilderness gear that she uses while exploring the Cloudwalls take up most of the space. The study is filled with lab equipment to research the magical properties of various minerals and liquids she has brought back from her excursions. One wall is filled with a display case where various colorful minerals and crystals are organized and cataloged. Scattered across the benches are 300d in ritual components and 6 viz.

9) Knifreda's Residence

This is another two room apartment also having an inner bedroom and outer study. The inner bedroom has the look of two people occupying it as Vainvid, Knifeada's lover, sleeps here more often than his own apartment. A strong animal smell permeates the room. The outer study is sparsely equipped compared to other mages of Knifreda's experience. What is there looks new, and has a disorganized look. Scattered across the benches are 300d in ritual components and 6 viz. One wall is dominated by a bookshelf full of parchment, blank tomes, quills, inks, and other scribe supplies used by Knifreda in her work for Swarton.

10) Residence of Gluthart

This one room apartment has a bed, an armoire, dresser, study desk, and a lab bench. Nearly every available surface is piled with scrolls, and codices; the collected library of Master Eckart, Guthart's mentor. The papers are worth +5 to any research on the religion of Thoth. One corner of the room is made into a shrine to the Sage God, Thoth.

11) Vainvid's Residence

This one room apartment has a bed and a chest crammed in one corner. The furniture are lost amid the clutter of mounted animals, totem fetishes, and lab equipment. A strong animal smell suffuses the room. In various carefully labeled flasks and pottery jars are 600d worth of ritual components and 20 viz.



12) Lower Floor Library

This is the lower floor of the conclave's library. The shelves contain the classic reference works along with a diverse selection of material on the history of the Roglaroon area and City-State, +5 to any attempt at researching those topics. The library contains all the commonly available spells from first to fourth level for mages to scribe into their spellbooks. It also has material on the following spells:

Fifth Level: *Coldkill, Conjunction of Fire Elementals, Conjunction of Air Elementals, Conjunction of Water Elementals, Conjunction of Earth Elementals, Enchant Wands, Telekinesis, Teleport, Wall of Iron, Wall of Stone.*

Sixth Level: *Create Teleport Circle, Enchant Item, Disenchant Item, Legend Lord, Invisible Stalker, Repulsion, Stone to Flesh*

Seventh Level: *Phase Door, Mass Invisibility, Extension III*

Eighth Level: *Permanency, Power Word Blind, Symbol*

Ninth Level: *Maze, Gate, Meteor Storm, Power Word Kill, Prismatic Sphere, Time Stop*

Rob Note: It is unusual for a conclave of the Golden House's size to have so many high level spells.

13) Dwarlard's Residence

This apartment consists of three small rooms; a small bedroom with a fireplace, a larger study, and a small antechamber. The bedroom has basic furnishings including a bed and a chest. One luxury that Dwarlard allows himself is a comfortable stuffed chair by the fireplace, next to a small bookshelf filled with his research and favorite books. The study is filled with lab equipment, and desks for Dwarlard and his two apprentices Rricula and Swaefred. Much of Dwarlard's research is about finding simpler ways of casting spells. The antechamber is furnished as a small lecture room with benches, a lectern, and a bench used for demonstrations.

14) Stables

In the front area of the stables is a wagon on the left hand side and a pair of two wheeled carts along with their harness gear. There are three riding horses and four cart horses stabled.

Riding Horses [3]: AC 7[12]; HD 2; HP 10 Atk 1; HTB: +2; Dmg 1d2 (bite); Move 180'; Save 16; Harvest: Hide (10d)

Cart Horses [5]: AC 7[12]; HD 2; HP 8 Atk 1; HTB: +2; Dmg 1d2 (bite); Move 120'; Save 16; Harvest: Hide (10d)

15) Residence of Leon the Ostler and Ecgric

This is a one room stone cottage with a table, chairs, two beds, two chests, armoire, and a fireplace. The cottage is messy with clothes and unwashed dishes lying around. Hidden in a satchel, tied underneath one of the beds, is Leon's savings of 220d and two gems, a red garnet worth 30d and a rose quartz worth 15d.

Hidden underneath Ecgric's bed, in a leather satchel, is a valuable copy of the Baralac Cycle, a series of legends surrounding one of the Dragon Kings of Caelam (an old name for City-State). It is worth 50d. One of the apprentices, Raedric is helping him learn to read it. It is a family heirloom passed down from his father.

16) Hanric's Residence (Smith)

This is a one room stone cottage similar to the ostler's cottage next door. It contains a double bed, a table, chairs, an armoire, and a fireplace with cooking implements. Before leaving for her day's duties, Hildyth will hang a pot of stew or a warming tray with meat pies for Hanric to eat for his lunch.

17) Smithy

This stone building is set in the far corner of the conclave. Alongside and around the building are tools and pieces of gear in various states of repair. In addition to the usual forge, tools, and anvil, there is a bench with a small anvil where Hanric does fine work for creating various pieces of lab equipment the mages need. Hidden in a hollow beneath the anvil is Hanric's considerable savings consisting of 3 gold crowns (960d), and 525d. The value of the forge is considerable, worth about 2 gold crowns (640d) and weighs 1,000 pounds. The finework tools and anvil are also valuable and worth another two gold crowns (640d) and weighs 200 pounds.



Second Floor

1) Kitchen

There are two large fireplaces used for the cooking of the conclave's meals. The larger one is used for roasting meats and cooking the main stew, while the smaller one has an oven used for baking. Surrounding the main table are cabinets filled with pots, pans, dishes, mugs, and cutlery. Edgist and Jenecne are the first to rise so that the other servants can be fed before the mage's breakfast needs to be served. The total value of all the kitchenware is 3 gold crowns (960d) and weighs 500 pounds.

2) Quarters of Raedwald (Steward)

This one room apartment has a bed with a goose down mattress and quilts, one of the perks of being the steward of the conclave. It also has two armoires, a chest, chairs, and a desk. Scattered on the desk is the correspondence and ledgers dealing with the day to day administration of the manor. Careful examination will reveal the tangle of investments and holdings that provides the conclave's main source of income. The details are left to the referee, however with these papers the right person could take advantage of the wealth owned by the conclave. In a locked chest on the table is the day fund with 500d. There is a magical trap set on the lock that will cause a magic mouth to start screaming "Thief! Thief!"

3) Master Witely's Quarters

This two room apartment consists of an inner bedroom and an outer study. Master Witely's bedroom is luxuriously appointed with a plush carpet, a canopied bed, a pair of armoires, and a stuffed chair with a small table that has books piled on it. At the bottom of one of the armoires is a locked (-5/-25% to pick) chest with 15 gold crowns (4,800d), 2,000d of coins, 2,000d of ritual components, 50 viz, and the following items.

Scrolls: *Magic Missile x2, Suggestion, Dispel Magic, Cloudkill, Legend Lore*

Potions: Dragon Control

In the outer study there is a fireplace, lab benches, desks for Witely and her apprentice, Swaefred. Lining the walls are cupboards and cabinets with the following carefully arranged and indexed. There are 5,500d of ritual components, 100 viz and the following items.

Scrolls: *Sleep, Shield, Charm Person, Protection from Evil, Darkness 15' Radius, Detect Invisibility, ESP, Invisibility x2, Mirror Image, Darkvision, Haste, Protection from Normal Missiles, Wall of Stone, Extension II, Telekinesis*

Potions: Invisibility, Healing x10, Clairaudience, Clairvoyance, Fire Resistance, Flying

Currently, Witely's research is focused on how to craft magic items in preparation to learning sixth level spells.

4) Meeting Hall

This room is dominated by a two large tables used for meetings of the conclave and serving dinner. They are arranged in a tee with the masters seated at the top table and adepts seating along either side of the bottom table. In the far end are over a dozen chairs where the apprentices can sit and silently watch the gatherings. The room is designed to be cleared and partitions installed to conduct the trials of adepts who wish to become masters when they reach 5th level. When not used for meetings or trials, a third table is brought in where apprentices are allowed to eat their meals. Two fireplaces keep the place warm during the winter and act as a flame source for the trials.

5) Great Hall

This magnificently appointed hall is used for parties, and receiving visitors. The walls are crowded with trophies of various magical and mundane beasts the mages have encountered as well as glass cases containing mementoes of past exploits. The centerpiece of the hall is a large bay window decorated with stained glass pictures. Making the window even more unusual is that the pictures have been enchanted to slightly move. The centerpiece picture shows the downfall of the Tyrant Salm-Lorin as he fell from the highest tower of City-State.

6) Master Bowerbald's Residence

This two room apartment consists of an inner bedroom and an outer study. The bedroom has been converted into a combination study/bedroom. Shoved in one corner is a bed and two locked chests (-5/-25% to pick). Both chests have been enchanted with magic mouths to scream "thief" if tampered with. In the first chest is a Brazier of Summoning Elementals, 500d in ritual components, and 20 viz. In the second chest is pile of clothes neatly folded. There is also a small lab bench and a cabinet in the room. In the cabinet and on the bench there are 750d in ritual components, 10 viz, and the following items can be found.

Scrolls: *Dispel Magic, Strength, Sleep*

Potions: Healing, Extra-Healing, Flying

The rest of the room has desks for Bowerbald and his two apprentices, Athelby and Alwold. On Bowerbald's desk are various letters and other correspondence, some of which have details on who the Hounds of Truth are hunting. The referee can use these for interesting adventure hooks.

The outer study is dominated by a large oval enchanter's circle and has one cabinet where 250d in ritual components and 5 viz can be found. Master Bowerbald uses the circle to practice and teach battle magic. The room is otherwise bare of any furnishing or decorations.

7) Master Gledric's Residence

This apartment has three rooms, two bedrooms, and an outer study. Gledric's bedroom has a fireplace, bed, armoire, and a chest. It is disorganized with clothes and parchments scattered everywhere. Despite the mess Gledric knows exactly where everything is. The only thing of value in this room is a sack with 350d in coins under a pile of unwashed clothes. Across the hall is Bedlay's room, Gledric's first apprentice. He keeps the room immaculate. In the room are a chest of clothes, a bed, a chair and a desk. On the desk is not only Bedly's research, but much of Gledric's correspondence and to-do lists that Beldy has been using to keep Gledric's day organized. The outer study is dedicated as a lab with an enchanter's circle dominating the center of the room. Gledric put a lot of effort creating the circle and it has paid off. It takes 10% less time to enchant items using his circle. Along the walls are benches with various items in the process of being enchanted and pieces of lab equipment. Scattered around the benches are 600d in ritual components, 20 viz, a Scroll of Protection from Evil 10' radius, and a Potion of Healing.

8) Male Apprentices' Barracks

In this room there are several cots. A locked chest is at the foot of each one. This is the room where the male apprentices sleep. This includes; Inwald, Alwold, Gefar, Raedric, and Seafred. A search of all chests will yield a total of 124d in coins, 13d in ritual components, and 2 viz.

9) Female Apprentices' Barracks

In this room several cots are found with locked chests at the foot of each cot. This is where the female apprentices sleep. This includes Cynenar, Athelby, Farsa, Darsa, Friyth, and Rricula. A search of all chests will yield a total of 109d in coins, 8d in ritual components, and 6 viz.

10) Upper Library

The upper library has few shelves and several comfortable chairs. It is well lit and often used by the residents for reading. The bookshelves here contain mostly sagas, legends, ballads, poetry, and other light reading. There are two rare books on the shelves, the Cycle of Caelam the Dragonrider that is worth 100d and an illuminated copy of the Lament of the Exiles worth 1 gold crown (320d). The rest of the books are worth 2 gold crowns (640d) and weigh 300 lbs.

11) Residence of Fondevette

This single room apartment has a bed, a chest and a desk, along with benches full of lab equipment. It is setup to research invisibility. There are several areas where invisible objects are easily knocked over. Two sealed jars contain 2 viz each.

12) Lovealie's Residence

This apartment has three rooms, two bedrooms and a small anteroom that doubles as a lab. Lovialie's bedroom has a fireplace, a bed, an armoire, a desk with chair, and a chest. In a desk drawer is a small satchel with 50d. On top of the desk are several letters with offers to Lovealie to study at various conclaves including the Grand Conclave in Tula, the Wizard's City. The other bedroom is occupied by Friyth, Lovialie's apprentice. It also has a bed, chest, and desk with chair. The anteroom is setup with benches and lab equipment. Found in various jars and vials are 125d in ritual components and 3 viz.

13) Hayloft

The upper part of the stable is used to store hay and other supplies. In addition to the hay, there are over 1,000d worth of non-food supplies (tools, ropes, and other misc equipment) stored here weighing 500 lbs.

Useful Rosters

Permission granted to duplicate.

Bandits

Egric, Bandit Leader; AC 7[12]; 4th Lvl Thug; HP 20; Atk 1; HTB +1; Dmg 1d8+2; Move 120'; Save 12; ABL Athletic +2, Area Knowledge +1, Intimidation+1, Locution +1; Items: Leather Armor, Battle-axe, Dagger [2], 80d.

Ochard, Bandit Lieutenant; AC 7[12], 2nd Lvl Thug; HP 9; Atk 2; HTB -2; Dmg 1d6+2/1d6+2; Move 120'; Save 14; Abl: Athletic +1, Area Knowledge +1, Intimidation:+1, Locution:+1; **Items:** Leather Armor, Shortsword [2], Dagger, 50d; Note; Dual wields two shortswords, two attacks at -2 each.

Bandit, foot [4]; AC 7[12], HD 1; HP 5; Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17; Items: Leather Armor, Shortsword, Dagger, 30d.

Bandit, archer [2], AC 7[12], HD 1; HP 5; Atk 2; HTB +0; Dmg 1d6; Move 120'; Save 17; Items: Leather Armor, Short Bow, Shortsword, Dagger, 30d.

Ingnar's Gang (Village of Kensla)

Ingnar; AC 7[12]; 1st level Thug; HP 4; HTB +0, Atk 1 Dmg 1d6; Move 120'; Save 15; ABL Athletics +1, Area Knowledge +1, Intimidation +1, Locution +1
Items: Leather [+1], Club (1d6) 6d.

Hordic; AC 8[11] (+1 Dex); 1st level Thug; HP 3; HTB +0, Atk 1; Dmg 1d6 (club); Move 120'; Save 15; ABL Athletics +1, Area Knowledge +1, Intimidation +1, Locution +1
Items: Club (1d6) 2d.

Hormund; AC 8[11] (+1 Dex); 1st level Thug; HP 3; HTB +0, Atk 1; Dmg 1d6 (club); Move 120'; Save 15; ABL Athletics +1, Area Knowledge +1, Intimidation +1, Locution +1 **Items:** Club (1d6) 2d.

Ocwald, Yeoman; AC 8[11]; 1st level Soldier; HP 5; HTB +0; Atk 1; Dmg 1d6+1 (due to high STR); MV 120'; Save 16; Items: Long Bow (70 ft, 2 Atks, 1d6), Shortsword (1d6+1), Dagger (1d4+1), Quilt Armor, 11d.

Villager (3); AC 9[10]; HD 1; HP 3; Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17; Items: spears (1d6), pitchforks (1d4), or clubs (1d6).

Demon Wolf

Demon Wolf, AC 5[14]; HD 7; HP 35; Atk 3; HTB +7; Atk 3 Dmg 1d6 (claw x2), 1d10 (bite); Move 240'; Save 9; Harvest: Pelt 20d, Teeth[10] 2d, Skull 10d, the two large canine teeth and Demon Wolf's eyes worth 1 viz each for a total of 4.

Wolf Pack Leaders, AC 6[13]; HD 3+2; HP 15; Atk 1; HTB +3; Dmg 1d6 (bite); Move 180'; Save 15; Harvest: Pelt 10d.

Wolves, AC 7[12]; HD 2+2; HP 10; Atk 1; HTB +2; DMG 1d4+1 (bite); Move 180'; Save 16; Harvest: Pelt 8d.

Arbela, Order of Thoth Apprentice, AC 9[10]; 1st level Mage; HP 4, Atk 1; HTB +0; Dmg 1d4; Move 120'; Save 15 (+2 vs spells) [20% Shield of Magic]; Abl Natural Philosophy +2, Herblore +2, Research +2, Thaumatology +2; Spells: *Charm Person*
Items: Dagger (1d4)[1], Darts (1d3)[3].

Wrath Demon, AC 3[16], HD 5+3; HP 23; Atj 4; HTB +5; Dmg 1d6 (each tentacle); Move 60'; Save 12 (+2 vs spells) [20% Magic Resistance]; Harvest: Tentacles [4] 30d, Blood [5 bottles, 1 viz each].

Guards from Denison's Crossing

Guards [3]; AC 5[15], HD 1, HP 4,4,5; Atk 1; HTB +0; Dmg 1d6 (Spear); Move 90', Save 16; Items: Ring Mail [+4], Shield [+1], Spear (1d6), Heavy Crossbow (#AT ½, Rng 80 ft, +Hit +4, Dmg 1d6+1)

Sergeant Gatrin; AC 5[15], 2nd level Soldier, HP 10; Atk 1; HTB +0; Dmg 1d6 (Spear); Move 90', Save 15; Items: Ring Mail [+4], Shield [+1], Spear (1d6), Heavy Crossbow (#AT ½, Rng 80 ft, +Hit +4, Dmg 1d6+1)

Rob Note:

The three villagers allied with Ingnar are: Hasenfred (#25), Hangric (#28), Swadmon(#34)

Goshawk Beggars

Locus, Clan Chief, AC 6[13]; 5th level Thug; HP 22, Atk 1; HTB +2; Dmg 1d8+1; Move 120'; Save 11; ABL Athletic +3, Area Knowledge +2, Intimidation +2, Locution +2; Items: Longsword (1d8+1), 3 Daggers (1d4), Curiboulli [+2].

Leotin, Clan Lieutenant, AC 6[13]; 4th level Thug; HP 18, Atk 1; HTB +1; Dmg 1d8+1; Move 120'; Save 12; ABL Athletic +2, Area Knowledge +1, Intimidation +1, Locution +1; Items: Longsword (1d8+1), 2 Throwing Axes (1d6+1), Curiboulli [+2].

Metrius, AC 3[16]; 6th level Fighter; HP 45, Atk 1; HTB +3; Dmg 1d8+1; Move 90'; Save 9; ABL Athletic +2, Intimidation +2, Strategy +2; Items: Longsword (1d8+1), Scale Mail [+4], Shield[+1], Dagger (1d4+1).

Euthlius, Smith, Age 42, AC 8[11]; 7th lvl Crafts; HP 6, Atk 1; HTB +0; Dmg 1d8+3; Move 120' Save 17; ABL Profession(Smith)+8; Items: Leather Apron[+1], 2H Warhammer (1d8+3).

Lucina, Hideworker, AC 8[11]; 8th lvl Crafts; HP 4, Atk 1; HTB +0; Dmg 1d4; Move 120' Save 17; ABL Profession(Tanning)+9; Items: Leather Apron [+1], Skinning Knife (1d4).

Human Beggar (8), AC 8[11]; HD 1; HP 4, Atk 1; HTB +0; Dmg 1d6; Move 120', Save 17; Items: Leather armor, Shortsword (1d6), 20d.

Rob Note: There are 10 households in the Goshawk Beggar clan with 14 able bodied men. There are 6 leveled NPCs leaving 8 that are normal men. Note that Passara and her apprentices are not counted as part of this total.

Rob Note: These pages outlines the NPCs of four factions in detail. These rosters are provided for a number of possible outcomes and for referee who wish to use a detailed roster of NPCs. The first of the Ingvar's gang. The second of the Goshawk Beggar clan. The third is of the villagers allied with Tomas the Reeve. The third is the mob formed by Eldar Anselm to attack the Goshawk Beggars.

Passara, AC 9[10]; 10th level Hedge Mage; HP 2, Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17 (+1 vs spells); ABL Herblore +4, Thaumatology +5; Items: Staff (1d6); **Spells** *Sleep, Web, Protection from Normal Missiles, Polymorph Other, Contact Other Plane;*

Nymeri, AC 9[10]; 2nd level Hedge Mage; HP 3, Atk 1; HTB +0; Dmg 1d4; Move 120'; Save 17 (+1 vs spells); ABL Herblore +2, Thaumatology +2; Items: Dagger (1d4); **Spells** *Protection from Evil, Locate Object.*

Irena, AC 9[10]; 1st level Magic-User; HP 4, Atk 1; HTB +0; Dmg 1d4; Move 120'; Save 15 (+1 vs spells); ABL Herblore +2, Thaumatology +2, Research +2, Natural Philosophy +2; Items: Dagger (1d4); **Spells** *Sleep.*

Hersa; AC 8[11], 2nd Lvl Thug; HP 14; Atk 1; HTB +1; Dmg 1d6+3; Move 120'; Save 14; ABL Athletic: +1 Area Knowledge: +1, Intimidation:+1, Locution:+1; Items: Club (1d6+3); **Note:** Mute.

Synrus, AC 7[12]; 3rd Burglar; HP 12, Atk 1; HTB +0; Dmg 1d4; Move 120'; Save 13; ABL Climbing +3, Eavesdrop +2, Legerdemain +4, Perception +2, Stealth +4; Items: Dagger (1d4), Leather [+1].

Kensla Villagers

Tomas, Village Reeve; AC 9[10]; 4th level Craftsman; HP 4; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL: Profession(Farming): +5, Items: Dagger (1d4), Pitchfork (1d3), 5d.

Hegist, Village Smith; AC 9[10]; 5th level Craftsman; HP 6; HTB +0; Atk 1; Dmg 1d8+1; Move 120'; Save 17; ABL Profession(Blacksmith): +6, Items: Warhammer (1d8+1), 20d.

Heffa, Yeoman; AC 8[11]; 3rd level Thug; HP 13; HTB +0; Atk 1; Dmg 1d6+2; Move 120'; Save 13; Items: Light Crossbow (60 ft, 1 atk, 1d4+1), Shortsword (1d6+2), Dagger (1d4+2), Quilt Armor, 23d.

Hangwald, Yeoman; AC 9[10]; 1st Level Solider; HP 4; HTB +0; Atk 1; Dmg 1d6; Move 120'; Save 16; Items: Long Bow (70 ft, 2 atk, 1d6), Shortsword (1d6), Dagger (1d4), 8d.

Villager (6); AC 9[10]; HD 1; HP 3; Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17; Items: spears (1d6), pitchforks (1d4), or clubs (1d6).

Elder Anslem's Mob (Village of Kensla)

Anslem, Elder of Mitra; AC 9[10], 3rd level Priest, HP 5; Atk 1; HTB +0; Dmg (1d6); Move 120'; Save 17; Abl: Locution: +1, Physician +1, Theology +2; Items: Mace (1d6), 10d; Spells: *Cure Light Wounds, Purify Food & Drink, Bless.*

Norwold, Acolyte of Mitra; AC 9[10], 1st level Priest, HP 3; Atk 1; HTB +0; Dmg (1d6); Move 120'; Save 17; Abl: Locution +1, Physician +1, Theology +1; Items: Club (1d6); Spells: *Cure Light Wounds.*

Inghelm, Yeoman; AC 8[11]; 1st level Soldier; HP 5; HTB +0; Atk 2 Dmg 1d6; Move 120'; Save 17; Items: Long Bow (70 ft, 2 atk, 1d6), Shortsword (1d6), Dagger (1d4), Quilt Armor, 13d.

Raedric; AC 7[12]; 2nd Level Fighter; HP 10; HTB +0, Atk 2; Dmg (1d6/1d6); Move 120; Save 16; Abl Athletics +1, Intimidation +1, Strategy +1; Items: Cuirboulli [+2], Shortsword (1d6); Long Bow (1d6/1d6, Rng: 70ft);

Villager (18); AC 9[10]; HD 1; HP 3; Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17; Items: spears (1d6), pitchforks (1d4), or clubs (1d6).

Yoluf, Fur Trapper; AC 6[13], 3rd Lvl Fighter; HP 11; Atk 2; HTB +1; Dmg 1d6+1/1d6+1; Move 120'; Save 14; ABL Athletics +1, Intimidation+1, Strategy+1, Survival +2; Items: Leather Armor [+1], Short Bow (1d6, Range 50 ft), Shortsword (1d6+1), Dagger (1d4+1), 20d.

Swafred, Yeoman; AC 5[14]; 2nd level Soldier; HP 10; HTB +0; Atk 1; Dmg 1d6+1; Move 120'; Save 15; Items: Spear (1d6), Shield, Dagger (1d4), Ring Mail, 23d.

Beornfred; AC 9[10]; 1st level Cleric; HP 5; HTB +0; Atk 1; Dmg 1d6 (staff); Move 120'; Save 15; Abl Physician +1, Theology +1, Locution +1; Items: Staff (1d6), Dagger (1d4), 25d.

Bedwold, Yeoman; AC 4[16]; 3rd level Soldier; HP 10; HTB +1; Atk 1; Dmg 1d6 (spear); Move 90'; Save 14; Items: Spear (1d6), Shield, Dagger (1d4), Chain Mail, 75d.

Rob Note: There are 43 households in Kensla which roughly translates into 43 able bodied men. Of these 43 there are 16 leveled NPCs leaving 27 that are normal men.

Tunric, Yeoman; AC 8[11]; 1st level Soldier; HP 5; HTB +0; Atk 1; Dmg 1d6+1 (due to high STR); Move 120'; Save 16; Items: Long Bow (70 ft, 2 Atks, 1d6), Shortsword (1d6+1), Dagger (1d4+1), Quilt Armor, 12d.

Dog, Herding (6): HD 2; AC 7[12]; Atk 1; Dmg Bite (1d4); Move 16; Save 16; CL/XP 2/30; Special: Herding Instinct.

Cerdmon; AC 7[12]; 4th Level Fighter; HP 22; HTB +2 (+1 for DEX), Atk 2; Dmg (1d6/1d6); Move 120; Save 16; Abl Athletics +1, Intimidation +1, Strategy +1; Items: Cuirboulli [+2], Shortsword (1d6); Long Bow (1d6/1d6, Rng: 70ft)

Cebert; AC 9[10]; 1st Level Fighter; HP 4; HTB +0, Atk 1; Dmg (1d6); Move 120; Save 16; Abl Athletics +1, Intimidation +1, Strategy +1; Items: Club (1d6)

Cermund, Yeoman; AC 9[10]; 1st level Fighter; HP 6; HTB +0; ATK 2; Dmg 1d6; Move 120'; Save 17; Items: Long Bow (70 ft, 2 Atk, 1d6), Shortsword (1d6), Dagger (1d4), 3d.

Designation of Product Identity: The following items are here by designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0; Any and all Judges Guild logos, identifying marks, and trade dress; Any and all Bat in the Attic Games logos, identifying marks, and trade dress; all artwork, maps, symbols, depictions, and illustrations; all of Underworld and Adventures is designated Product Identity; except such items that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all creature and NPC statistic blocks are designated as Open Gaming Content, as well as all material derived from the SRD or other open content sources.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

The Majestic Wilderlands, Copyright 2009, Robert Conley.

The Scourge of the Demon Wolf, Copyright 2012, Robert Conley.

