

The Storm's Impending Rage

An Adventure for Characters Levels 1-3 set in the Rosewood Highlands



WR Beatty

A decorative flourish consisting of a horizontal line of leaves and a vertical line of leaves forming an L-shape, framing the publisher's name.
**Rosethrone
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The Storm's Impending Rage

An Adventure in the
Upon the Face of the Deep Campaign
for characters level 1-3

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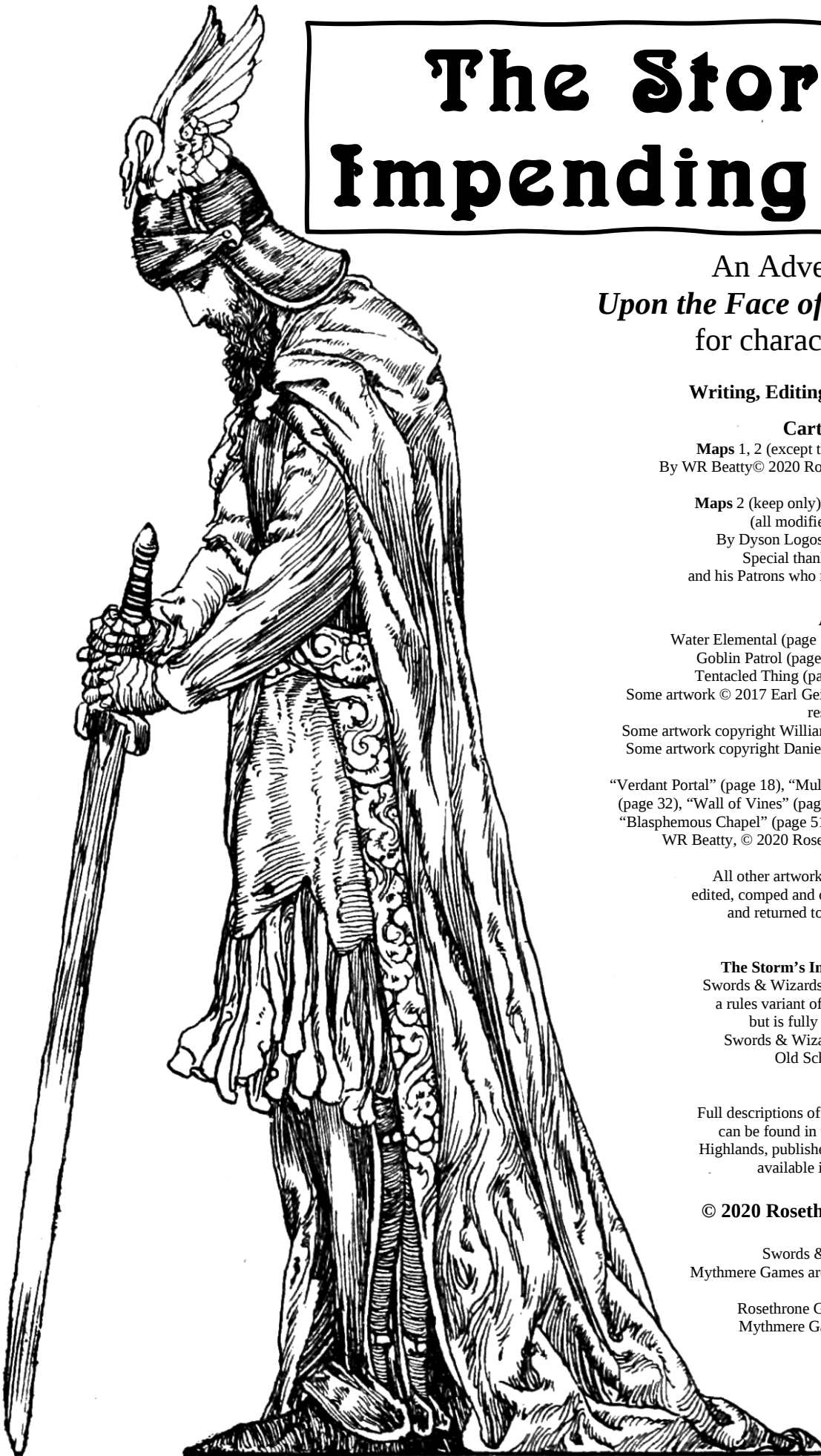
The Storm’s Impending Rage uses
Swords & Wizards in the Highlands rules,
a rules variant of Swords & Wizardry,
but is fully compatible with
Swords & Wizardry and most other
Old School Games.

Full descriptions of the creatures encountered herein
can be found in the Bestiary of the Rosewood
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The Storm's Impending Rage

Goblins are pillaging farmsteads; bandits are attacking caravans; and Baron Wrymslayer's forces are already stretched too thin. A call to arms has been issued for the brave and the cunning to rid this upstart Baron's lands of these villains and sons of darkness.

The Storm's Impending Rage is a scenario in the *Upon the Face of the Deep* campaign set in the Rosewood Highlands. For characters levels 1-3.

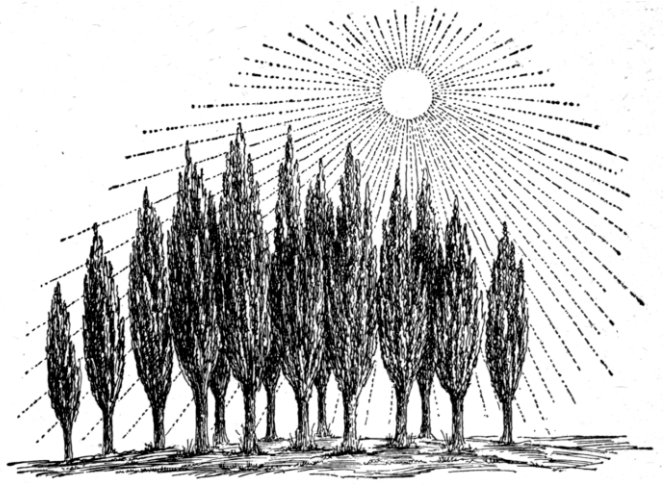
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Introduction

This adventure is intended for starting characters, levels 1-3, with a good mix of classes. **The Storm's Impending Rage** is intended to be the lead off adventure in the *Upon the Face of the Deep* campaign, however it is written, like all Rostethrone Publishing Adventures, to be used as either a stand-alone adventure or as part of the overall campaign.

Wyrmslayer Keep, the Shantytown and the small sandbox region can be slotted into just about any campaign world in a heavily wooded, hilly wilderness. In the Rosewood Highlands, this adventure is set in hexes E-5 and E-6, along the Whitewater River.

Loosely connected to this adventure in general and the *Upon the Face of the Deep* campaign are a number of previously published adventures from Rosethrone Publishing:

Hope Cross Village, just to the west, is a fairly prosperous trade town. NPCs from Hope Cross appear in the encounter charts herein and the adventure is directly related to the events occurring in this adventure. (Set to be published concurrently with this adventure)

A Shadow Over the Greatwood has a connection to the Old Gods in the Hart of Darkness as well as a connection in the overall campaign with Suberian the Blue. In addition, Camden Village is an important stop on the trade route through the Greatwood, so caravans are likely to pass through there and parties may start as caravan guards in Camden Village.

The Mud King of Stoney Creek is mentioned in passing in the rumors herein. A "retrofit": The Mud King was contacted by Salan Greenthumb to participate in his plot but declined. Gorbo the Gatekeeper knows this and resents the Mud King's decision (so this might be a source of some information).

Goblin House is a "filler" adventure which could be used as a random encounter (the house simply "appears"). Its "official" placement is south of Hope Cross Village, though it can appear just about anywhere.

Bonepicker's Tower is referenced herein as "The Broken Tower" and reference to "The Mad Baron" are references to Baron Ogg who built the keep that is now occupied by Baron Wyrmslayer and the aforementioned Tower. The Tower has an inactive Verdant Portal (which is referenced in a note in the Baron's Vintage).

Adventure Background

Garin, the local baker's son, ran away from Hope Cross Village on his 18th birthday to seek fame and fortune. That was over a decade ago. Everyone in Hope Cross thought the boy died in his foolish pursuits, but a year ago he returned, battle scarred and hardened by his adventures in the wilds of the Rosewood Highlands. Accompanied by a small retinue of followers and friends, Garin reveled in retelling his adventures night after night in Lady Prisa's taproom (in the Village of Hope Cross), gaining the admiration of the most of the local ladies (and the scorn of many of the young men).

Late one night, after telling the story of besting the Great Wyrm of St. Ashar's Hollow (a dragon which seemed to grow in size and power with each retelling), Garin's youngest brother Donghus, emboldened by a few too many ales, scoffed and said, "Well, then, great dragon slayer, why don't you go up to the old Baron's keep and kick out the ghosts and ghouls what haunt that place and rebuild it?"

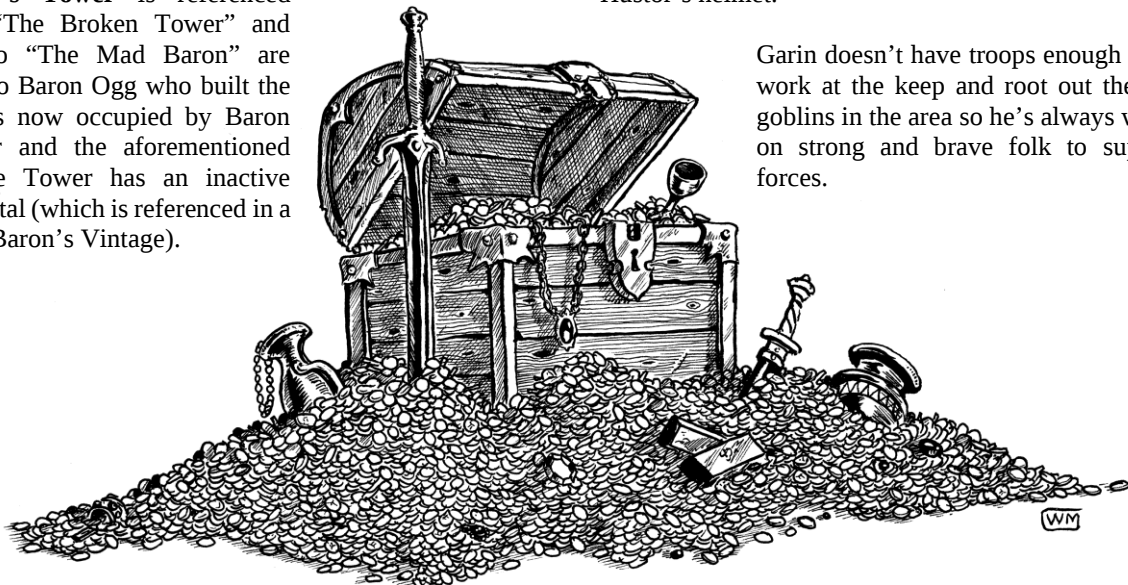
The next morning, Garin Wyrmslayer and his small band of adventuring friends, along with a few wide-eyed locals (and his skeptical youngest brother) set off to "reclaim the Baron's keep!" Garin's efforts were successful, he has claimed the ruins as his own, and he now has his eye on a larger goal: establishing an eighth clan and becoming one of the Highland Kings.

In the year or so since reclaiming the Baron's Keep, Garin has begun rebuilding the crumbling walls, and a small shanty town has grown up around the reconstruction efforts.

Several months ago, bandits began attacking and pillaging incoming trade caravans and Goblins have been seen in the region near some of the local farmsteads where animals and food have gone missing.

A month ago, Garin sent out a troop of soldiers to find the bandits and the goblins and end the hit-and-run raids on caravans and farmsteads. Led by Hustor the Bold, one Garin's oldest friends and a skilled warrior and tracker, the patrol never returned. Last week a goblin was killed. It was wearing Hustor's helmet.

Garin doesn't have troops enough to protect the work at the keep and root out the bandits and goblins in the area so he's always willing to hire on strong and brave folk to supplement his forces.



Behind the Scenes

Garin is sincere (and perhaps a bit gullible), but he's also arrogant and rude. He wants to settle down in this area as the kind of regional protector, an unofficial baron of sorts. He petitioned for and received a charter for the keep from the King Drummond and Gallien, king of Clan Gallien, who rules the region in the north and who is keen to have an ally near the disputed lands of Jacob's Well and Hope Cross. The other Petty Kings don't recognize Drummond's authority to issue such a charter and have petitioned the High King to declare the action void. Thus far, the High King has remained aloof, or so it seems. In fact, the High King is suspicious of Wyrmslayer's motives (rightly) and has sent spies into the region to keep tabs on this upstart.

Garin Wyrmslayer has been generous in spending the treasures gained from his adventuring days on local labor and materials so he has not had any difficulty recruiting laborers and attracting hangers on and sell-swords from all quarters.

The Keep's gardener is an old friend and close confidant of Baron Wyrmslayer, Salan Greenthumb. He is a Druid/ Wizard/ Alchemist who has adventured with Garin from the very first days. Salan, devoted follower of the Old Gods, has orders from the Sovereign Avatar of Darkness to steal the **Black Opal of the Apostate**, a minor artifact that Garin picked up in course of his adventuring days. The Opal is magically locked away.

Salan is covertly orchestrating the bandit and goblin raids for at least two reasons: to keep Garin and his soldiers distracted as he works out a plan to steal the opal; and also to feed the Eater of the Dead's need for fresh corpses (Salan's Apprentices, the "herb collectors" or "brown cloaks," gather freshly killed bodies after they are buried in the graveyard...)

Garin Wyrmslayer and his followers: (GW) Most people in the Baron's Keep and Shantytown are at least minimally loyal to Baron Wyrmslayer, owing the young lord their livelihood. He is not loved but he is respected, even for the shortcomings of his personality. Soldiers, laborers, servants, most of the folks in the Demesne, and even some people in the surrounding area will support Wyrmslayer in hopes that he is strong enough to keep the peace in this section of the Highlands.

Allies of Darkness: (AoD) 20 leagues or so to the southwest, in the untamed wilderness of Clan Halligan lies the largely unexplored and unconquered primeval forest of the West Wood. In the heart of the West Wood are the ruins of a temple of the old gods, mostly long abandoned by all but the Watchers of the Dead. An aged monk of the order of Saint Ashar, long a surreptitious worshipper of the old ways, unearthed a minor artifact: **The Shards of Darkness**. The power of the shards overwhelmed the monk, who was reborn as **Dialistar**, High Priest of the Dead, the Beacon of Darkness. He is the **Sovereign Avatar of Darkness** who has fused numerous agents with less powerful Shards of Darkness, lesser Avatars of Darkness. **Salan Greenthumb**, **The Smith**, **The Overseer** and **Mistress Garland** are all Minor Avatars of Darkness. All who carry the annotation **(AoD)** are **Allies of Darkness**, followers of these Avatars of Darkness and, by deep magical connection through the Shards, Dialistar, High Priest of the Dead.

Within the region are several NPCs and groups with competing goals:

- Gavin Wyrmslayer and his followers want to establish peace and justice in the region (and collect taxes and tolls)
- Worshipers of the Old Gods are seeking to reestablish their religious movement and proselytize (though their leadership has even larger goals). They are primarily at work in Wyrmslayer Keep and in the secret dungeon under the Vintage.
- The Church of the Holy Saints has agents in the region seeking out evidence of the Cult of the Old Gods and rooting out the pagan apostates
- The High King has spies in the region who are reporting back information about Wyrmslayer and his operations
- The Governor of Jacob's Well (the Free City in this region) is watching the goings on at Wyrmslayer Keep closely, concerned that this upstart Baron might usurp his own power in the region
- Most people live "lives of quiet desperation," eking out a humble existence, unconcerned with the goings on of nobles and kings and the machinations of the church. Many still hold on to some vestiges of "The Old Ways" even though most have been followers of the Church of the Holy Saints for generations



Power Groups

Agents of the High King: (HK) Since this area is in dispute between at least three clans (Clan Gallien to the north, Clan Borin to the west and Clan Donarm to the east), to forestall another civil war, the High King has appointed a garrison of troops and a local governor (the Watchman) in Jacob's Well. Since Garin Wyrmslayer returned to the region and reclaimed the old Baron's keep, tensions are high. Agents of the High King are not likely to act overtly but will work in the background to keep tensions from escalating. The most significant Agents of the High King are Garin's **Cousin Alistar** who is torn in his allegiances to his King and his Clan, and the **Gong Farmer** who has orders to keep tensions in the area from escalating by any means necessary (he will not hesitate to assassinate Baron Wyrmslayer, for example, to end the hostilities in the area).

Unaligned/Independent: (Ind) A number of folks have found themselves on the wrong side of one faction or more factions and have foresworn alliance with any power group (such as the Transients). Others are simply aloof from all the political maneuvering and secret deals (such as the Timbermen and the Vintner). Finally, most of the folks in the surrounding area are unaware of or unconcerned with secret machinations of others, as they struggle to eke out a living and look after their neighbors and their own families.

Hooks/Getting the Party Involved

Campaign Start: A Call for Brave Souls!

While this can also be a generic hook, this is intended to be used as the beginning of the **Upon the Face of the Deep** Campaign.

Recently, bandits and goblins have begun raiding the keep and the many supply caravans coming into the area. A month ago, Garin sent a force of soldiers out to deal with the effort, but they never returned. When a second group went out, stronger, larger and better armed, the woefully under-protected keep was sieged by a goblin raiding force, nearly decimating the workforce. Garin wants to hire mercenaries to root out the goblins and the bandits, keeping his own forces at the keep prepared to repel any further incursions.

This is your typical “you meet in a tavern” kind of introduction, except it’s “you meet at the Baron’s Keep” and he’s hiring a bunch of strangers as mercenaries to supplement his garrison of soldiers (and to send on the really dangerous missions). Cue the awkward introductions... This has the added benefit of potentially introducing some rivals and optional additional adventurers (and replacement characters should a character meet and unfortunate, but not altogether unexpected, violent end).

Caravan Hooks

A tried and true staple job of beginning adventurers is that of the lowly Caravan Guard.

- Caravans have been attacked as they come near Hope Cross and the old Baron’s keep. Party could be hired as simple caravan guards. Pay is 3gp per day + 25 gp bounty per bandit or goblin killed (left ear as proof). Any caravans the party are to join are a thirteen-day journey to the Baron’s keep, perhaps coming through Camden Village – each day a cumulative 5% chance of an attack – roll d8 on the table below:

1d8	Caravan is Attacked by:
1-4	4d6 Goblins +1d6 Hobgoblins and 2 Bugbears: from the Goblin camp (Encounter area 10)
5-6	3d4 Human Bandits (F1, leather armor, swords, shortbows), from Raider camp (Encounter area 9)
7	Random dangerous encounter (see Random Encounters)
8	Random special encounter (see Random Encounters)

- The party is hired by Baron Wyrmslayer’s agent (Salan Greenthumb) to drive a decoy caravan consisting of the party and 14 hired thugs (F1, clubs and daggers) through the area to, hopefully, be attacked by the bandits. In this scenario, no matter how many times the decoy caravan traverses the roads, no matter how they disguise themselves, they will never be attacked by the bandits, though they may have other dangerous encounters (see Random Encounters).

Mercenary/Hunter Hooks

Because money can be a strong motivator.

- Near Jacob’s Well is a new self-styled Baron who gained fame, and no small fortune, killing an ancient, fire-breathing dragon. Baron Wyrmslayer is offering a generous bounty (50 gp each) for the left ears of slain goblins and bandits. [NOTE: The Baron only gives the Shantytown residents 10 sp for a bounty, still a fortune for many of them, because a few men cut off their own ears and tried to claim the bounty...]
- Stories tell of a Great Beast no one has ever seen before haunting the woods around Hope Cross Village. Rumor is that the High King is offering 5000 gold coins for the beast’s head. [Not true, unfortunately]
- The party does some business with a merchant where they receive at least one coin in return. The coins are curiously embossed with a bust of a fat, bearded man on the front and words in a 1200-year-old dialect of the local language on the back that, if translated, says, “Ashcar, High King of all the Northlands, Lord of Darkness and Light.” The merchant claims that some petty lord down near Jacob’s Well liberated a dragon’s treasure and that these coins come from him. It’s said that he has a whole room full of these ancient coins.

Save the Day Hooks

For the party of do-gooders who want to save the world.

- Someone or something has been disturbing the graves at the cemetery. Vicar Mallus checked the looted graves. Curiously, the bodies have been taken, but some valuables have been left behind. After much prayer and petition of the Saints, Mallus declared that there is no evidence that Ghouls or other undead grave robbers are at work. Still, something sinister is going on.
- Bandits have disrupted trade to Hope Cross Village. The Watchman of Jacob’s Well is too busy fighting a war against the goblins to spare any troops to help the village, so the Constable has put out a call for mercenaries who are looking for an easy job. Baron Wyrmslayer has graciously supplied the reward: 500 gp per person plus a 50 gp bounty per bandit killed.

Other

- Gilpin the Honored One, a traveling minstrel, sings *The Lay of the Days Begone* (the text of the Lay is found in the Appendices), an epic about the days of the old gods and a stirring call to renew faith in the old ways. Gilpin and his retinue (about a dozen non-combatants) sincerely desire a return to the old ways (for purely artistic reasons) which makes them unwitting agents of the Avatar of Darkness. For example, they do not know the New Sign of the Old Gods.

Local Rumors

"Aye, there's something evil brewing in the King's Wood a'right. Heard the screechin' and the screamin' myself when I was comin' home from Camden a week ago tomorrow. I didn't wait to see what was makin' the racket, but I tell ya the Devil's loose in the trees."

"Absalom Mekert says he was heading on up to the Well and passed a caravan coming from the King's City, just before the turn off. When he got climbin' the road up above the trees, says they up and just disappeared. Right under the nose of the Watchman. What's come of this land I wonder?"

"Ain't nothing the Watchman can do, he's been fighting off goblins and ogres who done climbed up the walls of the city. Cursed times when you's safer in our little town than behind the walls of, of city or a castle or them places."

"Saints defend us! Hasn't been a good lot come through in a fortnight, just some scraggly traders with naught but some second-hand wares, and that tinker who's always about. Somebody ought to do something about that. Ah well, I'll keep praying for deliverance." (makes the sign of the saints)

"Hear tell that up in Camden the world's all topsy-turvy, people shut themselves up in their homes, wild animals are roaming the streets, just killing anyone they see."

First: "They say young Garin, the Baker's son, never even saw a dragon. They say he ransacked the High King's treasury and that there's a price on his head."

Second: "No, that's not it. I hear tell that he sold his soul to the devil, and that's where all that strange coin he got come from."

Third: "Bah! He just went and found it, that's the truth of it. Ain't no way that boy never came within a hundred miles of a dragon without soiling hisself."
(All three laugh...then make the sign of the saints)

"Sure is nice having a little coin come into town. Gotta hand it to the Baker's kid, he's not shy about spreading the silver around. 'Course ain't much left in town to buy. Hope our new Baron and his friends can stop them raiders."

"Even the dead ain't safe! Somebody... or some...thing is digging up the dead! Gabber Slough went out to his son's grave and it was all torn up. He said looked like a bunch of graves have been dug up. Ain't right. Saints'll curse whoever it is, you mark my words." (makes the sign of the saints)

"Old Sully got him a bounty from the Baron hisself, he did. Cut down one of them dirty godless Goblins when he come at 'em while he was fishin'. Took a nasty cut on the arm, he did, but earned him enough silver to drown out them sorrows, he did."

"They found something unnatural up at the Quarry. Boys said they don't wanna go back, but you know the Overseer don't hold no truck with, what's he say? Pagan folk tales or whatever."

"Been a month since the Troop went into the woods. Ain't seen hide nor hair. Something unnatural is going on." (makes the new sign of the old gods)

"You seen all them weird plants that green robe grows outside the old keep? 'Course he made a poultice that broke little Tima's cough. Still, I bet he knows a thing or two about what can make you sick as easy as what can make you well."

"I don't trust that gong farmer up at the keep. What kind of person makes their living in other people's waste?" (makes the new sign of the old gods)

First: "Simon went up to Glynn Rock and he says everybody's just gone. The houses are all empty except they didn't take their stuff. Clothes, tools, food... still there. The animals and all the corn and everything are gone, too. What makes people up and leave like that?"

Second: "Plague might..."
(everyone makes the sign of the saints).

Third: "Slavers maybe? I hear some other folk have up and vanished, too. They say slaves bring a good price down south ways... Could just be them bandits what are keeping the caravans away, but they ain't never took a whole town like that."

First: "Bah – it's the Goblins, I say. They've been springing up here and there. Cobbie says he saw a whole fistful of them down by Hope Cross not ten days ago..."
(again, the sign of the saints)

Fourth: "What about that thing up by the Broken Tower? They call it Bonecrusher or somesuch."

First: "Ain't nobody never seen it. Just the Goblins making everybody lose their water over stories of winged demons, I say..."



The Storm's Impending Rage

"Gatlin was up by old Agon's farmstead yesterday and said it was all burnt to the ground. Bandits or Goblins for sure. They say old Agon's pretty busted up, too. Got him in the Baron's Tower recuperating. Seems like every day just gets worse and worse. Have to say a few extra prayers, I say." (makes the new sign of the old gods)

"Somethin's stirrin' up them Goblins. I seen some on the East road just three days passed. Out in the daytime no less. That ain't natural, I tell you."

"Stuff's gone missing now and again, but never like this. Miss Elian had two whole apple pies go missing right from her windowsill. And the same day, the Baker's best goat just up and gone and the next day them stray dogs what run around here. At least nobody's seen nor heard from them since."

"Them Timbermen is queer folk. Don't talk to nobody til payday, then they get falling down drunk. Then Garran says he seen 'em all coming out of the Chapel the next day with smiles and clean faces. But they don't talk to nobody... weird folk."

"You ever had any of the Baron's wine? They say even the High King serves it at his table. Too good for the likes of us, of course. One day, I'll get me a bottle, I swear."

"Yeah, well, I hear the Baron's wine ain't no good and the Baron's fixing on giving the Winemaker the boot. Mark my words, there's changes on the wind."

"I hear tell there's trouble brewing at the Timber Clearing. The local wildlife don't seem to like what the Baron is doing and all the tree cutting has stopped. You'd think the Baron would have a thing or three to say about that, wouldn't ya? 'Course it's them odd folk from up North what cut the trees. Probably invokin' the dark folk or something. Never can tell with them 'Tier folk.'" (makes the sign of the saints)

"Midget said that some of the young folk from Glynn Rock took work up at the Vintage last harvest season and they never made it home. Figured the Stone Lizard or the Goblins or that winged demon up at the Broken Tower or something got 'em. Tsk, tsk. Shame." (makes the sign of the saints)

"I hear the Stone Lizard is out roaming around again. Won't catch me in the woods til winter now, mark my words."

"They say Agon's been acting curious. Rooter says he chased him off the farm with a pitchfork last week. He was just going to get the cheese milk. Went up the road to Beedon's we did. Fie on that crazy old man, I say."

"Edgar heard some blood curdling screams in the night up north ways. I asked him if it was at the cemetery, but he said that it was way past, up the road a piece. Must'a been a week ago, anyway. Nights are getting frightening around these parts. I hope the Baron'll do something about all of this."

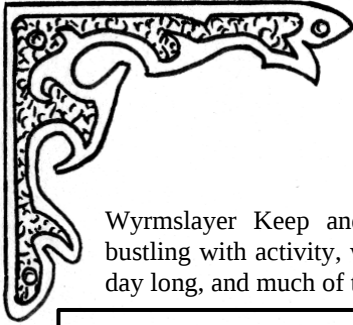


The Sign of the Saints

Occasionally, as people speak, they will make the "Sign of the Saints" as a way of warding off evil or calling on the Saints to protect them. The Sign is a way of genuflecting (showing respect) before the Holy Saints: worshippers of the Saints touch their forehead and then their heart (usually the middle of their chest) three times in succession, representing the triple connection between the heart and the mind that the Church of the Holy Saints teaches.

The New Sign of the Old Gods

Since worshippers of the old gods face persecution in the shadow of the powerful Church of the Holy Saints, followers of the old ways use a sign very similar to that of the followers of the Saints. Namely, touching their forehead and their chest three times in succession, but with the following variation: forehead/left breast, forehead/right breast, forehead/breastbone and then holding their fist there for a few seconds.



1A-T. Shantytown & Wyrmslayer Keep

Map 2
Shantytown
Page 84

Wyrmslayer Keep and the surrounding area are bustling with activity, with people moving about all day long, and much of the night.

NOTE: NPCs marked with an asterisk (*) are more fully fleshed out in the Appendix.

The Shantytown

The buildings are generally hastily assembled log shacks or wattle and daub construction with thatch or sod covered intertwined branches as roofs, with some notable exceptions.

Maybe 140 people are living in the Shantytown, most of them (over 100) indentured Servants living in squalor in the hastily constructed ramshackle barracks. Use the "Mundane Rumor" Sidebar on the following page to supplement conversations with the residents.

1A. Common Shed

Log poles supporting a wood-shingled roof. 8 tables, 43 stools, a large washtub, a dozen kegs of ale. See the "Mundane Rumor Table" in the sidebar to the right for the kinds of conversations that take place in the common shed.

Morning: Communal breakfast (usually porridge with honey, bread and fruit)
Daytime: women gather working daily tasks (shelling peas, mending, etc.)
Evening: workers and families gather for stew, bread, and ale
Weekly: Boarfest (pit roasted boar), much drinking, celebrating and dancing

1B. Mason's Home

Well-built stone building with a slate roof. This is the home of the Master Mason, **Jarron Mason**, and his family, **Myria, Dugal and Ellis**. Jarrod has a strongbox in the bedroom with 300 gp and 900 sp in it. The whole family works long days at the Keep.

Present: Day 15% (Stonework Clearing or Keep)/Night 80%

1C. Overseer's Home

Simple log two-room cottage. This the home of the Overseer of the reconstruction of the Keep, **Allan Kielles**. Inside the furniture is simple and rough. In the corner of the shack is a flowerpot with a Hollyhock growing in it.

Kielles has 300 gp and 700 sp in a leather sack, hidden in the eaves of his house.

Present: Day 10% (Keep)/ Night 65% (Tavern, Salan Greenthumb)

Mundane Rumors from the Common Shed and Laundry

"Them Herb Gatherers go out every couple nights and come back with the wheelbarrow stuffed full. What do you suppose old Greenthumb is doing with all them plants?"

"Seen Old Greenthumb down at the Tavern again last night and hear tell he was talking up Mistress Garland again."

"I swear I saw a giant porcupine last night. Went right up that old hemlock tree down by the Wash. Anybody else seen it?"

"You notice how the sweetwater ain't as sweet? Curious."

"They say the Baron will be looking for a wife soon. I bet every girl in Gallien Clan will be lining up at his door."

"Did you hear that screeching in the woods last night? Saints and sinners! What a noise! Sounded like somebody murdering a mule."

"Old Man Donner wandered off again. By the Saints, somebody gotta tie a rope around his waist. Found him clear on up by the Dead God's Bones."

"The Overseer's been a stormy one lately, hasn't he? My man said that yesterday he stomped all through the Quarry looking for something, snappin' and glarin'."

"I hope the Baron don't conscript our boys to go out after them bandits. If our man Hustor couldn't track them down, what chance do our boys have?"

"Keep seeing that Lightbringer come up to the Keep. Every morning, like a man on a mission. An hour later, you can bank it, he's hightailing back to the Chapel, red faced and sputtering."

"I don't trust all those strangers Garin came home with. If you ask me, we'd all be better off without them."

"Poor ol' Lily. Swears she saw her man off in the woods. She says she fainted straight away and when she came around, he was gone. Poor thing. Just a week since the funeral, too." (makes the sign of the saints)

The Storm's Impending Rage

1D. Timber Master

Solidly built timber frame home (four rooms) with new cedar shingles on the roof. **Galen Woodbridge (Ind)**, the Timber Master, lives and works here. Galen oversees all the shipments of timber and the work at the Lumber Working area.

Galen has a locked strongbox in his bedroom containing contracts between Wyrmslayer and the Wood Cutters in his employ, 900 gp and a creased and wrinkled love letter from a woman name Dara.

Present: Day 70%/Night40% (Tavern)

1E. Equerry's Home

Newly built timber frame house (three rooms). **Callam MacDugal (GW)** is the master of the Baron's horses and takes his job very seriously. His office is the front room of the house. The house is immaculately clean. Callam has a small cedarwood chest in his bedroom (locked) in which he keeps 700 gp and 1200 sp.

Present: Day 50% (Barn, Keep, Tavern)/ Night 80% (Tavern)

1F. Barn and Paddock

20 of the Baron's draft horses are boarded here along with a half dozen riding horses. The barn has a huge supply of hay and tack.

Everything here is for sale or lease, but at exorbitant prices (1d4+2 times normal prices). Callam MacDugal oversees the work here and loves to haggle prices.

Nine **Stablehands (GW)** work here: all are young men (15-30 years old), strong (St 15), dirty, rough. Fight as F1 with pitchforks and other tools if necessary.

Present: The Stablehands are almost always here, though they join in the communal breakfast every morning.

1G. Lumber Working Area

Neatly stacked piles of logs.
A pole barn with stacks of cut boards organized by size.
Pits with logs and two-man saws for cutting planks...

A dozen tents for the Seventeen **Timber Workers (Ind)** who live and work here. They vary in age from mid-teens to late sixties but have two things in common: they are all strong, work-hardened men (St 15) and they keep to themselves (they hale from Woodbridge, a village far to the north). Any man here can fight if necessary (F1) with an axe, hatchet or dagger (at +1 to hit and damage for skill).

The Timber Workers trust Galen (he is from Woodbridge) and will always follow the Timber Master's lead.

Present: 100% day or night unless delivering lumber/timber to the keep

1H. Stonework Clearing

Stones cut from the quarry are brought here to be shaped before being moved to the keep for final fitting. The field is littered with stones and debris and looks like a chaotic mess. Jarod Mason (B above) and his family know where each stone is from and what each stone is for and oversee a small army of Stonecutters. Indentured Servants (See I below) haul the stones from place to place.

Thirty **Stonecutters (Ind)** live in tents and small one-room wooden shacks here. All are followers of the Church of the Holy Saints (though they only worship on the Holy High Days), and to curry favor with the Saints, they will often cut the symbols of various saints, especially to Saint Daralth, the Patron Saint of Stoneworkers, Quarrymen and Masons (who has a shrine far to the north in the Northern Tier – the Shrine of Fallen Angels).

They are all skilled workers but only three of them could actually land a blow in a fight (F1), hp 4 each.

Present: 90% day or night

1I. Indentured Servants' Barracks

1d4+4 adults and 1d10+5 children in each shack, living in squalor (dirt floors, insufficient tools and materials, malnourished, mistreated). In total there are about 100 people living here. **(Ind)**

These are laborers who are working off some debt owed to Garin, as administered by the Overseer (C above) who cares nothing for their well-being, seeing them as little more than expendable beasts of burden.

These "servants" are more accurately enslaved, unhappy, and ripe for a revolt against Garin, but they lack leadership and motivation. If Garin is ever made aware of the Overseer's abuse of power, he will immediately release them from their debt and offer to hire them as laborers (which will cause 60% to become fanatically loyal to Garin, while the other 40% will wander off).

Currently the Indentured Servants are Unaligned/Independent but if released from their debt all will become supporters of Garin Wyrmslayer, even those who wander off.

Present: Adults Day 20%/Night 90%
Children 90% day or night



The Storm's Impending Rage

1J. The Bakery

The house is solidly built of stone with cedarwood shingle roof, brick ovens behind the house are fired day and night.

Donghus Baker (GW) is Garin's youngest brother. Donghus is fiercely loyal to his older brother. He oversees a small army of servants (mostly Indentured Servants) supplying the Keep, the Shantytown and all the workers with plenty of bread.

The bakery is running out of flour because of the raids on caravans. Donghus has been reduced to locally sourced flour, a fact that he complains about loudly to anyone who will listen.

Present: Day or night 80% chance Donghus will be here
Also, 2d12+12 servants will be scurrying around at any given time, day or night

1K. The Smith

Two walls of this structure are open air with long, straight rough-cut timbers supporting a roof 15' above. To the north and the west are walls with doors – one to storage the other to the Smith's room.

The smithy is bustling with activity about 18 hours a day, with a dozen strong young men working bellows, hammering out and finishing various iron and steel items for the construction of the keep. At the main forge is **Delair the Smith (Minor Avatar of Darkness)**.

Apprentice Smiths (Ind 50% or GW 50%) These twelve apprentices range in age from 9yo to 24yo, non-combatants. They live at the forge and are always here. The two oldest are close to becoming smiths in their own right. The apprentice smiths can fabricate most of the things needed for the construction of the keep (nails, strap hinges, simple door latches, etc.) and do most of the metalworking repairs.

Delair fabricates the more complicated or delicate items. Currently he is hammering out new hinges for the main gates as the current hinges have broken. A smith (not an apprentice) or anyone with years of metal working experience (perhaps a dwarf?) might recognize that these new hinges are also flawed (intentional on Delair's part – Greenthumb wants the next goblin attack to break through the main gates).

In his room he has a locked strongbox hidden under his bed which contains 400 gp and 800 sp and a velvet lined pouch with palm-sized medallions of strange shapes (investigation will reveal that these are symbols of the old gods).

Present: 90% chance that Delair the Smith is here, day or night (otherwise with Salan Greenthumb)
Apprentices: 1d6+6 will always be here

1L. Mistress Garland's Tavern

A roughly built large timber building with a main taproom and eight additional rooms.

This is the "watering hole" of the Shantytown, primarily for the soldiers and guards, though other locals appear here from time to time (never the indentured servants or most of the laborers, though the Timber Workers from area G come in as a group once a month when they get paid).

Mistress Garland (Minor Avatar of Darkness) is always here.

Staff: twenty girls (**Ind**) ranging in age from 11 to 24 work as cooks, maids, and anything else Mistress Garland demands of them (she treats them as slaves and most hate her but all are at least 5 gp indebted to her and can't ever seem to work off the debt).

Rooms: The Taproom is always busy.

The Back Rooms: Mistress Garland rents out to the occasional traveler or to one of locals who wants to spend his money.

One of the Back Rooms is "Night Guard Only" where the Night Guard carouses and gambles away from the "rabble" of the rest of the Keep's population. This large room contains three beds and a 6' diameter table with 9 chairs around it. There are always 1d4 Night Guards here. Beneath one of the beds is a trapdoor that opens to reveal a tunnel that leads to the secret door beneath

Present: Mistress Garland is always in the Tavern.
There will always be 20 girls working here, though not always the same 20
There are usually 10+2d6 patrons here, day or night

the Altar of the Holy Saints (N Below) and into the dungeon under the Keep (S25 below).



The Storm's Impending Rage

1M. Chapel of the Holy Saints

This rough log building has been plastered and whitewashed by the Vicar in an attempt to make it more presentable... without much success. The chapel was built to be functional only until the Keep's chapel could be blessed and re-consecrated, a task the Vicar has neither the ability nor the authority to undertake.

Vicar Mallus (HK) has resigned himself to the reality that no higher authority is going to come from the Mother Church to aid him and, he suspects (rightly) that Baron Wyrmslayer has designs on the Keep's Chapel, so he tries to make do as best he can.

Inside, the chapel has been plastered and whitewashed and looks much more presentable. The altar (See N below) is Rosewood Cherry, ornately decorated and gold filigreed and banners and tapestries on the walls celebrate the Acts of the Saints of the Holy Church.

Baron Wyrmslayer and his retinue worship only on the High Holy Days, otherwise, the building remains largely empty, though Indentured Servants or other Laborers occasionally stop in for prayer. The Timber Workers from area G come in as a group the morning after their night of debauchery at Mistress Garland's Tavern to pray penance (and receive Mallus' sure-fire hangover cure – which always comes with a lecture on the ills of drunkenness).

Present: 50% chance day or night that Vicar Mallus is here. 5% chance that anyone else might be.

1N. Grand Altar of the Holy Saints

A beautifully crafted altar table, ornately carved and decorated with gold filigree. Atop the Altar are various sacred items: three platinum candlesticks (worth 400 gp each), a silver chalice (worth 90 gp), a silk altar cloth embroidered with the names and images of a dozen saints (worth 300 gp to the faithful).

The back of the altar is a hinged door that opens to a shallow set of shelves on which Mallus keeps various religious texts: *The Prayers of Ashar the Beatified*, *Fire and Rain* (a book of psalms and psalters), *The Holy Scriptures*.

What Mallus doesn't know is that the shallow shelves are also hinged and swing inwardly (**Secret Door** the catch is on the right side and appears to be a bent nail) opening up to the inside of the Altar and a tunnel which leads to Mistress Garland's Tavern (L above) and the dungeon under the Keep (S25 below).



1O. Vicar Mallus' Chamber

The most notable thing about this sparsely furnished room is the massive bookcase along the north wall, bowing under the weight of hundreds of books.

Present: Mallus is 50% likely to be here at any given time.

In a trunk **Vicar Mallus** keeps a Chainmail shirt, shield (bearing the symbol of St. Ashar) and a **Mace +2** as well as the meagre offerings of the chapel (which he dutifully sends off to the Abbot of the Enclave every month – typically 3d12 sp).

The Books: Most are religious texts, the rest are mostly history and poetry. A handful of books (hidden behind a large tome of religious history) are books of bawdy poetry with lewd illustrations.

1P. The Sacristy

Neat and clean, if rather sparse. A cabinet against the north wall contains a number of robes, stoles and cinches as well as some brass candlesticks and chalices. Folded neatly beneath everything is a white silk altar cloth stitched with gold thread that Mallus uses on the most sacred of days (worth 500 gp).

1Q. Sweetwater Falls

Something in the water at the falls gives it a sweet taste. All of the locals enjoy the taste which dissipates very quickly (if not consumed directly from the falls, the sweetness is gone). Garin Wyrmslayer has tasked Salan Greenthumb with learning the secret of the Sweet Water to sell in conjunction with his wine (see the Baron's Vintage, area 5).

Whatever the secret of the Sweet Water, drinking it gives a +1 non-cumulative bonus to saves vs. disease and poison for 1d6+2 hours after drinking the water.

1R. The Baron's Laundry

Servants (men and women) are here daily scrubbing the laundry from the keep and gossiping. If enough time is spent here, every local rumor (pages 5-6) and every Mundane Rumor (sidebar, page 8) will be heard in various forms, argued over, laughed about, etc.

Sometimes at night some of the locals have clandestine meetings here.

1S. Wyrmslayer Keep

See "The Baron's Keep" (1.S1-46) beginning on the next page.

1T. The Herb Garden/Secret Door

The hillside here is covered with patches of wildflowers, herbs and all manner of plants. Those with an eye for flora might note that a large number of these plants are dangerous or deadly (including black locust, foxglove and wormwood).

A hidden **secret door** to the Keep's dungeon (Area S41b) is hidden under a moveable bed of Stinging Nettles and Hollyhocks.

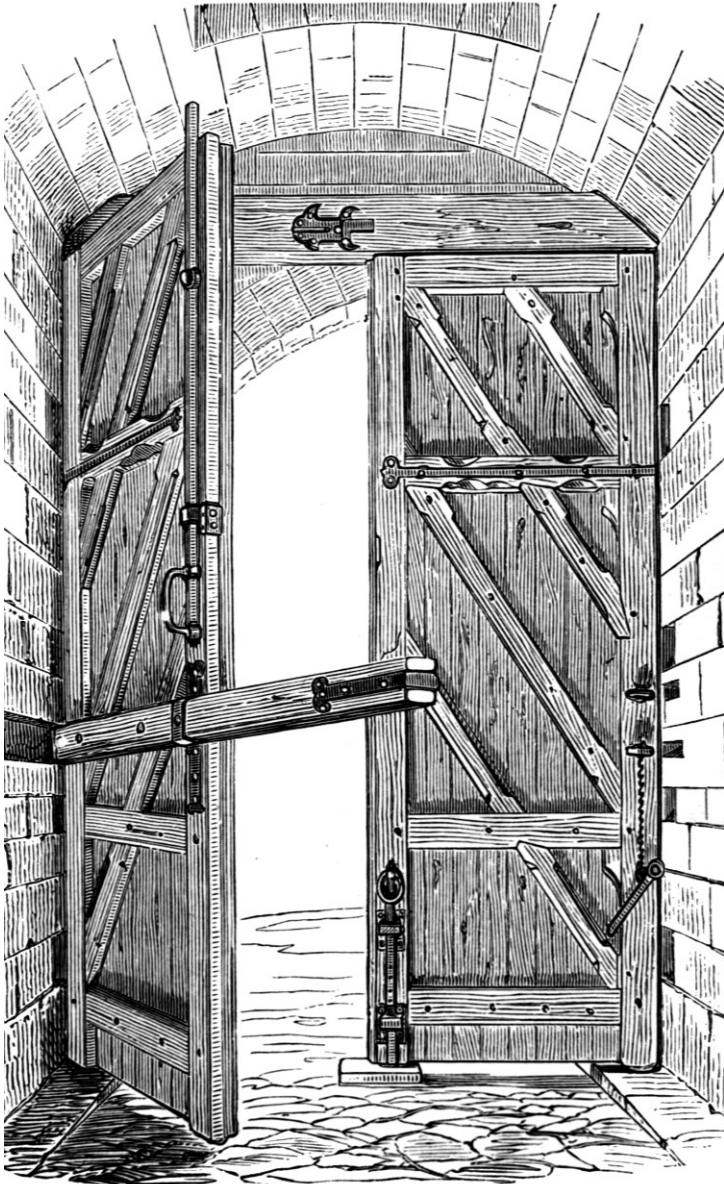
1S. Wyrmslayer Keep

Map 3
Wyrmslayer Keep
Page 85

Left in ruins after the Mad Baron abandoned the keep to live with his love in the newly constructed tower to the north (see **Bonepicker's Tower**), the keep has been shunned by the locals, said to be haunted or demon cursed or goblin defiled – all of which have been true at one time or another in its storied history.

When Garin Wyrmslayer reclaimed the keep, he and his men (mostly his men, to be honest) fought fiercely against the ghosts and other spirits haunting the place.

Within the broken walls and overgrown courtyards, they found that the keep had been ransacked time and again, the great chapel defiled, the great hall burned. Yet most of the walls still stood, strong and imposing, ready to be rebuilt...



1S1-7 The Sundered Gatehouse

The Gatehouse walls were shattered a hundred or more years ago. This area is very busy and chaotic during the day.

1S1. New Iron Bound Oak Gates

One of the first improvements (after the log palisades enclosing the broken gatehouse walls) was to erect new, iron bound, stout outer gates with multiple locking mechanisms.

The hinges on these gates are bent, making the gates hard to close and open, so they are often left open, unless danger is immanent. The Smith is said to be working on new hinges.

Two Gatehouse Guards (GW) (F1, chain, shield, sword, crossbow, hp 8) keep watch over the gate. During the day, the guards are rather lax in paying attention to who comes and goes. At night, however, the guards are alert and cautious.

1S2. Killing Pit

This space between the inner and outer gates is a planked over 25' deep pit. In times of siege, wooden pins in the side of the floor can be released to drop into the pit when an invader attempts to cross it.

1S3. Inner Gate

Old, weather beaten, barely hanging on their rusty hinges. Left open during the day, closed and barred during the night.

1S4. Gatehouse laborers

Tools are scattered about, and the floor is a mess of sawdust and stone chips.

During the day, 1d4+4 **strong men (Ind)** work here during the day (sleep in tents in area S8 below), carpenters and stone masons.

They are fanatically loyal to the Master Mason and appreciate Baron Wyrmslayer's generosity and generally respect him – but they wouldn't sacrifice their lives for him.

1S5. Broken Gatetower

A few courses of stone have been laid at the base of the outer wall.

Scaffolding rises to the broken second floor which is being held up by heavy pine timbers.

The staircase is unsafe and anytime someone mounts the steps, there is a 50% chance they will collapse. Everyone who lives and works here knows this.

During the day, 1d4+4 **strong men (Ind)** work here, carpenters and masons (they sleep in tents in area S8 below).

They are fanatically loyal to the Master Mason and appreciate Baron Wyrmslayer's generosity – but wouldn't sacrifice their lives for him.

The Storm's Impending Rage

1S6. Gatehouse Garrison

Chairs and tables are scattered throughout this smoky hall.

During the day there are 1d6+4 **Gatehouse Guards (GW)** relaxing here, gambling, telling stories, drinking.

During the night, two **Gatehouse Guards (GW)** "stand watch" here, though they really just play cards all night long, unless the alarm is raised.

1S7. South Gatetower

The outer wall here is all new construction, having been completely rebuilt over the past several months.

Day or night, two Gatehouse Guards stand watch here, though there is a 60% chance that they are shirking their duty and just talking to each other.

1S8. Courtyard

This courtyard is a chaotic place as tents and cookfires are spread all around. **17 families live here (GW)**, the laborers working the Broken Tower (S4-5) and servants serving in the keep.

In addition to the men working the tower, the women work in the Great Hall and serve as the Keep's chambermaids while the children either help their parents as they are able or watch the smaller children. In all, nearly 80 people are packed into this small area.

1S9. The Pit Gate

This iron gate is always locked.

During the day, the gate stands unguarded. From sundown to sunup, two **Gatehouse Guards (GW)** stand attentive watch. The night Guards are well acquainted with the Apprentices/Herb Collectors/Brown Cloaks who leave through the gate on random nights close to midnight and return long before sunup, sometimes with a huge load in a pushcart, most of which they dump down the Pit (see below), sometimes with just a few small bundles in their wheelbarrow.

Inside the gate is a 50' square depression with stairs rising the 20' or so from the bottom to the courtyard above.

A 10' square Pit is sealed with a heavy iron and oak hinged cover. A stout rope and pulley system allows the cover to be winched open. The Pit drops down through area S27 into area S28 below (the Eater of the Dead).

1S10. South Tower

Both doors to the South Tower is always locked. The outer (east wall) door is locked with a bar on the inside. The inner door (north wall) is locked from the Great Hall side with a key kept on a ring hanging beside the door.

Day or night, 2 **Gatehouse Guards (GW)** stand watch here, though none of the Gatehouse Guards take this duty very seriously, and most sleep the time away at their post.

1S11-14. The Great Hall

The first areas of the Keep that Garin had rebuilt, much of the Great Hall (first and second story) show evidence of repairs.

All of the floors of the second story and the roof are new timber.

Many walls have at least some new stone and interior walls all have new plasterwork.

1S11. Former Chapel

Evidence of this room's former life as a chapel remains: the frescoes of the lives of saints painted on the walls (though defaced irreparably).

During the day, 1d3 **men** and 1d4 **women (Ind)** will be painting, repairing plaster and stonework and doing other tasks to make this former chapel into the Baron's new Feasthall. The workers are not comfortable with the Baron's decision, and frequently make the Sign of the Saints as they go about their work, plastering over images of the Holy Saints.

1S12. Great Hall

The Baron holds court here. New wooden paneling lines the walls (Along with mounted stag heads and a full stuffed Grizzly bear). A large oak table with a dozen chairs dominates the northern part of the room while the southern part of the room is carpeted and has a number of overstuffed chairs and small tables (the Baron's "smoking room"). Worn but serviceable carpets cover the floors.

The angled west wall has a dozen large tapestries, poorly rendered, depicting some of Baron Wyrmslayer's adventures: against the Demon of the Deep, the Witch of Seven Corners and the Great Fire Dragon of the Golden Hill.

Hanging on twine suspended from the ends of the tapestry poles are strings of human and goblin ears. Whenever someone comes to claim the bounty on an ear, the Baron adds it to his collection. There are 42 Goblin ears and 9 Human ears.

During the day, there is a 30% chance that the Baron and any number of others from the Keep will be here.

1S13. Kitchen

Dozens of servants work under the watchful glare of the Head Cook, this place is bustling with activity day and night as meals are prepared. (GW)



1S14. Stairs Up/Second Story

During the night, one **Gatehouse Guard** is stationed at the foot of these stairs.

The Storm's Impending Rage

1S14a. Reception Hall

Comfortable furniture, large, plush carpets and tapestries (generic religious scenes) cover the walls.

Two large windows make this one of the most brightly lit rooms during the day.

Various trophies adorn the walls:

- The head of a Grizzly Bear, roaring (200 gp)
- A truly impressive Elk Rack (400 gp)
- A broken sword and sundered shield
- An unusual, black metal-bladed dagger: a **Ceremonial Dagger of the Cult of Luran**, a demon worshipping cult (that once worked out of the secret temple beneath the Vintage). The dagger was used for human sacrifice and is infused with the souls of the many people that were killed using it. The dagger is +1 to hit and on a natural 20 the target is stunned for one round. Drawing blood with the dagger in any way attracts the attention of the Demon: 1% chance per hp inflicted. A death caused by the dagger has a 25% chance of attracting the attention of the demon (Fire Demon, type six).
- A chainmail shirt with a gaping hole in it
- The jawbone of a large Red Dragon

The Baron hosts guests here, frequently regaling them with (often wildly embellished) stories of his great adventures. He wears a heavy iron crown and drinks from a hollowed-out goat's horn (that he believes is a dragon's horn).

During the day there is a 20% chance that the Baron is here with one of his trusted confidants: Salan Greenthumb, Davin the Commander of the Watch or Cousin Alistar.



Secret Treasury

Behind a tapestry on the north wall is a **concealed door**. The door is magically locked and only Baron Wyrmslayer has the key (on a silver chain around his neck). The 8'x12' room contains much of the Baron's wealth:

Eight chests containing at total of 84000 gp, 103000 sp, most of the coins are curiously old (taken from the dragon's hoard).

A shelf holds seven small carved wooden boxes, each contains gems:

- 17 rubies (200 gp each)
- 9 diamonds (1200 gp each)
- 11 emeralds (100 gp each)
- **A Gem of True Seeing**
- **The Black Opal of the Apostate**
- 50 mixed gemstone chips (worth about 1 gp each)
- 6 pearls (800 gp each)

Hanging on the wall is a sword, a shield, a chain shirt and a helmet:

- Sword is **Wyrmslayer**, hilt wrapped in dragonskin, blade forged in dragonfire, Wyrmslayer is a Longsword +2, +4 vs. dragons, grants +3 bonus to saves vs. Dragon Breath, immunity to Dragon Fear and on a natural 20 does double full damage, quadruple damage to a dragon (on a natural 1, however, the sword loses all of its magical abilities for the next 1d4 rounds)
- Shield is **St. Garner's Defense**, Shield +2, grants the bearer protection from evil if an offering is made to St. Garner
- Chain shirt is **Chain +3**
- Helmet is **A Helm of Free Action**

1S14b. Antechamber

Baron Wyrmslayer's **personal servants (GW)** live here, two small beds with a chest of drawers for each.

A large mirror and a massive wardrobe (filled with the Baron's clothes) along the northern wall.

The long hallway to the south usually has a bored Gatehouse Guard standing watch (often staring out the large window across the hall from the door to the Baron's chamber).

Both doors to 14c are unlocked.

1S14c. Baron Wyrmslayer's Sanctuary

Both doors to this room are unlocked.

A very comfortable room with a massive bed with a soft goose down mattress, covered in furs in the center of the west wall, between the lancet windows of stained glass. Carpets on the floors (six carpets, hand woven, worth 300 gp each).

Baron Wyrmslayer spends his nights here alone.

The Storm's Impending Rage

1S14d. Cousin Alistar

The most notable thing in the Spartan bedroom is a large painting in a gilt frame (about 4'x6') hanging on the eastern wall and the suit of platemail armor standing in front of it.

Cousin Alistair (HK) is 40% likely to be here.

The **painting**: *The Crowing of the High King*, a famous work easily worth 3500 gp (plus the frame is worth 400 gp).

In addition to the **platemail** (normal) there are three finely made **spears** leaning in the corner unless Alistar is out hunting or prepared for battle. Each shaft has a prayer to one of the Holy Saints carved into it (conferring a +1 to hit for any faithful follower of the Church of the Holy Saints who prays the prayer while wielding the spear). A **leather satchel** under the bed has 140 gp in it.

1S15. North Court

This large courtyard is a staging area for some of the next stonework that must be done (the east wall). The Keep's well is here, the shaft dropping down to area S39 and the underground stream there.

Just north of the Greathall (S13) are the Baron's (temporary) stables: 4 Highland Ponies are stabled in this area.

Just south of the Gong Tower (S16) is the Keep's garderobe whose shafts drop to S44 below.

1S16-17. The North Watch

The crenelated battlements of these two-story towers are the highest point of the Keep from which most of Shantytown can be seen as well as the north road and the east road.

The **Stalwart Companions** live and work here.

1S16 Garderobe Tower/Gong Tower

Four **Troopers (GW)** and two **Sergeants (GW/AoD)** man the main floor while the **Captain of the Watch (AoD)** lives in the second story. One **Trooper (GW)** is always stationed on the roof.

1S17 Garden Tower

Four **Troopers (GW)** and two **Sergeants (GW)** man the main floor while the **Commander of the Watch (GW)** lives in the second story chamber. One **Trooper (GW)** is always stationed on the roof.

Beneath the tower (the Undertower) are the chambers of Salan Greenthmb (S41).

1S18 Secret Door to Dungeon

The unlocked door to this room is concealed by a tapestry which hangs at an odd angle from it frequently being pushed aside.

The closet here is barren. There is a 90% chance that the Secret trap door in the floor has been left standing open.

1S19. Gatetower Second Story

Two **Gatehouse Guards (GW)** (F1, chain, shield, sword, crossbow, hp 8) keep watch here. There is a 60% chance that one or both will be sleeping. If awake, there is a 75% chance that they are gambling.

1S20. Garrison

This is a well-organized dormitory for the **Gatehouse Guards (GW)**. 24 Bunk beds are spaced around the walls. A large, threadbare carpet covers the center of the floor.

Eleven **Gatehouse Guards (GW)** live here.

Present: Day 1d6-2; Night 5 (sleeping)

1S21. Garrison Common Room

Tables and chairs and a variety of mundane items (whetstones, maps, spittoons) are scattered about.

There are always 1d4+4 **Gatehouse Guards (GW)** here, day or night.

1S22. Garrison

This is a well-organized dormitory for the **Gatehouse Guards**. 26 bunk beds are spaced around the walls.

Fourteen **Gatehouse Guards (GW)** live here.

Present: Day 1d8-2; Night 7 (sleeping)

1S23. Ruined Second Story

The floor and staircase here are noticeably unstable, having a 20% chance per person every round of collapsing.



1S18-46. Wyrmslayer Keep Dungeon

Most of the rooms in the **Dungeon Proper (S18-31)** are carved out of the bedrock itself, with low ceilings (about 6') and generally unfinished walls, floors and ceilings still bearing the chisel marks of some ancient unfortunates who cut through the living stone.

The Caves of the Dead (S32-37) are lightly worked natural caves carved by erosion through a large limestone deposit.

The Water Chambers (S39-46) predate the original building of the Keep, having once been a small temple to the Prince of the Water Spirits (see S40, below) constructed by an unknown people. The rooms here (not the caves) are skillfully cut from the stone and decorated with bas relief carvings of rivers and streams, seas and great waves and various other water related images.

1S18-31. The Dungeon Proper

Low ceilings (6'), rough walls and floors.

1S18. Secret Door to Keep

The "secret" door to the keep in the ceiling at the top of the stairs is often (90%) left open. Open or closed, it is not a secret door from this side and the latch to open it is clearly evident.

This long, steep rough-hewn staircase descends (vertically) 20' to a landing with a door (to area S19) then continues a further 20' drop to area S21.

1S19. The Antechamber of the Dead

The door to this room is magically locked, as is the secret door in the north wall. To unlock, one must press his or her right palm flat on the door and speak the words, "Into the Court of Night I Come."

Only the Herb Gatherers, the Eater of the Dead, Salan Greenthumb and his Apprentices know how to unlock this door.

Inside the room is mostly empty, a few bits of debris scattered about.

There is a 50% chance that 1d6 **Zombies** are here wandering aimlessly and a 10% chance that 1d2 **Herb Gatherers/Apprentices/Brown Cloaks (AoD)** are here at any given time.

1S20. The Dwellers Among the Dead

The door to this room is unlocked.

The Herb Gatherers/Brown Cloaks live here. There are nine beds, nine small chests, nine chairs and one long, narrow table.

The beds simple, roughly made and uncomfortable. Each Herb Gatherer "hides" his personal treasure among the dirty blankets (1d8 gp and 2d12 sp each, plus various worthless trinkets).

Map 3
Wyrmslayer Keep
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Each chest contains an extra robe and a few worthless trinkets.

If confronted here, the Herb Gatherers will fight to the death, summoning 1d3 **Zombies** each to come to their aid.

1d6+1 **Herb Gatherers/Apprentices/Brown Cloaks (AoD)** will be here at any given time.

1S21. Common Hall of the Night Guard

Tables and chairs are chaotically scattered about.

1d4+1 **Night Guards (AoS)** are likely to be here at any given time, talking, singing, drinking and gambling.

1S22. Barracks of the Night Guard

24 bunked beds, various personal effects (mostly worthless).

1d4+2 **Night Guards (AoD)** will be here at any given time, going on or off duty, or sleeping.

The Storm's Impending Rage

1S23. Trapped Corridor

At the point marked on the map, 16 spears will shoot out of the wall (at about 9" horizontal intervals), about waist high (2 ½ feet above the floor) set off by a **tripwire** in the center of this section of the corridor. Anyone caught in the area of effect (the corridor from the door to S24 to the bend in the corridor) must save vs. Dragon Breath or be hit by 1d3 spears for 1d6 hp damage.

S24. Guards

The doors to this room are all locked. The guards here have keys to the northwest door (to S23) and the southwest door (to S25) but only the Herb Gatherers and Salan Greenthumb and his Apprentices have keys to the southeast door (to S26).

The guards are unaware of the Secret door in the northeast wall.

4 **Night Guards (AoD)** are here at all times, often gambling or engaged in other distractions.

1S25. Trap

The door to area S24 is locked (the guards in that room have the key) while the Secret Door in The Grand Altar of the Holy Saints (N above) is not locked.

At the points marked on the map, 16 spears will shoot out of the wall (at about 9" horizontal intervals), about waist high (2 ½ feet above the floor) set off by a **tripwire** in the center of this section of the corridor. Anyone caught in the area of effect (the 10' or so of corridor marked with the trap symbol) must save vs. Dragon Breath or be hit by 1d3 spears for 1d6 hp damage.

1S26. The Dark Cloaks

The door to S24 is always locked (Salan Greenthumb, his Apprentices and the Herb Collectors have keys). The door to S 27 is not locked.

4 **Dark Cloaks (AoD)** who never leave these chambers (S26-30).

Noise here will draw the Dark Cloaks from area S27 to investigate.



1S27. The Stockpile of the Dead

The door to S26 is not locked.

A pile of mangled and broken bodies lies against the southeast wall. There are 14 corpses here.

The shaft of the pit from area S9 drops to here, beneath which is a blood spattered, rough wooden platform (about 10' square, maybe a foot tall). The platform covers a 10' deep shaft to the ceiling of S28 below.

The bodies dropped from area S9 are kept here until the Eater of the Dead calls for them. The Dark Cloaks from area S26 aid in the process, 6 Dark Cloaks tip up the heavy wooden platform while the remaining two apprentices toss the required number of bodies down the shaft.

4 **Dark Cloaks (AoD)** who never leave these chambers (S26-30).

Noise here will draw the Dark Cloaks from area S26 to investigate.

1S28. The Eater of the Dead (Necromancer)

A 10' deep shaft from area S27 (normally covered over by a heavy wooden platform) drops to the ceiling of this room.

The **Eater of the Dead (AoD)**, a powerful Necromancer, works tirelessly here, turning corpses into undead beings. The Eater of the Dead will fight to the death here... and rise three rounds later as a Wraith.

There will be 1d6+4 corpses here, with 1d4 being **Zombies** and a 10% chance of an additional corpse being a **Ghoul**. The others are non-animate.

The door to S29 is not locked.

1S29. Trap

Neither door here is locked.

This 20' deep pit trap (a trap door, hinged near the center, dumps into the pit) contains a ravenous **Ghoul** who will immediately attack any creature who falls into the pit.

The Eater of the Dead, the Dark Cloaks, the Herb Gatherers, Salan Greenthumb and his Apprentices know the tipping point of this trap and simply leap to safety when they enter this corridor from area S28.

The Storm's Impending Rage

1S30. Summoning Circle and Teleporter

The door is not locked.

In the northeast corner is a curious plant-like thing, black leafy tendrils undulating slightly.

On the floor in the southwest corner is a magic circle.

The “plant-like thing” is a magical gate called a **Verdant Portal** used by the Cult of the Old Gods to teleport from area to area (literally through the Outer Darkness). This gate is not yet “fully grown” so physical teleportation is not yet possible, but verbal communication through the gate is possible. At any given time, there is a 20% chance that a voice will call out from the gate, asking for an update in the progress of reclaiming the Black Opal. The voice is distorted and hard to understand. Any answer given (except that the Opal is in hand) will be met with anger and a demand to move quickly or face the wrath of the Night Howl.



The **magic circle** is a summoning circle that the Eater of the Dead uses to contact his demonic master (it works as a Commune spell with a 25% chance of actually making contact with the demonic spirit).

1S31. The Sacred Hall

The secret door is not locked. It is almost never used by the occupants.

The walls of this room are painted with various macabre scenes of the dead feasting on the flesh of the living.

A **font** of unholy water stands in the southeast corner.

Undead sent back up the shaft by the Eater of the Dead (S28) are brought to this room and “consecrated” by the Dark Cloaks (doused with unholy water) before being released to the Caves of the Dead (below).

1S32-37. The Caves of the Dead

1S32. Cave of Bones

Human bones litter the floor here, though a path has been cleared through the center of the room.

Present: 50% 1d6 **Zombies**; 30% 1 **Ghoul**

1S33. The Well of Darkness

The pit in the center of this cave is blanketed by magical darkness.

Present: 1d6+4 **Zombies** and 2 **Ghouls**

1S34. Sandy Floor

The floor in this cave is covered in 3' of sand, causing movement to be halved.

Buried in the sand are 6 **Zombies** who will reach out and grab at the ankles of any creature (including another undead being) who come through here.

Present: 6 **Zombies**

1S35. Broken Dead

Nine partial **Zombies**, torsos with no legs, some missing arms and heads as well, writhe about here. They do not attack. In addition, other undead sometimes prowl through here.

Present: 40% 1d6 **Zombies**; 25% 1 **Ghoul**

1S36. The Ghoul King

A powerful **Ghoul** haunts this chamber, dismembering any undead who dare intrude (as mindless zombies do on occasion). The floor here is littered with dismembered body parts, arms, legs, heads.

1S37. The Sign of the Dead

The natural pillar of stone in this high-ceilinged cave is carved with several sigils of death magic. If a mortal being touches the column, he or she must save vs. spells or die and rise in 1d6+6 hours as a **Ghoul**.

Present: 1d8 **Zombies** and 1d3 **Ghouls**

1S38. Secret Hall

The secret door to S19 and the door to S39 are both magically locked. To unlock, one must press his or her right palm flat on the door and speak the words, “Into the Court of Night I Come.”

Only the Herb Gatherers, the Eater of the Dead, Salan Greenthumb and his Apprentices know how to unlock this door.

The Storm's Impending Rage

1S39-46. The Water Chambers

These ancient halls were once consecrated as a temple to the Prince of the Water Spirits (S40) but now are used as the cesspool for the Keep's garderobes. Mold and fungus and slime cover most of the surfaces here. The ceilings are high (12'-15') and the stonework is still in excellent repair.

1S39. Domain of the Water Spirits

The door to S38 is magically locked (see above for unlocking) while the doors to S40 and to S43 are unlocked.

A stream runs through this chamber with a stone bridge arching over it. The stream bed glitters with silver coins.

Four abstractly carved pillars of multicolored stone support the ceiling here.

To the east, the shaft of the well which pierces the ceiling here is enclosed in masonry from the ceiling to the floor (beneath which it opens to the underground stream).

Two iron gates, one where the stream enters the chamber from beneath the floor in the east, the second halfway down the tunnel between S39 and S44 secure this water source.

In the stream are 9 **Water Spirits**. Anyone who wishes to cross the bridge unmolested must cast 9 silver coins into the water. Fewer (or none) and the Water Spirits rise up and attack. If more coins, or the wrong type of coin are cast into the water, the offending coins will be slung back at the intruders (they "attack" as F6 doing 1 hp of damage per hit).

There are 3348 silver coins in the stream.

1S40. The Prince of the Water Spirits

The walls of this room are painted as a vast sea. A pale blue glow permeates the room. Against the south wall is a 10' tall glass-like substance (actually ice) statue of a vaguely humanoid shape, with fins and webbed hands and feet.

This is the **Prince of the Water Spirits**, a **Water Elemental** magically frozen here by worshippers a thousand years ago.

If dispel magic is cast on the Water Elemental, the ice will crack and crumble for two rounds, then the Prince of the Water Spirits will crash down onto the floor. The next round it will collect itself into an imposing fish-man water shape and speak: Thou has released me. I grant thee peace.

The elemental will then try to flow away into the stream where it will be swarmed by the Water Spirits (if they live still), then crash through the western gate and all the Water creatures will flow downstream and out of the area.

The Prince could be convinced to aid the party, though he will demand a high price (perhaps the cleaning up of the Cesspool, area 44, or the destruction of a rival elemental).

If the party frees the Prince, any future encounters with Water Spirits or Water Elementals gain a +2 bonus on reactions.

1S41. Greenthumb's Undertower

The doors are magically locked. To unlock, one must press his or her right palm flat on the door and speak the words, "Into the Court of Night I Come."

Only the Herb Gatherers, the Eater of the Dead, Salan Greenthumb and his Apprentices know how to unlock these doors.

Dank, dark, smoky, and rank with the smell of plants, fungi and molds, this unwelcoming room is where Salan Greenthumb and his Apprentices do much of their experimenting and potion brewing.

Virtually any kind of plant fungus or mold that might be useful for medicine, magic or poison can be found here.

Present: Day or Night: 10% Salan Greenthumb; 80% 1d2 Apprentices

1S41a. The Apprentices' Cave

Salan's Apprentices live here in squalor. They have nothing of value.

Present: 20% 1d2 Apprentices, day or night

1S41b. Secret Exit

This unlocked secret door is hidden from the outside under a moveable bed of Stinging Nettles and Hollyhocks. From the inside, the bed can be easily moved aside. A small tube can be pushed through the bed and looked through.



The Storm's Impending Rage

1S42. Greenthumb's Chamber

Only Salan Greenthumb has a key to this locked door.

A comfortable chamber with thick carpets on the floor and giant pillows scattered about. Tapestries (depicting woodland scenes) hang about the walls (worth about 100 gp each, there are 9 of them).

A desk in the northern alcove contains numerous papers on which are written strange, cryptic formulae, half-finished nonsensical sentences, bullet pointed lists.

Among the papers can be found the following:

- A formula for a Magic User version of the Druid spell (ritual) **Transport Via Plants**
- Written in code (the nonsensical sentences) are instructions:
 - "Find the Black Opal of the Apostate. Nothing else matters,"
 - "Sow discord and feed the Eater of the Dead,"
 - "The Smith, The Overseer and the Whore are allies who can bring me messages, leverage them"
 - "Do not fail or you will face the wrath of the Night Howl,"
 - "By the New Moon."
- A note, torn out of a journal (in very different handwriting) that contains a drawing of concentric circles and notes about a Puzzle Lock (found in the adventure **A Shadow Over the Greatwood**)
- A list of names, most crossed off:
 - ~~Macron of Duthal~~
 - ~~The Bishop of Esterbrook~~
 - ~~Brother Cadmus the Unfailing~~
 - ~~Dylan Rosetree least of the Gatherer~~
 - ~~Abbot D'Haras~~
 - ~~Galin Baker, so-called Wyrmslayer~~
 - ~~Hargeth the Imposter~~
 - ~~Drummond Gallien~~
 - ~~Marin the Vinter~~
 - The Picker?
 - Hastaran Gallien, the Blessed

In the desk itself is a purse containing 85 gp and 214 sp and a magic dagger (**Sapper**, a dagger +2 which drains the victim's Constitution 1d4 points with a successful hit in addition to the physical damage it does. Constitution points thus drained are restored at a rate of one per day).

Present: 20% chance that Salan Greenthumb will be here day or night

1S43. Greenthumb's Meditation Chamber

The secret door is unlocked, but difficult to detect. The latch is in an indentation in the stone to the right of the door. These cave walls are scrawled with all manner of arcane and profane symbols, drawings and glyphs.

Present: 10% chance that Salan Greenthumb will be here day or night and, if so, 1d2 Apprentices will be with him



1S44. The Cesspool

The secret door to the north is not locked but is well hidden.

Mountains of human waste are spattered about this noisome cave. Flies buzz and beetles and maggots wiggle around. The water flowing out of the cave, partly dammed by the human waste, is filthy and disease ridden. Fungi and molds ooze and drip throughout the cave.

1S45. The Gong Farmer's Refuge

The **Gong Farmer (HK)** uses this cave to magically contact the Seneschal of the High King and report on the activities of the Keep. Hidden in a recess behind a loose stone in the small alcove in the south west is a leather pouch containing a **Seer's Stone**, a magical device through which communication over vast distances is possible (legend says, even to the Outer Darkness or the Highest Firmament).

See NPCs for more information about the Gong Farmer. No one else ever comes in here because of the Cesspool.

Present: 15% chance that the **Gong Farmer (HK)** is here, communicating with the Seneschal

1S46. Cesspit Access

A stout iron gate is always locked (the Gong Farmer, Salan Greenthumb and Baron Wyrmslayer have keys).

2. The Fields of the Dead

Map 4
Fields of the Dead
Page 86

The large cemetery is surrounded by a 15' high stone wall in very good repair. It is overgrown with vines in many places, making climbing over the walls fairly easily.

2A. The New Gate

While the New Gate looks like a fortress, it is an empty shell, only for decoration. A strong, locked iron portcullis blocks entry. Baron Wyrmslayer is the only person who is supposed to have a key to unlock the gate, but Salan Greenthumb's "herb collectors" have a key they use to enter the cemetery.

That statuary in above the gate are images of the ancestors of Baron Ogg (the Mad Baron).

Above the Baron's Ancestors are four statues of saints which are **Marble Guardians (Small)** which are animated when an undead creature exits the Fields of the Dead, to destroy the escaped creatures (one will animate at a time).

2B. Graves of the Past

Hundreds of headstones dot the landscape on the western side of the Fields of the Dead.

If investigated, none of these graves have been disturbed. The most recent burial in these sections is over ninety years ago while the earliest is four hundred years ago.

There are 472 graves in these three sections. Enterprising PCs might think to dig for valuables. Each grave has 10d8 gp worth of treasure within it. For every grave disturbed, there is a 5% cumulative chance of 1d8 **Hostile Spirits** manifesting and attacking the grave robbers.

2C. The New Cemetery

Over the past year, since Baron Wyrmslayer has reclaimed the Mad Baron's Keep, several dozen people have died in his service due to the dangers of the work at the keep and the intermittent raids from Goblins and Raiders and they have been buried here.

There are 43 graves here. If investigated, six of the graves show evidence of having been disturbed. The sod was cut and replaced carefully, but imperfectly.



A deeper investigation will reveal that every grave has been dug up and every body has been stolen. In addition, minor valuables and keepsakes were left in the empty coffins. Each grave has 2d20+10 gp worth of minor trinkets.

2D. The Caretaker's House

A solidly built, if simple, marble structure sits empty. The last four caretakers that Baron Wyrmslayer appointed died at the hands of, presumably, wandering undead in the cemetery.

Under a loose marble tile in the ruin of the bedroom is a leather bag with 250 gp in it.

The Storm's Impending Rage

Random Encounters in the Fields of the Dead (Cemetery)

1d12	Encounter	Notes
1-5	1d6 Skeletons	Wandering aimlessly, seeking to escape the bonds of the cemetery wall. They generally attack immediately
6-8	1d6 Zombies	Zombies constantly circumnavigate the inside of the wall, clawing at the stone, seeking an exit. They attack mortals on sight
9-10	1 Spectral Haunt	The Haunt will try to beckon the party to a grave. The grave has been defiled, the corpse stolen, the spirit cannot rest until the corpse is returned to the grave and consecrated. If frustrated in attempting to communicate its need, it will attack.
11	1 Ghoul	Ravenously hungry but cunning enough to follow living beings and try to lay an ambush when one gets separated from the group
12	Vexed Corpse	Recently clawed out of a grave (before the Herb Gatherers could claim the body for the Eater of the Dead), the Corpse roams the cemetery wanting to inflict harm on any mortals encountered.

NOTE: None of the undead found herein will pursue intruders beyond the wall surrounding the Fields of the Dead.



2E. The Old Tombs

These seven marble tombs are among the oldest structures in the Fields of the Dead (next to the Temple). Each has been sealed. The names are local families from generations ago.

Each tomb has 1d4+2 vaults within, with each vault containing 3d12+30 gp worth of heirlooms and trinkets (Highland Folk).

Each tomb has a 50% chance of one or more of the occupants rising as **Hostile Spirits**, attacking the grave robbers. In addition, for each vault opened, there is a 50% chance that the corpse within will animate as a **Desecrated Corpse** and attack the intruders.

2F. The New Tombs

These six marble tombs are of new construction. Only two are sealed and marked with the names "Danigal" and "Forrest". Four tombs remain unused and open.

Investigation will reveal that the two sealed tombs have been opened and resealed, though inexpertly.

Each of the tombs has a single vault, the lid removed, the body missing. Within these open vaults are 3d12 gp worth of heirlooms and trinkets (Highland Folk).

The Storm's Impending Rage

2G. The Cemetery Temple

This tall marble structure had been here for centuries before the first Baron (Baron Ogg, the Mad Baron) carved out his dominion in the wilderness. This temple was built by Northman invaders to honor their dead.

The white stone is in excellent repair.

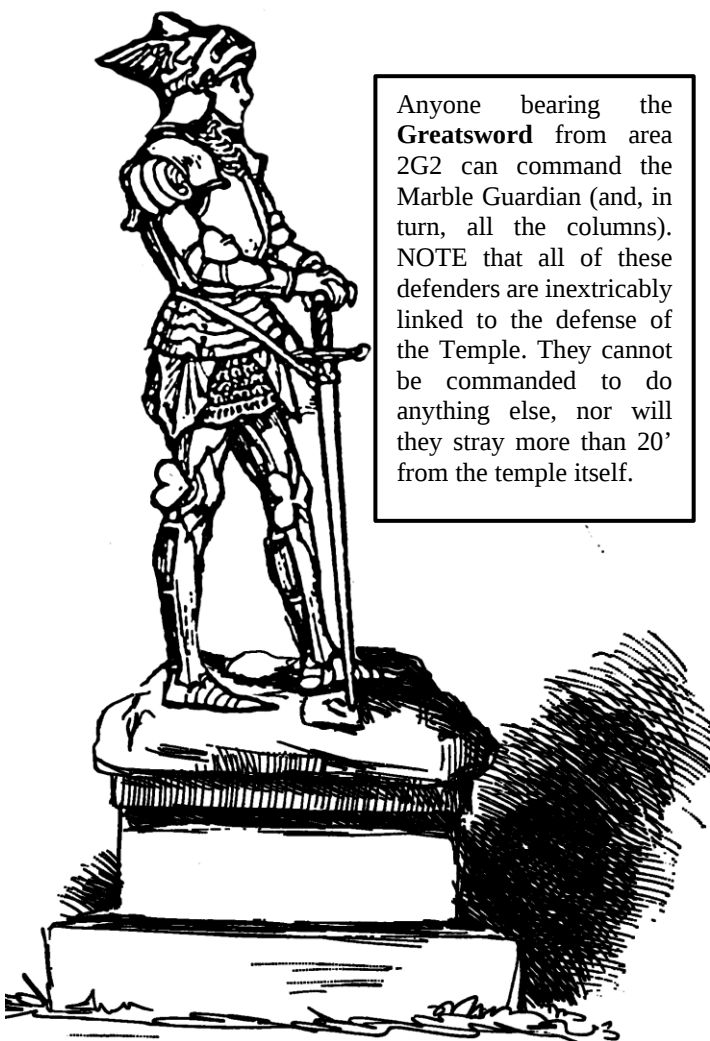
**Map 5
Cemetery Temple
and Dungeon
Page 86**

2G1. Colonnade

The roof around the temple is supported by 24' tall marble columns, each carved to look like a very thin Northman warrior holding up the roof with its long arms high above its head.

The columns represent the Company of the Greatsword, the warrior band who fought alongside Halfdan Greatsword, the hero to whom this temple is dedicated.

If the names of any of the Company are spoken aloud anywhere within the Temple (the names appear on the walls in area 2G4.), the column will animate as a **Caryatid Column**, but remain motionless until commanded by the **Marble Guardian** in area 2G5 or until the next dawn.



Anyone bearing the **Greatsword** from area 2G2 can command the Marble Guardian (and, in turn, all the columns). NOTE that all of these defenders are inextricably linked to the defense of the Temple. They cannot be commanded to do anything else, nor will they stray more than 20' from the temple itself.

2G2. The Portico of the Warrior

The white walls and floor are spotless, the ceiling is black. A nine-foot-tall statue of a Northman warrior armed with a spear stands on a five-foot-tall pedestal near the middle of this chamber. Two tapestries hang on the back wall.

The **tapestries** were placed here by Baron Wyrmslayer and they depict hunting scenes. They might be worth 200 gp each to the right person, though they are heavy (80 pounds each) and bulky (8'x8').

The **statue** is a life-sized depiction of Halfdan Greatsword carved from black veined white marble. The shield, helm and spear are Halfdan's artifacts, expertly painted to appear to be marble, a **Helm of Command**, a **Shield of Reckoning** and, of course, **Halfdan's Greatpear** itself. See Appendix for more information on these items.

The **pedestal** is hollow with a secret panel in the back (which opens by forcefully pushing on it). Inside, a ladder which leads down to 2G16 below.

Hiding in the northeast corner of the black stone ceiling is an **Oozing Black Death** that will drop down on any creature not holding an open flame (torch or lantern) that comes within the area marked on the map, but will otherwise remain in its perch.

2G3. The Two Trees of Creation

The doors on the north wall are not locked and open easily.

The white marble pillars here are carved as trees (Ironwood Trees), with the branches holding up the black stone ceiling, the Two Trees of Creation in the Northman mythology.

2G4. The Hall of the Heroes

Three pillars carved to look like very thin Northman woman warriors holding up the vaulted black stone ceiling.

Steps climb to a raised platform in the north on which stands a very tall statue of a Northman Warrior (see below).

Carved in the stone on the walls are the names of the Company of the Greatsword (in the Old Northman language, of course).

The names:

West Wall

Gudrod Ivar
Leidolf Gætir
Arn Gnupis
Gudmund Thorgaut
Gunnleif Karisson
Kalf Mannis
Banki Skuti
Vertlithi Sigemær
Fastulf Skeggis
Gnupa Vekelsson

East Wall

Stækar Hræreks
Thorald Thormar
Halfdan Svan
Hælgi Kollskegg
Diarf Sæmund
Hrosskell Hromund
Karl Veleif
Spiallbudi Auðunar

NOTE: saying any name out loud will animate the associated column in the Colonnade (2G1), the slight shifting of the column will cause the roof to groan loudly whenever a name is uttered.

The **Columns** are **Caryatid Columns** which will animate and attack any who desecrate the Temple of Halfdan Greatsword.

NOTE: the Columns will obey any commands issued by a mortal bearing the **Greatsword**.

The Storm's Impending Rage

2G5. Greatsword's Legacy

The doors to the east and west are not locked and open easily.

A twenty-foot-tall statue stands on an eight-foot-tall pedestal here, the point of the statue's helm nearly touching the black stone ceiling above.

Behind the statue, against the back wall, are two marble shelves.

The **Statue** is a **Marble Guardian (Large)**, an effigy of Halfdan Greatsword, looking much like the statue in area 2G2. The **Guardian** animates if all eighteen of the Company of the Greatsword are named. The Marble Guardian will command the Caryatid Columns (the three here and the eighteen surrounding the temple) to defend the Temple against infidels – any non-Northman beings bearing weapons.

The **pedestal** is hollow, a secret door in the front looking like a decorative frame opens when forcefully pushed. Inside, steps lead down to 2G8 below.

The **Marble Shelves** each have old Northman writing carved into them, prayers to the gods of old. Praying these prayers aloud grants the one praying the effect of a bless spell for 1d6 turns but doing so is an affront to both the Church of the Holy Saints and the tenants of the Old Gods.

2G6. Sacristy

Tables with candles, table drapes, pewter chalices and candlesticks. Stocked with supplies for funerals and special holy day worship by Vicar Mallus (area 1M), nothing here is of particular value.

2G7. Private Chapel

Two small altars separated by a heavy velvet curtain which runs floor to ceiling. A dozen prayer rugs are stacked on the north wall.

Cemetery Temple Dungeon: The Fetid Halls of the Ghoul Master

Random Encounters in the Cemetery Temple Dungeon

1d12	Encounter	Notes
1-8	1 Ghoul	Starving, half-mad, attacks the living on sight, will begin feeding immediately on the first victim to fall. There is a total of 21 Ghouls in the dungeon.
9-10	1 Spectral Haunt	The Haunt will try to beckon the party to the pit where the slaves' remains have been dumped, hoping that these mortals might finally bring peace to their restless souls. There are 8 Spectral Haunts roaming the dungeon.
11	1d3 Crawling Horrors	These insect-like pests are simply in search of food. They will attack any warm body but will flee if harmed.
12	1d4 Rats	Cautious at first, the rats will actually act in a very friendly manner if the party does not smell of decay (many of their number have been eaten by the Ghouls). The rats will try to lead the party to the nearest Ghouls. They will flee if aggressive action is taken toward them.

NOTE: None of the undead found herein will pursue intruders beyond the bounds of the Temple and Dungeon.

2G8. The Once Great Hall

The sturdy stone stairs lead up to the base of the statue in area 2G5.

The walls here are plastered and painted in scenes of Northman mythology (The Coiled World Dragon, the Forging of the Night Sky, the Furnace of the Gods).

Three black-veined white marble bas-relief carvings just out from the walls:

- A Northman wielding a spear (recognizable as the same warrior depicted in the statues in the Temple above) against a wingless dragon.
- A woman warrior with a sword beheading a four-armed giant.
- Eighteen Northman Warriors bearing on their shoulders a bier carrying the body of a warrior (recognizable as the warriors depicted on the 18 columns around the temple bearing the corpse of the warrior immortalized in the statues above and the carving at area a).

The paintings on the walls and the carvings detect as magical. The paintings have been ensorcelled to prevent any damage to the plaster.

The bas-relief carvings are costumed (human) slaves who were magically transformed to stone in effigy Halfdan Greatsword, his company of warriors and his wife, Elgan the Fierce. If released from their magical bondage (dispel magic at 10th level or above, transmute stone to flesh, wish, etc.), the trapped souls have only a 20% chance of surviving the transformation.

Of those who survive, 75% will be driven mad by the transformation, becoming either catatonic (50%) or flying into a homicidal rage (50%). Any survivors are second level fighters. These lost souls have been trapped here for centuries and do not speak the current dialect.

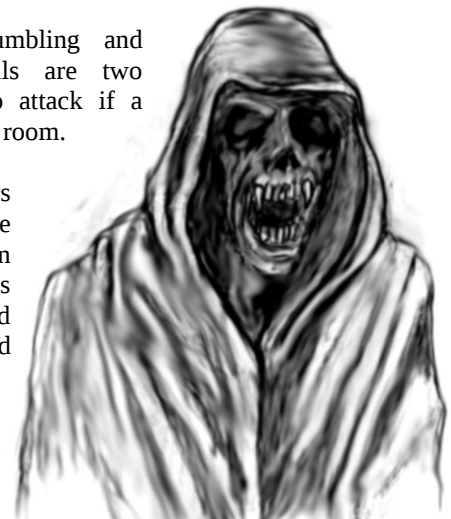
NOTE: light or noise in this room will attract the Ghouls in area 2G9.

2G9. Ransacked Room

NOTE: noise or light in room 2G8 is likely to attract these two ghouls.

Digging at the crumbling and defaced plaster walls are two starving **Ghouls** who attack if a living being enters the room.

Plaster detritus covers the floor, with large patches having been broken from the walls revealing the fitted stone masonry behind the plaster.



The Storm's Impending Rage

2G10. Locked Room: The Treasures of the Northmen

The door to this room is magically locked and trapped.

The secret door to this room is hidden in ceiling in the mess of the Ghoul Master's cocoon, (area 2G19) but from the inside of this room is simply a trapdoor in the floor, not hidden.

The door: a nine-foot-tall oak door. If opened, it will remain open for 3 rounds, then magically snap shut and magically re-lock unless significant means to keep the door open have been taken.

The door trap: about a foot above eye level a two-foot-square sheepskin is nailed by its top corners. Behind the sheepskin is a rune carved into the face of the door: a **Symbol of Fear**.

The door lock: the door has no handle or visible lock. It will spring open if the Song of the Burning World is chanted for at least 2 rounds. The door can be battered down, of course. Dispel magic (at 10th level) will open the door.

Inside the room: piles of treasure, haphazardly scattered about the room including glittering jewelry, gold and silver coins, gems, and the like.

Much of the jewelry and many of the gems are fake, costume jewelry ransacked from petty nobles centuries ago. The various necklaces, broaches and other bits of jewelry might fetch 100 gp (about one gp per piece) while the paste gems have not weathered the centuries well and have deteriorated so as to be worthless. There are, however, 2388 gp and 9344 sp scattered about the room.

2G11. The Ancient Chapel

NOTE: the undead in the dungeon will not willingly enter this room, but if PCs "camp" here for more than two hours, all the **Ghouls** in the dungeon will congregate at the entrance (except the three in area 2G15), waiting for them to leave...

A thick layer of dust covers everything. No tracks on the floor.

A granite altar table with two gold candlesticks (50 gp each) with unused beeswax candles. The top of the table is stained darkly (from the libation offerings of the thick wine). The candles will burn for eight hours.

A shelf on the east wall holds a bronze incense censer bearing old Northman runes and a cedar box with incense.

To the west is a wooden crate with its top slightly ajar, the floor beneath it stained darkly. The crate has three wax sealed earthenware urns, deeply stained by splashes of a reddish liquid, standing amid the shattered ruin of many other urns. The urns contain a thick red wine. Two of the urns have spoiled (wine vinegar) while the third is still potent. The wine is very strong. The unspoiled urn of wine is worth 600 gp.

2G12. Locked Room: Ancient Heirlooms

This nine-foot-tall oak door is locked, though the key is long lost.

Inside, covered in dust and rat droppings, are boxes and barrels containing ancient Northman heirlooms (see below).

A nest of cowardly rats lives here in constant fear of the ravenous ghouls that haunt the halls of the dungeon. If the door is opened, a rat scout will nervously sniff the air. If the intruders do not smell of decay, the rats will cautiously move into the room. Roll normal reactions unless the intruders bear an open flame, then roll reaction at -6. There are 12 **Rats** in this room (minus any randomly encountered and defeated).

- A set of seventeen fortune-telling runes carved from Ironwood and set with platinum runes (worth 500 gp)
- A disc of granite, 3' in diameter and six inches thick, carved on one side with the face of an old man, on the other side with the face of a young man. The edges are rounded and worn.
- An iron brooch shaped like a stag's head (20 gp)
- A helmet with a rack of stag's horns impractically attached (10 gp)
- A wolf's pelt cloak (50 gp)
- A finely crafted, extremely sharp battle axe
- Coarse wool robes embroidered along the edges with a motif of apples, cherries and leaves.
- A sheepskin jerkin (equivalent to leather armor)
- An old and worn Warhammer, the head engraved with prayer runes to the Northman gods (**Alfdun's Wrath**, a Warhammer +2, the runes glow when in the presence of giants)

2G13. The Cleansing Pool

A green and grey oily film covers the still water here.

Beneath the surface are four **Ghouls** who attack if the water is disturbed.

At the bottom of the 4' deep pool can be found: a platinum bracelet (worth 300 gp), a gold ring etched with Northman runes (worth 75 gp), and 477 sp.

1G14. Haunted Alcove

Piled on the floor in the niche here are the bones and damaged equipment of a thief who broke into the dungeon years ago, dying at the hands of the ravenous ghouls who haunt the dungeon.

Among the bones can be found shredded leather armor (useless), a rusty dagger, a shortsword, rusty thieves' tools (lockpicks, etc.), and a leather pouch with 57 gp and a ruby worth 100 gp.

Disturbing the bones causes the thief's spirit to materialize through the back wall of the niche and attack as a **Vengeance Spirit**. The Vengeance Spirit will not pursue beyond the doorway to the north or the top of the steps to the south though once summoned, the Spirit will remain in this corridor until destroyed.

The Storm's Impending Rage



2G15. The Oozing Walls

The walls of this room are streaked with a black, oily liquid that constantly runs down them.

Three **Ghouls** are licking the walls. They are automatically surprised and will not leave the room to pursue intruders, turning their attention back to the oily walls.

2G16. Secret Room

The secret door is not locked and opens if pushed against (or pulled from the inside). A ladder climbs up to the base of the warrior statue in area 2G2 above.

2G17. Empty Room

Broken bits of stone and wood are scattered about. Against the western wall stands an iron frame suspending a thin blue sheet of some kind of translucent material.

The **thin blue sheet** is a paper-thin crystal sheet (amethyst) perhaps 2 feet in diameter (the edges are irregular). It is extremely fragile, but if removed from the dungeon intact, is worth 300 gp (to an alchemist).

2G18. The Gatekeeper

A rotting corpse lays on a stone plinth here, arms crossed. The smell of decay is powerful in this corridor.

The Corpse is a **Ghast**, the right hand of the **Ghoul Master** in the next room. The Ghast will remain motionless (note its Grave Stench radius, however), until intruders have passed by, then will rise to attack from behind.

The Ghast carries a rotting leather satchel which contains 87 sp, a dagger and a wax stoppered earthenware flask (containing a thin red liquid, spicy to taste: a **Potion of Fire Breathing**).

2G19. The Ghoul Master's Chamber

A cave with a worked stone floor and ceiling and a fitted stone lined alcove to the west.

The northeast corner is what appears to be a mass of garbage held together with some kind of sticky goo. On more careful investigation, an 18" diameter hole is in one end of the mass. This is the **Ghoul Master's** cocoon.

Mixed in with the cloth, wood and other bits of detritus is the Ghoul Master's treasure: 100 gp Turquoise, 1000 gp Pearl, 1000 gp Topaz, 120 gp Moonstone, 50 gp Hematite, 50 gp Lapis Lazuli, 5481 gp, a wax sealed earthenware flask (pale blue liquid within **Potion of Healing**), a sheepskin **Spell Scroll** (Web, Phase Door, Mass Charm).

The Ghoul Master, if encountered here, will appear largely human and will attempt to engage intruders in conversation. He speaks with a thick eastern accent out of the right side of his mouth. His head ticks to the left from time to time.

(In our home campaign, we modelled the Ghoul Master's behavior after the Alien Bug possessed character Edgar from the movie *Men In Black*).

The Ghoul Master could provide the following information:

- The Ghouls are the cursed souls of slaves brought here by the Northmen many generations ago to build the great temple and these crypts beneath
- They were murdered by the Northmen and thrown into a pit (area 22) from which they escaped
- The Northmen are buried in the southern crypts, beyond the trapped corridor
- The tomb of the Great Northman Chief has not been disturbed (he will not say why)

All of this "pleasant conversation" is simply a pretext as the Ghoul Master telepathically summons all his ghoul servants from the dungeon, 21 in all, minus any killed by the party in individual rooms or random encounters, to slay the intruders.

The Ghoul Master will choose to feast on the corpse of a magic user or a cleric if given the opportunity.

2G20. The Trapped Hallway

At 10' intervals (marked with a small x on the map) are thin tripwires, none of which actually trip any traps. However, the floor between each of the alcoves is a pit lined with spikes (marked with a large X on the map). Both pit traps have been tripped by the wandering Ghouls.

There is a 20% chance that a **Ghoul** is stuck, impaled on the spikes at the bottom of one or both of the pits.

The Storm's Impending Rage

2G21. The Mausoleum

An expansive room with a very high (30') ceiling. The walls (marked with x on the map) have (3) 3' square bas-relief carved plaques on them aligned vertically. To the northeast is a raised platform and a chamber with curtained walls.

The bas-relief plaques each depict a different Northman Warrior (the eighteen members of the Company of the Greatsword). Behind each plaque is a vault containing the corpse of the Northman warrior, an eight-foot-tall **Skeletal Warrior** which will attack with its two-handed sword if disturbed.

NOTE: breaking into Halfdan's tomb (2G23 below) will animate all eighteen of the Skeletal Warriors which will burst from their vaults in 1d20 rounds (roll for each), seeking to destroy those who would desecrate the tomb of their chief.

Each vault contains 6d12 gp worth of trinkets and herilooms.

2G22. The Dishonored Dead

The walls are covered with velvet curtains (rotted and moth eaten), the floor is an open pit (50' deep).

At the bottom of the pit are the skeletal remains of 42 human slaves who built this temple complex generations ago. They, along with their Ghoul brethren who climbed out of the pit, were murdered by the Northmen after completing the task.

Consecrating this mass grave will cause all the remaining Ghouls in the complex to collapse in heaps of (inanimate) bones except the Ghoul Master (2G19) and the Ghast (2G18).

Consecration:

Divination will reveal that for this pit to be consecrated, a cleric must pray for 24 hours for the souls of the dead, pouring holy water on the grave each hour. The priest must begin the prayer vigil casting a sanctuary spell on him- or herself and a bless spell on the pit. During the prayer vigil, at the twelve-hour mark, the cleric must cast chant. Finally, the cleric must cast a second bless spell on the pit at the end of the prayer vigil. NOTE: while ultimately the Ghouls in the dungeon will be released from their eternal unrest, they will not remain idle while a cleric performs the consecrating ritual but will seek to kill the cleric (and any other living thing).

2G23. Untouched Crypt

The bronze door to this crypt is sealed with lead. There is no obvious means of ingress.

The door and seal can withstand 80 hp of damage, requires an individual with a 20+ strength to break open, or must be magically bypassed. The ability to Heat Metal would melt the lead, for example, (as might any magically created fire) requiring then only an individual with a strength of 16 to heft the door from its frame.

Inside: everything is covered in a layer of dust and cobwebs. Tiny spiders skitter away from the new opening. Just inside the door are two tall bronze candlestands upon each is a single fist-

thick candle. A stone sarcophagus rests on the floor to the west with a small stone box at its foot.

The **candlestands:** are magical.

- If the candles are lit, a magical shield is created (a sheet of magical energy glowing a pale blue) across the room just beyond the candles, creating an Anti-Magic Shell around the sarcophagus. Note that the lit candles can be carried forward, effectively moving the Anti-Magic Shell forward as well...
- If the candles are passed without lighting them, there is a great rumble and the ground shakes, dust showers down from the ceiling and the sarcophagus rattles, its lid sliding slightly ajar. In this instance the coffin within the sarcophagus has been magically teleported away from the tomb
(GM's discretion as to where – in the *Upon the Face of the Deep* campaign, the Northman remains are teleported to the throne room of a king of a city in the Northlands... For a different campaign, perhaps the coffin and the Northman remains drop down a mile deep shaft...)
- If either candle is lit singly, then the stand is carried to the sarcophagus (or if the candles aren't lit, but are carried to the sarcophagus unlit), then nothing happens, and the sarcophagus can be accessed easily

The **small stone box** is carved ivory, perhaps 9" on a side, 6" or so high. The carvings are intricate and exquisite, depicting ancient Northman rituals of coming of age (the slaying of the great beast), marriage, blooding, and death. Inside the box is Halfdan Greatsword's most treasured possession, a rusty iron ring about 3" in diameter. A ring he cut off the giant Grefestor after Greatsword, little more than a child at the time, killed the giant in single combat. The box is worth 300 gp. The Iron Ring is worthless except to the people of the Northlands where it would be recognized as the Prize of Halfdan Greatsword, fetching 10,000 gp or more.

The plain granite **sarcophagus** is not sealed, the lid, while heavy, slides away easily. Within is a simple wooden coffin containing the earthly remains of Halfdan Greatsword, now nothing more than a very tall skeleton in rotted garments. On his left hand is a **gold ring**, on his right wrist is a **gold bracelet** and at his side is a **shortsword**.

The **gold ring** is a **Ring of Giant Speech** allowing the wearer to understand and speak Giant dialects (at a child's linguistic level, it does not make one fluent in Giant speech nor does it translate idioms and figures of speech that a giant might use...)

The **gold bracelet** has ancient Northman runes etched into the surface and is worth 800 gp.

The **shortsword** is of surpassing quality and easily worth ten times what a shortsword might fetch on the market.

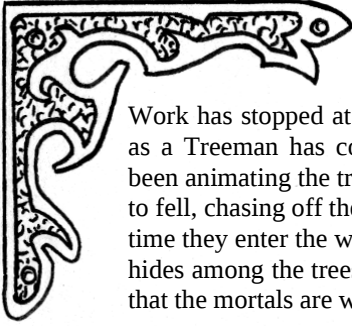
2G24. Ransacked Crypt

The door to this crypt has been torn from the frame and is nowhere to be found. If investigated carefully, it will be noted that the door was smashed from within the crypt.

Inside are bits of rubble and scraps of wood. Nothing more.

3. The Timber Clearing

Map 6
Timber Clearing
Page 87

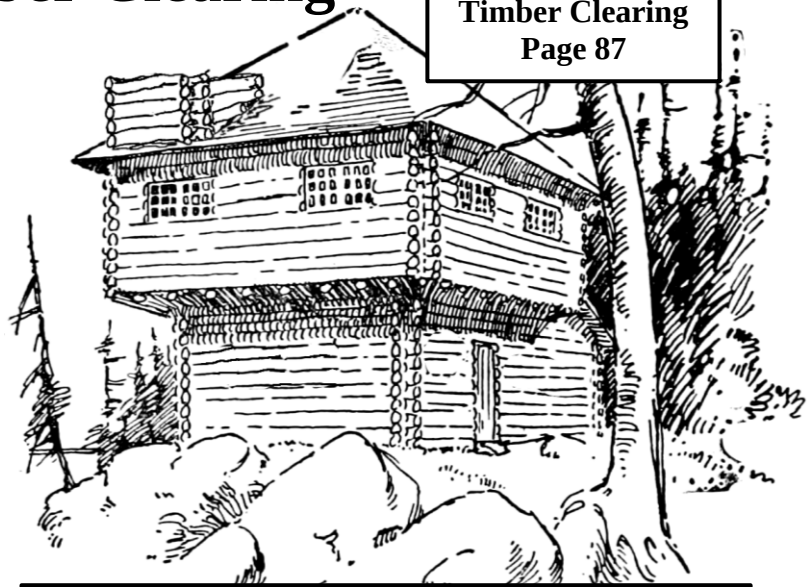


Work has stopped at the Baron's timber clearing as a Treeman has come into the wood and has been animating the trees the timbermen are trying to fell, chasing off the ax wielding foresters every time they enter the wood. Leafbeard the Treeman hides among the trees, angry with the destruction that the mortals are wreaking on his lovely forest.

3A. The East Garrison

This log blockhouse garrisons five retired Gatehouse Guards, all in their sixties but still sharp and able to serve the Baron. The windows on the second floor are all covered with rusting iron bars.

Map
East Garrison
Layout
Page 88



3A1. The Common Room

The heavy oak outside door is banded with iron and is normally barred with three iron bars (near the top and bottom, and at the middle). About eye level, the door is well worn.

Meticulously clean, a large table with nine chairs, bearskin rugs on the floor, weapons and shields hanging on the walls.

At any given time 1d6-1 of the Men of the East Garrison and a 30% chance that 1d6 laborers or travelers will be here eating, drinking, laughing, and dicing.

At any given time, there will be 3 barrels of ale (150 gp each), 19 bottles of wine (50 gp each), and up to 100 sp in loose coins laying around.

There are 30 or so swords, as many daggers, a dozen shields and helms, a dozen spears and polearms and seven chain shirts hanging on the walls here. Most of them have a story associated with them that the five men stationed here will enjoy telling.

3A2. Kitchen

Well-stocked larder with fresh venison being roasted.

3A3. Watchroom

The door to this room is never locked and usually stands open.

Nine shortbows, four longbows and three crossbows, with a large supply of arrows and bolts, hang on racks on the walls.

The windows have iron bars protecting them.

An iron staircase spirals up through the roof to a parapet on the roof. If the area is on alert, one or more of the East Garrison Watch will be standing watch in the parapet.

3A4. Dormitory

There are five double bunks here (ten beds). The bottom bunks are all used by the five men of the East Garrison Watch, the other five are available for visitors or travelers.

3A5. Armory

Chainmail, swords, shields and helms to outfit ten warriors.

The East Garrison Watch

Each wears light black leather armor and carries a long-bladed dagger. If on alert, the Garrison will arm themselves with the equipment in the armory (3A5).

Rionchan Firth: S9, I14, W12, D14, C6, Ch11

Long, grey hair, braided down his back; pock marked face; slow, drawling speech; honest and helpful; missing his middle finger on each hand. Knows the area extremely well.

Rionchan can only walk for about 45 minutes before having to rest at least 30 minutes.

Fionart Binner: S14, I9, W9, D16, C13, Ch14

Clean shaven head and face; thick southern accent; stands very close when talking; forgetful; angry and bitter.

Isore Gethin: S12, I8, W6, D9, C10, Ch6

Short cropped grey hair, neatly trimmed goatee; very deep voice; rash and impulsive; wears a kilt and little else.

Iman Wathen: S15, I10, W12, D15, C9, Ch10

Short, messy grey and black hair, broad nose, squinty eyes; speaks in a hoarse whisper; nervously taps fingers all the time; swears a lot.

Galor Lewisen: S12, I12, W11, D13, C11, Ch9

Balding reddish hair, long, unkempt moustache, long scar across left cheek and bridge of nose; speaks with a slight stutter when excited; practical and pious; unnerved by darkness.

Roleplaying Notes: These men are lonely. They welcome travelers and strangers and freely share their ale and food, telling stories about "the old days."

Once the ale starts flowing, they can be an excellent source of information about the baron, the region, the comings and goings of travelers. They have probably heard all the rumors on the rumor tables, though they're likely to get a few details wrong... They are all expert drinkers, with the exception of Rionchan Firth, who just doesn't have the Constitution for it anymore...

Information:

- Cadfel, the cowardly foreman up on the Cut, is afraid the trees are haunted and soils himself whenever he has to go into the woods
- That weird brown-cloak or his lackeys go up and down the road at all hours
- Millard, down at the Landing, is a good man but don't get on his bad side...
- Huster the Bold and his men went through a month ago but never came back. The Baron won't allow the East Garrison to search for them, though they have

NOTE: If the party is followed by a Ghostly Mule down the hill, one or more of the Garrison will call out to it, "Hey Jenny! Get on home now!" With that, the mule will turn around and start back up the hill, and slowly fade away...

The Storm's Impending Rage

3B. Millard's Landing

A small dock juts out into the wide stream here and a ramshackle cabin sits just to the south of the road. A few dozen logs are piled on the bank.

Logs from the Timber Cut and stone from the Quarry (area 4) are floated downstream from here. Logs are lashed together into simple but effective rafts to float quarried stone. There is a 20% chance that laborers will be working to make a raft.

Millard is the bad-tempered Dock Master (a title given to him in mockery by Baron Wyrmslayer, but a title he wears with pride) who lashes out at everyone for even the smallest infractions. Millard lives here with four laborers who do most of the work around the dock.

Millard's Information:

- The foreman up at the Cut is a good man, but the old men of the Garrison don't respect him.
- There haven't been any logs coming down the hill for over a week. The boys [the laborers] said the lumberjacks claim the forest is haunted and the trees attacked them.
- There aren't enough logs here to ship the next load of stone downstream.
- The Baron doesn't take much of an interest in the goings on out here.
- "That strange brown cloaked fellow or some of his minions" [Salan Greenthumb] comes and goes up the road a lot, often at night.

3C. Mule's Corner

The road takes a sharp turn here with the ground falling off sharply to the east. Six mule skulls stand atop poles along the edge of the road.

Six months ago, a mule train dragging a particularly large load of logs down the hill didn't navigate the turn and the 12 mules and their driver were dragged over the edge with the load of logs. All of them died.

The turn is haunted by the mule driver's spirit. Any time any mortal being comes to the corner, there is a 30% chance that a **Spectral Haunt** (with 1d12 ghostly mules) silently confronts the intruders, beckoning them to come down to the wreckage at the base of the slope to give his mules a proper burial. The haunt will not leave the hexes marked on the map, but a **Ghostly Mule** is 50% likely to silently follow any mortal being or group for 1d12 turns.



3D. The Logging Camp

The area here and to the northwest has been completely cleared of trees. Hundreds of stumps dot the landscape.

Twenty-seven men work the timber clearing under the watchful eye of **Cadfel Griffith**, a burly, loud, foul-tempered but fair-minded mountain of a man (F2; S18, D16, C17) who waves around his woodman's axe when he talks.

Work has stopped in the Cut because the trees have rebelled, moving, swatting at workers. Cadfel has sent laborers into the wood to find the cause. They returned bruised and battered saying the forest attacked them. The laborers won't return to cutting trees until the problem is solved.

NOTE: No one is phased by a Ghostly Mule (3C) following travelers up the hill. They might whistle or holler at it until the Ghostly Mule turns and walks off, slowly fading away...

Cadfel's Information:

- He believes that the culprit is likely a Treeman, though he knows that it could be anything from a priest of the old gods to some mischievous fairy-folk.
- There are fairy-folk in the area.
- The men said they saw a giant in the area (to the north) walking through the woods.
- There are griffins in the area.
- The men have seen goblins in the area.
- The Baron is getting impatient with the delays, but he can't spare men to solve what he calls "a trivial problem" because of the constant threat of attack on the Keep by Raiders and Goblins.
- The men of the East Garrison (area 3A) "are useless old relics who want to relive their glory days." [The truth: they mercilessly mocked and ridiculed Cadfel when he demanded their aid]
- They lost a good man (Dorchal Monan) on the turn a few months ago. His spirit haunts the bend to this day.

3D1. The Bunkhouse

This building is divided into two dormitories, each holding 14 bunk beds (for 28 beds each), a common room and a lean-to kitchen. Cadfel and the other 27 men live here. The men are restless, frustrated and a little afraid.

When Cadfel isn't around the men will express their concerns:

- They are afraid the woods are haunted (some will make the sign of the saints; some will make the new sign of the old gods)
- They see Cadfel getting more and more reckless as he tries to root out the problem
- They aren't getting paid, so they are frustrated and blame the Baron – some mutter about leaving

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3D2. The Stable

Thirty-two mules, six draft horses and two riding horses are boarded here.

Killhoun Perry, stablemaster, an old, scrawny, hunched-over man who talks with a whistle and repeats himself a lot. He has a fondness for whiskey, carrying a flask of it at all times, taking a pull from it every 20 minutes or so.

Killhoun is surprisingly spry and sharp (T4; W14, I16, D17). He is generally loyal to the Baron, is close friends with Cadfel and is fanatically loyal to his mules, the latter of which he talks to frequently, addressing them by name.

3D3. The Pile

Dozens of logs are piled here. A dozen or so **Snakes** live among the logs. Anyone investigating the pile has a 20% chance of encountering a **Rattlesnake** which will attack but will attempt to flee if injured and not killed.

3E. The Cut

Hundreds of waist-high stumps, the ground is torn up, rutted and muddy, trees lay felled but untrimmed. Trails lead off toward the Logging Camp, but also deeper into the forest to the north, west and east (as animated trees have moved in and out of the area).

Dozens of trees are in various states of being cut down, stripped of branches, etc... The wind in the trees sounds like whispering.

3F. Angry Tree Ambush

In each of these hexes, there is a 30% chance of encountering a **Rebel Tree** which will lumber toward the party.

In addition, Leafbeard (see 3H) will animate two trees in the area to try to chase off intruders. These animated trees will attack with non-lethal damage, whipping branches and trying to “herd” intruders back to the south with no intention of seriously hurting or killing intruders.

Note that Leafbeard can “switch” trees at will, each animated tree taking a round to “uproot” to move toward its target. For practical purposes, there are an unlimited number of trees here that Leafbeard can choose from.



3G. Deadly Tree Ambush

In each of these hexes, there is a 20% chance of encountering a **Rebel Tree** and a 10% chance of encountering a **Hangman Tree**.

In addition, Leafbeard (see 3H) will animate two trees in the area to try to chase off any intruders. These animated trees will attack with full damage, whipping branches and trying to “herd” intruders back to the south, but willing to kill intruders if necessary.

Note that Leafbeard can “switch” trees at will, each animated tree taking a round to “uproot” to move toward its target. For practical purposes, there are an unlimited number of trees here that Leafbeard can choose from.

3H. Leafbeard's Fortress

A large glade (80' or so in diameter) surrounded by unnaturally closely growing trees, their trunks so close together as to form a wall, their branches so intertwined as to form a dense barrier.

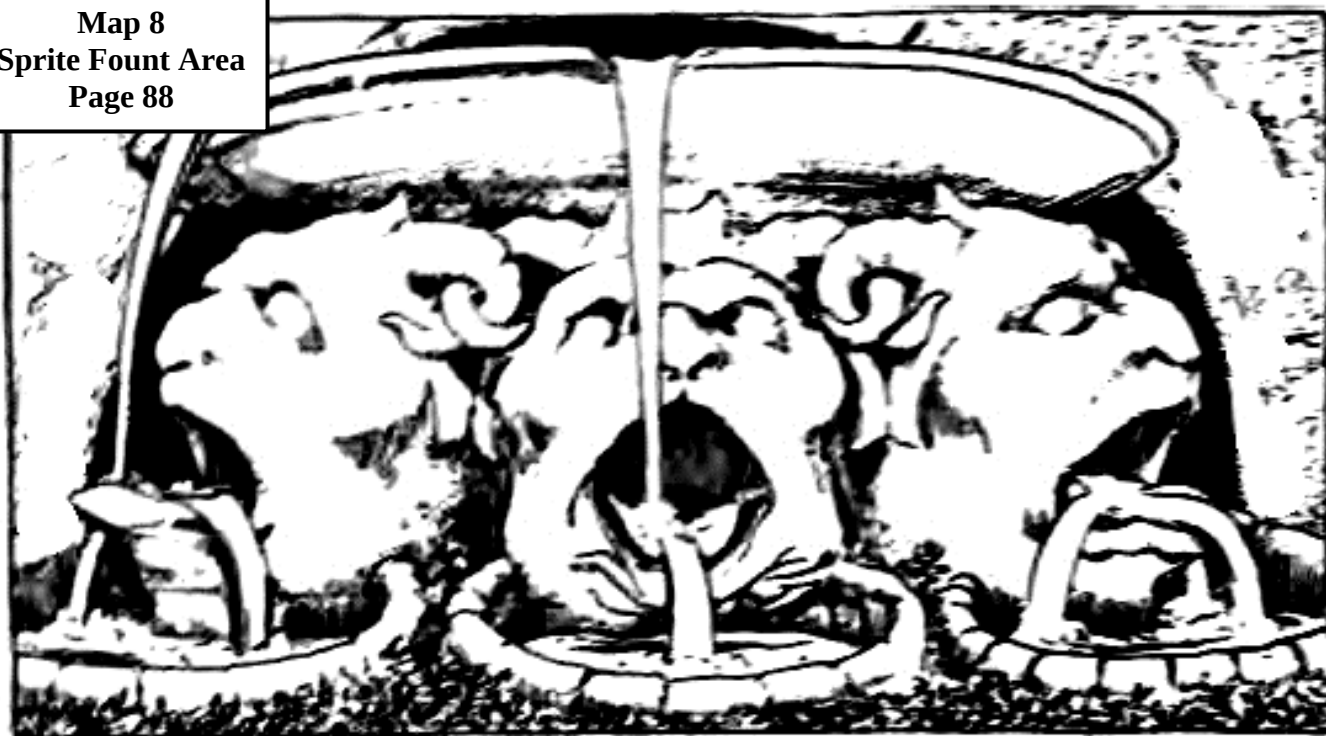
Leafbeard has herded hundreds of trees together to form this fortress. The “tree wall” is not impenetrable, but if Leafbeard is aware of intruders (via his spy network, most likely, squirrels and other small animals that roam the forest and report to the Treeman), he will animate trees to “shake off” climbers.

Threatening the tree wall with fire (or other devastating threats) will cause Leafbeard to call for parley. He will then animate two trees to open a gate in the tree wall and invite the intruders into the glade under the “Ancient Compact of Peace.” Leafbeard will not break the Compact under any circumstances (it is basically a non-aggression agreement while the terms of peace are negotiated), even if the intruders break the pact.

Leafbeard's Conversation:

- Leafbeard is a practical Treeman and realizes that mortals need to cut down trees to build things and move things.
- **Demand:** He wants the timberjacks (or, as he calls them, the “tree killers”) to stop clear cutting the forest.
- **Demand:** He wants to mark trees that should be cut, but also wants time to “pray for my brothers and sisters as they journey from the long day to the eternal night.”
- He speaks somewhat derisively of the “stick monuments” that wither and fade like the grass in the sun, but he knows that mortals will always build such “grotesque mausoleums of mortal arrogance.”
- If pressed, he will admit that he has sent word to other Treemen, asking for aid. They will come (he insists, though Treemen are not quick to decide anything) and his Tree brothers and sisters may not be as patient and understanding of “foolish mortal hubris” as he is.
- He respects the “giant tree killer” who leads the mortal tree takers, having watched the mortal honor his felled brothers and sisters.
- He knows there is a giant in the area but has not made contact with it. The giant seems to be spying on the mortals.
- He is on generally friendly terms with the Sprites (area 3I) but finds them frustrating and silly. He will not hesitate to send word to them via his spy network if intruders get aggressive.

Map 8
Sprite Fount Area
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3I. Sprite Fount

A hill rises about 30 feet or so here. A fountain gurgles and sputters here, with water tumbling down the hill over moss covered stones to a pool in a natural basin at the southern base of the hill. Trees tower over the fount.

3I1. The Healing Fount

A 20' wide basin with a raised center resting on three satyr's heads, mouths open. Crystal clear water flows from the raised center, splashing down into the basin, over the side of the basin into two of the three satyr heads. Water flows out of all three satyr heads.

Drinking water from the fountain grants magical blessings to the drinker.

Basin: heal 2d8 hp, cure disease, neutralize poison.

The catch: only once per month. Water transported from the basin becomes water of the pool of blessing (see 3I2 below) for 1d4 turns, then reverts to normal water.

Raised center: Restore all lost hit points, ability scores, levels, removes curses and all magical effects, etc.

The catch: three rounds after receiving the healing, recipients of the restoration become trees in this grove for 1 year (Sprites will "herd" healed creatures away from the fount if possible). Polymorph other will return a creature back to its natural form from the tree form, however the healing received will be incomplete (proportionally). Water transported from the raised center loses all magical properties immediately.

Satyr heads: heal 1 hp per day when drunk directly and grants a bonus of +2 to saves vs. poison (bonus lasts 4 hours).

Encounters near Sprite Fount

1d6	Encounter	Notes
1	Alaban (3J)	Searching for his cousin. He has just: 1. Interrogated a captured Sprite; 2. Cut his hand; 3. Eaten mildly poisonous berries; 4. Stepped on a fairy
2	1d6 Sprites	1. Looking for a lost friend; 2. Chasing butterflies; 3. Gathering flowers; 4. Frolicking
3	1d4 Pixies	1. Eating fresh honey; 2. Looking for a magic wand; 3. Ready to torment mortals; 4. Singing
4	13 Squirrels	Leafbeard's spy network (see 3H). The squirrels watch the PCs intently, studying their every move

3I2. The Pool of Blessing

The stream and the pool heal 1 hp per day when drunk directly (loses potency quickly) and grants a bonus of +1 to saves vs. poison (bonus lasts 2 hours).

3I3. Polymorphed Mortals, Animals and Fairies

Each tree is a being who has been the recipient of the restoration power of the Healing Fount and will remain in tree form for 1d12 months

3I4. Polymorphed Firbolg Giant

Kellan the Firbolg was spying on the activities of the upstart baron when he was attacked by a Manticore in his camp. He drove off the manticore but sustained near mortal injuries.

The Sprites in the area took pity on him and led him to the Healing Fount where he drank deeply of the healing waters and has been rooted here for the past two weeks and will remain here for the next year (barring activity by the PCs of course).

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3I5. The Sprite House

Tiny doors and windows line the ground beneath the roots of an oak tree, with paths leading to the doors. A sign out front says:

Food! Drink! Games of Chance!
Private Auctions! Weekly Fights!

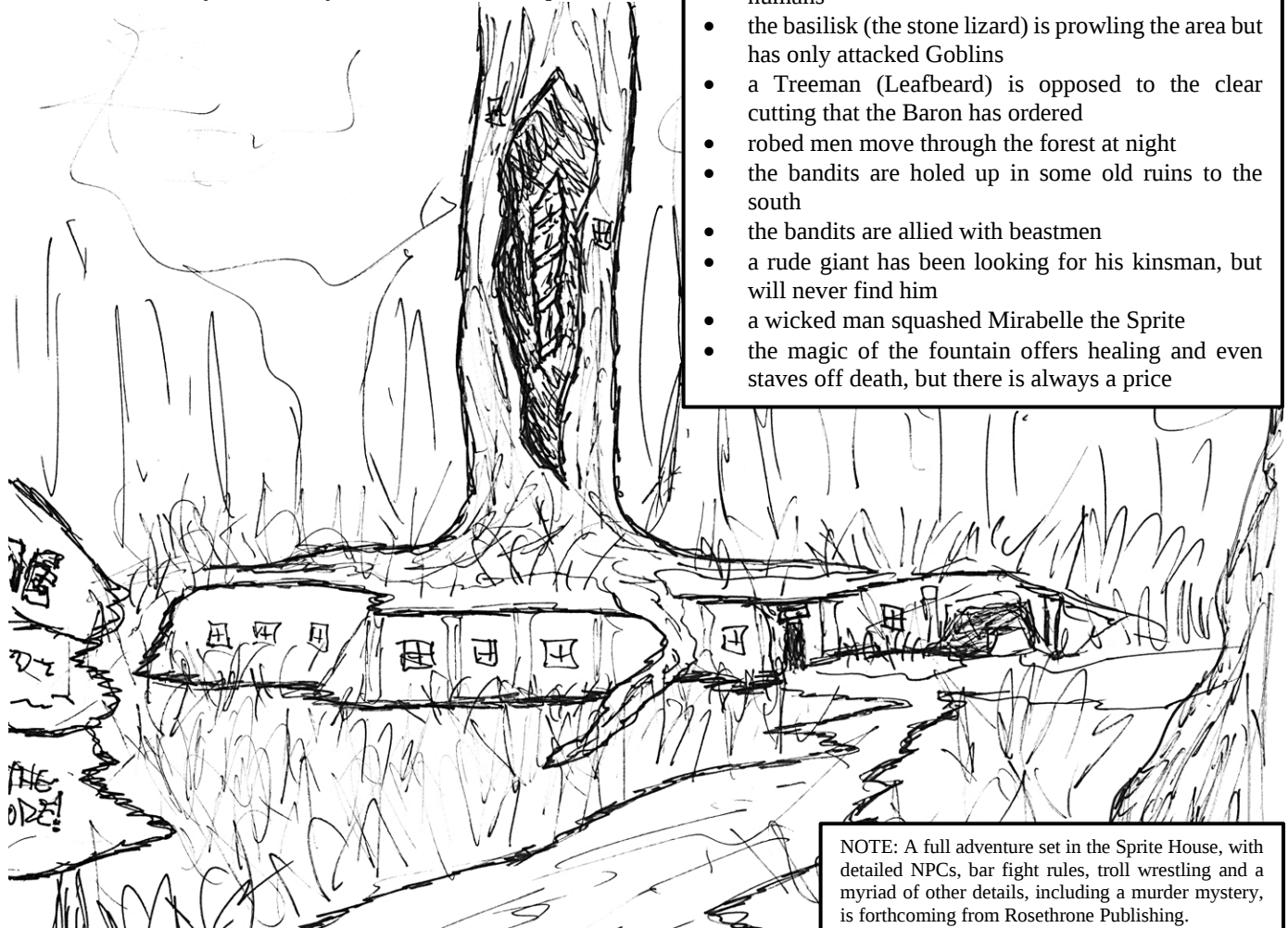
If ye would enjoy the hospitality
Of the Fair Folk of the Valley
Lick the Spotted Toad of Davador
Once! Twice! Thrice, but none more!

There is an 80% chance that a spotted toad will be found nearby. However, the "Spotted Toad of Davador" is actually a vaguely toad shaped shelf fungus growing on the north side of the tree (it is blue with white spots).

Licking an actual toad does nothing.

Licking the fungus (even once) causes the PC to get dizzy and woozy. Save vs. spells or faint for 1d4+2 rounds.

2 rounds after licking the fungus at least three times, the PC has been shrunk to about 1' tall (along with all equipment) and has what appears to be an hourglass tattoo on his or her forehead. The "tattoo" is a magical timer, indicating how long the PC will remain under the influence of the Spotted Toad (3d6+4 turns). All the beings within the Sprite House know the meaning of the tattoo and will forcibly remove anyone whose "time is up."



Map 9 Sprite House Page 88

Curtains: in the doorways between A&B, B&G and B&H are magical curtains made of peacock feathers which, when passed through, dispel illusions and change color in the presence of transmutation magic.

3I5A. Welcome to the Sprite House

Nine cloaks (all either a dark green or a deep blue, most with wing-holes cut in them) hang on pegs here.

Above the door to the Hospitality House (area 3I5B) is a sign that says,

**Welcome weary traveler
To the Hospitality House.
Enter as a guest,
Leave as a friend.**

Conversing with the Fey

Inside the Sprite House, the fairy creatures are very friendly and talkative. The more the ale flows, the more they might reveal, though most of what they talk about is pure nonsense, they know (and will reveal) the following:

- the Goblins in the area are being led by robed humans
- the basilisk (the stone lizard) is prowling the area but has only attacked Goblins
- a Treeman (Leafbeard) is opposed to the clear cutting that the Baron has ordered
- robed men move through the forest at night
- the bandits are holed up in some old ruins to the south
- the bandits are allied with beastmen
- a rude giant has been looking for his kinsman, but will never find him
- a wicked man squashed Mirabelle the Sprite
- the magic of the fountain offers healing and even staves off death, but there is always a price

NOTE: A full adventure set in the Sprite House, with detailed NPCs, bar fight rules, troll wrestling and a myriad of other details, including a murder mystery, is forthcoming from Rosethrone Publishing.

The Storm's Impending Rage

3I5B. The Hospitality House

A large room with lots of tables, chairs, smoke, noise and weird fairy creatures.

Barkeep: a burly **Booka** named Garban. He is a hedge wizard (spells once per day: Burning Hands, Friends, Message, Protection from Evil 10'r, Tongues), outgoing and gregarious. Everyone knows (and likes) Garban. He keeps a wide variety of exotic drinks behind the bar, and all are available for a price...

Garban can sell "Spotted Toad" to patrons, at a cost of 50 gp per "dose." He has 50 doses on hand.

The Staff: 19 **Gorse Fairies** serve drinks and food and generally aid Garban in the daily duties of the Sprite House. **The Green Fiddler** is the house minstrel, a faerie who can play magical tunes. **Bartan the Troll** is the Hospitality House's bouncer, a mildly mad troll permanently shrunk to 2' tall.

Regulars: (all sit at the bar) Booster the Sprite, Esses the Pixie, Finn the Tiny (Sprite), Ella the Enchantress (Sprite), Boogan the Booka, Losan the Brownie, Doorial the Leprechaun. All drink constantly but never seem to get drunk.

Random Patrons: 1d4+6 **Sprites**, 1d6+4 **Pixies**, 1d6-2 **Leprechauns**, 1d3 **Brownies**,

Unique Patrons:

- 30% chance of a **Faerie Dragon** named Gloomwing (who drinks too much and cries a lot)
- 30% chance of 1d6 diminutive **Crooked Dwarves** (forehead tattoos indicating they have 1d6+4 turns remaining – they are very drunk and getting obnoxious)
- 30% chance of a diminutive **Centaur** named Tobin the Defender (2d6 turns remaining)
- 20% chance of a local **Thief** (Marant Quickfinger) who wears a **Cloak of Disguise** which magically alters his size and appearance. The regulars all know Marant.

3I5C. The Private Room

The doors to this room are always locked. The room is available for private rent (at 300 gp per day). Once per month, at dawn on the day following a new moon, Mother Sacren and her hovel magically appear in the hall for one full day (somehow, her "hovel" simply replaces the interior of the private room...). Mother Sacren is a powerful Exile who is very interested in the magical currents of the Highlands. See appendix for more information on Mother Sacren.

3I5D. The Stables

- Four **Sprite** attendants with bows and shortswords.
- A carriage pulled by eight peacocks belonging to Princess Rosette of the Verdant Glen.
- Four squirrels (1d4 are Leafbeard's spies, the rest are mounts for various fairies enjoying the hospitality of the Sprite House)

3I5F. Kitchen and Storerooms

The head cook is a cranky old **Korred** named Dorfas whose magical dishes literally enchant the patrons of the Sprite House. Dorfas has 8 **Gorse Fairies** and 3 **Sprites** who work the kitchen with him.

3I5E. The Spiral Stairs Up and Down

Four apartments are in the tree above the Sprite House, each on its own level, 3-5 feet separating each.

Beneath the Sprite House is "The Pit," an arena where weekly "Wrestle the Bouncer" bouts take place. In addition, rowdy patrons are sometimes tossed down into the Pit by the bouncer where they are told, "Get out your crazy here, and don't disturb the good folk upstairs..." A GM might use "A Wrestle With Bertram" from *Dungeon magazine* issue #30.

Upper levels: there are four apartments in the trunk of this tree, all rented by powerful fairy creatures (off limits for purposes of this adventure).

3I5G. The Gambling Den

The games are honest, if risky. The GM is free to use normal games of chance (poker, craps, blackjack, liar's dice, etc.) as he or she sees fit. Or simple "roll d20, highest number wins."

In addition, a GM may wish to use "Three Dragon Ante" (a fantasy card game produced by Wizards of the Coast) or something like "At the Spottle Parlor" (from *Dungeon Magazine* issue 12) or "Giants and Halflings" (from Penny Arcade's Acquisitions Inc. "C" Team) or any of the dozens of other examples that might be found online.

Below are two sample mini games for players that might be interested.

Table 1: The Dice "Match The Pot"

Each player uses 2d6. A stake of 1 gp must be put into the pot as an ante and the limit on a bet (each round) is 5 gp. Three rounds of rolls will then occur, with the bets made between the first and second d6 roll of each round. High roll total wins. In the event of a tie (two or more players with total rolls the same), participants must "match the pot" to continue and roll off against each other: a single roll of 2d6, highest roll wins. This matching the pot continues as long as players tie, or until one or more players can no longer match the pot and thus must bow out.

Table 2: Cards "High/Low"

Each player antes 1 gp and is dealt two cards face down which he or she look at. Players bet left of dealer then each player turns one card face up and is dealt a second card face down which the players do not look at. Bet limit on each round is 5 gp. Highest card showing bets, while raises and calls continue to the left. Players then turn over one of the remaining cards, either the first one dealt (which they have seen) or the second one dealt (which they have not seen). Highest "hand" wins. Best hand is pair of aces, worst hand is 2-3. Ties split the pot.

3I5H. Rooms to Rent

Most of the rooms have 2 beds for rent (one has 3). The rooms are 10gp per night per bed.

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3J. Firbolg Giant

This small clearing is obviously a camp: a very large pine bough lean-to (with a supply of roasted and smoke cured Manticore, as well as many nuts and berries, fruits, vegetables and cheeses, and a half-empty barrel of mead) and a fire pit with a supply of firewood.

The trees are deeply scarred (claw marks) and much of the brush is tramped and twisted.

During the day, a **Firbolg Giant** named **Alaban** sleeps here in the lean-to (he has keen hearing, even when sleeping, and is surprised only 1-in-8, though he may pretend to remain sleeping). In the evening, Alaban eats his roasted manticore and drinks mead. At night, Alaban is searching for his lost cousin (Kellan the Wanderer, see area 3I4 for information on Kellan).

Alaban has enough food to supply 5 people food for 5 days (fruit, berries, vegetables, hard bread, cheese, roasted manticore) and about six gallons of mead. He carries a heavy sword that would be a 2-handed sword for any mortal being, a long dagger that is the equivalent of a shortsword and has six rubies worth 100 gp each in a pouch.

Conversing with Alaban:

- He will pay handsomely for verifiable information about his cousin – up to and including all of his supplies, his weapons and the gems he carries, though he will negotiate
- He found his cousin's campsite (this clearing) destroyed, blood on the ground and deep claw marks on the trees and the ground. He followed a trail briefly but lost it within a few hundred yards. He believes the manticore (that he is eating) was responsible for wounding or killing his cousin, but he has searched the forest for a week and has found no sign of Kellan
- He is not forthcoming about his (or his cousin's) presence in the region (the Firbolg kingdom, Great Oaks, is a fair distance to the west and the Firbolgs are isolationists)
- Alaban can share general information about:
 - The fairies (3I) and the Griffins (3K)
 - The Treeman (Leafbeard, 3H) and the woodcutters (3D) and their feud
 - The dangers around the quarry (the Spiders in 4E, the Tree Ambushes in 4F and 4G, the Korrig in 4G, and the Goblins in 4H)
 - The general location of the Raider camp (area 9), to the south and east past the stream and the hanging soldiers (area 8, the Lost Patrol)
 - The Goblin lair (area 10)
 - Basilisks are in the region now. He doesn't know where they lair, but he has seen them roaming about. Something must have stirred them up
 - He watched a man set fire to a home and then run wildly into the flames (see area 7, Agon's Farmstead for more information)
 - He has observed the work on the keep and believes that the mortals are "doing as fine a job as mortals are able."

3K. Griffin Nest

Map 10
Griffin Lair
Page 88

The ground rises in a steep slope, rising about 50' above the forest floor, with a stream emerging from ground about 10' up and splashing down the slope.

Four Griffin nests are hidden among the brush and low branches of the trees 20 and 30 feet up the slope (see map).

There will always be 1d4 Griffins here, occupying the nest(s). In addition, 2 Griffins are in the southern cave with a clutch of 9 eggs. **A total of 11 Griffins lair here**, with most of the group off hunting. There is a 10% chance per turn that 1d2 will return (until all 11 are here).

The Griffins prefer to **remain hidden** and allow creatures to simply pass by. The single **exception** being if horses or mules are brought into the area. All griffins (including the two in the cave) will leap out of hiding and attack trying to drag off horses and/or mules.

Any creature that intrudes on the nests will be driven off if possible. The Griffins have no desire to kill unless they are very hungry, and they will try to flee if severely wounded (hoping to draw intruders away). If a cave is entered, all griffins will fight to the death to defend the clutch of eggs.

The pool of water in the cave is about 3' deep but is silty so the bottom is not clearly seen.

Treasure:

Nest 1: Scattered about are 853 cp, 42 sp, a shiny silver vial (with a red liquid within: **Potion of Speed**)

Nest 2: Scattered about are 37 gp, 11 gp and a golden belt buckle (with diamond chips and platinum edging – worth 1800 gp)

Nest 3: Scattered about are 144 sp, 19 gp, a banded agate (worth 10 gp), and an opal (worth 1000 gp)

Nest 4: Scattered about are 344 cp, 27 gp, and a Sardonix (worth 1000 gp)

Among the clutch of eggs: The eggs are cradled in nests of sticks and leaves. One of the "sticks" is actually a **Wand of Magic Missiles** with 4d6 charges remaining.

In the pool of water in the cave: A skeleton with rusty (useless) chainmail, shield, sword and helm. In a rotting leather sack are 184 gp and three potion vials, unmarked (all are lead sealed pewter: red liquid **Potion of Speed**, blue oil **Oil of Etherealness**, blue bubbly liquid that tastes spicy **Potion of Fire Breathing**).

4. The Quarry

Map 11
Quarry Region
Page 89

4A. The Assessor

A large stone house stands at the corner where the deeply rutted and ill-kept Quarry Road leaves the somewhat better-kept Old Tradeway.

The Stone Assessor lives and works from this house. He is responsible for the quality of the stone sent from the quarry to the keep's construction projects. He is good friends with the Stonemason (area 1B) though the latter does not know the Assessor's special talents.

A 30' tall, 100' diameter mound of quarried stone is across the main road from the Assessor's House.

The Assessor (almost universally called this, though his name is Davaron Killeny) is a Master of Stone Magic.

Assessor: M2 (plus special stone abilities below)
Spells Known: Detect Magic, Read Languages, Read Magic, Shield, Sleep,

Stone Abilities (At 10th caster level): stone shape, shape stone, stone tell, stone reach, stone to mud, animate stone

The House is meticulously kept with sparse, though comfortable, furniture.

- The main floor houses the Office, a kitchen and well-stocked larder, and a small storeroom (neatly organized sheaves of papers in wooden boxes).
- The second floor has three bedrooms, though only one is normally occupied.
- The attic (a half story) is stuffed with trunks and crates and canvas bags, chaotically tossed about. Most everything in the attic is mundane and of little value. **One chest** (which contains women's clothing neatly folded) has a false bottom hiding a large velvet pouch with 87 gems:

Jacinth: 200 gp (x12); 500 gp (x6); 1500 gp (x2); 2000 gp (x4)

Jade: 50 gp (x13); 120 gp (x5); 800 gp (x6)

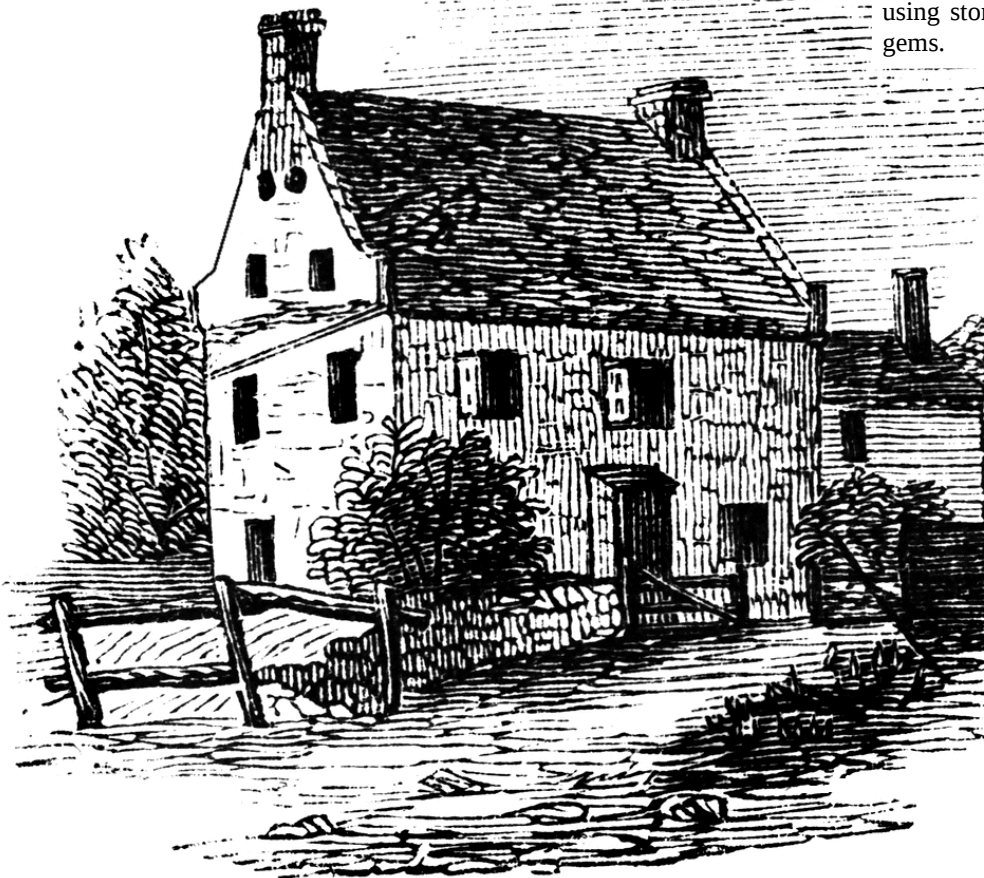
Onyx: 120 gp (x11); 300 gp (x6); 1200 gp (x4)

Sardonyx: 400 gp (x5); 900 gp (x8); 2400 gp (x5)

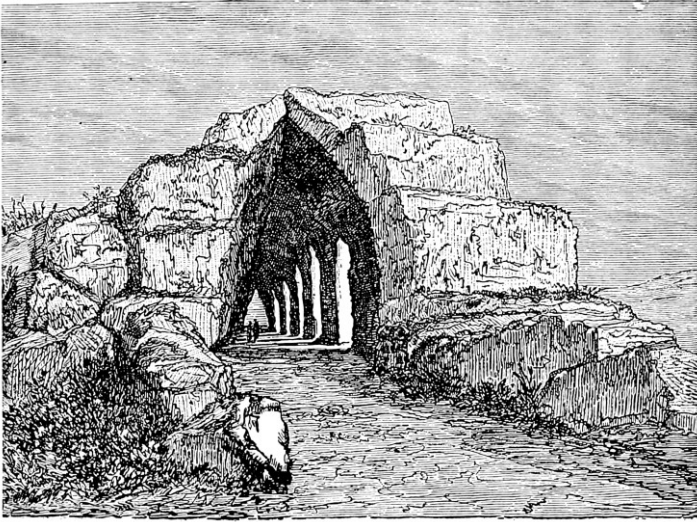
The Stone Pile: stones are broken, some reduced to gravel. If asked about, the Assessor will say they were flawed, and this is the cast-off pile. The truth is he is using his Stone Magic (stone tell) to detect precious gems hidden away in blocks that come down from the quarry, declaring these "flawed" and then using stone shape and shape stone to "dig" out the gems.

Engaging the Assessor:

- He has seen Goblins in the area.
- He is worried that the workers aren't meeting the Baron's quota and they keep sending down flawed stones
- He doesn't trust the Quarrymaster Gerald de Vallin, impugns his character and suggests that he is in league with the bandits
- He has seen Brown Cloaks heading up the road day and night
- He claims that the Baron hasn't paid him in six weeks
- He thinks the old men at the East Garrison Watch are senile and dangerous
- He is afraid that something dangerous lurks in the Unquarried Stone up in the pit, but he has no idea what it might be



The Storm's Impending Rage



4B. The Giant's Gatehouse

The rutted and uneven road is smooth and paved for about a half mile here as the road cuts through tumbled remnants of a Gatehouse and curtain wall of a truly massive keep.

The largest stones of the gatehouse keep are easily 100' long and 50' or so tall and deep. What remains of the ceiling vaults 120' overhead, while 80' opening in the eastern side suggest doorways to long forgotten rooms and chambers.

Once the True Giants ruled this area, though little remains of their culture or their kingdoms, having been driven out of the mortal realm eons ago.

The ruins have been thoroughly explored, yet rumors persist that there are great treasures hidden among the rubble.

(More information can be found in the Adventure **These Mortal Remains**, an adventure module available from Rosethrone Publishing).

4C. The Quarry Works

The Quarry itself is ancient, having been worked first by the True Giants when they ruled the Highlands, then by the Firbolg Giants, later by High King Hargeth and most recently by the Mad Baron.

The pit is 200' deep and half a mile wide.

Eighty-seven men and women work from dawn to dusk chiseling out the massive stones needed for Baron Wyrmslayer's renovation project.

The **Quarry Master, Gerald de Vallin**, is a hunched over, one-eyed, half-deaf giant of a man with a good heart and a meticulous work ethic. If he could stand upright, he would be nearly seven feet tall. Every word Gerald says is about twice as loud as it needs to be, so when he is yelling, he can be heard more than a mile away.

The **Laborers** are mostly normal men and women who have been toughened by their arduous labor. They are untrusting of outsiders, especially magic-using types.

Among the ranks of the Laborers are a few special characters:

- Bully Barl, a short, homely, angry man who will pick a fight with anyone (2nd level Thief, S17, D18, Ch 7)
- Delia Manfeld, a tall woman with dark skin and green eyes, Delia has worked her way to become Gerald de Vallin's assistant, garnering the respect and authority of most of the laborers (3rd level Fighter, S18, I16, C17)
- Magpie Millner, an addled but amiable old man who talks incessantly and has a habit of "collecting" shiny objects. If anything goes missing, the first thing said is, "Check Magpie's bunk."
- Ronald the Skunk, a tall, blonde, bearded, barrel-chested man who has an unfortunately pungent body odor (2nd level Fighter, S15, D15, Ch6)
- Squarejaw Sammael, a strong, handsome, black-haired, clean-shaven man who has only worked at the Quarry for about two weeks. Says he comes from Jacob's Well. Actually, a philanderer and thief on the run from the King Gereon and Doneral (of clan Doneral) for certain indiscretions committed at Parth Doneral with the Petty King's own daughter. His real name is Sinegal Simor. Squarejaw often wears a wide-brimmed hat to partially cover his face and he rarely interacts with strangers. (4th level Thief, D18)

4C1. The Bunkhouse

The bunkhouse is an impressive log structure, 80 feet square and two stories tall. The first story is given over to the kitchen and a large common room, with a pair of small storage rooms flanking the kitchen. 2-foot diameter log pillars are spaced throughout to support the second story which is simply one large room with triple bunk beds scattered throughout (enough bunks to sleep 120).

The kitchen is run by **Doman Knifethrower**, a loud, short-tempered little man who has a tendency to throw knives when he is angry, not to injure, but to intimidate (he is very accurate).

A dozen men and women work the kitchen under Doman's critical eye.

The Common room smells of woodsmoke and oil, mixed with smells of whatever the meal of the day is.

The Bunk Room (second story) stinks of human sweat and mold. It is often damp as the roof leaks.

4C2. The Stable

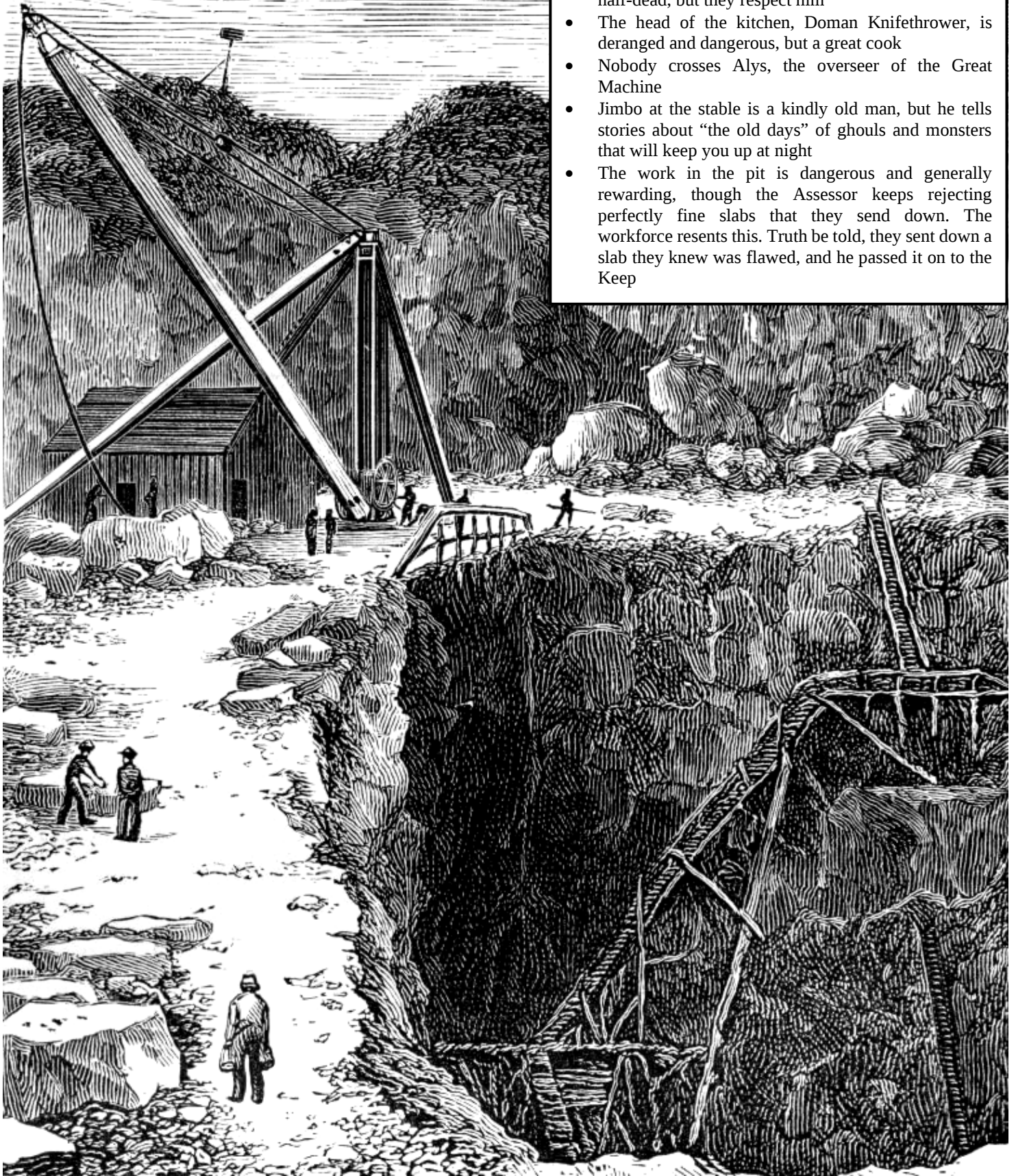
Thirty-seven mules, eighteen oxen, and nine horses are well kept here, tended by **Jimbo**, a kindly, soft-spoken old man who walks with a limp and talks out of the right side of his mouth. He spits a lot.

Six boys (ages 9-14) work with Jimbo tending the animals.

The Storm's Impending Rage

SIDEBAR: Interacting with the Quarry Workforce

- They don't trust the Assessor (4A). Most believe him to be sending false reports about the workforce to the Baron
- The Quarry Master, Gerald de Vallin, is half deaf and half-dead, but they respect him
- The head of the kitchen, Doman Knifethrower, is deranged and dangerous, but a great cook
- Nobody crosses Alys, the overseer of the Great Machine
- Jimbo at the stable is a kindly old man, but he tells stories about "the old days" of ghouls and monsters that will keep you up at night
- The work in the pit is dangerous and generally rewarding, though the Assessor keeps rejecting perfectly fine slabs that they send down. The workforce resents this. Truth be told, they sent down a slab they knew was flawed, and he passed it on to the Keep



The Storm's Impending Rage

4D. The Great Machine

A great derrick hangs over the edge of the quarry, one of Gerald de Vallin's great innovations which, unfortunately, breaks down frequently. The boom arm is a single 5' diameter beam 75' long. The ropes are a big around as a man's arms, pulled through a series of ponderous, creaking pulleys.

Treacherous-looking stairs and scaffolding winds down the side of the quarry near the Great Machine.

Overseeing the work of the Great Machine (and its many repairs) is a foul-mouthed, battle-scarred woman named **Alys** who has a giant ego, but has skills to match. She is fiercely loyal to her friends and tender-hearted underneath her hard façade. (3rd level Fighter, S17, C17).

Six men and two women work with Alys on the Great Machine and they are completely loyal to her.

4E. The Unquarried Stone

While the Laborers toil to extract slabs of marble for Baron Wyrmslayer's renovation project, a large pillar of sandstone rises near the center of the pit, largely unworked. Two cave entrances are clearly visible on the east face.

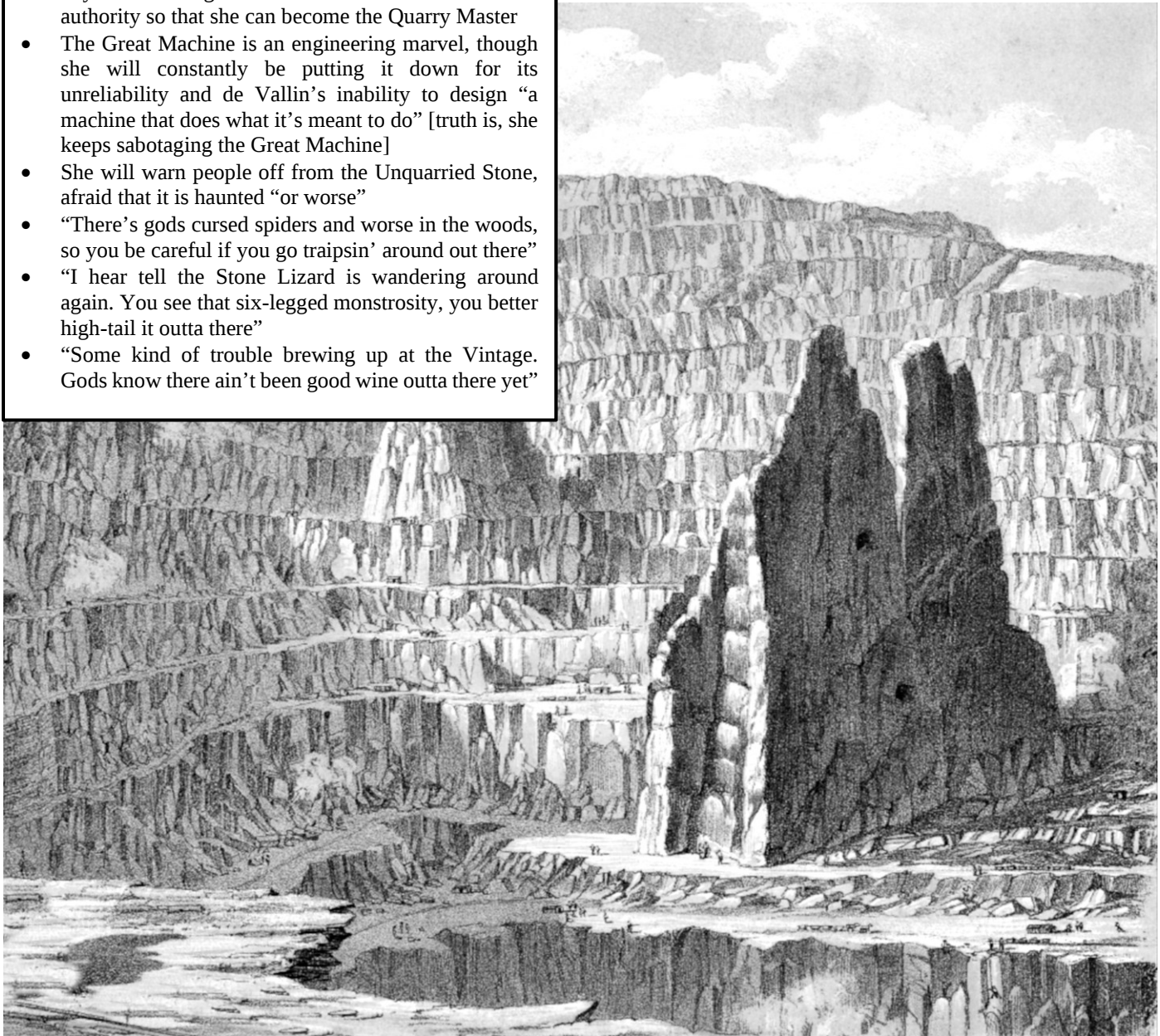
Workers avoid the Unquarried Stone and will warn strangers off from it.

- "They say it's cursed, I tell ya. Ain't nothin' worth nothin' in sandstone anyway." (makes the sign of the saints)
- "Don't let Alys see you dawdling around there. She'll give the thirty lashes, no lie."
- "Got cussed out good by the Quarrymaster just for asking about the Unquarried Stone. Said it's none of my concern. 'Course, now I wonder what all the fuss is about."

(More information can be found in the adventure **These Mortal Remains**, an adventure module available from Rosethrone Publishing).

Interacting with Alys:

- Alys is working to undermine Gerald de Vallin's authority so that she can become the Quarry Master
- The Great Machine is an engineering marvel, though she will constantly be putting it down for its unreliability and de Vallin's inability to design "a machine that does what it's meant to do" [truth is, she keeps sabotaging the Great Machine]
- She will warn people off from the Unquarried Stone, afraid that it is haunted "or worse"
- "There's gods cursed spiders and worse in the woods, so you be careful if you go traipsin' around out there"
- "I hear tell the Stone Lizard is wandering around again. You see that six-legged monstrosity, you better high-tail it outta there"
- "Some kind of trouble brewing up at the Vintage. Gods know there ain't been good wine outta there yet"



The Storm's Impending Rage

4F. Spider Friends and Giant Spiders

Game trails wind throughout this area, though many are false trails laid down and trapped by the Spider Friends who haunt these trees.

In any the shaded hexes on the regional map, there is a 2-in-6 chance of encountering a trail, with a 4-in-6 chance of that trail being a trapped false trail. Additionally, there is a 1-in-8 chance per hex of encountering either a Giant Spider (50%) or a Spider Friend (50%).

There are **9 Giant Spiders** in the area and **5 Spider Friends** lairing in this area.

Traps:

- Simple lasso snare: Dexterity check to avoid if sprung. Victim is lassoed by one or both feet by a simple (silk web) rope which is attached to a bent tree (50%) or a deadfall (log or stone, 50%) which pulls the victim up into the air rapidly.
- Deadfall: Dexterity check to avoid if sprung. Victim trips a silk web stretched across the path causing a log to swing down across the path doing 2d12 hp damage (save vs. Dragon Breath for half). If hit, make a Constitution check to avoid falling unconscious for 1d4+6 rounds.
- Pit: Dexterity check to avoid if sprung. Covered over by a loose net of silky strands holding dirt, grass, leaves etc., these pits are sheer-sided with spikes at the bottom, 10' deep. Those who fall into a pit take 1d6 hp of damage for the fall and are impaled by 1d6-2 spikes (0-4 spikes) for 1d6 hp of damage each.

The Nest:

The hex covered by the letter F on the regional map is the lair of the Giant Spiders and Spider Friends. Webs cover the tops of thirty or more trees and are strung between trees to form a confusing, chaotic maze in the treetops.

Any unencountered Giant Spiders and Spider Friends will be here and will be attracted to the presence of intruders, dropping down from the trees to try to surround their prey.

Among the webs are hundreds of cocoons, some containing the skeletal remains of victims of long ago, some containing fresh victims, most are animals.

There are 342 cocoons here, 37 of them were sentient beings with treasure (there is a roughly 10% chance per cocoon investigated to contain any remains).

	Remains	Treasure
1	Human, skeleton	5280 gp, 10 gp Lapis Lazuli, 10 gp Moss Agate, 100 gp Moonstone, 1000 gp Fire Opal, 1000 gp Pearl, 20 gp Azurite, 200 gp Hematite, 2000 gp Fire Opal, 2000 gp Ruby, 50 gp Blue Quartz, 50 gp Malachite, 50 gp Malachite
2	Human, desiccated husk	Philter of Glibness Potion of Healing Elixir of Madness Potion of Animal Control - Fish Potion of Diminution
3	Human, skeleton (Undead, skeletal Warrior wearing the magic items)	Ring of Water Walking, Wand of Polymorphing, Elfin Chain Mail +3, Sword +1, Dagger +2, +3 vs. creatures larger than man-sized, Ring of Mind Shielding, Wand of Metal and Mineral Detection, Boots of the North, Shield +3, Sword +1, +4 vs. reptiles
4	Goblin, skeleton	5 gp
5	Bugbear, rotted flesh (inedible)	2000 gp, 4700 pp
6	Human, desiccated husk	3000 sp
7	Goblin, desiccated husk	5000 gp
8	Hobgoblin, skeleton	8 gp
9	Firbolg Giant, skeleton (Undead, Giant Skeleton)	1000 pp, Jewelry (4): 12800 gp Chain, 12000 gp Bracelet, 4000 gp Arm Band, 200 gp Medal
10	Goblin, skeleton	2000 gp
11	Human, skeleton	2000 sp
12	Human, fresh kill	10 gp Lapis Lazuli, 5 gp Azurite, 50 gp Hematite, 7 gp Rhodochrosite
13	Goblin, fresh kill	10 gp Blue Quartz, 10 gp Blue Quartz, 10 gp Obsidian, 100 gp Moss Agate, 100 gp Onyx, 100 gp Tourmaline, 1000 gp Pearl, 10000 gp Fire Opal, 12 gp Turquoise, 150 gp Jasper, 200 gp Jasper, 300 gp Spinel, 45 gp Azurite
14	Goblin, fresh kill	10 gp Blue Quartz, 10 gp Eye Agate, 50 gp Lapis Lazuli, 500 gp Topaz
15	Goblin, desiccated husk (silk mummy)	1000 gp, 3000 sp
16	Goblin, skeleton	600 gp Coral, 8 gp Blue Quartz
17	Hobgoblin, desiccated husk	1000 gp Decanter
18	Crooked Dwarf, not quite dead and really angry...	Spell Scroll (Cleric: Meld into Stone, Giant Insect, Find The Path, Find The Path) Spell Scroll (Cleric: Endure Cold/Heat, Bless, Exorcise, Know Alignment, Invisibility to Undead), Scroll of Protection - Magic
19	Human, skeleton	Potion of Rainbow Hues, Potion of Poison, Oil of Impact, Philter of Stammering and Stuttering, Potion of Silver Dragon Control
20	Human, desiccated husk	10 gp Malachite, 100 gp Obsidian, 100 gp Peridot, 100 gp Zircon, 100 gp Zircon, 11 gp Moss Agate, 200 gp Chrysoprase, 35 gp Banded Agate, 5 gp Eye Agate, 50 gp Hematite, 500 gp Jacinth, 500 gp Pearl, 750 gp Garnet, 9 gp Obsidian
21	Goblin, desiccated husk	4000 cp, 2000 sp
22	Human, skeleton (Ring of Truth, Wand of Frost, Libram of Gainful Conjunction, Plate Mail +3, Sword +1, Knife +1
23	Human, skeleton	2000 ep, 600 pp, Jewelry (5): 6600 gp Headband, 5000 gp Diadem, 8000 gp Ring, 7000 gp Small Box, 2000 gp Small Box. Chain Mail +1, Scroll of Protection - Gas, Leather Armor +2
24	Human, skeleton (wight!)	2000 sp
25	Goblin, desiccated husk	100 gp Chrysoprase, 1000 gp Topaz, 2000 gp Jacinth, 40 gp Moss Agate, 40 gp Obsidian
26	Human, desiccated husk (silk mummy)	Scroll of Protection from possession
27	Human, desiccated husk (silk mummy)	4000 sp
28	Goblin, skeleton	300 gp Garnet, 350 gp Jet, 40 gp Obsidian
29	Human, skeleton (Undead, Sainly Warrior)	4000 gp, 500 pp, Gems (26): 10 gp Obsidian, 10 gp Obsidian, 10 gp Rhodochrosite, 100 gp Amber, 100 gp Azurite, 100 gp Onyx, 100 gp Sardonyx, 100 gp Star Rose Quartz, 100 gp Tiger Eye Agate, 1000 gp Alexandrite, 1000 gp Black Opal, 1000 gp Topaz, 110 gp Onyx, 130 gp Star Rose Quartz, 1300 gp Amethyst, Plate Mail +1, Mace +2, Cursed
30	Human, rotting flesh (spider eggs)	8000 gp
31	Goblin, rotting flesh (spider eggs)	Spell Scroll (Cleric: Animate Dead, Protection from Evil, 10' Radius) Spell Scroll (Mage: Invisibility)
32	Bugbear, skeleton	700 gp Statuette
33	Human, desiccated husk	20 cp
34	Goblin, desiccated husk	Bracers of Defense [AC 5], Potion of Undead Control
35	Human, skeleton	3000 cp
36	Human, skeleton	Potion of Sweet Water, Oil of Timelessness
37	Human, skeleton	8000 gp, 5400 pp

The Storm's Impending Rage

4G. Gabbler Nest

Roiling mass of tiny grey bodies, crawling and squirming, silent but for the hissing sound of flesh sliding across flesh and occasional clicks and honks that might serve as the creatures' language.

There is a 20% chance that the Gabblers will notice intruders nearby (unless attacked or otherwise disturbed). When intruders are detected, the tiny beastly figures flow out from the mass and try to overwhelm the intruders.

There are **400 Gabblers** in this nest, and they attack in groups of 20 per opponent, oozing out of the main mass like fat, writhing tentacles reaching for prey. Each round, an additional 20 Gabblers per opponent will break away from the main nest and attack.

The **nest area** is a concave depression cut into the ground by the constant motion of the creatures, about 100' in diameter and perhaps 20' deep at the center. Small (2' tall) tunnels penetrate the hard-packed ground, a chaotic maze of interconnected tunnels leading ever deeper into the earth.

When the Gabblers meet fierce resistance, such as once 20% of their population is killed (80 Gabblers) or if a powerful area effect spell (like fireball) is used effectively against them, they will break off attacking and try to flee to the tunnels.

If a PC is overwhelmed by Gabblers, he or she will not be killed but incapacitated and then dragged off into the tunnels. Some rumors suggest that the Gabblers offer captives to a powerful demon lord. Others suggest that the Gabblers eat their captives.

4H. The Korred's Lair

A small glade, perhaps 250' across, is blanketed in knee-high grass. At roughly the center of the glade stands a single oak tree. A circular path has been worn around the tree (perhaps 25' radius).

Gaberdon the Korred lives in the boughs of the oak tree, ever watchful.

He will welcome those who seem to come in peace with a chuckle (not his magical laugh) and a wink as he leaps down from the tree.

He will remain in the tree if he is unsure of the intent of intruders, perhaps attempting to hide while he learns of their intent.

If intruders are cordial, Gaberdon offers wine from a seemingly endless supply he pours from a simple wineskin. Those who drink must save vs. spells or become *Contented* (a state of complete relaxation that removes inhibitions). Those who make



their save simply enjoy the drink. Gaberdon only wishes to engage in conversation.

Those who are rude or any who attack Gaberdon face his magical laugh (save vs. spells or become stunned for 1d2 rounds), his magical entangling (hair) rope, or his club. If severely threatened, Gaberdon will sing his magical tune (save vs. spells or begin to dance around the oak tree for 1d6 hours or until collapsing from exhaustion).

High in the oak tree, where the main trunk splits in two is a hollow space in which Gaberdon keeps his treasure:

50 gp Obsidian, 500 gp Jade, **Wand of Fireballs**, **Potion of Sadness**, **Spell Scroll** (Cleric: Purify Food and Drink, Protection from Evil)

Interacting with Gaberdon

- Hundreds of cocoons in the spiders webs contain the remains of their victims... and possibly gold
- The Goblins are holed up in Old Barl's Tower. They aren't from around here
- The bandits are somewhere to the south. They have strong and dangerous allies

4I. Goblin Patrol Base Camp

A 50' or so diameter area has been cleared of brush and grass and a dozen pine bough and moss lean-tos are scattered about. The smell of rotting meat and excrement is pervasive. Flies buzz about, but no birds sing nearby.

The west side of the camp butts up against a steep embankment in which has been dug a crude cave. Above the cave, a maple tree has most of the bark stripped off from the ground to a height of about eight feet.

A total of 19 **Goblins** are led by a particularly clever and evil **Hobgoblin** named Urfash.

Any Goblin patrols previously encountered and dispatched from this region will reduce the number of creatures encountered in this camp.

During the day, all remaining Goblin-kin will be in the lean-tos hiding from the sun or in the cave with their Hobgoblin Commander.

At night, all that remains are 1d3+2 Goblins.

Information that might be gained from the Goblins:

- The patrol is supposed to report back any troop movements in the area, though they haven't really seen any
- Their chief, a Bugbear named Parack, is insane and dangerous and they are just as happy to be away from "that cursed tower"
- They hate it here and want to go back to the North, but they are afraid of their chief
- They are terrified of the Spiders (4F) and have lost some of their brethren to them
- There's something scary in the Quarry, they will not go there willingly



5. The Vintage

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The Vintage, Basement
and Secret Dungeon
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Baron Wyrmslayer's vineyards cover almost a thousand acres here. Overlooking the slopes of the vineyards is the newly built Baron's Vintage, "Baron's Own Wine Room," a new single-story addition to a rebuilt ruined tower that has stood here for centuries.

Unfortunately, the Vintner can't seem to get the wine to taste good...

Surrounding the Vintage, the well-manicured grass, the carefully raked path, and the neatly trimmed shrubs stand in stark contrast to the wilderness all around.

Behind the tower is a bowl-shaped, terraced valley carpeted with grape vines.

The Baron's Vingeron and Master Picker frequently hire on temporary help, especially in harvest season. Non-locals and others who likely won't be missed are often abducted at the end of the season and sacrificed to the God of the Deep.

What seems a simple (if failing) business, is a front for a very dark cult that is in league with the Sovereign Avatar of Darkness and the New Cult of the Old Gods.

The Priest of Great Darkness is attempting to reconsecrate the old Temple into a place of worship of the Old Gods instead of a place of demon worship. He believes that he is in contact with one of the Old Gods (or the Gods of the Deep, as they have revealed themselves to be) when he chants and prays in the great sanctuary. He is, however, communing with a powerful demon lord who is using his devotion to the Old Gods to push his way back into the mortal realms.

The tower was brought to ruin generations ago when priests and holy warriors from the Church of the Holy Saints discovered a demon worshiping cult, **The Cult of Luran**, based there. The tower was razed, and the cult dispersed, but the deep, secret temple remains, newly reclaimed by the New Cult of the Old Gods. The followers of the Old Gods believe they have cleansed the temple of any "taint" and have dedicated it to their worship. Truly, the "Deep Gods" are creatures from the Outer Darkness manipulating the Priest of the Great Darkness, the Vingeron and all the other followers of the old ways.

NPCs in the Vintage

Marin the Vintner: Marin is a grumpy and gullible old man who has been tasked with overseeing the Baron's Vineyards and with making the "best wine in the land!" He is failing at both of these pursuits. Marin is blissfully ignorant of the machinations of his staff, believing that they are all trying their best to produce the Baron's wine. He yells a lot, and swears a lot, but it is all show as Marin is a coward.

Millicent: Millicent is the mistress of the Priest of the Great Darkness. She does everything she can to keep the Vintner in the dark about what is truly going on at the Baron's Vintage.

The Vingeron: A pompous and unpleasant man, the Vingeron (in charge of cultivating the grapes) has worshipped the Old Gods since he was a boy. He is second only to the Priest of the Great Darkness in authority in the small cult of the Old Gods that has gathered here. He is tall, fat, loud and has a very commanding presence.

The Master Picker: A strong, broad man with a wicked sense of humor and a relentless demand for perfection from workers. Eight months ago, he shaved off his long, greasy hair and bushy beard and has been clean shaven since. Eight months ago, as it happens, the Master Picker was murdered by a thief and assassin, his body dumped into one of the Great Casks (5.17) so the thief could infiltrate the cult of the Deep Gods. He is a spy for the Church of the Holy Saints. He carries a crystal eyepiece (treat as Gem of Seeing). (T4, hp 17, I 16, D 18)

The Priest of the Great Darkness: completely hairless, tall, muscular, insane. If encountered outside his chamber he wears a purple robe and a massive mask cut from the face of a young blue dragon. He carries a keyring with keys to every locked door in this complex (including the upper levels) and a magical mace (**Light Stealer**, mace +2/+4 vs. mortals/-4 vs. creatures of the Outer Darkness, casts darkness 20' radius at will, any hit that is a natural 20 that does full damage also casts Power Word: Stun against the victim). The Priest of the Great Darkness is enthralled by the Gods of the Deep (area 5.40) and has been driven mad. The visions he has, especially once he has bathed in the **Vats of Communing** (see area 5.26) have convinced him that to honor the old gods he must dedicate this ancient temple to the Eight Faces of Creation, which he has tried to do in the Deep Temple (see below). (5th level Druid, W 15, C 17, hp 31) Spells: 3, 2, 1

The Storm's Impending Rage

5.1. Entrance

The double doors are painted red, with leaded glass panels filling most of the top half. The doors are not locked.

5.2. The Carhouse

The oak and iron outer doors are always locked. The inner door is usually unlocked.

Built to house the small two-wheeled cart that the Vintner uses to deliver barrels of wine to the Baron, the Carhouse also serves as storage room for tools and supplies.

5.3 The Baron's Own Wine Room

The main doors (see 5.1) are not locked. The door to 8 is always locked (Millicent and Marin both have keys), the door to 2 is not usually locked.

This grand room is brightly painted (gaudy, truth be told), fresh rushes on the floor, and a cheery maiden welcomes guests, offering seating at one of the two long tables.

A small table with two chairs is against the north wall and a rack with glasses and wine bottles sits in the southeast corner.

There are no other guests in the room.

The food is passable, the wine is terrible.

Millicent is the hostess of the Baron's Own Wine Room and she welcomes guests, rattles off the common fare (roast lamb and spiced potatoes and, of course, the Baron's Best Wine!) and offers excellent service.

Interacting With Millicent

The hostess seems vapid and forgetful, but in reality she is cunning and careful.

She is likely to reveal:

- Marin the Vintner is a troubled man
- Seems like no one comes to the Baron's Own Wine Room these days
- She's heard rumors of Goblins out to the east and raiders to the south
- There's Giant Spiders in the woods so you better watch out
- This whole tower was just built
- The cellars are where the grapes are squashed and the wine is made, nothing much to see there
- The Baron was here last month, but he yelled a lot
- They say a storm's coming, hope the grapes will be okay
- Some men came through here a week ago, said they were going on up to Newtown, but they weren't kitted out to travel
- There's trouble brewing at the Quarry and at the Timber clearing, the Baron is getting impatient

5.4. The Private Room

The main floor of the tower: two tales and seven chairs, a fireplace with a cheery fire with something simmering in a pot over the fire. A well-dressed man is often here (60% chance during the day) smoking his pipe.

The room smells of pipe smoke and something spicy and sweet (the mulled wine in the pot above the fire).

The well-dressed man is **Marin the Vintner**.

Interacting With Marin

- He has seen fires in the words to the south [the raider camp, area 9]
- No one has been to the Vintage in three months, except the Baron who came to check on things and was not pleased
- The Master Picker got sick a few months ago and maybe he hasn't fully recovered because he's been acting strange lately
- The Vingeron is angry all the time now and is taking it out on the workforce, who keep running off in the night
- Millicent is an amazing woman, he really couldn't run this place without her
- Delores is a good cook and a pious woman
- He's heard that Goblins are running loose and that the Stone Lizard is on the prowl, though he hasn't seen either himself

5.5. The Kitchen

The door to 4 can't be locked. The door to the stairs is always locked (Marin has the key).

A fairly well-stocked, neat and orderly kitchen overseen by a matronly woman named **Delores**. Two young girls, **Mally** and **Gretan** serve as Delores' staff.

Delores and the girls generally keep to themselves – Millicent deals with the rare guests in the main room and Marin mostly yells and complains.

Delores knows there is something going on. She doesn't like Marin, but believes he is an honest (if grumpy) man. She likes Millicent, but she doesn't trust the hostess.

Interacting with Delores

She is a very pious woman, constantly invoking the protection of the Saints and making the Sign of the Saints. She is worried about Marin, especially since the Baron visited and yelled a lot. She doesn't trust Millicent who has made some...improper comments about the Vintner behind his back. She has never been to the Basement.

Interacting with the girls

Both girls are quiet and deferent, though they are keen observers. They believe Delores is smitten with the Vintner (true), Millicent is hatching some kind of plot against the Vintner (true) and that there's something strange going on in the Basement, which both have seen (getting supplies, mostly)

The Storm's Impending Rage

5.6. The Vintner's Chamber

The door to the stairs up to the next level (southeast corner) is not locked.

A spacious and comfortable room with expensive rugs on the floor, heavy drapes over the four windows, making the room very dark all the time – a tall, wide bed (with an overstuffed mattress), a chest of drawers, a chest at the foot of the bed and a table with two chairs in the corner.

Marin (see 5.4, especially for interactions with Marin) spends little time here (only a 10% chance), and then only to sleep.

The chest of drawers has some very expensive, fashionable clothing in it (worth 200 gp, but bulky).

The chest has a couple extra blankets folded up in it. At the bottom of the chest is a leather-bound book

The **book** contains the Holy Scriptures of the New Cult of the Old Gods. Marin found it laying on the table one day and picked it up. He realizes that it is something not quite holy (at least as far as the Saints are concerned) but he doesn't really know what it is. He has hidden it away here and forgotten about it. The book contains some handwritten notes in the end papers (in code). If decoded they say:

"Find the Opal, it is the key to the gateway."

"Leave the offering in the vintage, the gods will bless our efforts for certain."

"Trust the Vingeron and the Master Picker, but no one else"

"The wench has her own plans but she is useful."

5.7. The Lonely Spire

Little more than a curved hallway around the central pillar of the tower, three windows look out onto the Rosewood Highlands. The Northeast and Northwest windows overlook the vineyard and the wilderness to the north, while the Southwest window overlooks crossroads and the rugged terrain to the south.

Dozens of candle stubs lie discarded on the floor throughout this area.

Marin the Vintner spends a significant amount of time up here alone (80% chance of him being here at night, 25% chance during the day), usually longingly staring out one of the Northern windows, not at the vineyards, but at the mountains far to the north.

NOTE: observant characters who look out the windows at night have a good chance of seeing fires from the Raiders Camp to the south (wilderness area 9).

5.8. Stairs Down to Basement

The door to the Basement is always locked. Millicent, Marin, the Vingeron and the Master Picker have keys.

Vintage Basement

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5.9. The Common Room

Chairs and tables scattered about, smoky air, dice and cards on the tables, stains on the floor.

Empty during the day (while the workers are working), in the evening and at night there will be found 1d10+6 workers here, gambling, flirting, fighting, etc.

5.10. Deep Well

Above a 4' diameter shaft in the floor is a decorated marble well basin topped with a delicate looking metal frame holding the rope, pulley and bucket that drops down the shaft.

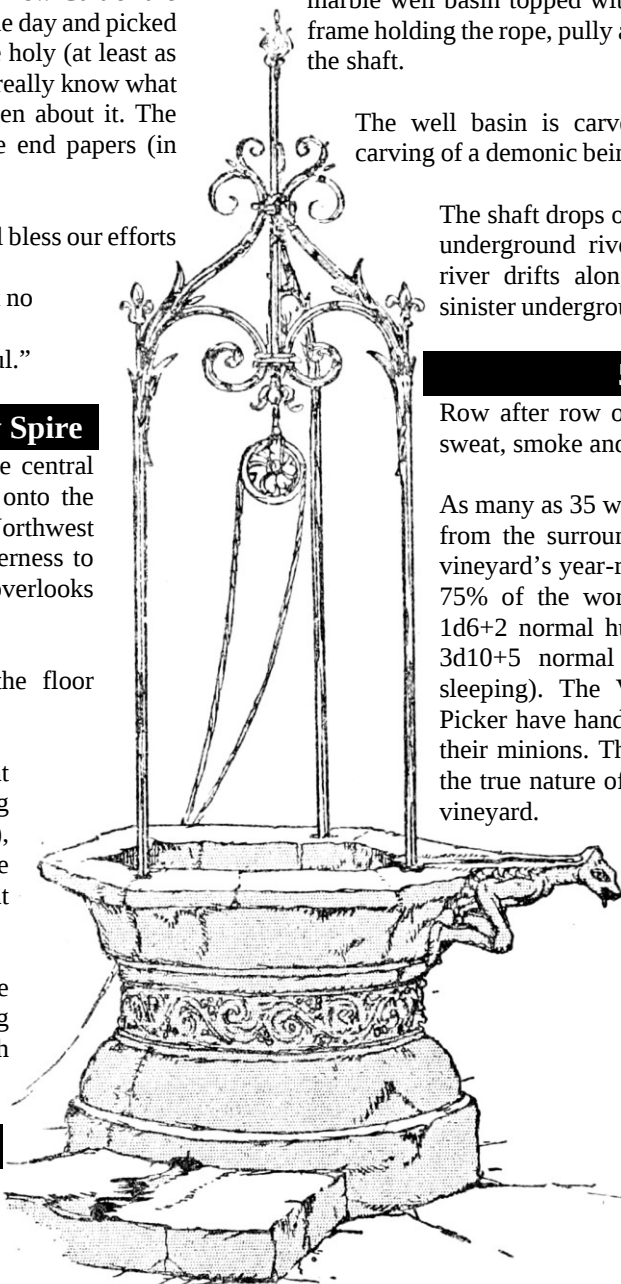
The well basin is carved with runes and has a carving of a demonic being jutting out from the side.

The shaft drops over 100' to a slow-moving underground river of ice-cold water. The river drifts along toward deep and dark, sinister underground places better left alone.

5.11. The Press Gang

Row after row of bunk beds, the smell of sweat, smoke and human misery.

As many as 35 workers, mostly poor people from the surrounding region make up the vineyard's year-round workforce, live here. 75% of the workforce is male. Daytime, 1d6+2 normal human workers. Nighttime, 3d10+5 normal human workers (mostly sleeping). The Vingeron and the Master Picker have hand selected these workers as their minions. They all know something of the true nature of the operations here at the vineyard.



The Storm's Impending Rage

5.12. Vingeron's Office

A great, plush carpet woven to depict grape clusters covers most of the floor, a wide and tall desk (as tall as a man, and twice that in width!) looms from the left side of the room while three hard, wooden chairs with dark-stained seats are arrayed in a half circle facing the desk.

During the day, the **Vingeron** is 70% likely to be perched on a very tall chair (he literally has to climb up the side of the chair) behind the desk.

The desktop is cluttered with papers, most of which are very mundane (invoices, shipping orders, notes from the Master Picker about the "suitability" of particular new laborers for "the harvest festival.")

Other papers on the desk are written in some other language (not known to anyone) – actually a code.

The coded papers:

- "Send the first vintage with Nightmask [the one hidden by night? mask of the night?] to baptize the portal at the madman's tower."
- "The Brown Robes are delayed in their task and need some incentive to remind them of the urgency of their endeavor."
- "Give the Baron what he wants as soon as you can. We must not delay their return and we must not give cause for suspicion."

5.13. Feast Hall/Sacramental Hall

A massive table with ten chairs around it dominates the center of this vaulted-ceilinged chamber.

The grey marble floor is so clean it reflects like a mirror the soot stained ceiling above.

The walls are covered in tapestries depicting wild and fairy creatures frolicking in vineyards.

Under the table, at the "head" (the westernmost seat) is a secret compartment containing a magic dagger (**Light Reaver**, dagger +1/+3 vs mortal beings and those "of the light" [angels and the like], casts Impenetrable Darkness 30' radius 2/day; any mortal being struck by Light Reaver must save vs. spells or be struck with an unhealing wound, losing 1 hp per day until cured by remove curse or restoration).

Once the harvest is complete and most of the local hirelings are sent home, a feast is prepared for the vagrants and the vagabonds who have hired on for the season. These men and women are distinguished as "Guests of Honor." The Vingeron acts as host and all the members of the Press Gang (area 5.11) serve at the table.

The feast culminates at midnight (on the first full moon after the harvest is complete) with the slaughter of the "Guests of Honor," whose faces are stripped and hung in the Hall of Faces (5.23) and their bodies are sacrificed to the Gods of the Deep (5.36).

5.14. The Vingeron's Chamber

A fairly ordinary bedroom: bed, desk and chair, chest with a blanket thrown over it.

During the day there is a 2% chance the Vingeron will be here and a 25% chance he will be here at night.

The desk contains dozens of missives, personal letters and religious documents, all written in code.



The blanket over the chest is trapped: saturated with a poisonous powder that, when it is inhaled causes dizziness and nausea and causes most people to black out. If the blanket is very carefully moved, the poison dust does not scatter into the air (perhaps with a Dexterity Check?). If the blanket is roughly handled ("I pull the blanket off the chest" or "I push the blanket aside"), the dust becomes airborne and all within the room must make a save vs. poison each round while in the room or become dizzy and nauseated. Two failed saves and the victim passes out for 3d4 rounds (plus/minus Constitution penalty/bonus). The dust stays airborne for 2d6+4 rounds.

The chest contains the Vingeron's most prized possessions:

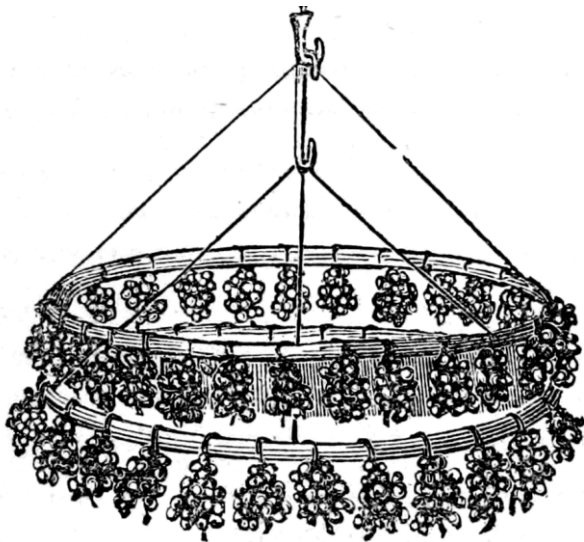
- A glass beaker, stoppered with wax, half filled with a thick, greenish sludge (**Potion of Earth Elemental Summoning**, consuming the potion takes two full rounds as it must be chewed.)
- A short sword in a black leather, silver-edged sheath. A normal short sword (though finely made), but the sheath is magical (**Donovan's Guide**), providing the wielder of the weapon with perfect direction sense.
- A silver necklace with six rubies set in a circle around a single large amethyst (worth 1200 gp).
- A newly leather-bound book (written in code: *The Holy Writings of the Church of the Ancient Ones*). Scriptures of the newly forming New Church of the Old Gods.

5.15. The Tasting Room

Racks of wine bottles of various vintages line the walls. Many are from vineyards far away (some famous, most not). A tall solid stone block stands in the center of the room, polished to mirror smoothness.

There is a 20% chance during the day that the Vingeron, the Master Picker, Marin the Vintner and 1d6+3 of the Press Gang will be here, sampling various vintages and comparing flavors. Spit buckets are provided.

The Storm's Impending Rage



5.16. Storage

Dozens of boxes, barrels, crates and sacks filled with the most mundane of items: foodstuffs, empty bottles, wax, cloth, tools, etc.

In addition, several boxes, separated from the others and placed in the far recess of the room, are marked with a symbol that anyone with Alchemy skill would understand: The Leviathan Cross (the Alchemical symbol for Sulfur). The sulfur is dangerous only if ignited: the gas emitted by burning sulfur causes suffocation (save vs. poison or fall gasping to the floor, unable to do anything but writhe in agony). All beings in a 50' radius (indoors) of burning sulfur lose 1d4 Constitution points per round, even if a save is made.

Note: if sulfur powder is scattered in the air, it is 80% likely to explode for 3d6 hp damage to anyone in the room (save for half), igniting the rest of the sulfur with the above effects.

5.17. The Great Casks

Two ten-foot diameter, almost twenty-foot-long oaken casks nearly fill this room, the Main Entrance to the vintage itself.

Each cask has a different vintage of the Baron's Own Wine, though neither is very good. The northern cask has been further despoiled by the body of the original Master Picker which has been slowly decomposing over the past eight months.

A necromancer or a magic using character (cleric or magic user) who casts any spells related to death such as animate dead, speak with dead, raise dead, death spell, etc.* must make a save vs. poison if tasting the wine from the northern cask. If a save is successful, the character recognizes the taint of decay in the taste of the wine. If the save is failed, or if the spell caster who has made his or her save willingly continues drinking the tainted wine, the next time a spell caster casts a spell related to death, the effects (range, duration, area of effect, etc.) is increased by 50%. This effect is permanent, but is never repeated, regardless of how much tainted wine is consumed.

*NOTE You could make a case for any cleric able to turn undead to fall into this category, and for a necromancer to willingly fail his or her save...

5.18. Grape Stomping Cavern

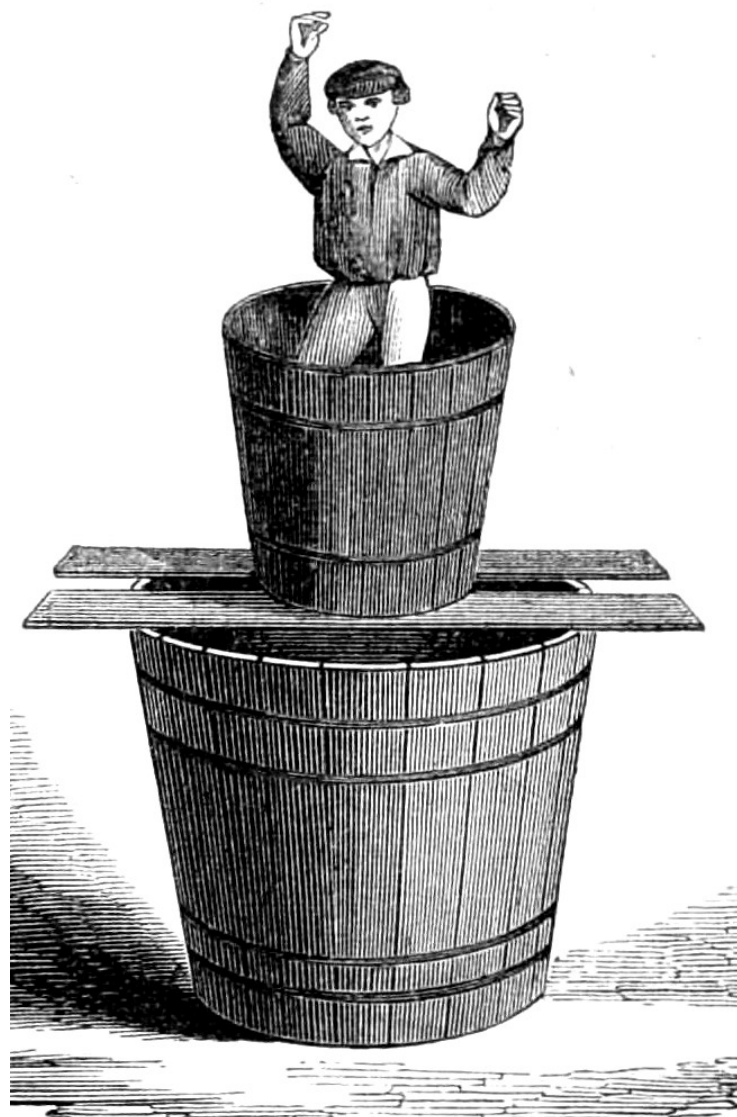
Great circular racks (16) hang about head height from chains reaching into the darkness of the high ceiling, loaded down with bunches of grapes during harvest and pressing season, otherwise empty.

Near the entrance are four four-wheeled pushcarts and a dozen or so two-wheeled pushcarts used to haul grapes and lees.

During the day in the late summer, fall and into the early winter this cavern is abuzz with activity with as many as 100 laborers bringing in grapes, stomping grapes, hauling the grapes into the cavern and the lees out, manning the great grape presses, supervised by the Vingeron and the Master Picker.

Spring and summer the presses and foot-stomping tubs are unused, but laborers filter in and out as the vast vineyards are tended.

Except in late fall and through the winter (when the workforce is reduced primarily to the Press Gang), this area is such a chaotic swarm of activity and constant new faces that intruders will almost certainly not be noticed.



The Storm's Impending Rage

5.19. Storage

Dozens of boxes, barrels, crates and sacks filled with tools and materials used in wine making as well as empty crates, bales of straw, two broken pushcarts and a pile of dirty rags.

5.20. Sulfur Cave

Nineteen crates are marked with a symbol that anyone with Alchemy skill would understand: The Leviathan Cross (the Alchemical symbol for Sulfur). The sulfur is dangerous only if ignited: the gas emitted by burning sulfur causes suffocation (save vs. poison or fall gasping to the floor, unable to do anything but writhe in agony). All beings in a 50' radius (indoors) of burning sulfur lose 1d4 Constitution points per round, even if a save is made.

Note: if sulfur powder is scattered in the air, it is 80% likely to explode for 3d6 hp damage to anyone in the room (save for half), igniting the rest of the sulfur with the above effects.

The **Secret Door** to area 5.23 is not locked. It is a thin veneer of plaster worked and painted to look like stone over a heavy oak door. The latch is an odd protrusion of stone that lifts up, about in the middle of the door.

On the hallway side (5.23), the door is not disguised at all and the bar that keeps the door latched is easily lifted to open the door.

5.21. Temporary Laborers' Cave

The opening between 5.21 and 5.22 is obscured by a stained and tattered canvas curtain.

Strewn about are sleeping pallets, dirty rotting rushes, empty wine bottles, rags and other filth.

From spring through late fall up to 75 laborers call this fetid cave home.

Among the filth and trash are a few interesting baubles:

- a curved dagger engraved with a ward against the forces of dark that creep into unwary men's souls (a mild **charm of protection from evil**)
- a rusted shield engraved with a sacred oath to serve St. Ashar always which, if chanted aloud for one minute solid grants the bearer of the shield the effect of a bless spell for 1d6+6 turns once per day (treat the shield as a semi-permanent **scroll of blessing** which is destroyed if the shield is damaged significantly)
- a rawhide pouch containing the greasy skin of a fish and fish bones intricately carved with runes
- a wide pigskin headband embossed with symbols honoring the old gods
- A wrought iron rod topped with a steel serpent with solemn inscriptions offering an unnamed saint's protection against "the godless" (**St. Sineon's Serpent**: protection from fey creatures 10 radius once per day)

5.22. The Master Picker's Room

The doorway is covered over by a stained and tattered canvas curtain.

This cave is meticulously clean: a simple rough wood framed bed, a desk with a lamp, three chests, a washstand with a pitcher and bowl and barrel.

At night there is a 70% chance that the Master Picker is here sleeping or reading/writing a letter. During the day there is only a 5% chance that the Master Picker will be here.

The **chests** each contain about 40 pieces of clothing of various styles. One contains nobleman's clothing, one contains dirty and tattered clothing and the third a mixed variety of commoner's clothing, including at least one peasant woman's dress.

The **barrel** is half filled with water.

On top of the **desk** are dozens of largely unremarkable papers some simple lists of names (laborers and Press Gang members, most with check marks beside them) and a sheaf of love letters from Algron to Edmas.

Hidden in a false bottom of one of the drawers is a leather sack containing a small book (on viticulture), 87 gp and a folded and tattered paper with a list of crossed off words:

Accolage	Grey Rot
Aquifer	Noble Rot
Aspersion	Powdery Mildew
Black Rot	Producer Vine
Bud Scales	Rootstock
Cordon	Veraison
Downey Mildew	

The Love Letters: The thirty-seven letters contain the most banal and hackneyed messages of love and devotion ever written. However, messages are written in the margins on five of the letters in magically invisible ink (visible only by magical means such as detect magic, gem of seeing or the like). The invisible notes, if put in chronological order (based on the dates at the top of each letter which begin about 8 months ago):

- "Feigning illness was a master stroke. Keep learning the routines so there is no suspicion."
- "You must gain access to the inner sanctum. This is paramount to your mission."
- "Our patron has tired of your excuses, yet he is powerless to act without your help. Find the key to the chamber."
- "If things do not break before second harvest, you will be recalled. Saints protect you."
- "Given your failures, expect Gander the Tall or his associates to come to encourage you."

The Storm's Impending Rage

5.23. Hall Lined With Faces

The **Secret Doors** to areas 5.15 and 5.20 are not disguised at all and the bars that keeps the doors latched are easily lifted to open the door.

The **door** to 5.24 is not locked.

The hallway stinks of decay and vinegar and the floor has dark stains trailing from the doors inward...

The north side of the two long walls (after the slight bends in the hallway from the doors) are covered floor to ceiling with what look like grotesque masks hanging on wooden pegs but are, in fact, **hundreds of faces** skinned off of living victims.

More than 50 of these masks are human faces while there are well over 100 goblin-kin (even, curiously, a troll face) and a smattering of other creatures as well.

In front of the door leading to 5.24, hanging from a silver chain attached to the ceiling, is a Firbolg Giant face which has been sewn together with the mane of a Manticore.

5.24. The Guardian of the Deeps

The door to 5.23 is not locked.

The hallway is completely overgrown with roots and vines. Mixed among them are a dozen or so faceless corpses. The far end of the hall is obscured by a blood-red curtain.

Anyone who enters this hall not wearing the mask of a dead person (from area 5.23) over their own face will be permitted to reach the halfway point between the door and the widening of the hallway when the vines will snake out and attack, slamming the door (if it is still open) and forming a **Wall of Vines** around the victim(s) in the hallway. The dozen corpses are animated by the vines as well, attacking as **Zombies** but not truly undead, so they cannot be turned and cannot drain abilities of their victims.

Treat the **Vine Wall** as Wall of Thorns Spell while 1d6+3 vines attack each victim (as 6 HD monster) for 1d3hp of damage per successful hit. If three or more vines hit the same victim in the same round, he or she must make a Dexterity Check to keep from being knocked prone. Prone characters are automatically hit by all vines attacking them, but not for damage: prone victims are immobilized (Strength check at a cumulative -1 per vine successfully attacking to break free).

Each attacking vine has only 2 hit points, so all forms of damage are likely to easily sever a vine. The problem is the vines are, for the purpose of this trap, nearly endless. They can be set ablaze easily, but doing so traps any victims in the conflagration, taking 6d6 hp of damage per round from the flames (save vs. dragon breath for half) and 3d4 hp damage from failing vines (save vs. dragon breath for half).

Anyone wearing the Firbolg Giant mask (5.23) can command the vines.

(NOTE: area 5.36 below is choked by the same vines and corpses, with the same effects).

5.25. Black Water

Blood-red velvet curtains with tiny bells sewn to their bottoms isolate this area from the hallway to the north (5.24) and the room to the south (5.26). Moving a curtain without silencing the bells will alert anyone in area 5.26 or 5.27.

A four-foot-tall alabaster urn, carved with lewd and disturbing scenes, stands in this alcove, covered over by a thin translucent membrane.

Inside the urn is an **Oozing Black Death**. If the membrane is removed or damaged, the Death will begin oozing out the next round (taking two full rounds to flow over the sides of the) with the intention of attacking any living creature in its way.

At the bottom of the urn (which, itself, is worth 1200 gp, but weighs 200 pounds) is a gold necklace, a stylized sun pendant set with twelve yellow diamonds (worth 1400 gp).

Given enough time, the Black Death will consume all the vines and corpses in the hallway to the north (5.24) and ooze under the door, consuming all the "masks" in area 5.23 and then any other creature that gets in the way of its escape.



The Storm's Impending Rage

5.26. The Priest of the Great Darkness

A blood-red curtain (with bells sewn along the bottom) separates this room from the corridor to the north.

A spartan bedroom whose only amenities are a small, rough frame bed and an iron bound oak chest. Rising in the alcove to the west are two cylindrical vats with steps leading up to them. The floor beneath them, particularly the northern vat, is wet with a dark liquid.

There is a 40% chance at any given time that the **Priest of the Great Darkness** will be here. If so, he is almost certainly naked, bathing in the two tubs (see below), preparing to bathe or just finishing up. The Priest of the Great Darkness never sleeps.

The **bed** is poorly made, a rough wood frame with a straw stuffed mattress. The only thing remarkable is the quilt folded at the foot (and remarkable only because of its high quality and unique design, worth 120 gp). If the Priest of the Great Darkness is here, his keyring, robe and dragon face mask will be laying on the bed.

The **chest** contains a number of interesting articles:

- a hatchet with a worn handle
- a clay pipe and a pouch with dried leaves (narcotics)
- a pewter amulet embossed with the shape of a boar's head with impossibly long tusks
- a black-handled dagger in a blood-stained leather sheath

The **vats**: These circular vats, **Vats of Communing**, literally penetrate the walls (they are full circles, thought about 3/4ths of each is within the wall itself, liquid level as high as the opening).

The southern tub is full to the brim with a cloying, yellow-green liquid that smells sweet. Then northern tub is filled to the brim with an oily, black liquid that smells faintly of decay. Both tubs radiate faintly of magic if detected.

Bathing in each tub for at least an hour has the following effects:

- South first, then north: Save vs. poison. A successful save means the bather has completed the ritual to Commune with one of the Old Gods (as the Commune Spell), able to ask 1d4+1 yes or no questions. The answers will always be literally true, though not always accurate... A failed save means bather has been overwhelmed by the magic of the tubs and becomes possessed by a **Possession Spirit** for 1d6 turns, flailing about and attacking any living thing in the chamber, but not passing beyond the red curtain (the sound of bells ringing subdues the Possession Spirit temporarily).
- North first, then south: Save vs. poison. A successful save means the bather gains regeneration for 1d6 turns. A failed save means the bather loses 1d4 from every attribute for 1d6 turns (any attribute that drops below 3 is lost permanently).
- At least one hour only in north tub: bather attracts all undead within a 50' radius for 1 day.
- At least one hour only in the south tub: bather loses 1d4 points of Charisma for 1 day.

5.27. The Laver of Holy Night

The door to area 5.28 is always locked, the Priest of the Great Darkness has the only key.

Four pillars, each red veined black marble carved as a malformed demon-beast of uncertain proportions, support the vaulted, black ceiling 25' or so overhead.

A pool of black water covers the center of the room while the north wall is covered by a tapestry (floor to ceiling) and the south wall has three cabinets attached to it.

The **pool of black water** is water that has been infused with a permanent Darkness spell (hiding the filth in the water). It radiates as magic if detected, but touching, drinking, or bathing in the water confers no benefit or detriment.

The **columns** are **Guardian Columns**. If any being enters the chamber not accompanied by the Priest of the Great Darkness (or at least someone wearing the purple robe and dragon mask), the closest Guardian Column will animate and silently challenge the interloper.

NOTE: Only one Column can animate at any given time without potentially sacrificing the structural integrity of the chamber, so if an attacking Column is reduced to 10% or less of its hit points, it will attempt to return to its place so another column can attack. If one column is destroyed, a second will animate to attack the intruders, with a 25% chance per round of the room collapsing. If two columns are destroyed, a third will animate, with a 50% chance per round of the room collapsing, and if the fourth column animates, there is a 75% chance per round of the room collapsing. If the room collapses, those within must make a Dexterity check to avoid being trapped by the falling rubble. All within the room when it begins to collapse take 2d6 hp of damage (per 10' from an open doorway!), save vs. Dragon Breath for half damage.

The **three cabinets** along the south wall contain jars and urns filled with spices and dried flowers.

The **tapestry**, bolted to the north wall at the top of the tapestry, sways slightly as if in an unfelt breeze. The scene depicted is of a woman lovingly looking at the baby she holds in her arms at the edge of a fountain in the middle of a forest. If looked at carefully, the reflection of the woman and baby in the water are demonic and glowing eyes can be made out among the trees in the background. Anyone who comes within 10' of the tapestry will be attacked by it as a creature of 6HD. A successful hit means the victim has been wrapped up in the tapestry and will smother in 1d6+2 rounds unless freed. A section of tapestry that captures a victim can sustain 28 hp of damage before unraveling enough to release its victim (the smothered victim takes half as much damage unless a save vs. Dragon Breath is made reducing the secondary damage to zero). The tapestry takes triple damage from fire and any section that is ignited will cause the entire tapestry to combust, filling the room with choking smoke (save vs. poison or gasp and choke, losing 1d4 Constitution and Strength points and fighting at -2 while in the smoke plus 1d4+4 rounds). Note: casting Dispel Magic on a section of the Tapestry will cause a region 10' square to "go inert" for 1 round per level of the caster.

5.28. Stairs Down to Secret Temple

The door to 5.27 is always locked. Only the Priest of the Great Darkness has the key. The door at the bottom of the stairs (to 5.29) cannot be locked and opens easily and silently.

Secret Temple of the Gods of the Deep

Map 12
The Vintage, Basement
and Secret Dungeon
Page 90

5.29. The Verdant Portal and the Eight Faces of Creation

The doors exiting to the east (to 5.28) and to the west (to 5.36) are never locked.

The three doors to the north (5.30, 5.34, 5.35) and the three doors to the south (5.31, 5.32, 5.33) are all locked. Only the Priest of the Great Darkness has the keys.

Eight statues, flanking eight doors, circles this room. A writhing, twisting pillar of green and red vines fills the center of the room.

The living pillar of vines is a **Verdant Portal** (see 1S30 on page 20 for an image). There is a 30% chance that a man will emerge from within the sinuous mass of leaves and branches: **Algras the Twice Damned** (not detailed herein, a Cleric/Magicuser 6/4). The Verdant Portal can connect with other portals around the Highlands, if one knows the proper ritual and has the proper charm. Devotees of the old gods have been planting these portals, employing them to keep their network connected.

The statues are intended to represent the Eight Faces of Creation, though some are very abstract (such as Air below). Clockwise from the statue in the Northeast:

- | | |
|-------------|----------|
| h. Death | a. Air |
| g. Fire | b. Light |
| f. Darkness | c. Earth |
| e. Water | d. Life |



5.30 Chamber of Air

This long hallway is plastered over and painted white reflecting the bright, magical lights that line the ceiling.

The room at the end of the hallway is spherical painted as if surrounded by a cloudy sky. At the center of the sphere is a glowing white ball about the size and shape of a pumpkin.

The entryway to the spherical chamber at the end of the hallway is flanked by two statues, poor sculptures of angels. Any mortal being who passes between the statues is imbued with a levitate spell that lasts for 1d8+6 rounds.

The glowing white ball is a bound **Air Elemental**, compacted into its tiny prison by powerful magics. Casting dispel magic on the ball, or more powerful magic (like Wish, for example), will cause the prison to explode (doing 3d6 diminishing dice damage to everyone in the sphere as shrapnel ricochets off the curving walls – save vs. Dragon Breath for half damage), releasing the Elemental which will immediately attack any living being in the room for 1d4 rounds before seeking to make its escape.

NOTE: A dwarf, an artist or anyone with any kind of knowledge of stone working will recognize that these statues are newly chiseled stone, created by very unskilled hands, and they are cut from stone very different from what is found in this complex (sandstone from 4E, the Unquarried Stone, above).

The Storm's Impending Rage

5.31. Chamber of Earth and Stone

The floor of the long hallway is covered in dirt, the walls are chipped out of the living rock, the stone ceiling is dotted with tiny flecks that reflect any light source brought into this dark hallway. The circular (domed) chamber at the end of the hallway glows dimly.

The dirt in the hallway is about 18" deep and loose, making movement a little challenging (move at half normal speed). Buried in the dirt are 34 **Faceless Zombies** which will rise up if disturbed. Every step taken has a cumulative 5% chance of disturbing a zombie (so three people enter the hallway: first step 15% chance of a zombie rising, then 20%, 25%, 30% as each takes another step, etc.). A disturbed zombie will grab at the ankle of the nearest victim while the remaining 33 zombies claw their way out of the dirt and close in on all creatures in the hallway, taking one full round to rise out of the dirt. The faceless zombies will not pursue beyond the door to 5.29.

The **chamber** at the end of the hallway is a dome (actually a sphere) cut in the living rock, covered in dirt (actually mud). Seven stone tablets encircle the room (each is about 3' wide and 5' tall, with some kind of writing chiseled into the surface).

Any creature who steps into the room immediately begins to sink into the mud, dropping 2' per round, sliding inexorably toward the very bottom of the sphere, 20' below the surface. Anyone who goes under can survive their constitution score in six-second rounds before they begin to suffocate, losing 1d4+3 points of Constitution per six-second round thereafter, succumbing to death when Constitution reaches zero.

The seven **stone tablets** are prayers in praise of the Old Gods, written in an archaic form of the local language.

5.32. Chamber of Life

This long hallway has been plastered and has been painted with a long, continuous mural, depicting all manner of living things: trees, bushes, flowers and mosses, fungi, animals, monsters, fish, etc. The room is well-illuminated by an unidentifiable source (casting no shadows).

Near the far end of the hallway, two stone tablets are mounted to the walls. Each tablet is about 3' square, 3" thick, cut from sandstone. On each is painted the words of a prayer in praise of the Eight Faces of Creation. Praying these two prayers (west prayer first, then east prayer) causes the altar against the southern wall of the domed chamber (see below) to glow with a greenish light.

The walls/ceiling of the domed chamber are likewise painted with images of all manner of living beings, including images of the Eight Faces of Creation (as depicted in the statues in area 5.29, though these paintings are skillfully rendered), surrounding this room as the statues do area 5.29, looking toward the altar. Above the altar is a painting of the Face of Life.

If the prayers have been recited at the entrance and the altar is glowing, any dead creature laid on the altar might be brought back to (a mockery of) life: they rise as zombies. There is a base 50% chance of the altar working in this manner, +5% per level of a faithful follower of the old gods who has recited the prayers, -10% per hour the creature has been dead. If successful, the eyes in the painting of the Face of Life glow green and then the creature on the altar begins to glow. The green glow around the newly created zombie lasts for 1d4 days. Failure means the Old Gods are displeased and the creature laid on the altar is consumed in a magical fire that does 1d6 hp of damage to anyone in the room (save vs. Dragon Breath for half). On a critical failure (if the petitioner rolls a 00, or 01 whichever is the worst possible outcome in how you use percentile dice) the petitioner is consumed by magical green fire, taking no damage but being teleported to the gate at area 5.37, falling into the Outer Darkness.

5.33. Chamber of Water

The floor to this long hallway is flooded, though the water is only a few inches deep. However, anyone who does not use caution when coming to the end of the hallway must make a Dexterity Check or stumble down the stairs into the pool in the spherical room at the end of the hallway.

The water in this hallway and room is normal water.

5.34. Chamber of Fire

Anyone opening the door to this hallway, and anyone in the area of effect, is blasted with a **Cone of Heat** (as Cone of Cold, doing 10d4+10 points of damage, save vs. spells for half). The temperature in the hallway is unbearable, and unprotected beings who traverse the hallway will take 1d8+4 hp of damage per 10' traveled.

The spherical room at the end of the hallway is consumed in a blazing fire. Through the flames can be seen six black pillars and, at the very far side, a statue on a small dais jutting out from the curved wall.

The spherical room is consumed in a 20HD fireball that perpetually burns. The black pillars are obsidian and have extremely sharp edges (carelessness around the pillars will do 1d6 hp of damage).

The statue on the dais is an expertly carved effigy of the Great Prince of the Fire of Darkness (an elemental lord), cut from a single piece of deep red quartz (about 4' tall, 2' wide, weighing about 600 pounds). The statue might be worth 12,000 gp to the right buyer, but selling it (or in any other way obviously disrespecting the effigy of the Great Prince) would incur the wrath of the Great Prince of the Fire of Darkness, and anyone so cursed will be pursued by creatures of fire until the statue is put back in a place honoring the Great Prince or a powerful (caster level at least 14) remove curse is cast on the victim. This curse manifests itself in an encounter with a fire dwelling or fire elemental based creature once a month.

The Storm's Impending Rage

5.35. Chamber of Death

The long hallway, floor, walls and ceiling, is covered in bones (human bones): skulls grinning down from the ceiling and up from the floor, hands dangling from the ceiling and walls, toe bones sticking up from the floor. There is no light in this hallway or chamber and normal light sources are only 1/4th effective.

Disturbing any of these bones causes them to animate as 1d6 **Skeletal Horrors**.

The circular (domed) chamber at the end of the hallway, which is cut from rough, black stone, has five black candles burning: four at the cardinal points and one, larger one, in the center.

The flames will burn forever unless snuffed out. They burn green in the presence of undead.

If one or more of the outer candles is snuffed out, a **Wraith** appears (per candle extinguished), awaiting a command. If no command is given within two rounds, the undead attack. The undead beings will obey any command that they can carry out within this room.

If the center candle is extinguished, a **Spectre** appears and will attack unless offered a sacrifice (anything alive – a plant, an animal, a goblin...) which it sucks the life out of and then carries out any command given it that it can fulfill within this room. If no command is given, the Spectre simple fades away.

5.36. Stair Trap

This short stairway is choked with vines, steps, walls, ceiling, with a dozen faceless corpses hanging from the ceiling. Otherwise, this is exactly the same as area 5.24 above.

5.37. Guardian Bridge

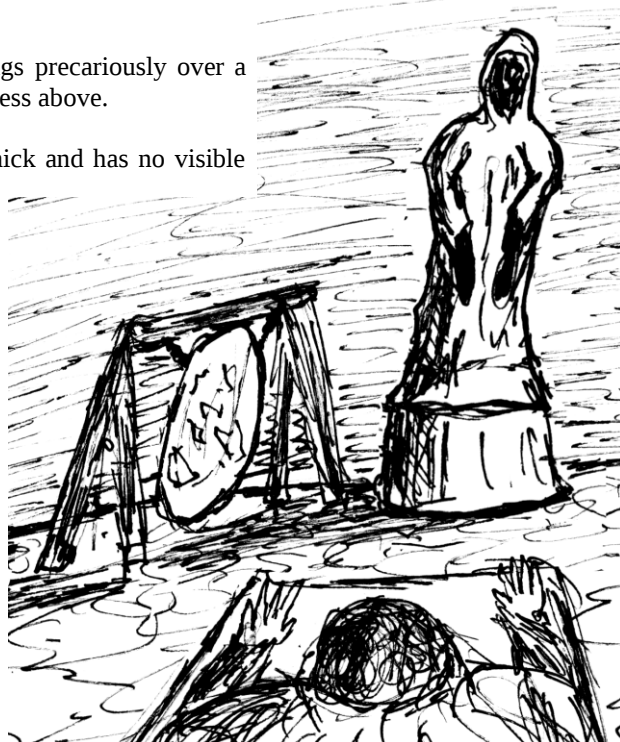
The door to area 5.36 is never locked.

A stone walkway with no railings hangs precariously over a yawning pit. The ceiling is lost in darkness above.

The white stone walkway is only 1' thick and has no visible supports.

The ceiling is 90' above, covered in stalactites among which hides a **Shadow Fiend** which will attack any being not accompanied by someone wearing the purple robe and dragon mask of the Priest of the Great Darkness, seeking to push its victims off the walkway into the endless abyss below.

After a fashion, the abyss below really is endless as it is a one-way gate to the Outer Darkness. Anything that falls down the pit will plummet into the Spiritual Realms of the demonic, of evil and chaos, perhaps lost forever.



5.38. Four Pillars of Blinding Light

The white marble walls of this chamber rise well over 100', reflecting and amplifying any light source brought into this otherwise unlighted room. Four translucent crystal pillars rise to the ceiling.

Any being not of the Mortal Realm (demons, devils, angels, magical monsters, fey creatures, etc.) that comes into the inner radius of a circle formed by the four pillars causes the pillars to glow with an intense brightness that temporarily blinds non-mortal creatures (24 hours minus 1 hour per HD of the non-mortal creature). Mortals caught in the radius of blinding light must make a Save vs. Spells or be temporarily blinded (24 rounds minus 1 round per level/HD).

NOTE: The Priest of the Great Darkness and his minions shun this chamber, though they might try to drive intruders this way...

5.39. The Blasphemous Chapel

The corridor continues through this high-ceilinged circular chamber. The main floor is about 10' lower than the area where the corridor pierces the wall.

Two man-height, ponderous black candles burn in the alcove to the north.

The floor of the main chapel area is covered in prayer rugs (perhaps 60 or more), twenty or so have supplicants prostrate on them, arms stretched toward the two mirrors and the statue on the far side of the room.

The **candles** are **Candles of the Sleep of Death**: while burning, any undead in line of sight of the candles finds a kind of rest from the torment of their undead existence, falling asleep if you will. The candles always work in pairs and extinguishing one or both will break the spell in 1d4 rounds.

The **supplicants** are 22 **Faceless Zombies** who are not praying but sleeping, after a fashion (see Candles, above).

The **mirrors** are 3' diameter, highly polished bronze discs hung by chains from heavy oak frames. They radiate faint magic and will reveal the true nature of anything placed in front of them.

The **statue** is a hooded figure. Close inspection reveals that the face and hands of the figure are skeletal.

The Storm's Impending Rage

5.40. The Gods of the Deep

The ceiling of this mammoth circular chamber is lost in the darkness above (180' or so). A bubbling, steaming, hissing pool of frothy water fills a 90' diameter pool sunk down 6 or 8 feet below the floor level. Mold and mildew covered tapestries line the walls, with a particularly large one covering the west wall. Alcoves, some with statues, are arrayed around the interior wall. The floor is wet and slick.

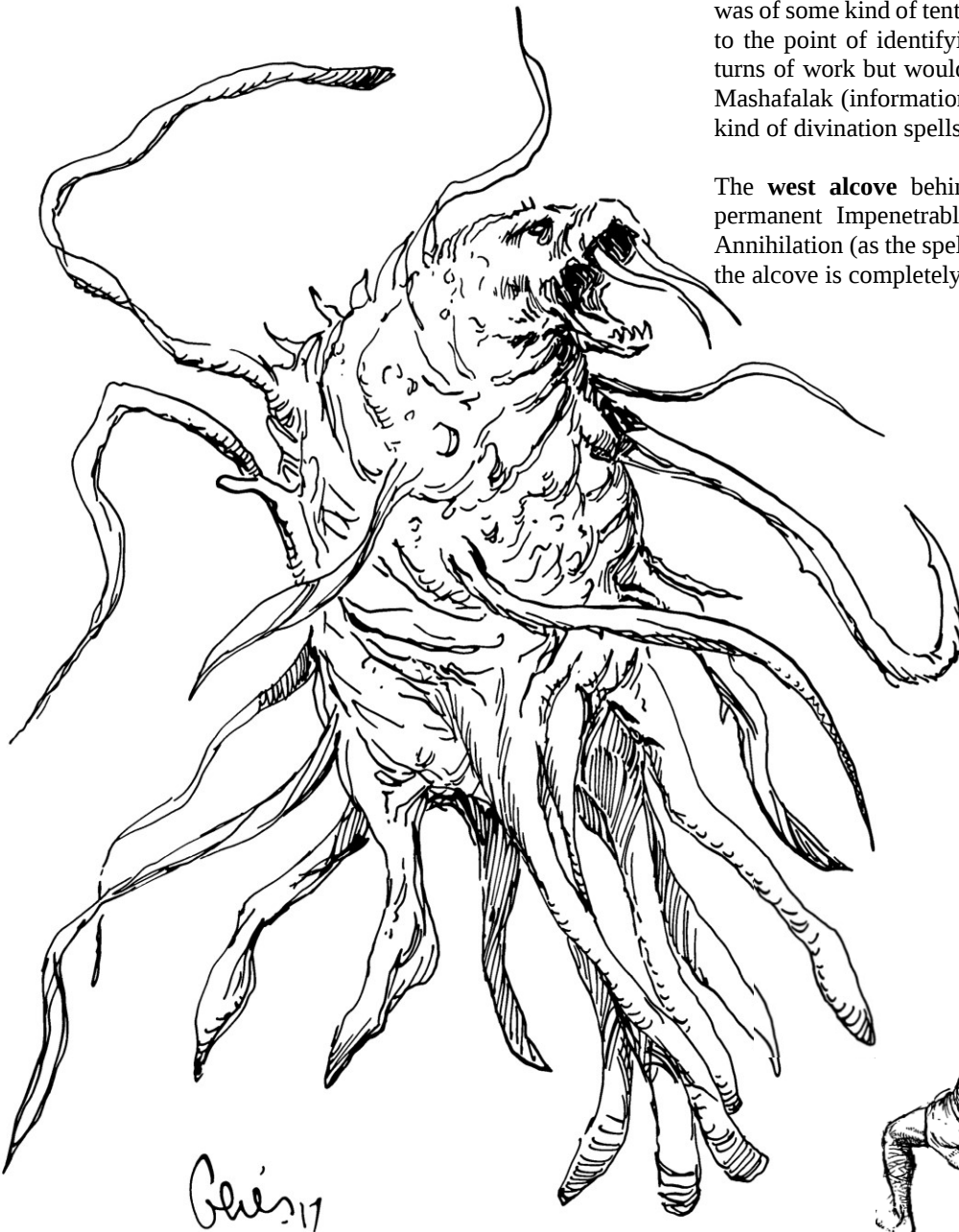
The **pool** is a geyser that erupts when the Gods of the Deep appear (see below), spraying hot water throughout the room. The water, not hot enough to cause any damage, is slick with some kind of oily substance that makes movement and combat tricky (see below for suggestions on how to handle this if the geyser erupts). Arrayed around the pool are eight menhirs (tall standing stones), slick with slime and oily stains.

The **tapestries** along the inner wall (ten of them) are recent additions, depicting the Ten Days of Creation (according to the liturgy of the Old Gods). The **large tapestry** on the western wall is about 50' square, woven of very threads (it's about 2 inches thick), depicting a complicated design of a single line winding in and around itself (like a Celtic shield knot).

The five **alcoves** along the inner wall all had statues in them depicting various demonic beings which were smashed by the followers of the Old Gods. Three have been replaced with "Saints of the New Way" (poorly carved human figures that might or might not resemble the leaders of the New Cult of the Old Gods), one alcove (southeast) has a pedestal ready for a new statue and the fifth alcove (south) still has the rubble of the old statue choking the alcove.

If the rubble is even half-heartedly reassembled (which would take about 3 person turns of work) will reveal that the statue was of some kind of tentacled creature. Reassembling the statue to the point of identifying the creature would take 12 person turns of work but would reveal the image of the Demon Lord Mashafalak (information which may only be of use with some kind of divination spells).

The **west alcove** behind the large tapestry is obscured by permanent Impenetrable Darkness. It is a fixed Sphere of Annihilation (as the spell). Anything that enters the darkness of the alcove is completely destroyed.



The Gods of the Deep

The pool is a massive summoning circle that binds demonic creatures thus summoned to the area inside the eight menhirs for the duration of their servitude (usually no more than a few hours).

Wearing the dragon mask and the purple robe of the Priest of the Great Darkness (5.26) and entering the water is enough to summon one of the Gods of the Deep who, in truth, are creatures of the Outer Darkness.

One round after entering the water, the pool begins to roil and swirl with a small whirlpool forming in the center. Two rounds later, the geyser erupts, dousing everything in the chamber with a slippery, oily water. Then, one round later, tentacles rise up from the surface of the water, wrapping around the menhirs, pulling up the great, twisted grey and red misshapen demonic creature that is the Demon Lord Mashafalak who communicates telepathically demanding to know "who disturbs the Gods of the Deep?!"

Mashafalak has partially possessed the mind of the Priest of the Great Darkness, convincing the Priest that the demon lord is, in fact, one of the Old Gods, the Gods of the Deep as he calls them. This has driven the Priest of the Great Darkness insane.

Mashafalak will immediately recognize an imposter who summons him (wearing the mask and robe) and will seek to **dominate** the mind of the petitioner.

The Demon Lord can use the following abilities in spite of being bound by the summoning circle:

- Clairaudience
- Clairvoyance
- Domination
- Empathy
- ESP
- Mind Bar
- Telempathic Projection
- Telepathy
- Telepathic Projection

*NOTE: these abilities are magical equivalents of what many Old School rules call Psionic Abilities (or Mental Disciplines, or some similar name). Creatures of the Outer Darkness employ such abilities or disciplines as magical abilities, subject to dispel magic and the like.

Damage to any menhir will release Mashafalak who will go on a rampage, seeking to destroy any living thing it can, using the full range of its powers.

(NOTE: the demon lord is unaware of the power of the pillars in area 5.38).

The Demon Lord Mashafalak resembles a Kraken with a bloated, misshapen body covered in eyes and mouths. Twenty great tentacles which end in poison tipped stingers wrap around and crush victims while the many mouths utter blasphemous curses and speaks out his magical abilities (up to four simultaneously in any given round!).

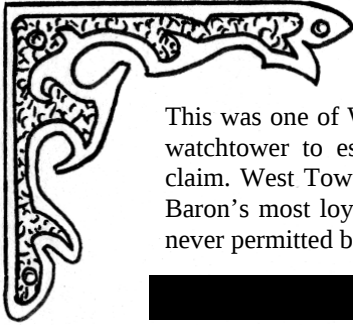
Combat in the Chamber of the Gods of the Deep

Because of the oily nature of the water that is sprayed everywhere when the demon lord is summoned, combat here can be tricky.

Here are some suggestions for handling things for most combatants – exceptions being those who levitate or fly or those who otherwise don't rely on staying surefooted during melee (choose one... or more):

- disadvantage for all rolls
- dexterity check whenever any action is attempted such as movement or attacking
- a penalty (-1 or -2) to attack and to AC
- movement at ½ rate
- anyone who falls must make a dexterity check to stand up again, anyone prone fights at -3 penalty to attack and AC and must take at least one round to recover





6. Baron's Tower/ West Tower

This was one of Wyrmslayer's first projects, a watchtower to establish the boundary of his claim. West Tower is manned by some of the Baron's most loyal men. Outsiders are almost never permitted beyond 6.1.

Map 13
Baron's Tower/
West Tower
Page 91

6.1. Waystation

The main door to the West Tower is three-inch thick oak, bound in iron and triple barred from the inside.

The doors to 6.2 and 6.3 are locked. Captain Ebard, Master Tuval and any guard on duty have keys.

Several benches are stacked against the west wall and a long table leans against the east wall. The room is used as a waystation for travelers and as an impromptu audience chamber for anyone who wants to talk with the Captain.

6.2. Locked Storage

This door is locked. Captain Ebard, Master Tuval and any guard on duty have keys.

Enough food, water and supplies are neatly stacked and labeled that the tower could withstand a siege for at least two weeks. Behind the stacks orderly piles of supplies is a plain, unlabeled pine box, cinched with leather straps but otherwise unlocked.

The **pine box** contains bloody, burned clothing and a wax sealed (with Captain Ebard's seal) leather pouch containing a a folded note, and tin and bronze medallion: a circle with eight radiating arrows (chaos symbol). These are Agon's personal effects, and the medallion is the reason he is being detained.

The **note** says, "Found on the person of Agon the Homesteader after his property burned and his family died. He is a raving madman. We have him in custody and await your orders. E."

6.3. The Armory

The door to area 6.1 is always locked. Captain Ebard, Master Tuval and any guard on duty have keys.

Racks of weapons and armor:

- 14 leather jerkins
- 9 chain shirts
- 27 shields
- 9 swords
- 23 shortswords
- 11 helms
- 34 daggers

The trapdoor to the hidden basement (6.13 and 6.14) which is well disguised and is covered over by a reed mat. The trapdoor is never locked.

6.4. The Common Room

This room serves as the kitchen, dining hall and rec room for the 16 **Watchtower Guards** stationed here.

During the day there will be 1d4+3 Guards, at night 1d3 guards, relaxing, cooking, eating, arguing.



6.5. The First Watch

Light framed wooden racks hang from the ceiling here loaded with bundle after bundle of arrows. 20 Longbows hang on the walls, arrayed between the windows.

A low fire and a massive heap of red hot coals fills the fireplace and fuel is regularly added from the tall piles on either side of the fireplace.

There are always 2 **Watchtower Guards** here.

Interacting with the Watchtower Guards

- They are wary of strangers but will welcome anyone who can demonstrate fighting skill
- They will not talk about Agon (until they are drunk, then they can't stop talking about him)
- They have not seen any Goblins in the area
- They have patrolled the road for the past month and have not encountered any bandits
- They are loyal to the Baron and cannot be bribed
- They spend a lot of time in mock battle, honing their skills, as well as arm-wrestling, drinking contests and other ego-boosting (or crushing) activities

The Storm's Impending Rage

6.6. & 6.7. Watch Rooms

Each of these rooms has a bin of oil-soaked charcoal beneath each window which is to be ignited and dumped on the heads of attackers.

Eleven of the Watchtower Guards live in these two rooms and 1d8+3 will be here at any given time.

6.8. The Barracks

Seven **Watchtower Guards** live here. 1d4+3 will be here at any given time.

6.9. Master Tuval's Chamber

This room is a chaotic jumble of odd paraphernalia (like a stuffed Manticore head, a string of acid etched Troll ears, jars full of all manner of monstrous and grotesque creature parts).

90% of the time **Master Tuval** is holed up in his chamber, doing experiments, researching magic, etc.

Tuval is a Priest of the Church of the Holy Saints and a dabbler in the magical arts (C4/M2). He is fiercely loyal to Baron Wyrmslayer and to Salan Greenthumb, on friendly terms with Captain Ebard but looks upon the Watchtower Guards with disdain.

One of Tuval's consuming passions is making what he calls "concoctions:" salves, oils, pastes and unguents that have a variety of effects. There are 1d6+3 jars of goop here that have potentially useful effects. Roll for each on the table below:

Roll 1d6	Effect	Color and Consistency	No. of apps.	Method of Application
1	Sleep	Green oily	1	Eaten
2	Confusion	Black, tar-like	1	Snorted
3	Loss of Appetite	Pale blue, slimy	2	Applied to skin
4	Cause Nausea	Dark brown, paste	2	Applied to an open wound
5	Cure Nausea	Light brown, batter-like	3	Smearred on eyes
6	Death Sleep	Greenish-white, sticky	4	Applied to soles of feet

Buried among the eclectic mix of mundane and grotesque items can be found a number of useful (or at least interesting) items:

- a large bottle of pickled cabbage
- A 10-gallon cask with a twin-tailed comet painted in red on the side. It is full of good ale
- a faded, centuries-old flag in the colors of a Northman province, about 6 feet by 8
- a set of fireplace pokers, shovels and brushes, bent and broken
- a salt-corroded foil and scabbard emblazoned with a solemn prayer to protect the bearer who has faith in Saint Ashar
- a bottle of wine on the verge of becoming vinegar
- a horned helmet sized for an ogre
- a set of 4 glazed clay plates and matching saucers, with mystical runes painted on the edges

6.10. The Antechamber

The door to 6.11 is always locked and only Captain Ebard has the key.

A few boxes of supplies are scattered randomly about here. A ladder leaning against the west wall climbs to a hatch in the ceiling which is always latched from this side (leads to the roof and the signal fire stand at 6.12).

6.11. Captain Ebard's Chamber

Captain Ebard lives in relative luxury. There is a 10% chance of encountering him here during the day, a 70% chance at night.

The room is divided by a heavy, red velvet curtain.

North

The northern half of the room has a mirror and an armoire, six mounted deer heads hanging from the wall and a small tapestry.

The **armoire** contains a dozen shirts, half a dozen pairs of breeches. It has a false bottom in which Ebard hides a leather sack containing 344 gp and a diamond worth 500 gp.

The **deer heads** are the work of an expert taxidermist, worth 80 gp each. The eyes of one of the deer heads are spherical brown diamonds, worth 100 gp each.

The **tapestry** depicts a scene of a knight on horseback bearing a wicked spear pursuing a boar. Behind the knight, reaching for him, is a shadowy, demonic creature. It is worth 200 gp.

South

The floor of the southern half of the room is covered in a thick, worn and stained carpet. A desk and chair against the west wall and a large soft bed between the window and the fireplace.

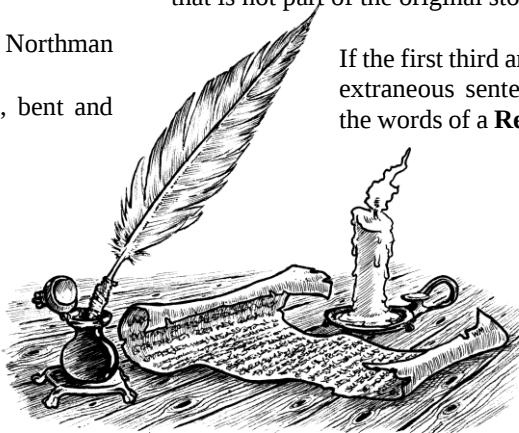
The **desk** has a pile of papers on it, missives from Baron Wyrmslayer and multiple drafts of Captain Ebard's responses, mostly crumpled up and pushed to the back of the desk.

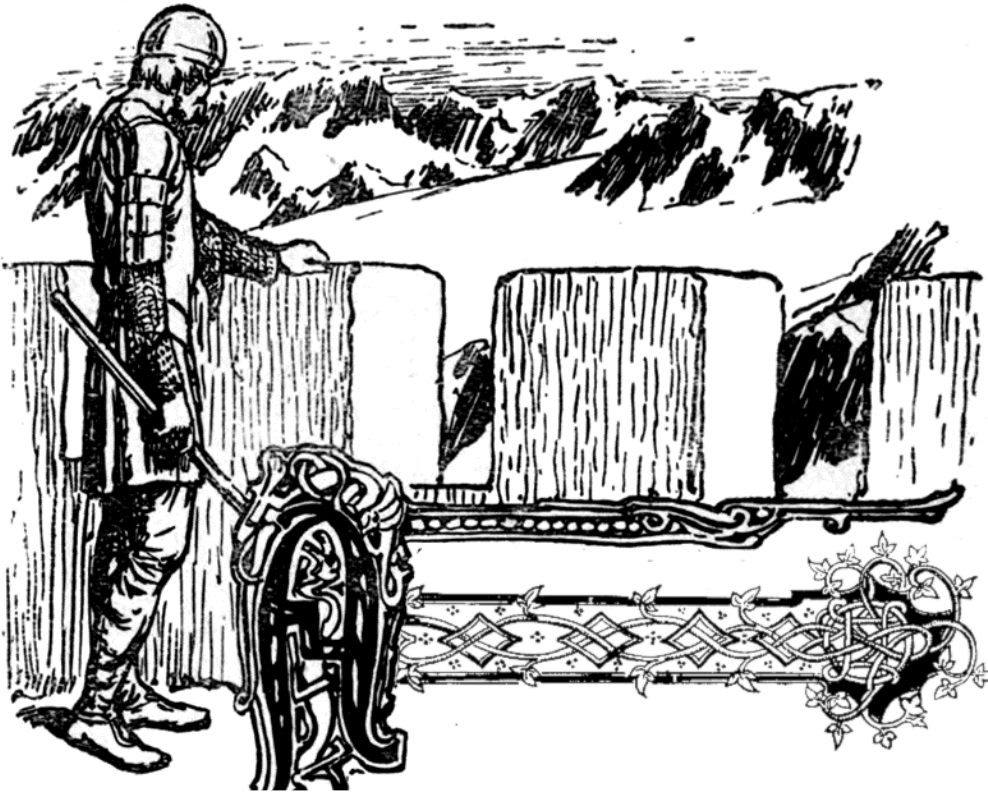
Beneath the papers is a **thin book**, *The Serpent's Crest*, which is a classic adventure tale about a boy who travels from the Kingdom of Hamlin to the great southern desert.

If the book is read by someone with intimate knowledge of the story, they may discover that each page contains a sentence that is not part of the original story.

If the first third and sixth word of each of these extraneous sentences are combined together, the words of a **Restoration** spell can be found.

If the words are written in the back of the book, it can function as a Scroll of Restoration. Using the spell erases the words from the back page as well as all of the extraneous sentences throughout the book.





6.12. Roof Watch

The hatch to 6.10 is always latched from below.

An iron frame rises about 8' above the rooftop, topped with an oilcloth. The frame is a signal fire stand, loaded down with oil-soaked charcoal and lit in times of invasion or crisis.

6.13. Stairs Down

Two flights of stone stairs descend into darkness. Dust and cobwebs abound. The steps are stained with dried blood.

6.14. Secret Storage

This room is jumbled full of broken and worthless junk. Among the piles of refuse can be found:

- a pair of red leather gloves branded with the coat of arms of the city of Caer Hanelan
- a rusty rapier and scabbard
- a white woollen shirt with a wide collar
- a ring of roughly-formed jade, bearing a runic engraving inside the band, worth 140 gp and ready to be enchanted
- a love letter inscribed on a piece of blood-stained, fire-damaged parchment from B. to D.
- a bit of sandstone etched with a design of a wagon wheel
- a pair of fashionable brown leather boots sized for a person with very small feet
- a two-handed hammer richly detailed with an engraved motif of suns and stars. It includes a polished leather sling-strap
- an ashwood bowl
- a silver abacus with red garnet beads (worth 300 gp)
- a small glass phial of mercury labeled with an alchemical symbol (worth 50 gp to an alchemist)

6.15. Deep Secret

The secret door to this room is not locked or trapped. It looks like the stone of the rest of the wall. There is a faint vertical crack on the east side where the door doesn't quite match up perfectly anymore.

Inside, is a sleeping (or unconscious or dead) bound and bandaged man on a simple reed pallet. Hanging on the wall are some tools. In the southeast corner is a bucket used as a chamber pot. The floor is darkly stained (blood, vomit and feces).

The man, Agon, is drugged (one of Master Tuval's concoctions). He appears dead, his breathing is so shallow, his pulse is so weak. Captain Ebard has sequestered Agon here until he gets word from Baron Wyrmslayer because of the chaos charm Agon was wearing when he was found, burned and bleeding, running along the road.

Agon has been questioned extensively, tortured even, but his answers are gibberish to Ebard and Tuval and so they keep him sedated.

If awakened, Agon raves and thrashes violently. If released from his bonds he will do everything he can to escape.

Agon's ravings (from the writings of Nostradamus, substitute your favorite ravings of a madman if like):

"The child of the realm through the capture of his father
Will be plundered to deliver him:
Near the Moonfall Sea the azure captive,
The hostage troop to become far too drunk."

"A just one will be sent back again into exile,
Through pestilence to the confines of 'Nonseggel,'
His reply to the red one will cause him to be misled,
The King withdrawing to the Frog and the Eagle."

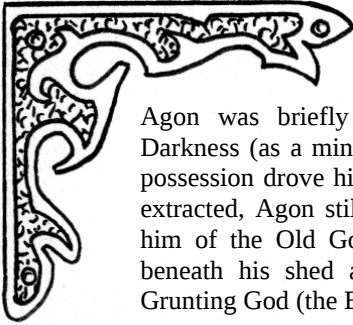
"People assembled to see a new spectacle,
Princes and Kings amongst many bystanders,
Pillars walls to fall: but as by a miracle
The King saved and thirty of the ones present."

"The chief of the fleet through deceit and trickery
Will make the timid ones come out of their galleys:
Come out, murdered, the chief renouncer of chrisim,
Then through ambush they will pay him his wages."

"The letters of the great Prophet will be seized,
They will come to fall into the hands of the tyrant:
His enterprise will be to deceive his King,
But his extortions will very soon trouble him."

7. Agon's Farmstead

Map 14
Agon's Farmstead
Page 91



Agon was briefly possessed by a Shard of Darkness (as a minor Ally of Darkness) but the possession drove him mad. When the shard was extracted, Agon still heard voices that spoke to him of the Old Gods. He dug a secret tunnel beneath his shed as a chapel to worship the Grunting God (the Boar's Head, see 7.5).

A few days ago, Agon murdered his family and threw their bodies down the well before he set fire to his house and barn before running off raving into the night.



7.1. Well of the Dead

The smell of death and rot hangs in the air, strongest around the well, but easily noticed within a 30' radius. The water level is 24' below the ground and floating in the water are the bloated corpses of Agon's wife and two children.

If the bodies are disturbed in any way (prodded, lifted out, etc.) but not buried with sacramental rites, the bodies of the dead rise the next nightfall as **Avenging Spirits**, seeking out Agon to exact their revenge, attacking and throwing aside any who get in their way.

7.2. Burned Farmhouse

A common room, a kitchen and two bedrooms, the interior of this log house is completely gutted by fire. The roof is unstable and anything that causes distress to the frame of the structure (hitting a wall, slamming a charred door, etc.) will cause the entire building to collapse.

Buried in the rubble are the following items which can be discovered one at a time after 1d4+1 person turns of searching (each item on the list):

- a blood-flecked book entitled 'Ashes of the Midlands'
- a pot of shellac and a brush to apply it with
- urine stained under-skirts
- leather gloves embossed with the initials ELM
- a warm mantle made of white fox pelts
- a tarnished brass earring set with a ruby (worth 130 gp)
- scattered about: 344 sp and 87 gp

7.3. Collapsed Barn

All the doors are nailed shut from the outside. The barn is in complete ruin, still smoking. Inside are the charred corpses of four cows and two horses, burned and broken tools and the ruins of a wagon. Flies buzz incessantly and crows caw and pick at the carcasses.

7.4. Completely Burned Shed

Only the blackened area of ground identifies that there had ever been any kind of structure here. Bits of charred wood are scattered about, and small pieces of bone can be unearthed in the ashes and detritus.

The secret trapdoor is easily found if the ground is searched, even in a cursory manner. It is not locked or trapped.

7.5. The Great Boar's Head

A massive wild boar's head hangs from the ceiling here, a low table or platform to the south and a wide stone pan or bowl or something stands beside the platform/table. The floor is spattered with dark stains.

The **boar's head** has been enchanted: when words are spoken within 10' of the head, the mouth grunts and squeals out gibberish. Agon believed this was one of the Old Gods speaking to him.

The **pan/bowl** is half full of a thick, dark liquid (blood). Flies are buzzing about it.

The **platform/table** is stained and smeared with blood.



7.6. Agon's Secret Shame

The floor here is covered in filth and maggots, drag marks indicate some things have been dragged through the room to the door to 7.7. Various bits of flesh and organs are scattered about, bite marks in all of them. The door to 7.7 is locked.

7.7. The Charnel Room

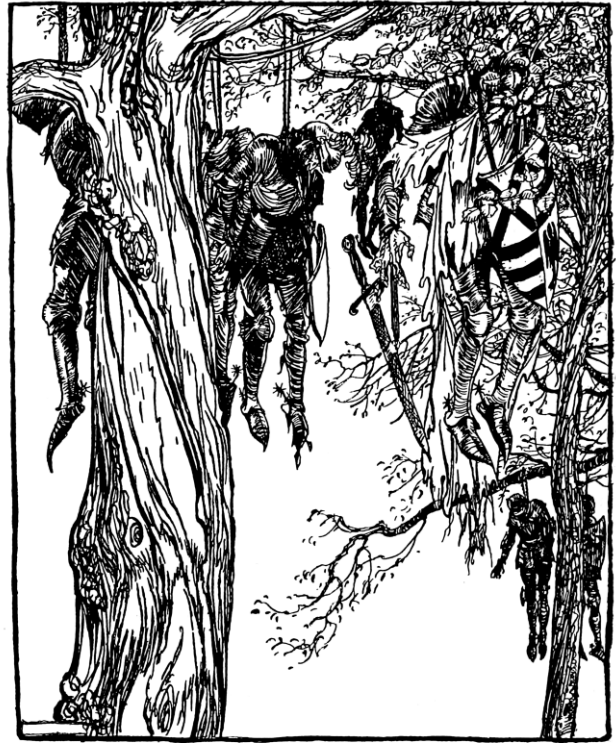
The door is locked, and the key is lost somewhere in the forest. Inside are piles of animal bones, cleaned and polished to a shine. Mouse, rabbit, badger, fox, coyote, wolf, deer, elk, moose, bear and others. There are at least 50 skeletons in a jumble here.

8. The Lost Patrol

The corpses of nine warriors, the patrol sent out a month ago that never returned, hang from the trees next to the stream here, killed by the Goblins and left as a warning to the people of the area.

The weapons and armor still retained by the corpses is badly damaged and generally worthless.

- If the bodies are cut down and buried with sacramental rites, one will rise a week later as a **Saintly Warrior** which will lumber toward the Keep seeking to destroy Baron Wyrmslayer, vengeance for sending he and his men on to their deaths.
- If the bodies are not cut down or are buried without sacramental rites, the nine corpses will rise a week after being discovered as **Avenging Spirits** which will wreak havoc on any living thing encountered.
- If the corpses are burned in a funeral pyre, with or without sacramental rites, nine **Ashen Warriors** rise a week later and haunt this hex.



Map 15
Raider Camp and
Dungeon
Page 91

9. Raider Camp

Salan Greenthumb has been paying the Raiders (and the Goblins, see area 10) to attack caravans and hassle the rebuilding of Wyrmslayer's Keep so that the Baron becomes distracted enough that Greenthumb can steal the Black Opal (see intro, area 1 and appendix).

The Brown Robes (Greenthumb's apprentices) frequently visit the Raider Camp, relaying orders and generally keeping the unruly thugs in line. There is a 60% chance that one of the Brown Robes will be here at any given time.

9.1. The Raider Camp

A dozen ragged tents are scattered about the courtyard, housing about 60 **Bandits** (F1, hp 6 each). They are loud, dirty and not very attentive to security. Half have leather, shortsword and dagger, half have chain, sword, dagger and shortbow. In addition, each Bandit has 1d6+6 sp.

Interacting with the Raiders:

- All the Raiders (Bandits, Rangers and Lord Garous) can be paid off to leave though it will take a total of 3500 gp to do so.
- The Gnoles cannot be bought for money, but if offered the opportunity to inflict violence and mayhem, they can be convinced of attacking just about anyone... including their Bandit allies.
- All the Raiders know that Brown Robes come into camp regularly to talk to Lord Garous, and every time they leave Garous says, "It won't be long, boys," but only Garous knows the true plan.
- The Raiders hate the Gnoles but fear them even more.
- The Raiders all know that at some point they will also be allied with Goblin-kin... and are not happy about it, but they have been assured that the plunder and pillage will make entering into the uncomfortable alliance worthwhile.



The Storm's Impending Rage

9.2. Obelisk of the Three Eyes

A twenty-foot-high obelisk of well-worn limestone. Three stylized eyes are carved into the face of each side, though they are nearly worn away by time.

9.3. Lord Garous' Room

The main door to this room is not locked but it is difficult to open as it is twisted slightly in its hinges. The secret door (to 9.6) is not locked and is often left propped open (85% chance).

The commander of the gang calls himself **Lord Garous**. He sleeps on a makeshift bed, piled high with stinky uncured animal pelts. Beneath the pelts is a bag with 355 gp and 9 rubies worth 60 gp each. Garous is a capable warrior (F3, 19 hp) who fights with a silver trimmed war hammer (at +2 to hit and damage) and protects himself with plate mail and a shield.

He is an evil man with voracious (and twisted) appetites. He is capricious, unstable and violent, often punctuating his demands of the other Bandits with physical assault. The men are loyal to him only because he pays them fairly well and allows them to take whatever spoils they like, including slaves.

9.4. Garous' Rangers

Five **Raiders** have set their tent up as a makeshift ceiling in this broken-down tower.

They are Garous' "elite" warriors, being second level fighters (12 hp each), fight with swords and shortbows (all attacks at +1 to hit and damage) and wear chainmail. They act as Garous' sergeants, commanding the other bandits through threats and humiliation.

9.5. Slave Pen

Twelve **Slaves**, nine women and three men are chained together here, guarded by a **Bandit** (F1, leather, shortsword, dagger).

The slaves have been treated very badly indeed: dirty, emaciated, dehydrated, bruised and bloody. They will fight for their freedom, but they have little strength and endurance (they fight as F1 but at -2 to hit and damage and they have only 1 hp each). Still, they would rather die fighting for their freedom than continue to suffer.



Raider Camp Dungeon

9.6. Stairs Down

The secret door to 9.3 is not locked (nor is it secret from this side).

Grooves are worn in the soft limestone steps. Water seeping through the walls makes the stairs slippery. There is a choking, almost "rotting fish" smell in the air that gets more powerful with each step down.

Sounds of growling and yelling and violence rise from the room below.



9.7. The Shock Troops

The smell of rotting fish is overwhelming here.

14 **Gnoles** live here in filth, wrestling, drinking, eating, arguing. They are nominally under the command of Lord Garous, but they only listen to Huntmaster Gruss (9.8).

Gnoles live only to destroy and kill and these troops have been idle for so long that Gruss is losing his grip on them.

There's a 30% chance that Gruss will storm out of his chamber and punch the first two Gnoles he comes across in the face, knocking them both out cold.

9.8. Huntmaster Gruss

The door to this room is never fully closed (it can't be, it has swollen and catches on the floor so there is about a 1' gap between the door and the frame).

Gruss is a **Gnoles Raider**, stronger and larger than his common kin. He is vicious, short-tempered and always reacts violently. He commands his troops out of fear and has killed three of the Gnoles troublemakers just to maintain the peace among his troops.

Gruss wields a magical mace (**Skullcrusher**, mace +1/+3 vs. goblin-kin, gnoles, ogres and giants).

The sounds of growling, yelling and violence can be heard coming from room 9.7.

9.9. Supplies

Barrels of salted meat of suspect provenance, piles of freshly picked bones and the corpses of three Gnoles.

The sounds of growling, yelling and violence can be heard coming from room 9.7.

The secret trap door (to 9.13) simply looks like normal cracks in the floor and is very hard to detect.

At night there is a 20% chance that Gabbon the **Shadow Creeper** will be hiding in this room somewhere (9.13).

The Storm's Impending Rage

9.10. Plunder Hall

The doors (to 9.9 and 9.11) are not locked and the stairs up to the hidden trapdoor in area 9.4 are clean, dry and have been shored up with some minor masonry repairs.

The Raiders are storing their plunder here:

- a weather-stained pair of tanned leather bracers decorated with the livery of the Ostaven
- a tiny glass phial of purple liquid, possibly a healing draught (indeed, a **Potion of Healing**)
- an elfcraft sword with a curved, leaf-shaped blade. The handguard is decorated with a motif of interlaced leaves and bare branches, and the pommel is shaped like a phoenix. It is fitted into a fine scabbard inscribed with Northman runes
- 24 gp at the bottom of a smelly oilskin sack
- a beechwood handcart with a skull-and-crossbones painted in red on the side loaded down with: a military-issue hammer engraved with a sacred oath of obedience to the Church of the Holy Saints with a pewter statuette of St. Ashar tied to the striking head; buff leather sack containing a militiaman's bow, a flask of polishing oils and bowstrings, and a fletching kit with extra feathers and needle and thread for repairing arrows; an exotic, colorful stuffed bird from the Southlands; a green velvet cape sized for a child
- a rusted iron key embossed with a design of a cowed skeleton.
- a parchment scroll inscribed with the name and address of one of the families in Camden Village, with a note that says, "Vivan the Blue, 500gp"
- a pair of high tanned leather boots with wide cuffs richly embroidered in a motif of skulls
- a noisy chainmail shirt sized for a very short, slender person
- a well-worn greatsword and scabbard bearing the insignia of a captain in the High King's Guard
- a peat-digger's muddy surcoat
- a gold beard-clasp studded with rubies worth 250 gp
- a hunter's horned helmet with an oilskin chinstrap
- a superb broadsword with a handguard decorated with lions' heads, and a leather scabbard featuring embossed symbols of chaos
- a hinged wooden box stamped with the seal of the Apothecarists' Academy of Crowninghall. Inside is a collection of corked glass phials containing alchemical powders (worth 150 gp to an Alchemist)
- a fire-blackened ribbon of parchment on which is written a license to perform 'magickal feates of an entertain'g natyre only,' inscribed with the Westhaven town seal

9.11. Pool of Death

The door to this room is not locked and opens easily.

The water in this pool is so highly acidic that submerged flesh dissolves in 2d12 hours while bones will dissolve in 2d6 days.

9.12. Hidden Alcoves

Hidden behind false stone panels, these two hidden alcoves are near the ceiling of the natural corridor.

Gabbon (9.13) sometimes uses these alcoves as hiding places or for storage, though at the beginning of this adventure they are empty (anything Gabbon steals from the party will be found in these hidden niches).

9.13. Gabbon's Nook

The secret trap door to area 9.9 is not locked, nor is it hidden on this side.

A **Shadow Creeper** named Gabbon hides in this hidden nook (like those at 9.12, it is hidden behind a false stone panel near the ceiling of the corridor).

Gabbon's personal treasures are kept here among piles of ratty wool clothing and shredded parchments:

- 341 gp
- 3 rubies (100 gp each)
- 9 sapphires (50 gp each)
- a magical leather bag (**Everan's Bag**, a Bag of Holding that somehow magically compartmentalizes and categorizes everything inside so whatever is needed from the bag is always right at hand when the bag is reached into).



10. Old Barl's Hunting Tower/ Goblin Lair

Map 16
Old Barl's Hunting
Tower/ Goblin Lair
Page 91



The locals are familiar with Old Barl's Hunting Tower, a tall hunting stand built out from the side of a cliff 80 or so years ago. Barl has been dead for at least a decade. What they don't know is that Old Barl wasn't a hunter at all, but a Necromancer and behind the Hunting Tower is a secret lair.

Goblins have been led to the Tower by Greenthumb's apprentices and are holed up here awaiting orders and there is a 60% chance that there will be one of **Greenthumb's Apprentices** here as well (if so, he is likely in the Audience Chamber, area 10.13).

NOTE: **Urfash the Hobgoblin** and 19 Goblins are out on patrol but are to rejoin the clan before the assault on the Keep (see Appendix Siege of the Keep).

Approaching the Lair:

The tower rises above the tree line, giving a good view of the surrounding area. A ladder leans against the side enabling access to the unlocked door which is 15' above the ground.

10.A The Tower

The tower is cut stone, well fitted, and well maintained. The top of the tower rises 35' above the ground with a door on the east side about halfway up.

2 **Goblins** always stand watch on the roof, though they are not particularly attentive, and 3 **Goblins** mill about at the bottom of the ladder, teasing each other.

10B. Basilisk Cave

A one-eyed, scarred and injured **Basilisk** is kept chained in this cave with a heavy leather hood strapped over its head.

Inside the cave are several partially destroyed "statues" of goblins and men and strewn about are many bones (actually, they are stone bones from creatures from whom the Basilisk has eaten the stone flesh).

A **Bugbear** called **Agarall Undying** has a scar around its neck where it was very nearly decapitated. Legends among the Goblin-kin say that his head was severed and that he fought off a band of humans holding his severed head in his left hand. The truth is far less impressive...

Agarall is the Basilisk's handler and he rides the creature into battle, or he will if he can get it better under control. Due to some genetic quirk (or, possibly as a result of his near decapitation), Agarall is immune to the Basilisk's gaze.

Agarall calls the Basilisk "Daisy".

The Basilisk was captured by the Goblins and they are planning on using it in their attack on the Baron's Keep, if they can keep it from turning the Goblin-kin and their allies to stone...

NOTE: in the random encounters there is a Basilisk encounter. This is her mate for which she searches. If the party comes within 50' of the mouth of the cave, they will attract enough of this Basilisk's scent to trigger his mate into attacking during that encounter. See Random Encounters for more information.



Common Features in the Goblin Lair:

- Unless otherwise noted, doors are not locked and open easily.
- The mortared stone walls have arcane necromantic symbols etched in them and empty torch brackets about every 40'
- There are no light sources within the lair (except the pale glow in area 10.9) and all denizens will risk everything to attempt to extinguish any light source brought in. E.g. ambush attacks and missile attacks will be directed at the bearer of the light source, water will be thrown at a torch or lamp, magical light sources will be targeted for destruction or pilfering (to be dropped down the flooded shaft in area 10.9)
- The lightly shaded corridor (10.2-10.9 and 10.20) is called the "Troll Run" by the Goblin-kin. There are 2 Trolls who roam this area so special attention must be taken in those areas (see Troll Run, below)
- Disturbances in areas other than 10.12-10.14 will likely be ignored by other denizens in the area as violent disputes rise among the barely controlled Goblin-kin with some regularity
- Violence or even unusual loud noises in area 10.13 (Chief Parack's "audience chamber") will draw a response from 10.15, 10.16, 10.22.
- If the Lair is put on alert (by the Bugbears at 10.11, 10.12, and 10.22, for example), the forces will be split among areas 10.12, 10.18 and 10.22, to guard against incursion, reinforcing other areas as necessary. Any area being overrun by invaders will do a fighting withdrawal toward 10.14 which is where the forces will make their last stand. The Trolls will not participate in the defense of the lair, though they are still likely to drop down on invaders who wander the Troll Run!

The Troll Run

Two **Four-Armed Trolls** (treat as normal trolls with double attacks) haunt these natural caves and corridors of the Troll Run, indicated on the map by the light shading.

They typically leave Goblin-kin alone (though goblins do go missing from time to time...) and track through the darkness by smell – so anything that smells strongly of Goblin-kin is likely to be ignored by the Trolls.

In the corridors, there is a 1-in-10 chance that a Troll is lurking on the ceiling. Each numbered area gives the likelihood of encountering a Troll as well as details about those caves and corridors.

The Trolls are pathologically terrified of fire and will always flee from an open flame, even a candle flame.

Typical Tactics: Unless otherwise noted (like in area 10.5), the trolls crawl along the rough ceiling (silently), dropping down on prey and surprising 1-5 on a d6. A Trolls goal is usually to drag off prey to eat it somewhere, so they are unlikely to fight to the death. They are also not likely to work in tandem as they hate each other, though if one is attacked with acid or magical fire, it will scream an anguished and frustrated guttural howl that will attract the other Troll within 1d4 rounds.

Tension in the Lair

- Chief Parack (10.13) is strong even for a Bugbear (fighting as an Ogre) but is beginning to slide into insanity (as Bugbears are wont to do).
- Subchief Halarsh (10.17) is keeping a close eye on his chief and looking for an opportunity to depose him.
- Sergeant Faral (10.12) is fiercely loyal to Chief Parack and suspects Halarsh is plotting against him.
- If hostilities break out, all the Hobgoblins will follow Halarsh, the Bugbears will wait to see who comes out on top and the Goblins will follow Parack (and Faral).
- The Trolls will gladly pick off the weak and the stragglers.

The Storm's Impending Rage

10.1. Goblin Guards

The outer door is not locked and opens easily.

The Secret Door (10.2) is not locked and is fairly easy to find (+2 bonus on rolls) as the Goblin-kin's filthy hand prints are all over the wall here, especially around the gap in the wall that is used to pull the door open.

The room is a shambles, broken furniture piled in the northwest corner, waste smeared on the walls, bones scattered all about.

Two **Goblins** are picking through the debris and arguing with each other. They are automatically surprised.

The Goblins will surrender almost immediately and offer to tell the invaders anything they want to know. They will emphasize the "big treasure room" and the "pretty woman in the jail" but will not, under any circumstance, mention the Trolls in the Troll Run. They will try to be as obnoxiously compliant as they can fake but they will break and run at the first opportunity.

10.2. Secret Corridor

The secret door (10.1) is very hard to find visually (-1 penalty on rolls) but is not locked or trapped and simply pushes open (automatic success if anyone is pushing on the wall looking for it).

The floor here, about 2' lower than the threshold of the secret door, is swept clean (bones and debris have been swept to the southern part of the cave). The walls are slick with an oily, black liquid that glistens if any light source is brought in here.

To the south are low moaning and groaning sounds (10.3), to the north harsh, guttural talking (10.10).

There is a 1-in-20 chance that a **Troll** is lurking on the ceiling here.

10.3. The Pit of Death

Moaning and groaning sounds are loudest here.

The pit is writhing with broken bodies, **Zombies** and other undead creatures that have been pushed here by the Goblins when they took over the lair.

Nineteen **Zombies**, three **Trampled Horrors**, and one **Vexed Corpse** squirm and twist in endless agony among the remains of another three dozen or so corpses, unable to claw their way out of the pit.

There is a 1-in-12 chance that a Troll will be lurking on the ceiling here.

Also in the pit are a few valuable items that will occasionally roil to the surface as the undead writhe in their endless anguish:

- a number of costume jewelry pieces (three broaches, five heavy chains with paste-jeweled pendants, a tin tiara with glass "jewels") worth perhaps 10 gp total
- a finely crafted gold broach set with rubies and emeralds in the abstract shape of a bird (worth 1200 gp)
- a total of 944 gp, 821 sp and 12214 cp (the Goblins throw copper pieces at the undead creatures' heads)
- a three-foot long copper tipped wand (**Wand of Magic Detection** with 21 charges)
- A flask with a clear, odorless liquid (**Potion of Strength**)

10.4. The Charnel Pit

The thousands of bones that once decorated this complex have been dumped into this pit along with the many bones from more recent victims of the Goblin-kin's pillaging.

While the bones are inanimate, they do roil and clatter as a cluster of 7 **Giant Centipedes** nests here. They have no treasure.

The Giant Centipedes can and will climb the wall of the pit to attack, though they have learned to be wary of the Goblin-kin for whom Giant Centipede is a tasty treat.

Light sources attract the Centipedes immediately. Anything that smells like a Goblin-kin, however, will be steadfastly avoided.



The Storm's Impending Rage

10.5. Troll Bridge

A stout wooden bridge crosses over the natural caves here (about 16' above the floor level), connecting two dressed stone corridors which bisect this natural crevice.

To the east can be heard a low moaning sound (10.3) and to the west a quiet whistling sound (10.24).

The floor here is strewn with bones and other bits of detritus.

The bridge, a recent addition, is strong enough to support a giant (see 10.23). There is a 5-in-10 chance that a **Troll** is clinging to the underside of the bridge. The Troll will lash out at any creature that comes near the bridge, above or below, including the Giant in area 10.23.

Combat here will draw the attention of the **Bugbears** at area 10.22 who will come to the end of the corridor to watch whatever spectacle has brought their attention, though they will not aid any other creature and will flee if threatened, and the **Fomorian Giant** in 10.23 who will unlock his door, draw it open and peer into the corridor beyond, curious but not really interested. There is a 90% chance that the Giant will forget to relock his door.

The area to the southeast (10.6) smells of death and a quiet, low whistling sound comes from the west (10.24).

10.6. Foul Cave

The stench of death and decay is overwhelming here (save vs. poison or begin gagging; all rolls at -1 while in this cave).

Half-eaten Goblin, Human and Animal corpses are strewn about here.

There is a 6-in-10 chance of encountering a Troll here, tearing at the rancid flesh of a moose.

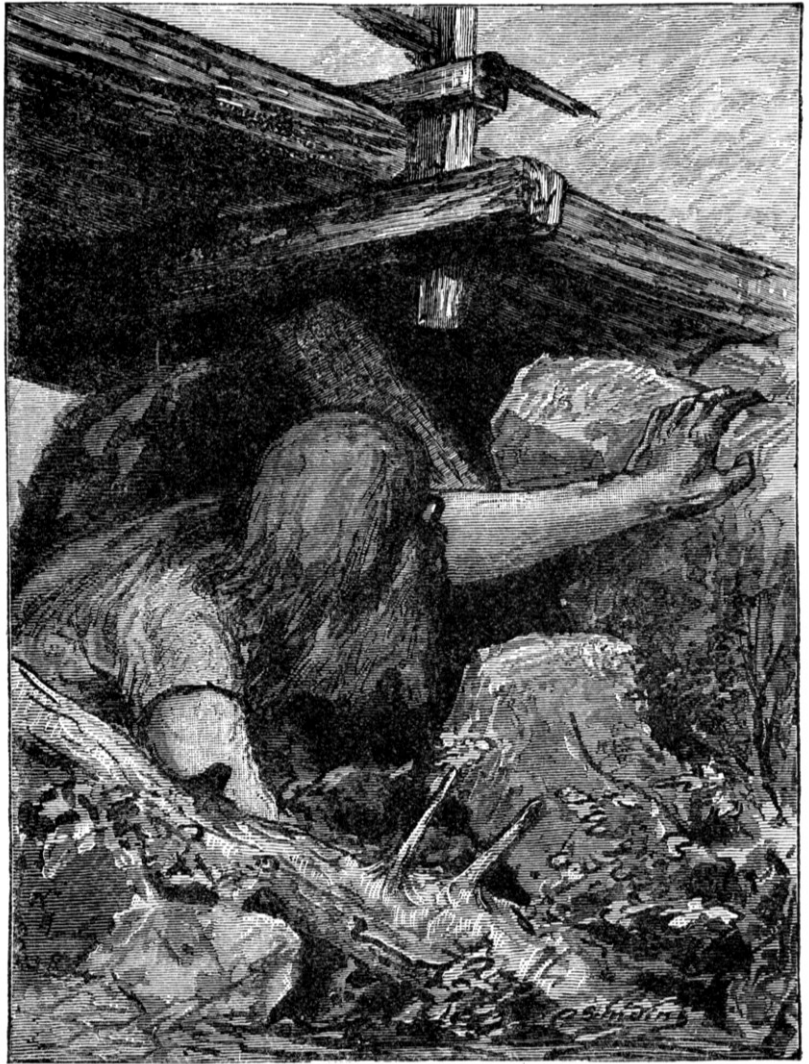
The Secret Door to 10.7 is not locked, but it is difficult to detect (-1 on all rolls). A false stone must be turned clockwise to unlatch the door.

10.7. Secret Chamber

The secret door to area 10.6 is not concealed in any way on this side. It is not locked and opens easily.

This secret cave is where Old Barl kept his most treasured items in oiled sailcloth bags which are covered in a black (harmless) mold, though the contents are all mold and moisture free.

The Goblin-kin have no idea this room exists, though the wight (19.24) knows about it and might try to use the information as leverage (Speak with Dead or the like...)



Found in the Secret Chamber (10.7)

- 9 wax sealed glass bottles containing a thick, clear liquid with black and brown particles (**Potions of Undead Control**)
- Seven leather bound (fairy skin) books: necromantic spell research. Any spell caster researching a spell related to death gains a 10% bonus in their spell research (GMs can adjudicate how that applies in their own systems)
- A magical velvet hood (**Possessor's Hood**, looks like the classic executioner's hood, when placed over the head of a mortal being, that victim must make a save vs. spells or become possessed by an evil spirit. Any mortal being killed while possessed by an evil spirit can be animated as a random undead creature the next full moon)
- A backpack (hunting knife, snowshoes, heavy blankets, and other camping equipment such as rope, pans, etc.). At the very bottom of the backpack, under all the equipment, is a small leather-bound book: one of Barl's traveling spell books (Cause Fear, Inflict Wound, Animate Dead, Speak with Dead)
- a small cedar jewelry box, locked (with a lock almost childishly easy to bypass) containing 3 rubies (worth 200 gp each) and a **Charm Bracelet** (Charms: Protection from Undead, Protection from the Outer Darkness, Detect Magic, Life Guard)

The Storm's Impending Rage

10.8. Troll Cave

The most notable feature of this area is the loud, guttural voices to the north (10.10) and the pale-yellow glow to the southwest (10.9). There is a 1-in-10 chance that a **Troll** is lurking on the ceiling here.

Combat in this area will draw the attention of the Bugbears in areas 10.10 and 10.11 but only as spectators. If combat goes badly for a Troll here, the Bugbears will withdraw behind the door to area 10.12, calling a general alarm which will rouse the forces of the Lair to make a stand against the invaders.

10.9. A Pale-Yellow Glow

The water in this pool glows faintly with a pale-yellow light.

The water-filled shaft drops 100' or so (water runs down the walls from above, trickling into the pool). At the bottom of the shaft are four broken and useless lanterns, nine waterlogged torches, a shield decorated with a griffin rampant which is glowing with a bright yellowish light and two fist sized stones that glow with a pale white light.

Generally, the denizens of the Lair avoid this chamber unless they have a light source to throw down the shaft.



10.10. Bugbears

Note: fighting in area 10.8 will attract the attention of the Bugbears here and in the next room (10.11) as spectators.

This cave has a low ceiling (about 5') so the two **Bugbears** who are here are hunched over and complaining to one another in their harsh language. They are easily surprised (+2 bonus on surprise rolls) unless alerted by significant noises elsewhere or combat in area 10.10.

If engaged in combat, these Bugbears will call for aid from the others in area 10.11 who are 75% likely to come to their aid, but even so it will take 3 full rounds before the other respond.

If engaged in conversation, these Bugbears will try to not reveal much about the lair, but they are not very smart and are easily tricked into revealing information. However, if one of them realizes he has been tricked, the two will attack fiercely.

They fight to the death because they are a little insane.

Each Bugbear wields a sword and wears tattered leather armor and has 3d10 gp in a pouch. One of the Bugbears likes to also bite his opponents (which he does if he rolls a natural 20 on an attack). Anyone bitten by the Bugbear must save vs. poison or contract a muscle weakening disease (lose 1 point of strength per day and die when it reaches zero).

10.11. Bugbears

This high-ceilinged chamber is cluttered with animal skins, bones, broken furniture, and Bugbear waste. The cave stinks of waste and... flowers?

Three drunk **Bugbears** share this cave. They are always drunk. Everything brought into this chamber begins to ferment immediately so everything the creatures eat or drink causes them to become intoxicated.

They are naked, slow to react and fight at -2 to hit and damage. They are as likely to fall asleep during combat as take a swing with their swords or fists.

NOTE: anything taken from this chamber is tainted with the fermenting corruption.

The door to 10.12 is not locked.

10.12. Goblins

The door to 10.11 is not locked.

Sixteen **Goblins** garrison here, led by a **Hobgoblin** sergeant named **Faral**.

The Hobgoblin sergeant tolerates some horseplay, but he keeps a close watch on his soldiers and commands them well. They obey his commands immediately.

They are fairly well disciplined (for Goblins) though they are restless, playing "catch the dagger" and "poke an eye" which occasionally spills out into confrontation (especially if one of them cheats at "poke an eye").

The Hobgoblin sergeant will defend his chief and his brothers to the death, but is willing to parley if he sees some advantage in it and is likely to call for a truce if combat goes badly for his troops, offering to take the invaders to an audience with Chief Parack if they will cease hostilities.

The Goblins fight with shortswords and daggers, the Sergeant wears a chain shirt, a pot helmet, and fights with a sword.





10.13. Chief Parack's Audience Chamber

The doors to areas 10.14 and 10.15 are not locked.

Against the north wall, a makeshift throne has been fashioned from broken furniture, bones, a moose rack and, curiously, nine brightly colored feathers.

Seven heads are "mounted" on the wall (actually, hung from hooks and rotting in place): Four human men, two Goblin and one Hobgoblin.

12 **Goblins** mill about here normally, day or night, the Chief's bootlickers. Two **Hobgoblin** guards flank the throne on which is usually seated **Chief Parack**, a large and cunning **Bugbear** who commands this tribe.

Chief Parack holds court here, making wild demands that the sycophants do their best to comply with. The Hobgoblin Guards tend to just roll their eyes at their Chief's outrageousness, but they will defend him to the death (mostly because if they don't defend him, he will rip their heads off and eat their brains).

Parack is decked out in random bits of platemail (no two pieces seem to match or even fit him) over which he wears a rotting bearskin and a shield made from a small waterwheel. He wears a crown made from the jawbone of a dragon covered in gold and silver foil (actually worth 200 gp for all its macabre uniqueness though the gold and silver foil are only worth a total of 20 gp), and fights with a magic Warhammer (**Pison's Bane**, a hammer +1, +3 vs. giant sized creatures, wielder gains *prescience* in combat, able to sense opponent's next move and thus gaining +2 bonus to AC, or giving opponent a -2 to attack). Around his neck he wears a steel chain with a key on it (to the Treasure Room, 10.21).

10.14. Chief Parack's Private Chamber

The door to this room is never locked, though no Goblin-kin will willingly enter this room (as none who have entered before have ever exited).

The most striking feature is the smell of death and rot and the sagging, rotting head of a Hippogriff hanging on the east wall. Arrayed around the room are nineteen other rotting Goblin (15) and Hobgoblin (4) heads.

The floor is a mass of bones, blood, rotting guts and destroyed furniture.

Stuffed into the **Hippogriff head** is Parack's most prized possession: a beautiful, if tarnished, silver pendant with three amethysts set in the face on which is engraved a rune: three infinity signs intertwined.

This is a **Necklace of Adaptation**, allowing the wearer to breathe normally in almost any environment (underwater, surrounded by poison gas, buried alive, etc.).

The Storm's Impending Rage

10.15. The Jailer

The door to 10.13 is not locked and opens easily.

A **Hobgoblin**, simply called "The Jailer," lives here. He is rude and lazy and, if encountered here (50% chance), he will not engage in combat unless attacked. He will, however, hurl insults and complaints incessantly.

10.16. Hobgoblin Troops

The door to 10.17 is not locked.

Seven **Hobgoblins** live here. The room is orderly, clean and the Hobgoblins are alert (-2 on surprise rolls).

They are nominally loyal to Chief Parack (10.13), mostly out of fear, but are fiercely loyal to Subchief Halarsh (10.17) and will obey any command he gives unswervingly.

These Hobgoblins are clever and use intelligent tactics when confronting a foe, including fighting withdrawals, ambushes, surrender (real or feigned) and using terrain (and the crazy Trolls or the isolated undead) to their own advantage.

These Hobgoblins hate The Jailer (10.15) for his arrogance and laziness, and they will taunt him if he comes through this room. They also hate the Goblins who support the increasingly unstable Chief Parack and are likely to be slow to come to their aid if called.

They wear leather armor (cleaned and in fairly good repair) and wield maces and shields. Each has 2d12 gp in a pouch.

10.17. Subchief Halarsh

The door to this room is not locked.

This is Subchief Halarsh's chamber, a brooding and angry **Hobgoblin** who resents Chief Parack but feels powerless to do anything about it. He keeps a neat and orderly room and demands that his troops (10.16) do the same.

Halarsh wears scale mail that appears to fit him very well and wields a two-handed battleaxe in combat.

Under his pallet is a loose stone beneath which he keeps his treasures: a small ivory figurine (a nude woman, worth 100 gp), 230 sp and a bent nine-sided brass disk that he believes is magical (it is not, but it is a curiosity from the Northmen, worth about 50 gp).

10.18. Torture Chamber

The door in the east wall is not locked. The door in the southwest all is not locked but it is marked with a goblin warning (a bloody handprint).

The walls and floor here are spattered with blood, mostly pooled around the southern column. Instruments of torture lie scattered about. There is 50% chance that The Jailer (10.15) is here cutting the flesh from a dead body (most likely a Goblin).

10.19. Cells

The north cell is empty, but the south cell has a prisoner: a **young woman** named **Addie** who has been beaten and tortured but is being kept alive in the hopes of a ransom. Addie is a third level fighter (S17, C16, hp 21, though currently only 4). She is strong, proud and self-reliant and she will find a way out of this situation, with or without help.

We played Addie a bit like Princess Leia from *Star Wars*, looking at her "rescuers" and saying something sarcastic like, "Aren't you a little short to be a Hobgoblin?" and generally taking control of the situation...

If she is discovered here but not released, she will find a way to release herself within 2d12 hours and will spread the news of the party's failure to aid her, their cowardice and weakness, and she will become a general nuisance to them.

If she is discovered and released, she will thank the party, ask (well, demand) her possessions be returned to her and try to take command of the group. The longer she is free, the less she will publicly acknowledge any help she received, though she will be grateful and will call any who aid her allies.



10.20. The Pool of Lost Memories

The door to 10.18 is not locked.

To the east can be heard a quiet whistling sound (10.24).

The **water** in this pool is enchanted.

- Any mortal being who drinks this water loses his or her memories for 1d6 days (save for half).
- Demons and other planar beings (such as Angels, Fey Creatures, etc.) who drink the water lose their memories permanently with no save and no magical means to restore them (even magic as powerful as a wish cannot restore the memories)

The Storm's Impending Rage

10.21. Treasure Room

This door is locked and Chief Parack has the key on a chain around his neck.

Inside are the accumulated treasures of the tribe:

- a stylish red jerkin with only minor blood staining
- a pair of red-striped leggings
- a grey leather jack with the embossed stylized image of a wolf's head
- an oak club with nails driven through the business end
- a military-issue warhammer engraved with a vow of vengeance
- a road warden's navigational charts cluttered with handwritten notes.
- a tiny pewter box with a hinged lid engraved with the image of a skull which holds a small piece of bone (an actual skull fragment of St. Ashar)
- a 50-pound sack of lentils, half of which has been lost to mold
- a mud-caked rope 10 yards long
- a leather sack with 399 gp
- a canvas sack with 3412 sp and a rotting human heart
- nine swords
- seventeen daggers
- the rotting head of a moose with its rack ripped out of the skull
- Hippogriff claws, mummified
- a jumbled pile of armor, weapons and equipment (Addie's equipment): a backpack (with a crowbar, pitons and hammer, a broken lantern, six clay flasks of oil, 40' of rope, an empty waterskin, a bedroll and an oilskin tent), chainmail, leather boots, leather gloves, a leather cap, a finely crafted sword, a beat up wooden shield, a belt (with 32 gp sewn into it)

10.22. Resentful Bugbears

Two **Bugbears** are stationed here as guards. They resent their duty, wishing to be with their "fun" brothers (10.11). They will respond to a call to aid in area 10.13 but will be slow about it. They will investigate any combat in area 10.5 but will not join the fray.

They are armed with wicked clubs with heavy spikes driven through the ends. They will fight to the death.

Combat here will attract the attention of Severan the Giant (10.23) who will unbar his door and peer out into the darkness but will not come to the Bugbear's aid. Severan is 90% likely to forget to relock his door.



10.23. Severan the Giant

The door to this room is barred from the inside, though there is a 50% chance normally (and 90% chance if combat has occurred in areas 10.5 or 10.22) that the giant has forgotten to relock his door.

Severan the Fomorian Giant spends almost all of his time here, unless either Chief Parack (10.13) or Subchief Halarsh (10.17) personally summon him. Severan is loyal to Parack because, in his simple mind, he is the chief, no matter what. If evidence of Parack's death is shown to Severan, he will ask who the new chief is and unswervingly follow that being.

Severan will try to smash any being other than Parack or Halarsh who attempt to enter his chamber. Severan's favorite tactic is to grab an opponent and try to bite its head off (grab on a natural 20, a second natural 20 means head is bit off, save vs. Dragon Breath to avoid death, meaning head is only *nearly* bitten off).

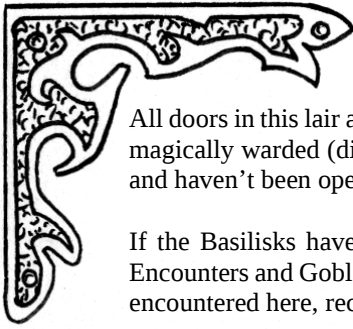
10.24. The Wight's Hole

A quiet but persistent whistling sound comes from the south side of the pool

A **Wight** has hidden itself in this cave which is high above the pool to the north. A natural draft of air from above blows through this cave and through the skull of the Wight, causing the whistling sound.

The corpse of a warrior in battered and bloody scale mail lays rotting on the floor. The armor is magical **Qara's Mail**, scale mail +2, any weapon wielded while wearing Qara's Mail counts as a +0 magic weapon for purposes of hitting non-mortal creatures).

The Wight will not leave the cave unless summoned by a Necromancer or coerced by magic. The Wight knows about the secret room (10.7) and might try to leverage that information for its own benefit (via Speak with Dead or the like).



11. The Dead God's Bones

All doors in this lair are locked (keys are long lost), magically warded (dispel magic or knock to open) and haven't been opened in decades.

If the Basilisks have been reunited (see Random Encounters and Goblin Lair area 10B), they will be encountered here, recovering in area 11.9.

Anyone who smells of Goblin-kin or of Basilisk (who have been in contact with either in the past 3 days) or any who have previously attacked either Basilisk will be immediately attacked, attempting to turn said invaders to stone to be snacked on later. Otherwise, roll on Encounter Reaction Chart.

If the Basilisks have not been reunited, only the vermin will be present here (see below).

11.1. The Warning Stone

Painted on the stone that bifurcates the cave opening here is a warning: "Keep out! Stone Lizards" with a crude drawing of a six-legged lizard.

11.2. The Wet Entrance

There is a path worn to this entrance, a natural sloping stone staircase which is slick and slippery from water seeping down the walls.

Large lizard tracks abound outside this entrance.

11.3. The Dead God's Bones

This is a large crevice in the side of the hill beside which is a fossilized giant's skeleton. This is what the locals refer to as The Dead God's Bones.

It is, however, simply the petrified corpse of a giant that the Basilisk pair turned to stone a thirty years ago and have stripped all the stone flesh off the stone bones.

11.4. Horrified Statues

The ledge is 12'-15' above the crevice leading from 11.3 to 11.5.

Two statues stand here, a peasant man and a peasant woman holding a baby, both with arms raised defensively and horrified expressions on their faces.

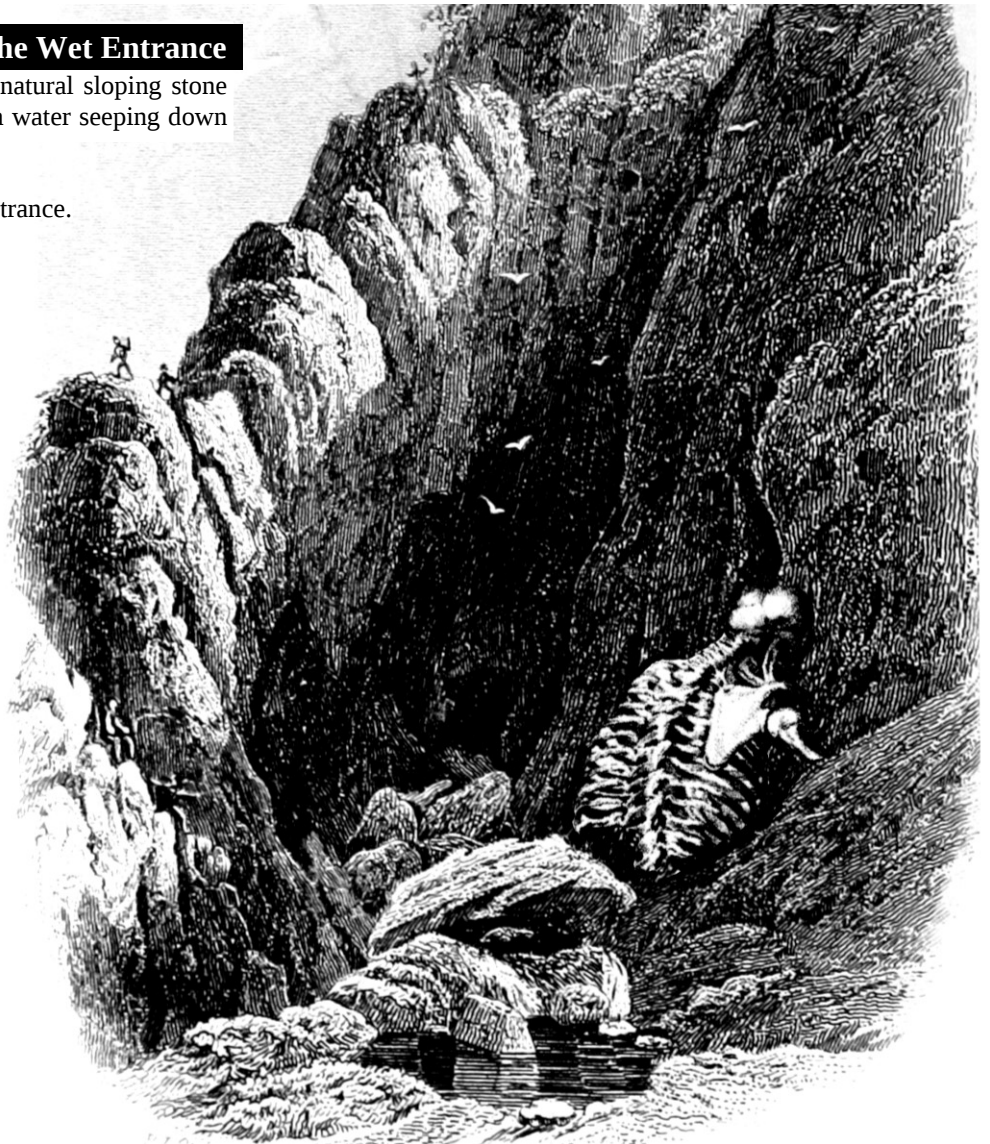
11.5. Broken Statues

The floor and ceiling of this long natural cavern are covered in stalagmites and stalactites making navigation through the area tricky (half speed). Ten statues are scattered about, mostly broken off at the torso or knees, though no rubble is scattered about.

If carefully inspected, it may be noted that the statues are clearly two different types of stone: the "bones" are a white, soft limestone like stone while the rest of the statue is a reddish sandstone. The basilisks feast on the sandstone flesh and cast the limestone bones into areas 11.7 and 11.10.

Hanging among the stalactites on the ceiling (nominally 45' above) are thousands of **Bats** (some of the "stalagmites" are actually massive guano piles) which will swarm if disturbed.

NOTE: the secret door in the eastern wall is difficult to find (-1 on checks) as it looks like a stalagmite growing out of the wall. It opens with the push of a hidden panel. It is locked and magically warded like the other doors in this complex.



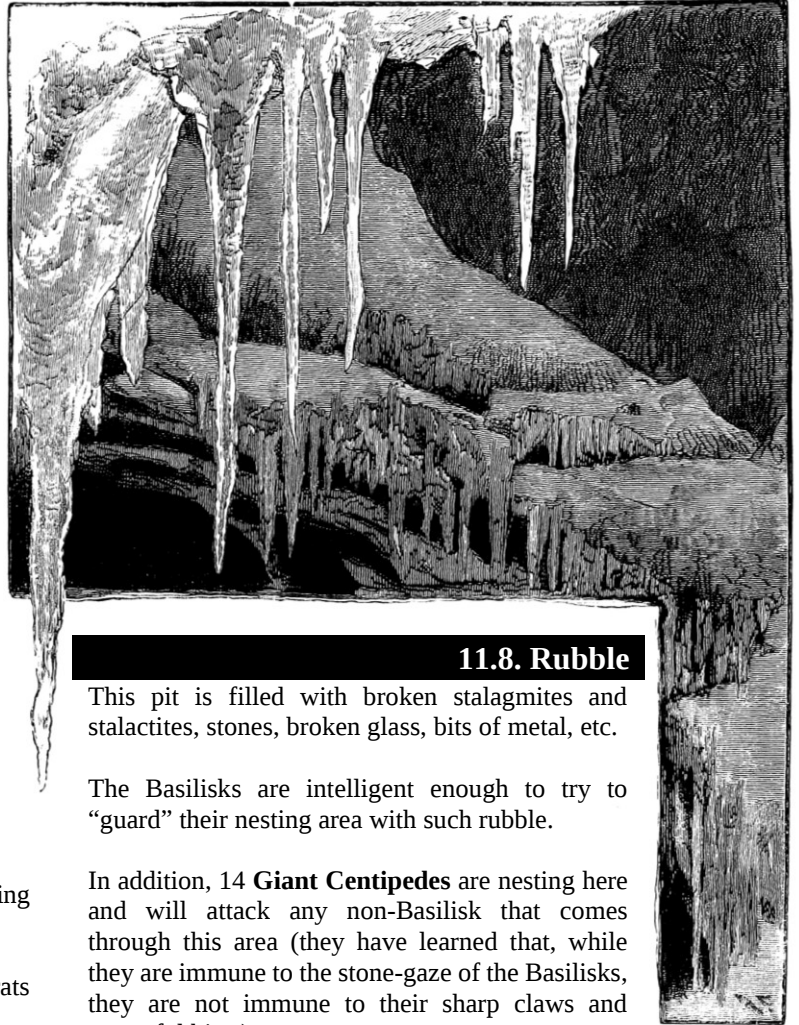
The Storm's Impending Rage

11.6. Oily Plateau

An irregular plateau, generally sloping from north to south, free of stalagmites, rises about 10' above the floor of cavern 11.5. The surface of the plateau is slippery with some kind of black, oily substance.

Two statues, one a terrified robed man and the other a grim looking plate armored woman bearing a sword and a shield, stand atop the plateau. Toward the southern edge is a pile of gleaming white bones.

The figures are adventures long ago turned to stone: the man is an apprentice wizard named Demian, though "my friends call me Demon, heh" (M1) and the woman is a seasoned warrior named Tevera (F3). The rest of their adventuring troupe has been eaten (the bones). If unpetrified, Demian will likely go insane from his years as a statue while Tevera will make a stalwart, if sometimes impulsive, adventuring companion.



11.7. Bones

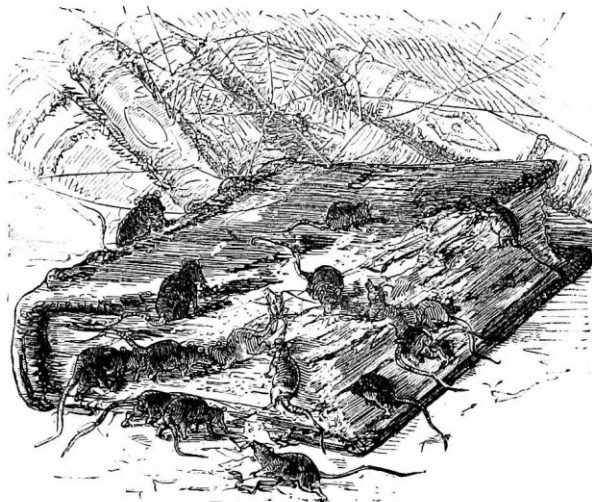
A single statue stands in the northern alcove of this high cave. Otherwise, the cave is cluttered with polished-smooth limestone bones.

The door in the eastern alcove is locked and magically warded (see the Intro).

Among the stone bones is a mischief of **Rats** (64) nesting contentedly. If the bones are disturbed, the rats will swarm.

Scattered among the stone bones are the treasures that the rats have collected over the years:

- a white handkerchief embroidered with lavender flowers (and rat urine stains)
- a stiletto of good quality with a red leather grip and matching sheath
- a pouch containing a whetstone
- a small pigskin pouch soiled with rat droppings, containing 19 gp and a fancy brass toothpick (worth 50 gp)
- a corroded and pitted bronze ring (**Ring of Fire Resistance**)
- a pewter thimble
- a tiny (Sprite-sized) quiver with three random **magic Sprite arrows**
- a red wool beret
- a folded pair of tanned doeskin gloves, with the thumbs chewed off
- a spell book, almost certainly full of high-level spells, rat chewed and ruined (GM may allow something to be discovered from it...)



11.8. Rubble

This pit is filled with broken stalagmites and stalactites, stones, broken glass, bits of metal, etc.

The Basilisks are intelligent enough to try to "guard" their nesting area with such rubble.

In addition, 14 **Giant Centipedes** are nesting here and will attack any non-Basilisk that comes through this area (they have learned that, while they are immune to the stone-gaze of the Basilisks, they are not immune to their sharp claws and powerful bites).

There is no treasure in this cave.

11.9. The Nursery

Two pits of steaming mud (heated from geothermal energy below) in the northern alcove each have three Basilisk eggs incubating in them. The eggs look like marbled stone, about 2' in diameter, that glow when they cool below 190 degrees (Fahrenheit).

Unfortunately for the mated pair of Basilisks (but fortunate for the region at large), these eggs have been left unattended too long and the creatures inside have died. If removed from the mud they will begin to glow after 1d6 hours away from the heat and continue to glow for 2d12 hours thereafter.

11.10. Scattered Bones

Hundreds of polished limestone bones cover the floor here. Otherwise, the room is empty.

The door to the south is locked and magically warded (see the Intro).

The Storm's Impending Rage

11.11. The Undying Servants

All of the doors to this room are locked and magically warded (see Intro).

Nine white robed, emaciated, slow-moving men are performing various tasks about this room: polishing boots, brushing and tending a heavy fur coat, dusting and arranging books on some shelves, sweeping the floor.

These are **Undying Servants**, so dedicated to their master that they continue their tasks into the afterlife.

One Undying Servant stands next to a small table and comfortable looking chair, staring off. The table contains a pipe and tobacco, a decanter of brandy and a cup and a leather-bound book.

If anyone disturbs any of the Servants and prevents them from performing their tasks, they will attack. Otherwise, they simply ignore anyone who comes in the room.

The one caveat is if anyone other than the Master (11.12) sits in the chair, the attending Undying Servant will attempt to remove the interloper, gently at first, then calling on all the other Servants to violently remove him or her.

The brandy is very good (and might be worth 100 gp). The **book** is a medical monograph (worth 120 gp).

11.12. The Cursed Master

The doors (the secret door to the west and the door to the north) are locked and magically warded (see Intro).

A closed coffin sits in the center of this room surrounded by 8 black, eternally burning candles. Black banners dangle from the wall, swaying slightly.

Inside the coffin is a perfectly preserved corpse dressed in a fine black silk robe (beneath which is a chainmail shirt), his brown and gray hair and beard neatly trimmed, a sword across his chest beneath his folded hands.

This is the corpse of Lord Mallus the Brave, one of King Baram and Borin's ancestors (the Petty King of Clan Borin).

The body is being preserved (and the spirit is being kept bound) by the **eight candles**. If even one candle is extinguished, the spell is broken and the corpse will begin to rapidly decay from a well-preserved corpse to a skeleton (it has been here for 120 years), it's skin and flesh and organs liquifying and pooling at the bottom of the coffin. As the corpse decays it will be re-inhabited by an evil spirit, rising as a **Sepulcher Master** in four rounds, teleporting away any living beings who are in the room and seeking to escape through any doors from which the magical wards have been removed.

To re-bind the spirit, any extinguished candles must be relit by magical fire directed by the hands of a priest chanting a Prayer spell.

Beneath the corpse is a scroll (**Protection from Elemental Spirits**) which will be ruined if the corpse putrefies, a leather pouch with 9 large emeralds (worth 200 gp each) and a well-made dagger.

The **sword** is not magical, but bears the crest of Clan Borin which could cause problems down the road as any member of the Petty King's family will recognize the symbol as the Royal Crest of Clan Borin and will call the bearer a thief...



Appendix NPCs at the Keep and Shantytown

Garin Wyrmslayer

F7; AC 0[19]; hp 42; Atk Sword, Spear or Crossbow; St 15, In 5, Wi, 8, Dx 17, Cn 11, Ch 17

Garin is rough looking, shaved head but full beard, scar across his nose and left cheek, tattoos on both forearms. He is arrogant, selfish, and driven to political power. In the face of danger, he is a somewhat cowardly. He is 29 years old.

Garin generally wears: blue and white velvet fashionable clothing, black highly polished boots, a belt pouch bulging with coins (150+4d6gp and sp), a silver chain around his neck holds a magical key which opens the magic lock on the Keep Treasury (See S14a). At his hip is a magic sword (**Silvertongue**, sword +2, silver filigree on the hilt, grants the wielder the ability to understand, but not speak, other spoken languages) and he wears a **Ring of Protection +3** on his left hand. During a siege or if riding off to war, Garin will don his adventuring gear (in the Keep Treasury, 14a)

ROLEPLAYING NOTES: Garin is arrogant and selfish, but inwardly conflicted so he will always seek out counsel from those he trusts (Salan, Devin, Cousin Alistar). He will lash out if confronted by an inferior.



Salan Greenthumb

(**Minor Avatar of Darkness**): D4/M3/Alchemist

St 8, In 17, Wi 17, Dx 15, Cn 13, Ch 15, hp 11 – Salan is 51 years old, pale skin and red/grey beard and thinning long hair, blue eyes, dresses in simple brown robes, usually mud and chemical stained, gregarious, helpful but secretive, often difficult to locate (off in the woods, he says, gathering ingredients). Beneath his robes, Salan wears armbands that function as **Bracer of Defense (AC0[19])** and he wears a **Ring of Spell Turning** as well as a **Ring of Regeneration**. He is armed with a long-bladed dagger +2.

Spells:

Druid: 1: Detect Magic, Faerie Fire, Locate Animals
2: Warp Wood
3: Plant Growth

MU: 1: Charm Person, Light, Shield
2: Invisibility

Salan Greenthumb (his birth name was Seamus Connoly, but he took on the Greenthumb persona when he became a priest of the old gods – a Druid) has been an adventuring companion of Garin Wyrmslayer from the very beginning, when the young Duke was simply Garin Bakersson.

ROLEPLAYING NOTES: Salan is playing the long game. He will be helpful and eager to serve right up until he can turn his attention to stealing the **MAGUFFIN**. To do so, he has bribed Raiders and Goblin

If caught in some underhanded act, such as being spotted at the Raider Camp or the Goblin Lair, he will attempt to talk his way out of the situation (claiming it wasn't him, okay it was him but he had been captured and escaped and didn't want to tell because it would look like he was a traitor, okay he didn't escape but they let him go because they were afraid of him, okay...).

Salan will have no reservations about framing someone else, another AoD (like the Smith or the Overseer) or one of the faithful (such as the Captain of the Guard or one of the sergeants) or even giving up one of his own apprentices to serve his larger purpose. He will never betray Mistress Garland.

If all else fails him, he will turn invisible and attempt flee to the southwest (to the Temple of the Old Gods), with or without the Black Opal of the Apostate.

Potions: Salan can concoct potions., taking about a week to manufacture and he charges 100+5d10 gp per potion. He can only brew a single type of potion each week, and only as many as six of that type.

When a request to brew a potion is made of him, roll on the Reaction Table: if the reaction to a request is neutral or favorable, he might be willing and able to brew a particular potion. There is a base 40% chance that Salan has the ingredients for any particular type of potion. If he does have the ingredients, he will have enough ingredients to make 1d6+3 potions. If he does not have the ingredients, it will take him 1d6+6 days to accumulate the proper ingredients, if he is willing to seek the ingredients.

The Storm's Impending Rage

Garin's Stalwart Companions:

These 14 warriors have been with Garin for most of his adventuring career and, with the exception of those marked (AoD) or (HK), they are very loyal to the Commander of the Watch and the Baron himself. They garrison in the North Watch Towers (S16 and S17).

NOTE: attributes not listed are average (9-12)

- **Commander of the Watch: Devin (F5):** St 13, In 16, Wi 18, Dx 14, Cn 7, Ch 7, hp 26 – moody but friendly, strict disciplinarian, champion of chivalry, fearless; short cropped greying blond hair, face hardened by years and battles, piercing blue eyes; 54 years old, tall. Devin is fiercely loyal to Wyrmslayer (GW)

Devin generally dresses in simple, homespun clothes, wearing a leather jerkin and high leather boots, but when prepared for combat, he will don his chain +3; shield +1; Broadsword +1.

- **Captain of the Watch: Berach (F4):** St 15, In 16, Wi 6, Dx 16, Cn 14, Ch 14, hp 31 – brash, loud, vengeful, fearless; short red hair, clean shaven, 41 years old, obsessed with herbalism (spends time with Salan Greenthumb); (AoD)

Leather Armor +2; Shield +1; Longsword +2, longbow, wears thigh-high dark brown leather boots (highly polished), dirty grey pants, a purple tunic (over his armor) 84 sp, 46 gp, gold ring set with a ruby (300 gp)

- **Four Sergeants F2:** All have Ringmail and shield, sword, dagger and spear, and general equipment.
 - **Arwal:** St 15, Dx 18, Cn 15, Ch 16, hp 12 – aloof, harsh but scrupulously truthful; long brown unkempt hair and beard, 33 years old (GW)
 - **Kennard:** St 16, In 6, Wi 17, Cn 16, hp 15 – trusting and trustworthy, though a bit abrasive, accused of being lazy (by the other sergeants); Short black hair and long beard, 31 years old, loves to wear a red and blue wool skull cap (“knitted by my granny” he says...) (HK)
 - **Rutherford:** St 14, Dx 15, Ch 16, hp 15 – outwardly fanatically loyal to the baron, forceful, proud; short, unkempt red hair and scraggly beard; 38 years old; tall (GW)
 - **Senio:** Wi 17, hp 6 – modest, kindly, fearless; immaculate in appearance with long blond hair and well-kept beard and mustache, 35 years old (GW)
- **Eight Troopers F1:** All have Chain and shield, sword, dagger, shortbow and 20 arrows, dark green cloaks, basic equipment (flint and steel, boots, simple clothes, etc.) 2d20 sp and 2d8 gp.
 - **Casen:** St 13, In 17, Wi 7, Cn 16, hp 7 – moody but friendly, brave; bowl-cut brown hair, pale blue eyes, 31 years old (GW)

- **Clyden:** St 13, In 4, Wi 6, Dx 18, Cn 14, hp 5 – kindly, helpful, even-tempered, extremely gullible and slow-witted; long blonde hair, 24 years old (GW)
- **Cullan:** St 14, In 14, Dx 17, Ch 15, hp 10 – soft-spoken, cheerful and honorable, fearless; curly black hair; 19 years old (GW)
- **Hulahn:** St 14, In5, Cn 18, hp 14 – friendly, careless, easy-going; balding brown hair, thick greying beard and mustache, 39 years old
- **Jared:** Wi 17, Dx 14, Cn 15, Ch 7, hp 11 – precise and exacting, vengeful; long auburn hair, clean shaven; 27 years old (AoD)
- **Rasat:** St 16, Wi 18, hp 8 – degenerate gambler and womanizer, hard-hearted; long white hair; 22 years old; tall (HK)
- **Redmond:** St 18, Wi 6, Dx 18, Ch 16, hp 4 – bold, proud, charismatic, Redmond is the undisputed leader of the troopers; clean and polished; short, curly auburn hair; well-trimmed beard and mustache; very tall
- **Ryentt:** St 13, Cn 17, hp 11 – loud talker, suspicious, brawler, foolhardy, quick to forgive; bald and clean shaven; 30 years old; short (GW)

The Gatehouse Guards:

These 26 warriors are barracked in the Gatehouse (S20-22). Under the command of Devin, the Commander of the Watch, they are loyal to their Commander and to their Baron.

- **26 Gatehouse Guards F1: (GW)** All have 8 hp; wear leather armor, shield, sword, dagger.

The Night Guard:

These 16 warriors have sworn fealty to Garin Wyrmslayer and serve primarily in the under-ruins as a cadre of the Watch. Wyrmslayer calls the “Night Guard.” Nominally under the command of Devin, the Commander of the Watch, all 16 of these soldiers were hand-picked by Salan Greenthumb to serve his agenda: to renew worship in the old gods, to serve the Avatar of Darkness and, ultimately, to return the **Black Opal of the Apostate** to the Temple of the Old Gods. They garrison in the Keep Dungeon (S21ff)

- **16 Night Guard F1: (AoD)** All have hp 9; wear chain, shield, sword, dagger and dark brown or dark grey cloaks.

The Herb Gatherers:

Brown Cloaks, Greenthumb's 12 Apprentices (AoD): D1/M1, D2/M1, D1/M3, (9) D1

These men all wear hoods which cover their faces as they are marked with tattoos that identify themselves as apprentice necromancers – also, only two of them are ever public at any given time, and the others sequester in S19 among the Undead or are out with on tasks appointed by Greenthumb.

Eater of the Dead

(AoD)

A thoroughly mad Necromancer whose encounter with the Old Gods completely destroyed his mind. He has become little more than a dead animating machine.

AC 2; HD 6; hp 48; Att l claw (1d6+Strength drain) or Spell-like ability; MV 120' (90'); Save as MU 10; ML 12; AL C; St 17, In 18, Wi 14

Special Abilities:

Immune to all mind-affecting spells, immune to cold
Spell-like abilities at 10th level caster ability:

At Will:

Detect Undead
Speak with Dead

Three per day:

Animate Dead
Cause Light Wounds (Reversed Cure...)
Minor Curse (Reversed Bless)
Summon Lesser Undead (10+2d12 HD of Skeletons and Zombies)

Once per day:

Cause Serious Wounds (Reversed Cure...)
Summon Greater Undead (10+2d12 HD of Ghouls and Ghasts)
Death Spell

Once per week:

Appeal to Darkness (summon 10+2d12 HD of Shadows or Shadow Fiends, control is not guaranteed)
Raise Ghoul (ritual that takes 4 days to complete)

Dark Cloaks

Twisted and deformed by their communion with dark magics of the dead, these apprentices of the Eater of the Dead wear heavy black cloaks disguising their appearance.

They are each C 2; hp 10 each, fight with poisoned daggers (1d4 + save vs. poison or lose 1d2 hp per round until save is made) and spiked maces (1d6). In the Highlands Campaign, Clerics gain spells at first level so each Dark Cloak can cast 2 first level spells.

Reversed Spells:

Cause Light Wounds (Cure...)
Darkness (Light)
Putrefy Food and Drink (Purify...)

Non-Reversed Spell

Detect Magic

Allan Kielles

(Minor Avatar of Darkness)

The Overseer of the reconstruction of the Keep. 45yo, burly man; gruff, demanding, respected, feared; wears black leather jerkin (leather armor) and a medallion underneath which bears the symbol of the Cult of Darkness. Allan Kielles wields a whip (which he uses on animals) and a club. St 16, Cn 16, F4, hp 23.

As the overseer of the rebuilding of the keep, Kielles is a strict taskmaster, demanding that schedules be kept and budgets be followed to the letter (or number, as the case may be). He treats most of the laborers gruffly but the Indentured Servants (see I below) he treats as expendable beasts of burden, every ounce of labor squeezed from them and then their corpses cast aside.

Subjugated by the Shard of Darkness, Kielles works closely with Salan Greenthumb to further the plans of the Cult of the Old Gods.

Callam MacDugal

(GW) The Baron's Equerry, a 51yo, fastidious, scrupulously honest, long-time friend of Wyrmslayer's family (the Baker family in Hope Cross), incompetent fighter ("I'm a lover, not a fighter"). W 7, Ch 18, hp 4.

Cousin Alistar

(HK) F5; AC 0[19]; hp 31; Atk Sword, Dagger, Spear; St 16, In 11, Wi, 13, Dx 14, Cn 15, Ch 14

Alistar is a distant cousin of Wyrmslayer who has been in the service of the High King for nearly 20 years. He is honest, forthright, honorable and conflicted, as the High King has sent him to spy on Garin Wyrmslayer.

Alistar generally wears: simple, well-made clothing with a heavy tabard overlaid (treat as leather armor). He always bears a sword and a dagger on his belt and a medallion around his neck (a stylized bird with outstretched wings – a **Talisman of Bonding**, a magical amulet, one of a matched pair, through which both parties can communicate telepathically once per day).

If trouble arises, Alistair dons his (non-magical) platemail and his blessed spears and fearlessly steps into the fray.

Delair the Smith

(Minor Avatar of Darkness)

The Blacksmith. 48yo mountain of a man, almost seven feet tall, scarred, shaved face and head, short-tempered and gruff. He wears a heavy leather apron and leather pants (as non-magical leather +1), the apron covering a brand on his left breast, a symbol of the Cult of Darkness. If in melee, Delair wields a hammer (as Warhammer) with tremendous skill (+2 proficiency bonus). While the Smith is generally not a skilled warrior (he cannot fight with any other weapon), with his hammer he fights as a skilled warrior (F4). St 19, Dx 17, Cn 18, Ch13, hp 8.

Donghus Baker

(GW) Community Baker and brother of Baron Wyrmslayer. 21yo, hard-worker, generous, loyal, happy-go-lucky, wields a rolling pin as a club (F2), Wi 15, Cn 16; hp 11.

Galen Woodbridge

(Ind) The Timber Master. 37yo, gregarious, loves puns, lost his left arm (from the elbow) ten years ago, and sometimes he wears a finely carved Rosewood Cherry prosthetic arm in its place; hard-working, alcoholic; wears grey and brown tunic with a tree stitched in green on the left breast; In 16, Ch 14; F3, hp 15.

Gilpin the Honored One

(Ind) A traveling minstrel whose claim to fame is composing The Lay of the Days Begone, an epic about the days of the old gods and a stirring call to renew faith in the old ways (the text of the Lay is found at the end of the module). Gilpin and his retinue sincerely desire a return to the old ways (for purely artistic reasons) which makes them unwitting agents of the Avatar of Darkness. For example, they do not know the New Sign of the Old Gods.

Gilpin, 27 yo, foppish and brash, cocky and loud, dresses in ridiculous colorful pantaloons and oversized shirts. He is a Bard (for sake of this adventure, T4), hp 14, W 14, D 16, Ch 18, wears a **Ring of Protection +2** and an **Amulet of Health**.

The Gong Farmer

(HK) The Cesspool maintainer. 42 yo, physically strong, vulgar, sarcastic, a spy in the employ of the High King's seneschal whose name is Talon Mycoff, though he goes by Gard the Gong Farmer here. He is a skilled warrior and thief (F4/T2), S 15, D 18, C 17, hp 23. He fights with a dagger, shortsword and a dung covered shovel.

Mistress Garland

(Minor Avatar of Darkness)

Runs the Tavern. Mistress Garland lives in one of the rooms beside the kitchen and larder. She is tall, thin, and old, but strong and healthy. Tattooed on her left shoulder (always out of sight) is the symbol of the Cult of Darkness.

Mistress Garland rules her staff with an iron fist and treats all others with cool detachment. Her first love is money.

The Masons

- **Jarrold Mason (HK)** 44yo, gruff, strong, clever, suspicious, honest; leather apron (as leather armor), wields a one-handed sledgehammer (as warhammer), F3; St 18, Dx 16; hp 8
- **Myria Mason (GW)** 42yo, pleasant, strong, brilliant, gregarious; works alongside her husband: leather apron (as leather armor), punches for 1d4+strength bonus; F2; St 16, In 18, Wi 17; hp 8
- **Dugal Mason and Ellis Mason (GW/Ind)** both early 20s, act very much like their father, Ellis has a limp. F1; St 16 each, hp 6 each

Vicar Mallus

(HK) Lightbringer of the Church of the Holy Saints. 31yo, newly ordained priest in the Church of the Holy Saints (having spent a decade serving in the High King's Guard before his full conversion to faith). Mallus is always neatly dressed (cassock) and clean shaven. He wears a medallion of St. Ashar at all times. Mallus speaks with a booming voice and can always turn a conversation into a lecture on morality. He is naïve and inexperienced and secretly is obsessed with "things of the flesh and lusts of the eyes."

C1/F3, St 15, Wi 15, hp 21. Spell: Cure Light Wounds.



Appendix

The Siege of Wyrmslayer Keep

(Inspired by "Siege at Sukiskyn" from D&D Module B10 *Night's Dark Terror* by Jim Bambra, Graeme Morris and Phil Gallagher, and "The Siege of Kratys Freehold" by Ted James Thomas Zuvich from *Dungeon Magazine* #33)

Salan's ultimate goal is to initiate a siege of the keep so as to recover **Black Opal of the Apostate** and bring it to the Temple of the Old Gods. He has convinced Baron Wyrmslayer that, while a siege may be imminent, the Baron's preparations have been more than adequate. Trusting his old friend, the Baron, a terrible tactician, believes the Keep is ready for any attack. He will resist any suggestions to improve the defenses, always (privately) deferring to his old friend Salan Greenthumb.

If the party seeks to improve the defenses of the Keep, they must gain the trust of at least one of Baron Wyrmslayer's confidants who will, in turn, convince the Baron that doing so is a good idea:

- Salam Greenthumb (unlikely without magical means of persuasion)
- Cousin Alaric (appeal to his relationship with his cousin and his loyalty to the High King)
- Devin, The Commander of the Watch (appeal to his loyalty to the Baron and his sense of duty)

NOTE that all those who are supporters of the old gods (**AoD**) will covertly work against any attempts at improving the defenses. Within the Keep itself this includes: The Captain of the Watch, the Night Guard, Salan Greenthumb and his Apprentices and Herb Gatherers.

Greenthumb's Goal:

In the confusion of battle, Salan Greenthumb's only goal is to get the **Black Opal of the Apostate** and flee. He cares nothing for what happens to his allies in the fray against the undead. He will even go so far as to kill Garin in the chaos of the battle, grab the key from around the Baron's neck, turn invisible and sneak off to fulfill his mission.

Possible Actions

The list is endless, but here are some significant things the party may wish to try to do to increase the Keeps defensive capabilities, given enough notice that an attack is impending, with some notes on how the GM might adjudicate these and, by extension, other ideas the players might have.

NOTE that the traitors and enemies within will covertly work against the success of any measures taken.

Wet down roofs, palisade, and other wooden structures.

There is plenty of water available for this and if the children and non-combatants of Shantytown are given the task, it can be accomplished in about four hours. Otherwise, it takes about 60 person hours of work to accomplish the task. Thoroughly wetting down the wooden surfaces of the keep gives these areas a +1 to any saves vs. fire.

Construct Abatis (spiked barriers)

It takes about five person hours per 15' of Abatis constructed. Strategically placing these barriers will deter 50% of the flaming pig feint (See timeline below) and frustrate the Goblin-kin who will take a -4 penalty on Morale (see below)

Send for Help

Greenthumb will suggest that Berach, the Captain of the Watch, be sent as "he is a capable warrior and a Stalwart Companion." It will be difficult to dissuade the Baron from Greenthumb's recommendation. That's not to say that the party couldn't send *another* messenger, considering Berach will go directly to the Raider Camp and join in the siege...

Morale During the Siege

At appropriate times (when something significant happens, when someone prominent dies, when large numbers of forces are killed, etc.) roll 2d6 add or subtract any bonuses or penalties (see below) and consult the Morale Table:

2d6		Result
2 or less	Rout!	
3-5	Unsteady, -1 on all rolls (including the next Morale Check)	
6-9	Holding Steady	
10-11	Standing Strong, +1 on all rolls (including the next Morale Check)	
12 or more	Invincible! +2 on all rolls (including the next Morale Check)	

Adjustments to Morale

Defenders:

As long as the gates and walls hold, the defenders of the keep will maintain their morale, even with the presence of the traitors in their midst.

Garin Wyrmslayer is wounded: -1
killed: -3

Gates are sundered: -2

A wall is breached: -2

When the undead are unleashed: -4

If the Basilisk stones anyone: -1

If the Goblins are routed: +1

If the Raiders are routed: +2

If a defender does something heroic: +2

Attackers:

Lose a named attacker: -1

Lose leader: -2

Lose 50% of forces: -3

When the Undead are unleashed: -3

If the Gates are sundered: +1

If a wall is breached: +2

If a significant fire breaks out: +2

Timeline of the Siege

Dusk, Feint:

12 Mounted Raiders (Bandits, see 9. Raider Camp) gallop up through the woods from the southwest, driving a small herd (30) of pitch and resin covered pigs toward the main gates.

The pigs and the horses have been stolen from one or more of the local farmsteads the day before.

The pigs are to be ignited and, hopefully, driven toward the gates. If the defenders do not stop them, the pigs will scatter and ignite:

- A: Common Shed: 2 flaming pigs (destroyed within 30 minutes)
- B: Mason's Home: 2 flaming pigs (minimal damage – the door and front porch)
- I: Indentured Servants' Shacks: 4 flaming pigs (resulting in catastrophic loss – all shacks burn down within 2 hours without any intervention – loss of life 60% of Indentured Servants)
- J: Bakery: 1 flaming pig (if not stopped, the Bakery will explode as flour dust is ignited... If this happens, the brick ovens out back of the Bakery will crumble and the back of the Smithy, the Smith's room, [area K] will also ignite)
- S: Outer Gate: 3 flaming pigs, Broken Tower Palisade, 1 flaming pig
- Of the remaining 17 pigs, 9 will not ignite and 8 run off into the forest where they will die a horrible death within an hour (and possibly cause small, or large, brush fires!).
- NOTE: The Smith and his apprentices drive away any pigs that come toward the Smithy (K), almost as if they knew the attack was coming...

Three Hours Before Midnight, Infiltration:

The remaining raiders (Bandits and Gnoses, see 9. Raider Camp) attempt to sneak into the Gong Farmer's Refuge and the Cesspit Access (S44 or S46). Salan will have one of the Night Watch ready at the Cesspit Gate to unlock the gate at S46 if he is able. Otherwise, the Raiders will have to try to break their way in, with a 50% chance of being discovered. If they are granted access by one of the Night Guard, they will be ushered into Greenthumb's Secret Caves. If they have broken in and have been undiscovered, they will make their way to area S39 (by breaking down the stream gate) one hour after gaining access to the Cesspit, two hours before midnight and the main siege. In area S39 they will be attacked by the Water Spirits and will be discovered by the Keep's Defenders.

The Storm's Impending Rage

Midnight, The Siege:

- The Goblin Horde (see 10. Goblin Lair, plus the survivors of the Goblin Patrol at 41.) sweeps in from the northeast, swarming through the Equerry and Barn, driving off all the horses there and launching their attack, joined by the Overseer (house C):
- if the front gates have been damaged in the Feint at Dusk, they will try to burn the outer and inner gates and drive into the Keep itself
- if the Basilisk is being ridden into battle (see 10B), it will run rampant throughout the area turning goblins, raiders, Watchmen and townspeople into stone
- if the gates are relatively undamaged, the Goblins will launch their attack on the palisade behind the Overseer's house (Building C) with axes and flaming pitch
- if the Goblins are able to gain semi-control of the basilisk they have captured (see area 10), they will use the creature in the attack. However, there is a 75% chance per turn that the basilisk will "break control" from the goblins and try to escape, turning anything to stone in its path...
- The Stoneworkers and the Timber Workers might flee to the Keep, flee to the wilderness or defend themselves.
- Members of the **Night Watch** will mount an attack from within, pouring through the "secret" trap door to the dungeon in S18.
- The Smith and Mistress Garland will flee the area with whatever they value most.
- When the Goblins mount their attack, any **Raiders** in the dungeons will charge up through Salan Greenthumb's Undertower Chamber (S41) and attack, accompanied by Salan's Apprentices and Herb Gatherers.
- During the chaos of the siege, about 45 minutes after the Goblins first attack, **The Eater of the Dead** will drive all the undead up through the covered pit (S9) where they will wreak havoc on any living being.

Running the Siege

A battle involving fifty or more defenders (or over 100, depending on how many Shantytown folk join the fray) against 120+ attackers can be cumbersome to say the least. If you have favored mass-combat rules, by all means use them.

We wanted a fast and loose, cinematic siege so individual characters were free to engage in melee however and wherever they wanted to and we played those "spotlight moments" out as normal encounters. For groups clashing, we simply averaged their relevant stats for each group (basically, AC and HD/Level) and used a single attack roll for each side and a single (averaged) damage roll. Casualties are calculated as the sum total of the damage roll and one plus the number over the TO HIT roll needed. If the PCs needed a 12 to hit and got a 15, then rolled a 4 for damage, they eliminated (killed or incapacitated) 8 opponents.

NOTES:

- Group combat occurs simultaneously so it is possible that two smallish groups clashing could wipe each other out to a man in one round
- When a natural 20 is rolled on the attack roll, the damage roll need not be made, but full damage is inflicted
- When a natural 1 is rolled on the attack roll, the opponent makes a second attack roll that round
- The GM and the players can adjudicate exactly what "incapacitated" means (it may be cleaner to simply rule all opponents are killed)

Over the Course of the Siege:

Goblins:

- If their initial attack is unsuccessful, the Goblins will move to the palisade outside the (Northern) Broken Gatetower.
- If the Goblins breach the main Keep, they will kill any human they see. Once the undead are released from the depths, the Goblins will try to flee.
- If the Goblins are unable to gain access to the Keep itself within an hour and a half, they will turn on the Shantytown, burn everything to the ground, and return to their Lair which they will fortify against a retaliatory attack.
- Once the undead are released, the goblins will attempt to flee.

Basilisk:

- at some opportune point, if the captured Basilisk (10B, "Daisy") is a part of the battle, his mate comes storming in, clawing, biting and turning to stone any goblin-kin or anyone who smells at all like Basilisk

Raiders:

- The Raiders will fight not fight to the death without cause. They are loyal to Salan Greenthumb (well, the money he is paying them) but they could be bribed into switching sides (100 gp per level of Raider).
- Raiders will surrender rather than die if given the opportunity.
- Any Raider who sees Salan fleeing the battle will attempt to flee as well.
- Once the undead are released, the Raiders will simply fight for their own survival and will flee at the first opportunity, regardless of the presence or absence of Salan Greenthumb.

Undead, Dark Cloaks and the Eater of the Dead:

- Once the Zombies and Ghouls are released from the Pit, the Necromancer and his apprentices will attempt to flee from the keep, heading southeast to the Greater Temple of the Old Gods.
- The undead attack every living being, even the Eater of the Dead and his Dark Cloak Apprentices.
- Once the undead are unleashed, if they are not stopped, they will kill attack every living thing in the Keep and Shantytown and then will rampage throughout the region.

Rosters

Defenders Within the Keep and Shantytown:

- Baron Wyrmslayer
- Cousin Alistair
- Callum MacDugal
- Donghus Baker
- Galen Woodbridge
- The Gong Farmer
- The Masons
- Vicar Mallus
- The Stalwart Companions (Commander, Captain, 4 Sergeants and 8 Troopers, NOTE traitors!)
- The Gatehouse Guards (26 Troopers)

Allied Defenders:

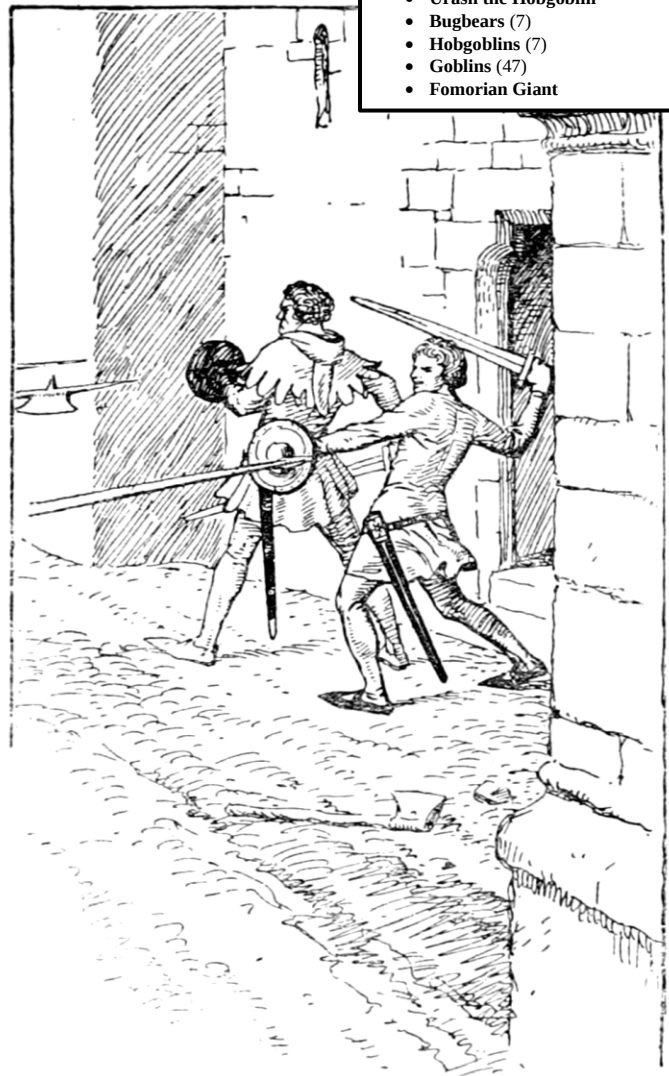
- West Tower Garrison:
 - Captain Ebard
 - Master Tuval
 - Watchtower Guards (16)
- East Garrison Watch (5)

Enemy Roster Within the Keep:

- Salan Greenthumb
- Eater of the Dead
- Dark Cloaks (6)
- The Herb Gatherers (12)
- The Traitors (Berach, Captain of the Watch, Trooper Jared of the Stalwart Companions)
- The Night Guard (16 Warriors)
- Ghouls (9)
- Zombies (19)

Enemy Roster Outside the Keep:

- Allan KIELLES
- Delair the Smith
- Raiders:
 - Lord Garrou
 - Bandits (60)
 - Garrou's Rangers (5)
 - Gnolls (15)
- Goblin-Kin:
 - Chief Parrak
 - Subchief Halarsh
 - Sergeant Faral
 - Agaral the Undying and Daisy the Basilisk
 - Urash the Hobgoblin
 - Bugbears (7)
 - Hobgoblins (7)
 - Goblins (47)
 - Fomorian Giant

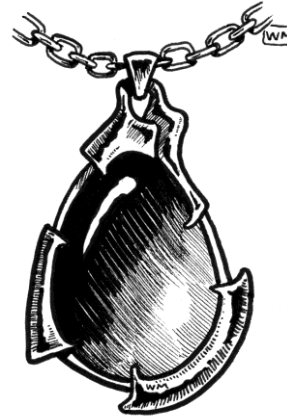


Appendix Items

While most magic items are described in the text above, a few are significant and warrant a more complete description. In addition, we've included some random tables for trinkets and heirlooms found in crypts and graves and the like.

The Black Opal of the Apostate:

This three-inch long, teardrop shaped gemstone so dark and non-reflective that it appears to actually absorb light. The Opal is set in a tarnished silver pendant designed as a complicated and irregular knot. The Opal is magical, the setting is not. The silver pendant (and accompanying chain) are worth 3500 gp. The Opal is a minor artifact.



The artifact has the following powers:

Constant:

Protection from Undead
Dark Vision
Cold Resistance

At Will:

Control Undead (reverse of Cleric's Turn ability)
Speak With Dead
Darkness 15' Radius

Daily:

Animate Dead
Hold Person
Disintegrate
Summon Undead (8+2d12 HD of specified undead)
Impenetrable Darkness

Cost:

Using the Opal costs the wielder bits of his or her soul which is simulated by the reduction of random Ability Scores, 1 point for each "at will" power used and 1d4 points for each "daily" power used.

Halfdan's Artifacts:

These items are expertly painted to appear to be made of marble, as the rest of the statue of Halfdan Greatsword.

The Shield of Reckoning: shield +2 which reflects spells cast at the wielder back at the caster. Anyone killed while holding the Shield of Reckoning cannot be resurrected or rise as undead, no matter how powerful the magic used.

The Helm of Command: this winged helm covers the whole face with just a narrow slit to see through. The wearer of Halfdan's Helm can cast a Command spell once per turn and gains +2 on morale and loyalty checks.

The Greatsword of Halfdan: Halfdan's sword is a two-handed sword +3, the blade is wide but thin, the hilt is wrapped in gold wire. Daily, the wielder can cast Protection from Evil 10' radius. In addition, the wielder gains the ability to command the Marble Guardians and Caryatid Columns around the old Northman Temple in the cemetery near Wyrmslayer Keep.

Little is known about the Black Opal of Apostate. The Apostate, a monk of the Church of Holy Saints whose name has been erased from Ecclesiastical history, some 1500 years ago studied what he called *The Teardrop of Eternal Night*, writing a treatise on this artifact called *On the Elements of Creation: The Ascendancy of Light and the Subjugation of Darkness*. The allure of the Black Opal overshadowed the monk's soul, drawing him deeper and deeper into searching out and using the artifacts powers. Thus, was the monk declared the Apostate, his body and his work consigned to the fire, the Opal lost to history. No copy of *On the Elements of Creation* has survived, though hundreds of unattributed quotes and oblique references can be found throughout the ancient literature of the Early Saints.

Garin Wyrmslayer found the Opal when he and his friends looted an ancient crypt somewhere in the far west. Garin claimed the treasure as his own and stuffed the pendant in his pack, nearly forgetting about it.

Shortly before Garin and his compatriots assaulted the lair of a great fire breathing dragon, they consulted The Grey Weaver, a powerful and enigmatic sage, seeking whatever advantage they might find. The Grey Weaver studied all of their equipment, revealing a few previously unknown powers in items that the party had been using for years. When the Grey Weaver handled the Black Opal, he gasped and said, "Wear this and you will succeed. The power of the Great Wym will crumble and you will revel in its weakness and power." When pressed, the Grey Weaver admitted that he couldn't discern the actual powers of the gem, only that it is a powerful item and would be the key to their success against the dragon.

When the party engaged the dragon, Garin was wearing the Black Opal pendant. During the melee, Garin invoked the power of the Opal (instinctively), casting a powerful Disintegrate spell

The Storm's Impending Rage

Heirlooms and Trinkets/Grave Robbing Tables

2d6	Northman Trinkets and Heirlooms	Highland Folk Trinkets and Heirlooms
2	<p>Major Treasures:</p> <ol style="list-style-type: none"> Gold <ol style="list-style-type: none"> 2d10x100 2300 Hamlish gold pieces 9000 gp, all bent in half 1d6 gold bars (worth 300 gp each) Silver <ol style="list-style-type: none"> 8200 Hamlish silver pieces 3d8 silver bars (worth 80 gp each) Silver statuette of a demon (worth 1200 gp) 3d12 +10 silver bracelets (worth 20 gp each) Gems <ol style="list-style-type: none"> 1d6 Rubies (50 gp each) 2d12 Emeralds (50 gp each) 1d4 Diamonds (400 gp each) 3d12 Rubies (100 gp each) 4d6 Amethysts (100 gp each) 3d8 Sapphires (75 gp each) Minor Magic Item <ol style="list-style-type: none"> Amulet of Life Protection Gauntlets of Dexterity Helm of Underwater Action Horn of Valhalla Magic Weapon <ol style="list-style-type: none"> Sword roll 1d8: 1-5 Sword +1; 6-7 Sword +2; 8 Flametongue Dagger: roll 1d8: 1-5 Dagger +2; 6-7 Dagger +2; 8 Dagger of Venom Hammer: roll 1d8: 1-5 Hammer +1; 6-7 Hammer +2; 8 Hammer of Thunderbolts Spear: roll 1d8: 1-5 Spear +1; 6-7 Spear +2; 8 Spear +3 The Mallet of Brannor, a Warhammer +3, +5 vs cold blooded creatures, detect dragons and dragon-kin within 100', wielder gains +4 to saves vs. Dragon Breath 	<p>Major Treasures:</p> <ol style="list-style-type: none"> Coins <ol style="list-style-type: none"> 3d100 silver coins 8d100 silver coins 9d100 gold coins 10d20 gold coins 6d8 platinum coins Mixed coins (10d20 gold, silver and platinum) 1d100 counterfeit gp mixed in with 200 gp Mixed coins (20d20 gold, silver and platinum) Gems <ol style="list-style-type: none"> 1d6 1. 1d6 Rubies (50 gp each) 2d12 Emeralds (50 gp each) 1d4 Diamonds (400 gp each) 3d12 Rubies (100 gp each) 4d6 Amethysts (100 gp each) 3d8 Sapphires (75 gp each) 6d4 Malachite (200 gp each) 4d4 Pearls (100 gp each) Jewelry <ol style="list-style-type: none"> This wide ring is copper, etched with dancing fairies (800 gp) This silver ring is set with an assortment of iridescent dark red gems (900 gp) This ring is sewn from plum purple fabric, in a style evocative of ancient fashion (1200 gp) This pendant is shaped like a gift box made from green beads (1200 gp) These gold earrings are pear-shaped (800 gp) This wooden bracelet is egg-shaped, lemon-yellow in color, set with emeralds (900 gp) Minor Magic Items <ol style="list-style-type: none"> Potion <ol style="list-style-type: none"> ESP Flying Growth Heroism Invisibility Levitation Longevity Plant Control Polymorph Speed Super Heroism Undead Control Ring <ol style="list-style-type: none"> Elemental Command Feather Falling Fire Resistance Invisibility Shooting Stars Spell Storing Spell Turning Water Walking Wand <ol style="list-style-type: none"> Conjuration Earth and Stone Fear Fireballs Negation Wonder
3	<p>A small statuette:</p> <ol style="list-style-type: none"> Gold-leaf decorated woman ready for battle Crude wooden carving of a dragon Finely carved marble carving of a Northman Warrior lying death's repose Finely carved wooden carving of a winged angelic being carrying off a dead Northman warrior Mid-quality stone carving of a beautiful woman Broken marble carving of a winged demon 	<p>Objects of Art:</p> <ol style="list-style-type: none"> Silver ewer 50 gp) Carved bone statuette of a woman (100 gp) Cloth of gold vestments (200 gp) Black velvet mask with numerous citrines (100 gp) Silver chalice with lapis lazuli gems (500 gp) Carved harp of exotic wood with ivory inlay and zircon gems (1200 gp)
4-7	<p>Useful Items:</p> <ol style="list-style-type: none"> A bone comb A small hand mirror Leather leggings Jar of honey A dagger A helmet (with horns!) Heavy iron chains A finely crafted chalice Still serviceable snowshoes Fine red wool cloak A lantern and oil 19 finely crafted arrows 	<p>Useful Items:</p> <ol style="list-style-type: none"> A clay pot filled with a brown, stinky liquid (glue) Lantern and oil Magnifying Glass Bison Fur Cloak Calligraphy Kit Eagle shaped letter opener A stone tablet with a forbidden rune etched on it (the truename of a demon) Jug of fine wine Silk Robes embroidered with birds A finely crafted flute A blank spellbook Calfskin Gloves
8-10	<p>Religious Items:</p> <ol style="list-style-type: none"> Runestone with a Northman protection rune Thin gold wire "face veil" (worth 100 gp) Mummified Dragon's hearts Stone carved idols of the Northman gods A mammoth tusk carved with Northman runes Black wool robe with sigils sewn in the hem with silver thread 	<p>Religious Items:</p> <ol style="list-style-type: none"> Tiny bone carved holy symbol (50% a Saint/50% an Old God) A book of religious poetry in praise of the God of Light A Hymnal from the Church of the Holy Saints A book that seems to be written in gibberish (read backwards, scriptures of a demon worshipping cult) A tiny tin reliquary with a fingerbone in it (20% chance truly from a saint) A priest's vestments
11	<p>Minor Treasures:</p> <ol style="list-style-type: none"> Silver necklace with a jade carved charm (100 gp) Northman gold coins (2d12) 50%/silver coins (4d10) 50% 1d6 gemstone chips (worth 10 gp each) <ol style="list-style-type: none"> Ruby; 2. Sapphire; 3. Jade; 4. Bloodstone; 5. Amethyst; 6. Malachite Ermine fur lined helmet with gold edging (100 gp) Ancient Hamlish gold coins (1d100) Ancient Hamlish silver coins (2d100+50) A silver plated ivory box (120 gp) Ancient Western gold coins (1d100+20) Ancient Western silver coins (2d100+100) Long, thin, delicate "strands" of jade (1d8, worth 20 gp each) 	<p>Minor Treasures:</p> <ol style="list-style-type: none"> A rolled up painting (by a famous painter, slightly damaged, worth 200 gp) A fist-sized stone that naturally glows (20% strength light spell) (200 gp) Eight etched silver bells, an octave ascending from middle-C (100 gp) A seven-piece tangram puzzle, each piece a thin cut gemstone (worth 2400 gp) A jade carving of a hellhound (200 gp) A silver hairpin with sapphires in the vague shape of a bird (600 gp) A silver flask filled with fine brandy (300 gp) Fine leather boots lined with rabbit fur (150 gp) A book of poetry handwritten by a famous poet A 3' long ivory tusk carved with religious imagery (200 gp) An ornate crystal inkpot and a silver edged penknife (550 gp) An egg-shaped crystal (200 gp)
12	<p>Strange:</p> <ol style="list-style-type: none"> A human skull with tusks the size of a walrus A narwhal's horn, hollowed out A tiny (8" tall) centaur skeleton A wineskin full of (still warm) human blood A dreamstone (a small green stone with blue marbling, anyone who sleeps while in possession of a dreamstone has unsettling dreams and gets no healing rest) A leather pouch half full of blue-tinged salt A glass eye (actually a gem of seeing that only functions if it placed in the eye socket of the user) A stone carved fist covered in lizard man scales 	<p>Strange:</p> <ol style="list-style-type: none"> A wooden marionette with lifelike crystal eyes A journal with the names and ages of 132 children written in it, 19 are crossed out A feather headband A clay pot with containing a preserved skunk A leopard-skin loincloth A jar filled with well-preserved fish scales A stag's horn crown adorned with tiny (fairy) skulls A mummified pet: 1. House cat; 2. Dog; 3. Bird; 4. Pig A wooden box filled with dried mushrooms. Eating them causes: <ol style="list-style-type: none"> Nausea; 2. Hallucination; 3. Vomiting; 4. Euphoria; 5. Sadness; 6. Delicious!! A stick studded with emerald chips (worth 10 gp)

Appendix

Random Encounters in the Region

2d10	Encounter	Notes
2	Weather Encounter	See Weather Encounter Table
3	Raider Scout	1d3 Bandits from the Raider Camp (area 9): 1. Trying to remain hidden 2. Hunting for provisions 3. Escorting a hostage to be enslaved 4. Running away from Lord Garous;
4	Goblin Patrol	2d6+3 Goblins led by a Hobgoblin (see 4I, the Quarry) 1. Gutting and skinning an elk 2. Arguing over who has to carry the unconscious victim they have ambushed 3. Lying in wait to ambush 4. They are lost 5. They are trying to run away from Chief Parrack's tribe 6. Sleeping under pine trees
5	Undead	Mindlessly wandering: 1. Spectral Haunt, begs party to follow to his remains 2. Zombie, freshly raised, missing left ear, attacks 3. Faceless Zombie, attacks 4. Spectre, wants to be released from unlife so attacks for minimal, non-lethal damage, wanting to be destroyed 5. Spectral Haunt, young girl, sitting on the branch of a tree, weeping 6. Enduring Spirit, distracted by its own melancholy and despair, will ignore mortals unless confronted
6	Shipment	1. A wagonload of timber 1. Abandoned, blood on the seat; 2. Broken axle, two men trying to fix it; 3. Lost; 4-8. On the way to Wyrmslayer Keep 2. A wagonload of stone 1. Mule pulling wagon has pulled up lame; 2. Driver has lost his hat to a strong wind and is looking for it; 3. Lost; 4-8. On the way to Wyrmslayer Keep 3. A Caravan 1. Decimated by a Bandit or Goblin attack; 2. Bloodied by a Wyvern attack; 3. Counterfeit Caravan (80% from Baron Wyrmslayer trying to ambush bandits, 20% bandits ambushing travelers); 4. A regular shipment of supplies and trade goods coming through unmolested 4. A traveling merchant 1. Wine dealer; 2. Goldsmith; 3. Tinsmith; 4. Wood carver; 5. Purveyor of fine tea; 6. Thief disguised as one of the above
7	Herb Gatherer	Pushing a cart: 1. Full of various plants used by Greenthumb 2. Fully of various plants covering 1d3 freshly killed corpses 3. Empty 4. 1d3 corpses covered by a canvas tarp
8-9	Gatehouse Guards, Patrolling	1d3+3 Gatehouse Guards 1. Complaining about: 1. Weather; 2. Food; 3. Walking patrol; 4. Their pay 2. Arguing about: 1. Who won; 2. Whose fault it is; 3. Where it is; 4. How to get away with it 3. Vigilant 4. Napping under a tree
10	Traveler	1. Wandering Hermit 2. Pilgrim 3. Thief in disguise 4. Runaway servant or slave 5. Lost child 6. Lost merchant (see 6.4 above) 7. Wandering Knight 8. Spy for 1. The High King 2. The New Cult of the Old Gods 3. The Church of the Holy Saints 4. Baron Wyrmslayer 5. Salam Greenthumb 6. Governor of Jacob's Well

2d10	Encounter	Notes
11	Peasant or Laborer	1. Coming to the area to look for work 2. Leaving the Keep to find a better opportunity 3. Injured by 1. Goblin arrow; 2. Angry turtle; 3. Scorned lover; 4. Tripping over their own feet; 5. Ate mildly poisonous berries; 6. Mocking a haggard old woman walking the other direction 4. Sleeping under 1. A pine tree; 2. A mulberry bush; 3. Poison ivy; 4. A wet blanket
12-13	Animals	1. Herd animals 1. 1d3 Deer; 2. 1d3 Moose; 3. 1d6 Wild Sheep; 4. 1d3 Elk 2. Small animals 1. Rabbits; 2. A Skunk; 3. 2 Badgers; 4. 1d3 Squirrels (20% chance Leafbeard's spies, see 3H in the Timber Clearing region) 3. A sleepy Brown Bear 4. A fox 5. Birds 1. 2d4 Turkeys; 2. 1d6 Pheasant; 3. 1d6 Quail; 4. Songbirds; 5. Crows; 6. Eagle or Falcon 6. Mutilated animal carcass
14	Griffin	1d3 Griffins (see area 3K) are out hunting. They are 30% likely to pick off a straggler (lone rider, pack animal) and wing back to their lair.
15	NPC	See NPC Encounter Table
16	Fairies	1. 1d4 Sprites wanting to play tricks on some mortals 2. 1 Angry Leprechaun who is yelling and swearing because the buckles on his shoes both broke at exactly the same time, will scream and yell at anyone encountered but if someone can fix his buckles, he will grant them a boon 3. Old Whitebeard 4. Finn the Tiny
17	Goblin Patrol	2d6+3 Goblins led by a Hobgoblin (see area 4I, near the Quarry) 1. Gutting and skinning an elk 2. Arguing over who has to carry the unconscious victim they have ambushed 3. Lying in wait to ambush 4. They are lost 5. They are trying to run away from Chief Parrack's tribe; 6. Sleeping under pine trees
18	Basilisk	When encountered, the Basilisk will close its eyes and sniff the air, turning its head from side to side. Any being encountered who has been in close contact with Goblins or with its Basilisk mate (see 10B, Goblin Lair) will cause it to fly into a wild frenzy, trying to turn everyone in the area to stone. If the scent is "clean," she will claw at the ground and turn and lumber away.
19	Firbolg Giant	Alaban the Firbolg (3J, near the Timber Clearing), searching for his lost cousin, Kellan the Wanderer. He will gladly pay (in gold, gems or supplies) for any information about his kinsman's whereabouts
20	Wyvern	Bonepicker (from the adventure Bonepicker's Tower , if still alive) or a young Wyvern that has just moved into the area and is aggressively staking its territory: 1. Hunting 2. Carrying prey (pig, sheep, goblin, etc.) 3. Fleeing from a confrontation 4. Feeding 5. Distracted by a strange smell 6. About to attack an animal



The Storm's Impending Rage

Weather Encounter Table

Roll 1d20	Weather Result		Weather Result
1	Wind doubles in velocity for 1d8 rounds	11	Temperature drops 10 degrees over the span of one hour
2	Lightning strikes a tree 1d4 miles away (d8 for direction: 1 North, 2 North East, 3 East, etc.)	12	Wind carries smell of death
3	Clouds cover the sun/moon for 1d4 hours	13	Wind smells of rain/snow
4	A sudden rain shower soaks area 1000 yards in diameter for 1d6 turns (if raining, then 1000 yard diameter break in the rain for 1d6 turns)	14	Wind gusts unpredictably for 2 hours (velocity varies from 2-40 mph, shifting every 1d10 rounds)
5	Wind changes direction every round for 3d8 rounds (d8 for direction: 1 North, 2 North East, 3 East, etc.)	15	Wind changes direction every turn for 2d4 hours (d8 for direction: 1 North, 2 North East, 3 East, etc.)
6	Temperature rises 3d10 degrees over the span of one hour	16	Sun/moon dims noticeably
7	Temperature drops 3d10 degrees over the span of one hour	17	Wind smells musty
8	No wind (or sounds of nature) for 1 hour	18	Temperature rises 5 degrees then drops 20 degrees over the span of two hours
9	Wind blows in opposite direction	19	Lightning strikes a tree 3 miles away, then another tree 2 miles away, then another tree 1 mile away (d8 for initial direction: 1 North, 2 North East, 3 East, etc.)
10	Temperature rises 10 degrees over the span of one hour	20	Wind doubles in velocity for 2d6 turns blowing tiny debris (dirt, leaves, etc) through area

NPC Encounter Table

1d4	NPC	Notes
1	Devin, Commander of the Watch	On an inspection tour. He is traveling alone: 1. Incognito as a pilgrim 2. In full uniform to intimidate the troops 3. In casual uniform to encourage the troops 4. Staggeringly drunk and lost
2	Berech, Captain of the Watch	1. Traveling with a covert message for the Dialistar, the Sovereign Avatar of Darkness 2. Escorting a representative of the Church of the Holy Saints 3. Looking for the Goblin Patrol (4I) 4. Chasing a "criminal" (actually a young man who discovered his secret)
3	Salan Greenthumb	1. Traveling to or from the Raider Camp (50%) or the Goblin Lair (50%) 2. Searching for Golden Tipped Dewberries 3. Seeking the Basilisk 4. Resting, bloodstained and battered, after a fight with a Lynx (the corpse is nearby)
4	Gilpin the Honored One	Traveling with 1d6+6 young men and women (all non-combatants). They are: 1. Sitting around a fire singing, laughing, and drinking 2. Trading stories 3. Gambling 4. Studying the intricate details of a Lace Winged Gabblerfly Given the opportunity to show off (and maybe gain some coin), Gilpin will gladly perform. He will begin with a number of simple folk songs but will slowly build up (with the well-practiced encouragement of his hangers-on) to the <i>Lay of Days Begone</i> which he has written. Any who hear the Lay must save vs. Spells or be lulled into a false sense of security

Encounter Reactions

No encounter is an "automatic attack" unless the text specifically states such. For reactions, generally use the following table for an initial reaction and then roleplay what comes next based on the party's actions. The roll can be modified by a Character's Charisma score if appropriate:

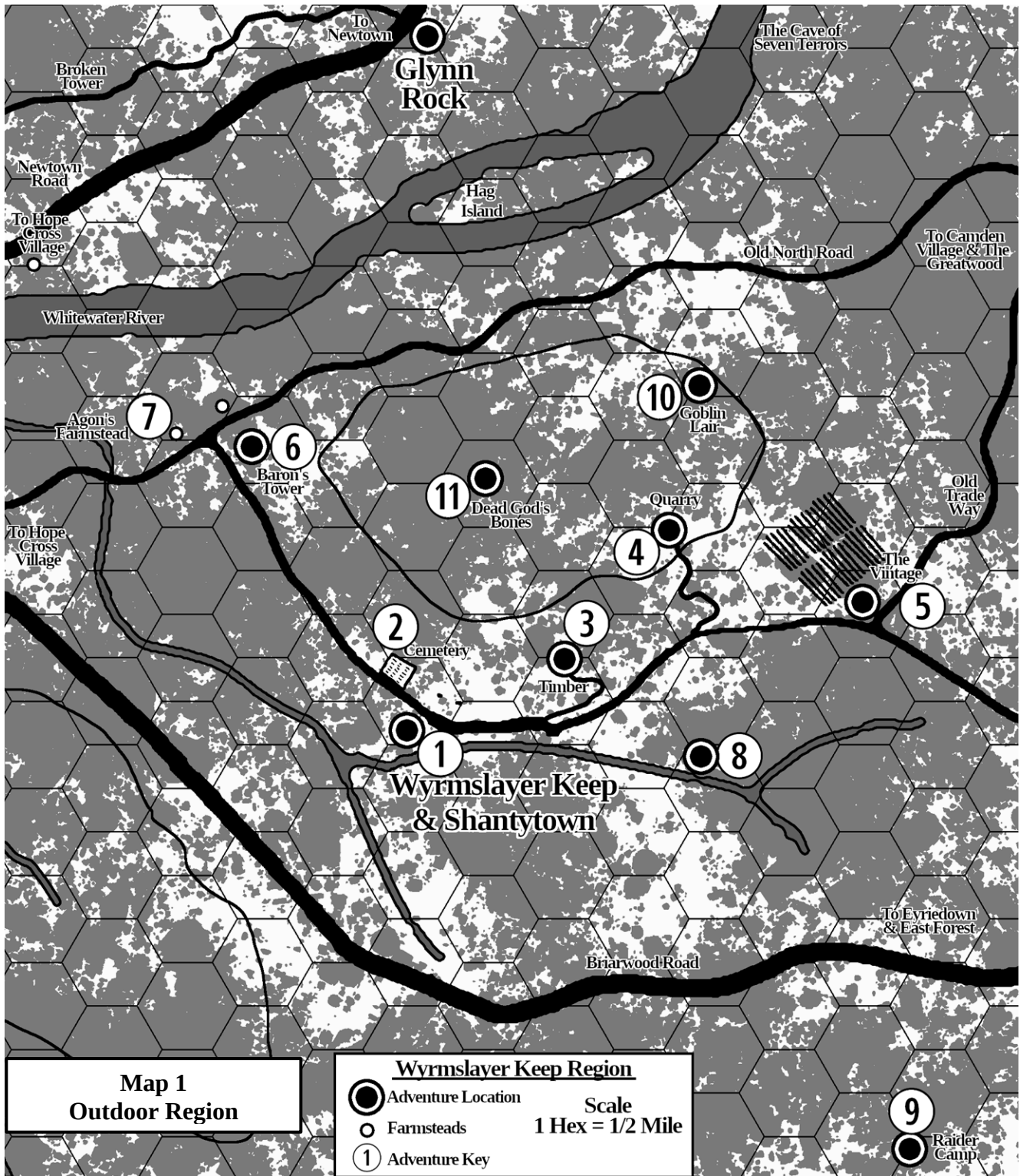
Roll 1d20	Reaction
1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (shaking hands, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

Weather

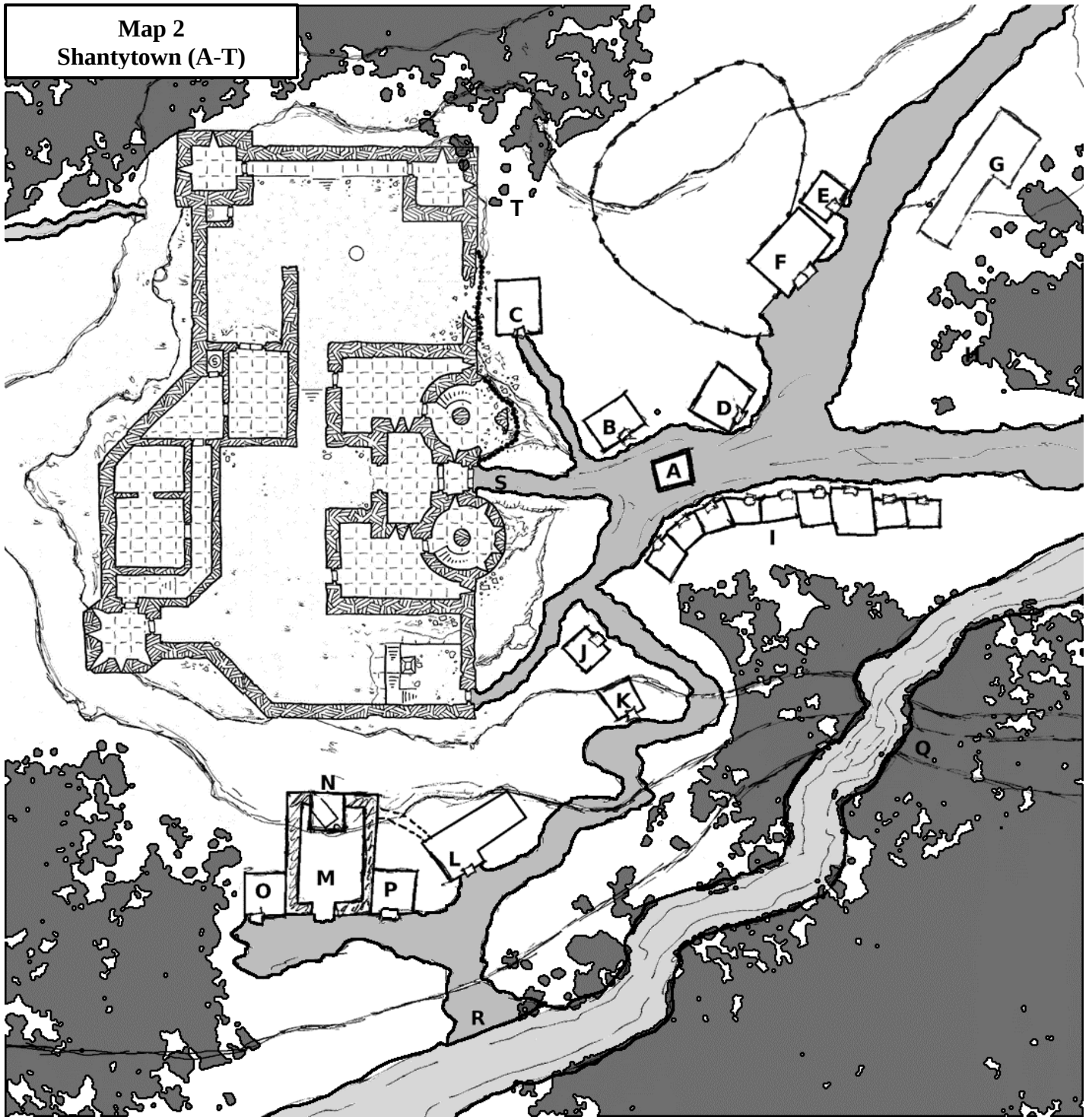
A simple way to generate the randomness of weather is to use a chart like the reaction chart above but apply it to weather. Obviously Charisma bonuses shouldn't be applied, but other bonus/penalties could be (for example, if it rained at last check, perhaps you roll 1d12 instead of 1d20, or if yesterday was a perfect day, perhaps today's roll is 1d12+8). Roll once a day (at noon) or twice a day (sunrise and sunset) on the following chart:

Roll 1d20	Reaction	Weather
1 or less	Violently hostile	Violent weather: thunderstorm, hail, tornado, blizzard, etc.
2-5	Hostile	Storm: downpour, heavy winds, snowstorm, etc.
6-9	Uncertain	Overcast and colder than normal, 50% chance of precipitation
10-11	Neutral	Normal temperature
12-17	Cautious	Overcast and warmer than normal, 30% chance of precipitation
18-19	Friendly	Slight breeze, good temperature
20 or more	Open and enthusiastically friendly	The perfect day!

Appendix Maps

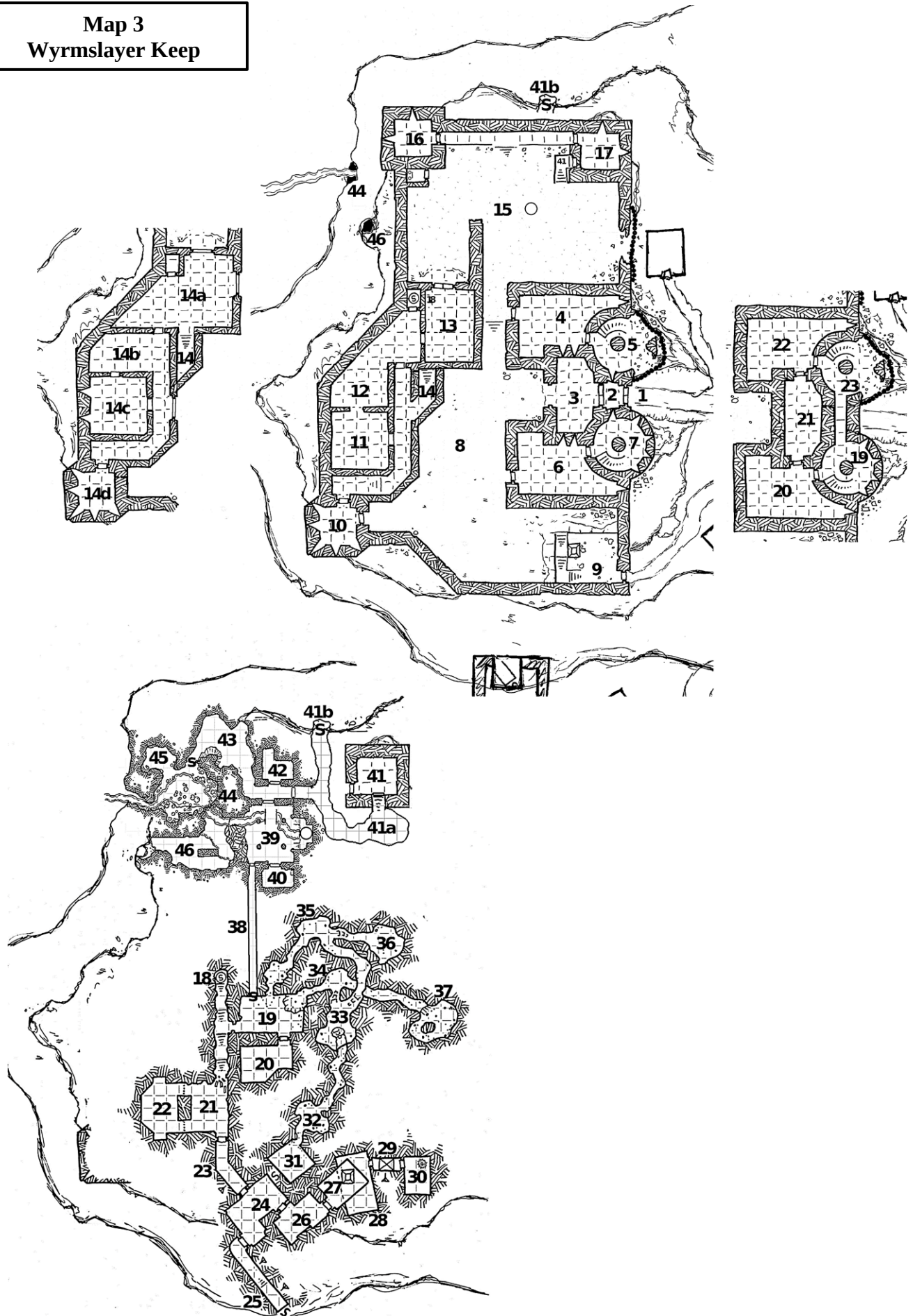


The Storm's Impending Rage



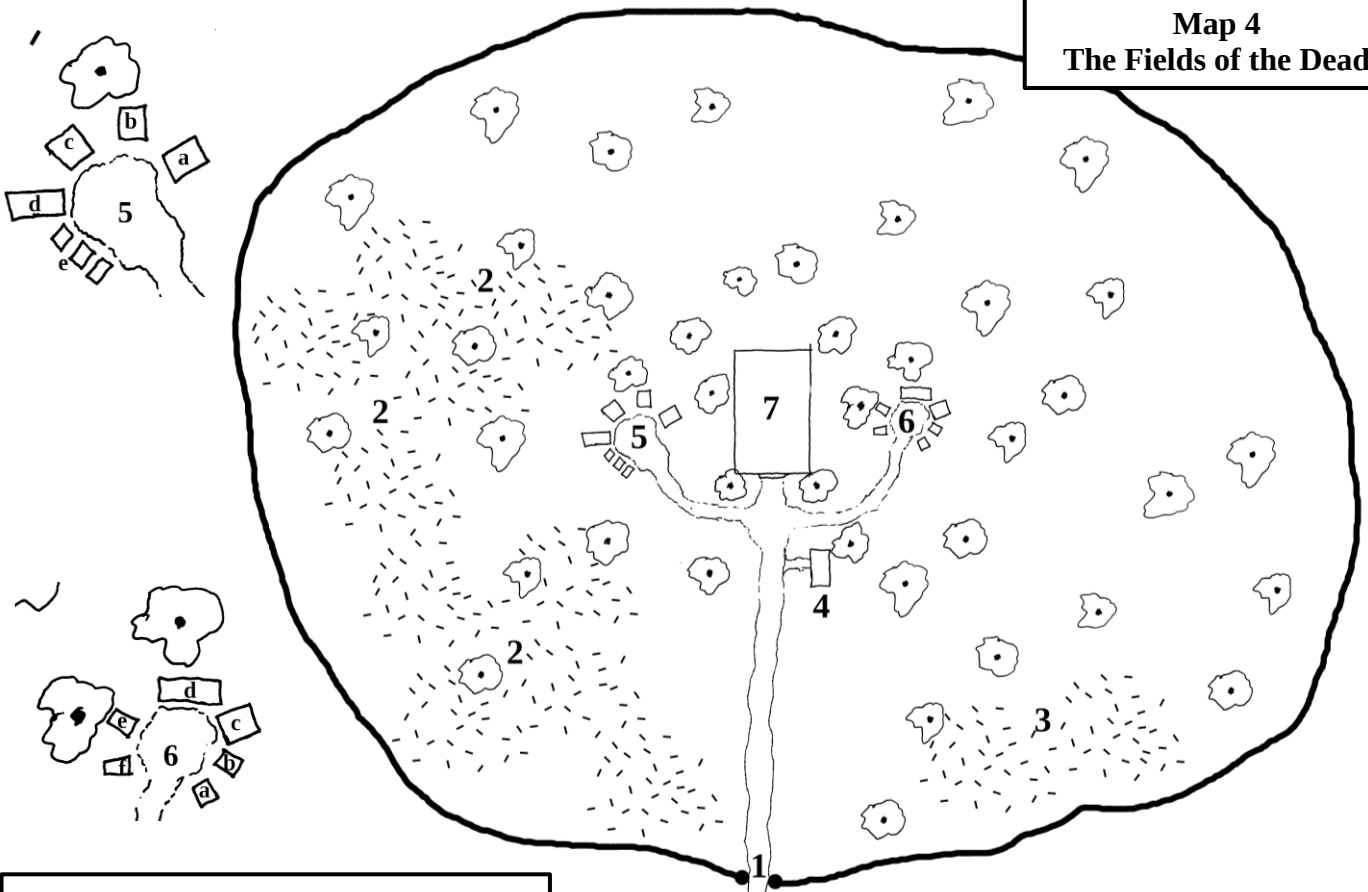
The Storm's Impending Rage

Map 3
Wyrm Slayer Keep

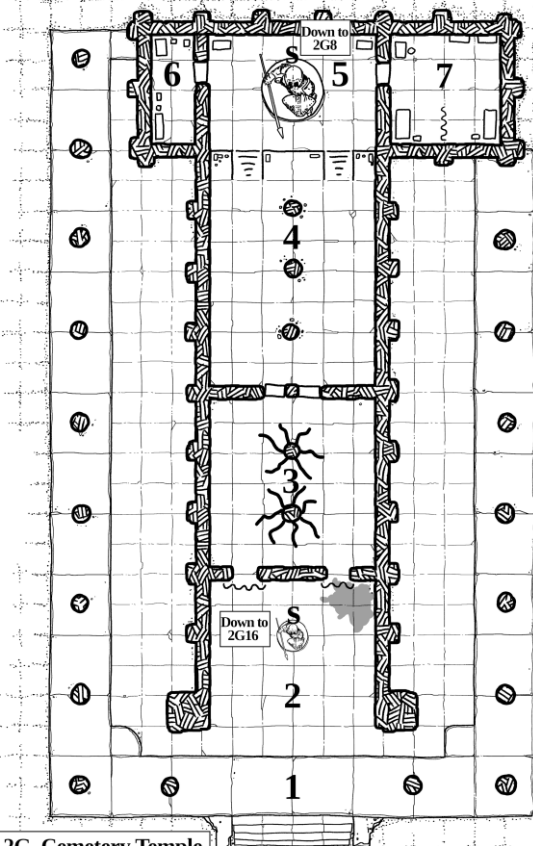


The Storm's Impending Rage

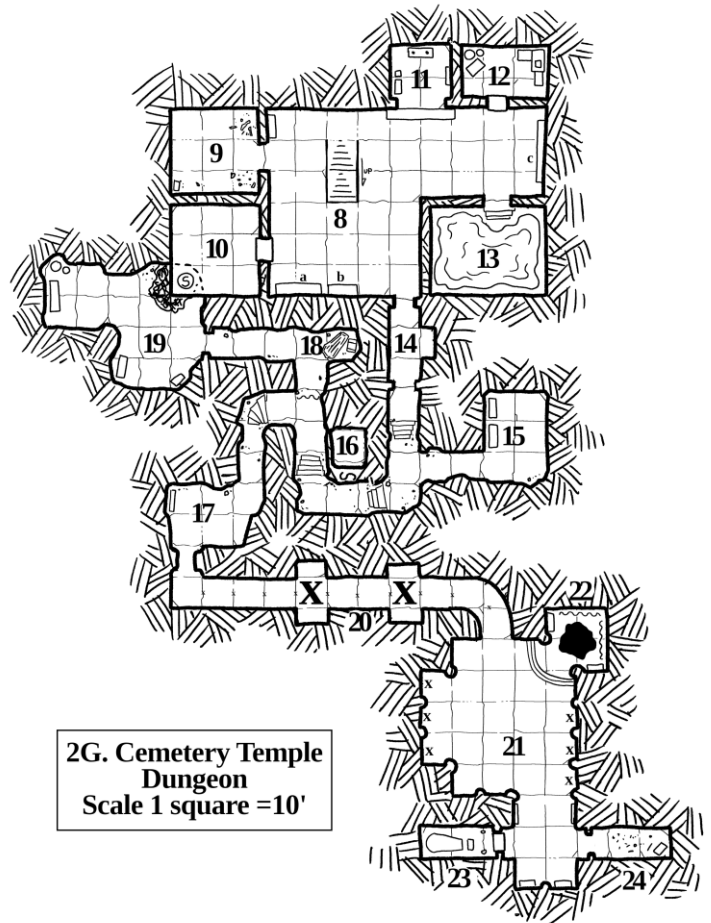
Map 4
The Fields of the Dead



Map 5
Cemetery Temple and Dungeon



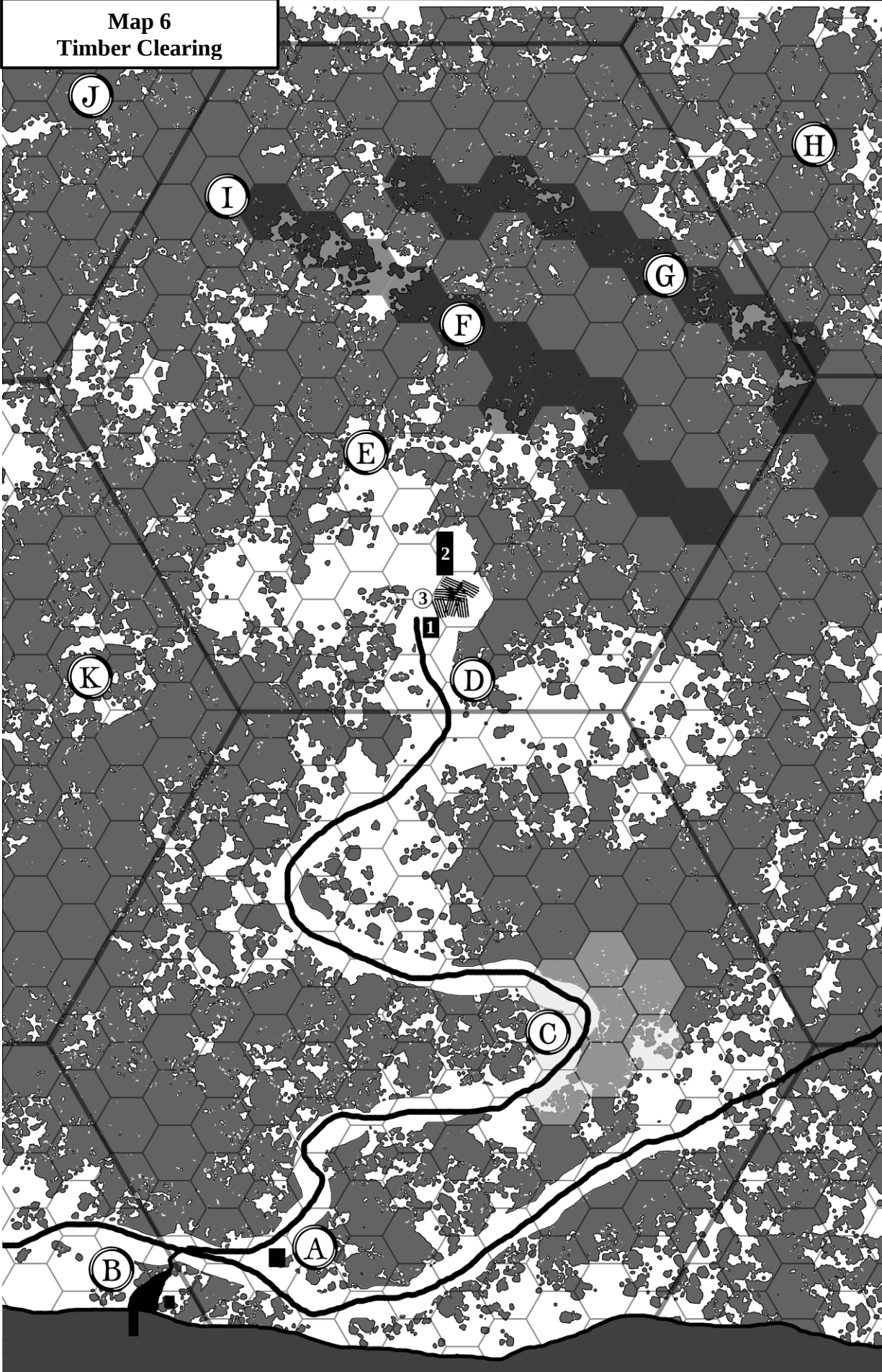
2G. Cemetery Temple
Scale 1 square = 5'



2G. Cemetery Temple
Dungeon
Scale 1 square = 10'

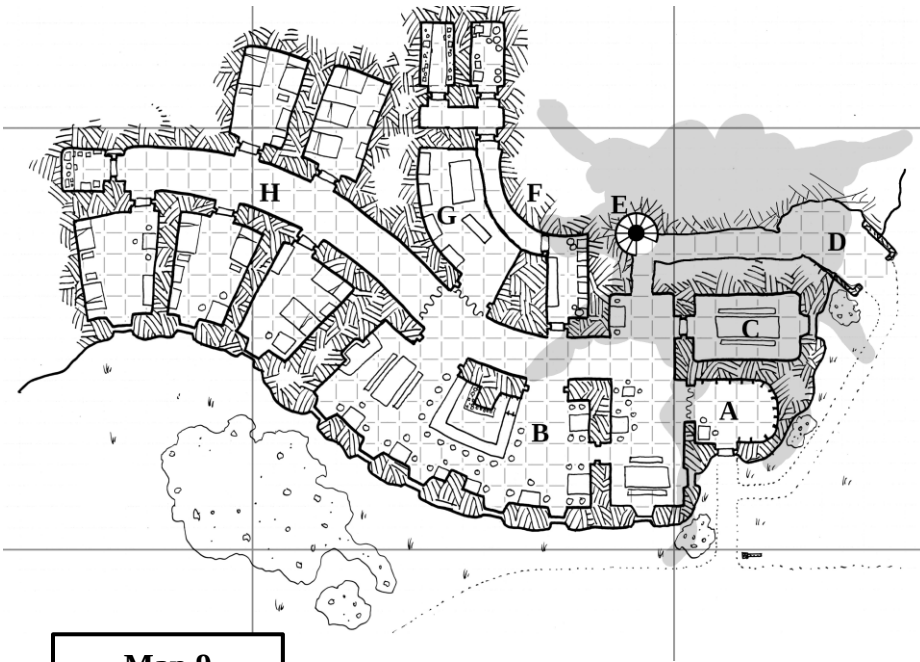
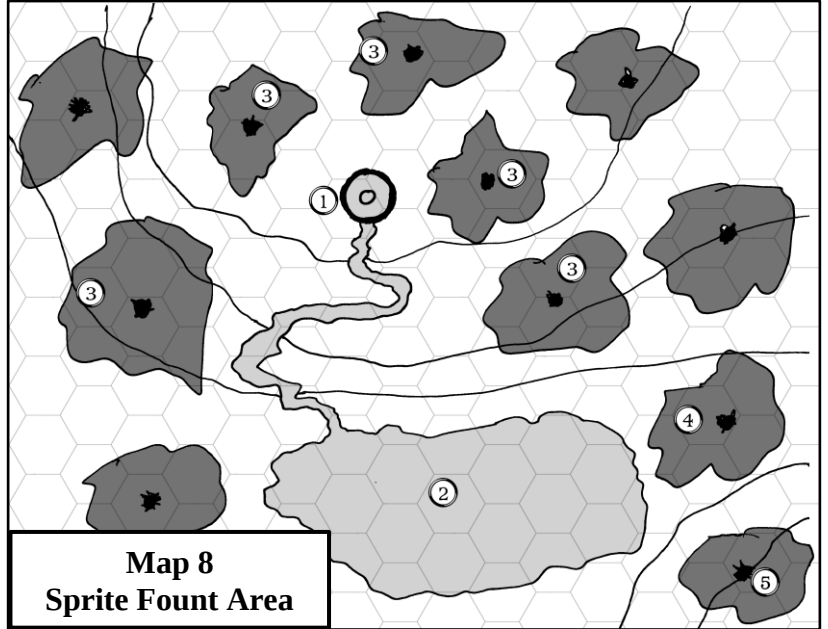
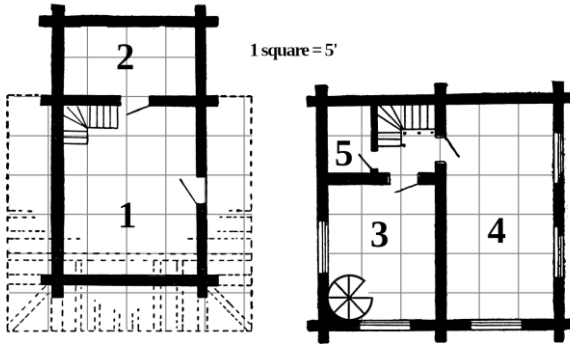
The Storm's Impending Rage

Map 6
Timber Clearing

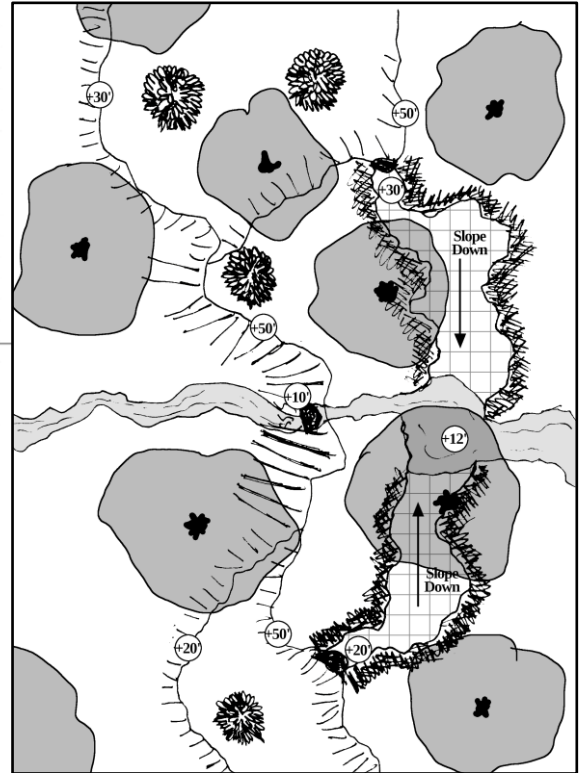


The Storm's Impending Rage

Map 7
East Garrison Layout



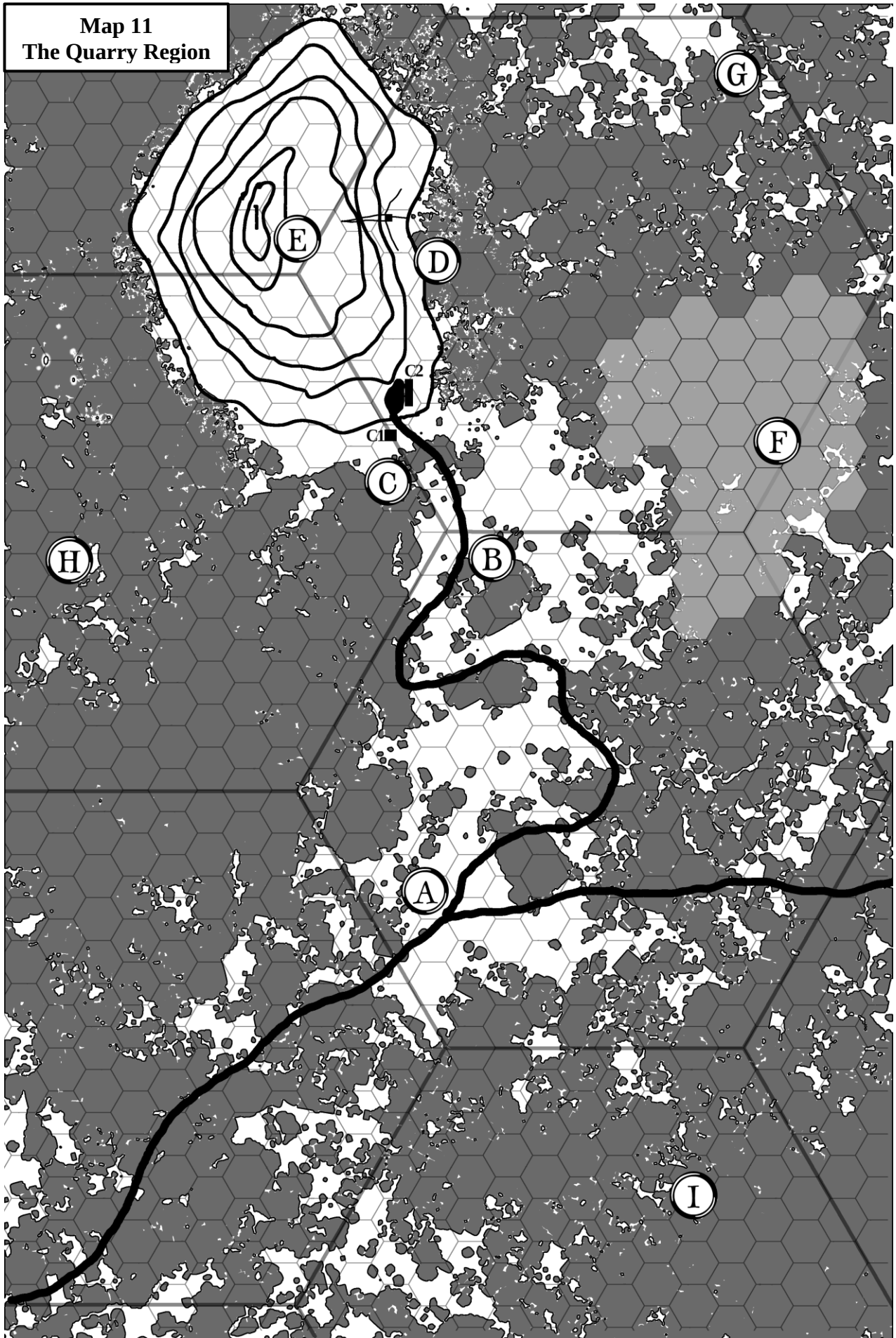
Map 9
Sprite House



Map 10
Griffin Lair

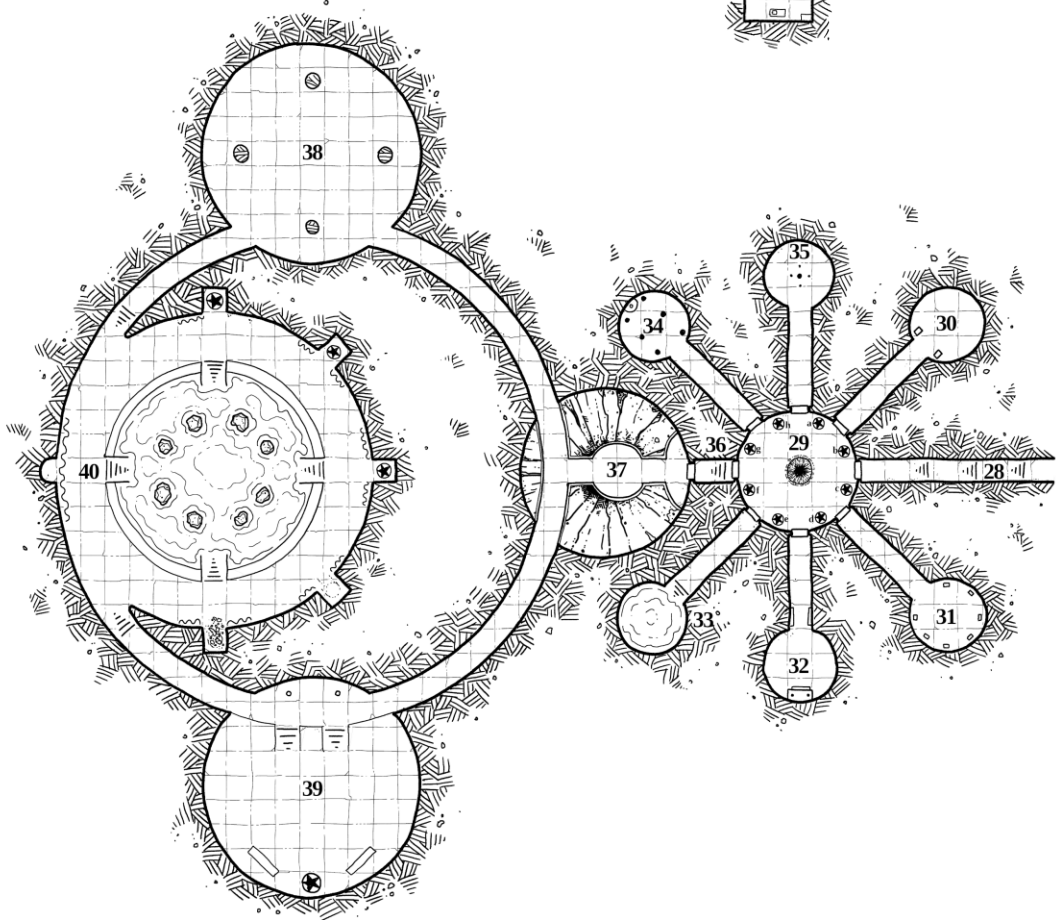
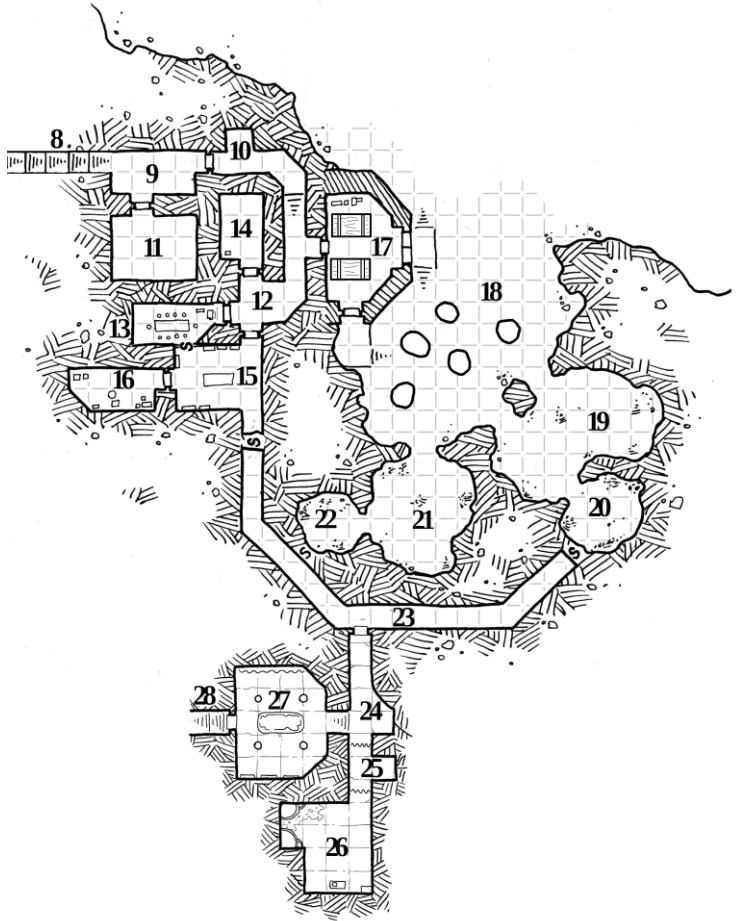
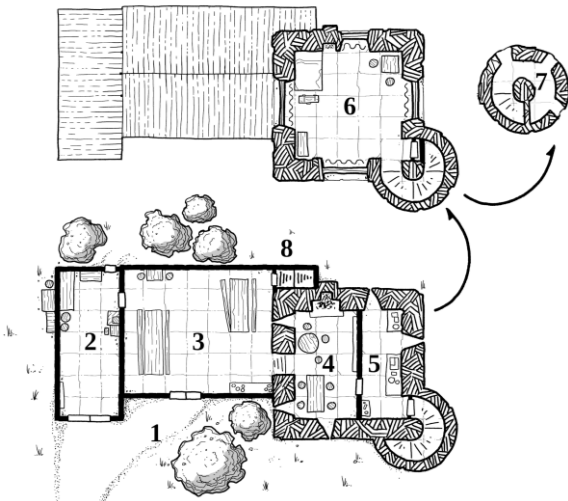
The Storm's Impending Rage

Map 11
The Quarry Region



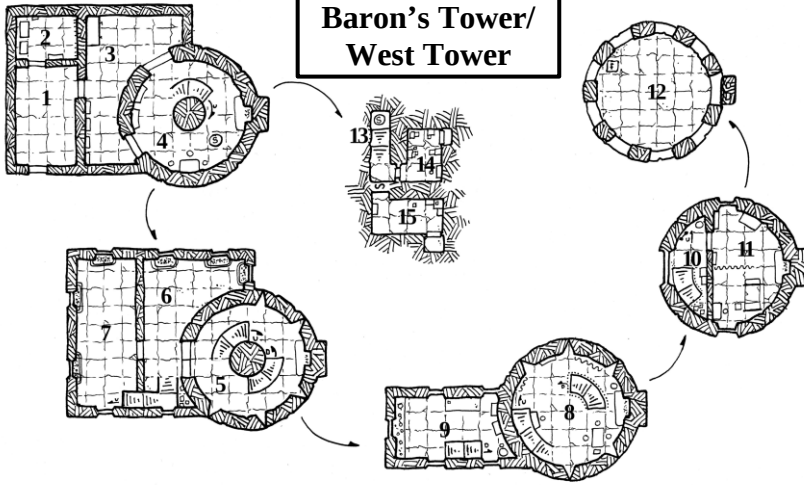
The Storm's Impending Rage

Map 12
Baron's Vintage, Basement
and Secret Dungeon

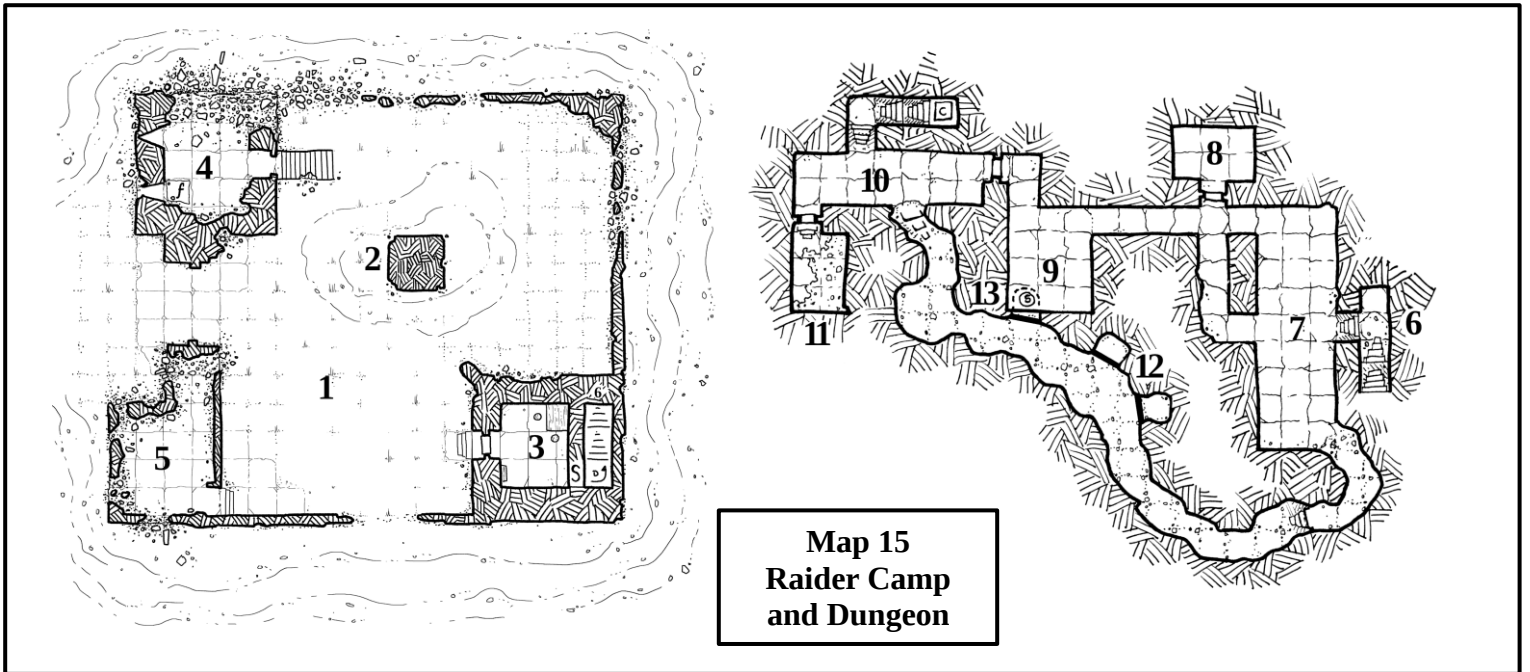
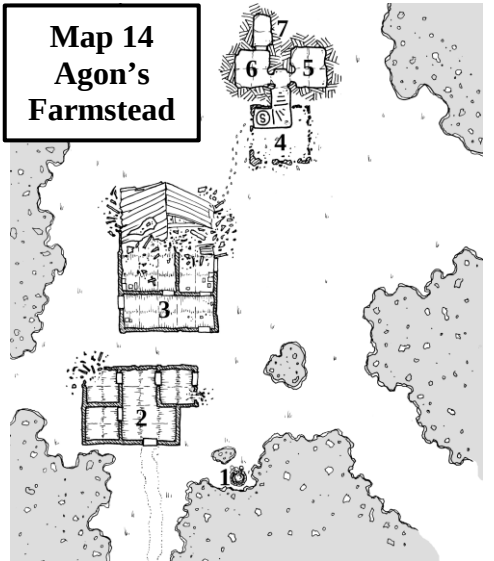


The Storm's Impending Rage

**Map 13
Baron's Tower/
West Tower**

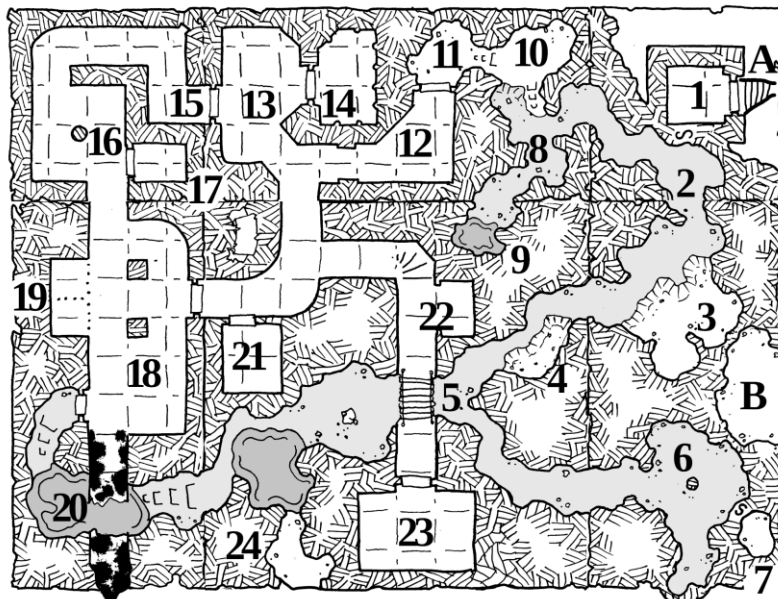


**Map 14
Agon's
Farmstead**



**Map 15
Raider Camp
and Dungeon**

**Map 16
Old Barl's
Hunting Tower
Goblin Lair**



The Lay of Days Gone By

(From words by a greater poet)

Let all the blessed creatures heed the call
Each to the other, make your joy be known
In the heavens above and the whole earth below
My heart is with you, singing
My head has been crowned in spring
I feel the fullness of your vernal bliss
Yet evil, dark and sullen day
Though all around the children play
And hills and valleys, flower crowned
With sunlight and warmth like
A Babe who leaps up in Mother's arms
The joy of all that is lost and gone
The Ancient Ways that never will be again
There is a tree, of many, one
Alone in a single field where I have heard
The whispers of the something gone
The wildflowers at my feet
Sing the same dirge-song
Of those who, gone, are not forgotten
And who shall ne'er forget
Whither is fled the prophet's gleam?
And where now is the glory and the dream?
Our birth is but a sleep and a forgetting:
The Soul that rises with us, our life's Star,
Is but a brief glimpse of that which is true,
A candle that too briefly burns, feeble but sure
A light in darkness, life in death,
Midst the holy elements of all that is
There is and was and yet may be
The world, insufficient to hold all that is,
Yet is all that may be.

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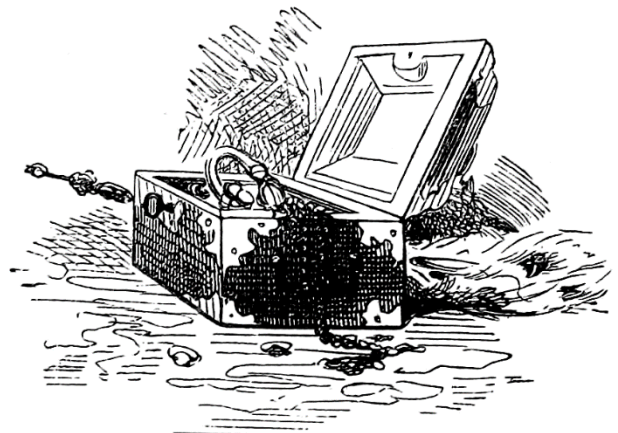
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Combined Monster Statistics

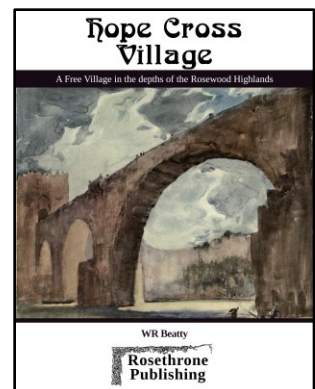
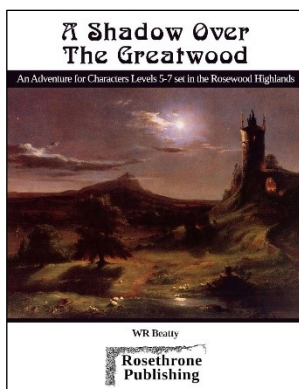
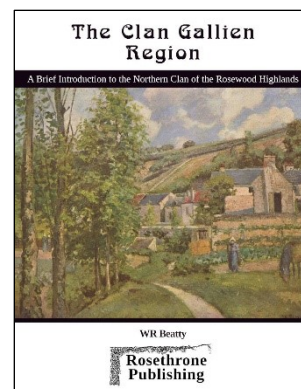
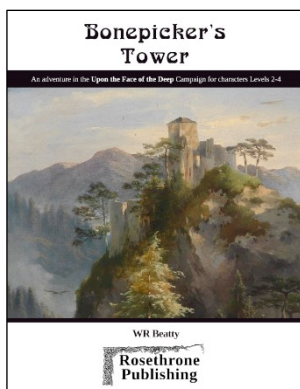
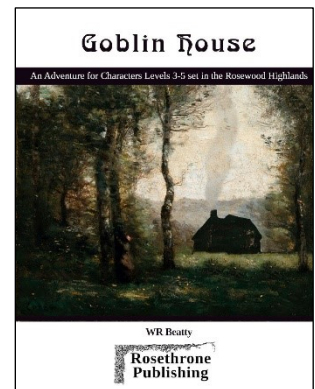
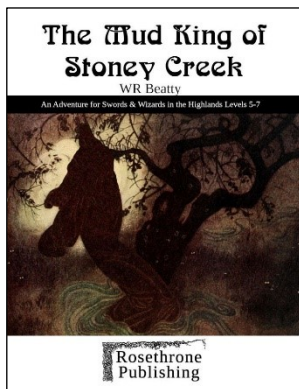
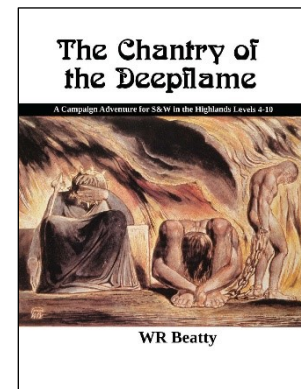
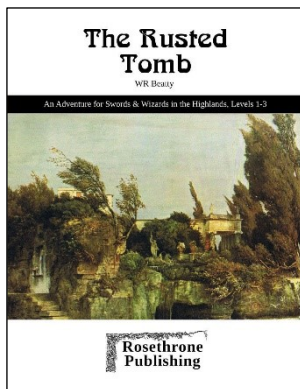
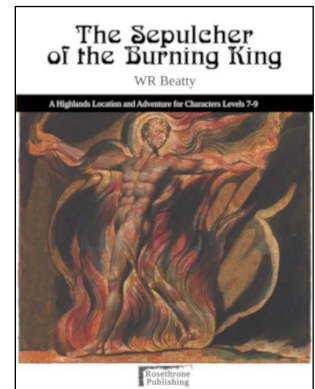
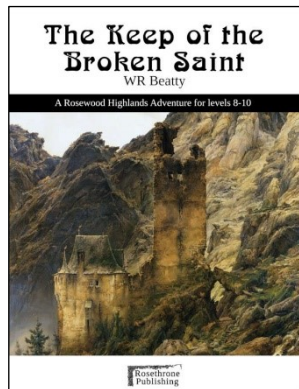
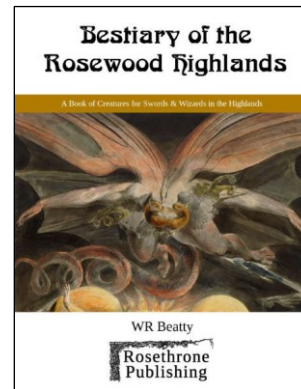
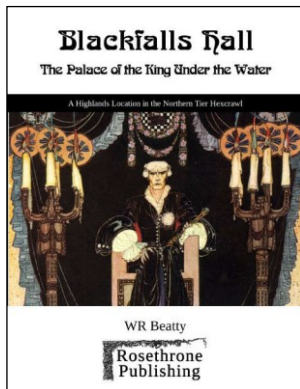
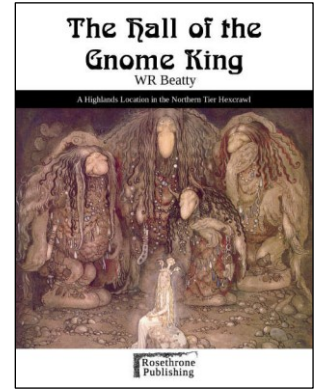
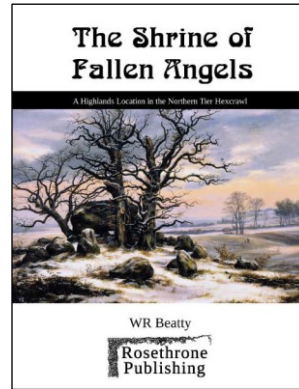
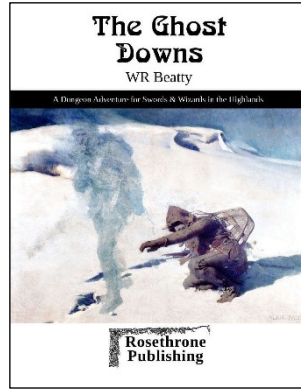
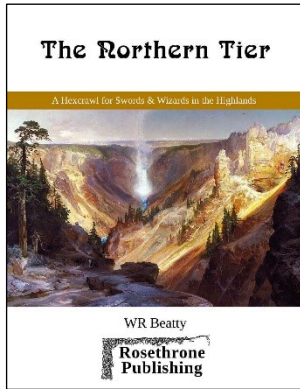
Creature	Statistics
Animals	Small – ½ HD, 1 hp damage; Medium 1-3 HD, 1d2 hp damage per HD; Large 4-10 HD, 1d2 hp damage per HD
Ashen Warrior	HD 4+1; AC 6[13]; Atk fireballs (2d6), swat (1d6/1d6); Move 9; CL/XP 7/600; Special: fireballs, hug (2d6), exploding (3d4)
Avenging Spirit	HD 8; AC 9[10]; Atk: 1 (2d8); Move 9; Save 8; CL/XP 9/1100; Special: Paralyzation, regeneration, Constitution drain
Basilisk	HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; CL/XP 8/800; Special: Petrification gaze
Bear, Brown	HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.
Boar, Wild	HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 1d3 rounds after death.
Boar, Giant	HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 1d3 rounds after death.
Booka, Fey Creature	HD 1-4 hp; AC 7[12]; Atk Nil; Move 12 (18 flying); Save 18; CL/XP 1/10; Special: Spell-like abilities, invisibility
Brownie, Fey Creature	HD 1; AC 3[16]; Atk dagger (1d2+poison); Move 12; Save 16; CL/XP 1/15; Special: Spell-like effects, poison.
Bugbear, Goblin-kin	HD 5-6; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8) +0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.
Caryatid Column	HD 5; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpns.
Centaur	HD 4; AC 5 [14] or 4 [15] with shield; Atk 2 kicks (1d6) and weapon; Move 18; Save 13; CL/XP 4/120; Special: None.
Centipede, Giant	HD: 1d2hp; AC 9 [10]; Atk 1 bite (1d6 + poison); Move 13; Save 18; CL/XP 1/10; Special paralyzing poison, latching on.
Crawling Horror	HD 1hp; AC 9[10]; Atk bite (1hp); Save 18; CL/XP A/5; Special: swarm
Demon Lord, Mashafalak (sometimes called a General of Orcus)	HD 18; AC -2 [21]; Atk +2 military pick (1d8+2) or 2 claws (1d10); Move 15/30 (flying); Save 3; CL/XP 27/6500; Special: Control undead, spells, stench, summon undead, +1 or better weapon to hit, immunity to electricity and poison, magic resistance (60%), telepathy 100 ft.
Desecrated Corpse	HD 2; AC 6[13]; Atk 2 claw (1d4/1d4) or weapon; Move 6; Save 14; CL/XP 3/100; Special: None.
Dwarf, Crooked, Fey Creature	HD 4; AC 5[14]; Atk stone axe or short sword (1d6); Move 9; Save 12; CL/XP 5/240; Special: Spell-like effects, detect invisible
Elemental, Air	HD 12; AC 2 [17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; CL/XP 13/2300; Special: Whirlwind, immune to non-magic weapons.
Elemental, Water	HD 16; AC 2[17]; Atk 1 strike (4d6); Move 6 (Swim 18); Save 3; CL/XP 16/3100; Special: overturn boats.
Enduring Spirit	HD 8; AC 9[10]; Atk Claws (2d8); Move 9; Save 8; CL/XP 8/800; Special: Paralyzation, Spell-like abilities, undead immunities
Faerie Dragon, Fey Creature	HD 2; AC 4 [15]; Atk Bite (1d6); Move 9 (Fly 36); Save 16; CL/XP 5/240; Special: Breath weapon, spells, invisibility, magic resistance (1d6x10%), telepathy (2 miles)
Firbolg Giant	HD 12+1d6 hp; AC 3 [16]; Atk 1 weapon (4d6); Move 12; Save 3; CL/XP 13/2300; Special: Spell like powers
Fomorian Giant, Goblin-kin	HD 9-11; AC 4[15]; Atk 1 weapon (2d8)-2/+6; Move 12; Save 8; CL/XP 9/1100, 10/1200, 11/1300,12/1400; Special: Throw boulders.
Gabbler	HD 1; AC 9[10]; Atk 2claws (1d4/1d4); Move 9; Save 8; Special: Fire resistance
Ghast	HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.
Ghoul	HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch
Ghoul Master	HD 5; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 6/400; Special: Immunities, paralyzing touch.
Gnole	Gnole: HD 2 + 2; AC 1 [18]; Atk sword or spear (1d8+1 or 1d6+1); Move 12; Save 16; CL/XP 2/30; Special: none Gnole Raider: HD 4; AC 1[18]; Atk sword or spear or bow (1d8+2, 1d6+2, 1d6); Move 12; Save 13; CL/XP 5/240; Special: exceptional strength.
Goblin, Goblin-kin	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Gorse Fairy, Fey Creature	HD 1hp; AC 6[13] (2[17] if flying); Atk 1 thorn prick (at +2, 1 hp damage); Move 3 (12 Flying); Save 18; CL/XP 1/15; Special: spell like effects
Green Fiddler, Fey Creature	HD 1; AC 0[19]; Atk 0; Move 12; Save 18; CL/XP 2/30; Special: fiddle magic
Griffin	HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.
Guardian Column	HD 7+7; AC -2[21]; Atk 2 fists (2d8); Move 9; Save 9; CL/XP 8/800; Special: Limited damage from edged weapons.
Hangman Tree	HD 8; AC 2 [17]; Atk 1-6 vines (1d8); Move 3; Save 8; (with chaotic tendencies); CL/XP 10/1400; Special: Hallucinatory seeds, magic resistance (50%), strangle, digest prey.
Haunt	HD 5; AC 2[17]; Atk possession; Move 12; Save 12; CL/XP 5/240; Special: Possession.
Hobgoblin, Goblin-kin	HD 2 or 3; AC 5[14]; Atk 1 weapon (1d8)+1/+1; Move 9; Save 17; CL/XP 1/15; Special: None.
Hostile Spirit	HD as in life or 4; AC 6[13]; Atk touch (1d3 CON); Move 12; Save 11; CL/XP 5/240; Special: Constitution drain, Enraging Touch.
Korred, Fey Creature	HD 6; AC 4 [15]; Atk Slam (1d4) or shears (1d6) or club (1d6); Move 12; Save 11; CL/XP 8/800; Special: Animate hair, laugh, magic resistance (30%)
Leprechaun, Fey Creature	HD 1d6; AC 5 [14]; Atk Dagger (1d3); Move 15; Save 18 (16 vs. magic); CL/XP 3/60; Special: Spells, magic resistance 60%
Manitcore	HD 6+4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; CL/XP 8/800; Special: Flies, tail spikes
Marble Guardian, Large	HD 60 hp; AC 5[14]; Atk fist (4d8); Move 6; Save 11; Special: Immunities, spell- like immunities.

The Storm's Impending Rage

Marble Guardian, Medium	HD 45 hp; AC 6[13]; Atk fist (3d8); Move 6; Save 12; Special: Immunities, spell-like abilities
Old Whitebeard, Fey Creature	HD 4; hp 24; AC 3[16]; Atk staff (1d6+2); Move 9; Save 13; CL/XP 5/240; Special: Wrestle, curse.
Oozing Black Death	HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning.
Pixie, Fey Creature	HD 1d6 hit points; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 9 (Fly 18); Save 17; CL/XP 2/30; Special: Invisibility.
Possession Spirit	HD 5; AC 0[29]; Atk 1 touch (1d8 + Constitution drain); Move 6; Save 12; CL/XP 6/400; Special: Constitution Drain (allowing possession)
Raging Haunt	HD 8; AC 2[17]; Atk 1 (1d6, regardless of weapon); Save 8; Move 12; CL/XP 10/1400; Special: Constitution drain, diseased touch.
Rat, Giant	HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased
Rats, Normal	HD 1-2hp; AC 7[12]; Atk 1 bite (1+possible disease); Move 15; Save 17; CL/XP 1/20; Special: Disease, Swarm.
Rattlesnake	HD 1d6hp; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; CL/XP 2/30; Special: Lethal poison (+2 save).
Saintly Warrior	HD: 9; AC 0[19]; Atk 1 sword at +3 for strength (1d8+3); Move 12; CL/XP 12/2000; Special: Immunities, spell-like abilities.
Satyr, Fey Creature	HD 5; AC 5[14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment
Scavenger Haunt	HD 4+4; AC 5[14]; Atk 2 claws/bite (1d8/1d8/1d6); Move 12 (fly 18); Save 11; Special: Immune to mind-affecting spells, slow.
Sepulcher Master	HD 6; AC 2 [17]; Atk 2 claws (1d6); Move 12; Save 11; CL/XP 9/1100; Special: Teleport other, +1 or better weapons to hit, turn as 10 HD monster
Shadow Creeper	HD 2; AC 0[19]; Atk shortsword (1d6); Move 9; Save 16; CL/XP 3/60; Special Detect Magic, Darkness, Thief Abilities
Shadow Fiend	HD 8; AC 8/5/0 [11/14/19]; Atk 2 claws (2d4/2d4) bite (1d10); Move 12 (Fly 18); Save 6; Special: Gains strength in darkness, magical abilities, Constitution drain
Skeletal Horror	HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Skeletal Warrior	HD 9+3; AC 2[17]; Atk 1 weapon [1d8+2 or 1d10+2]; Move 6; save 12; CL/XP 13/2300; Special: only hit by magic weapons, magic resistance, detect living, spell immunities.
Skeleton	HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.
Spectral Haunt	HD 2; AC 0[19]; Atk touch; Move 12; Save 16; CL/XP 2/30; Special: Charisma Drain.
Spectre	HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.
Spider, Giant	HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.
Spider Friend (Ettercap)	HD 5; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; Special: Poison bite, traps.
Sprite, Fey Creature	HD 1; AC 6[13]; Atk 1 (dagger 1d4 or arrow 1d3); Move 9/18; Save 15; Special: Magic abilities, magic arrows.
Trampled Horror	HD 3; AC 4[15]; Atk Claw (2d8); Move 3; Save 14; CL/XP 3/60; Special: immune to mind affecting spells, Fire does double damage.
Troll, Goblin-kin	HD 7 to 9; AC 4[15]; Atk 2 claws (1d4) at +1/+3, 1 bite (1d8); Move 12; Save 11; CL/XP 8/800, 9/900, 10/1000; Special: Regenerate 1d8hp/round.
Vengeance Spirit	HD 4; AC 3[16]; Atk 1 touch (Root of Bitterness); Move 9 (Fly 12); Save 13; CL/XP 6/600; Special: immunities, poison touch, magic weapon to hit.
Vexed Corpse	HD 3; AC 6[13]; Atk bony claw (1d8); Move 9; Save 15; CL/XP 4/120; Special: Immunities, corpse dust.
Water Spirit	HD 4; AC 4 [16]; Atk drowning; Move 12; Special: Immunities, regeneration.
Wight	HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 6/400; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons.
Wraith	HD 4; AC 3[16]; Atk 1 touch (1d4+ Constitution drain); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: drain 1d4 Con points per hit, magic weapon to hit.
Wyvern	HD 8; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6+poison); Move 6 (Fly 24); Save 8; AL N; CL/XP 10/1400; Special: Poison sting [Paralyzing]
Zombie (incl. Faceless Zombies)	HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm



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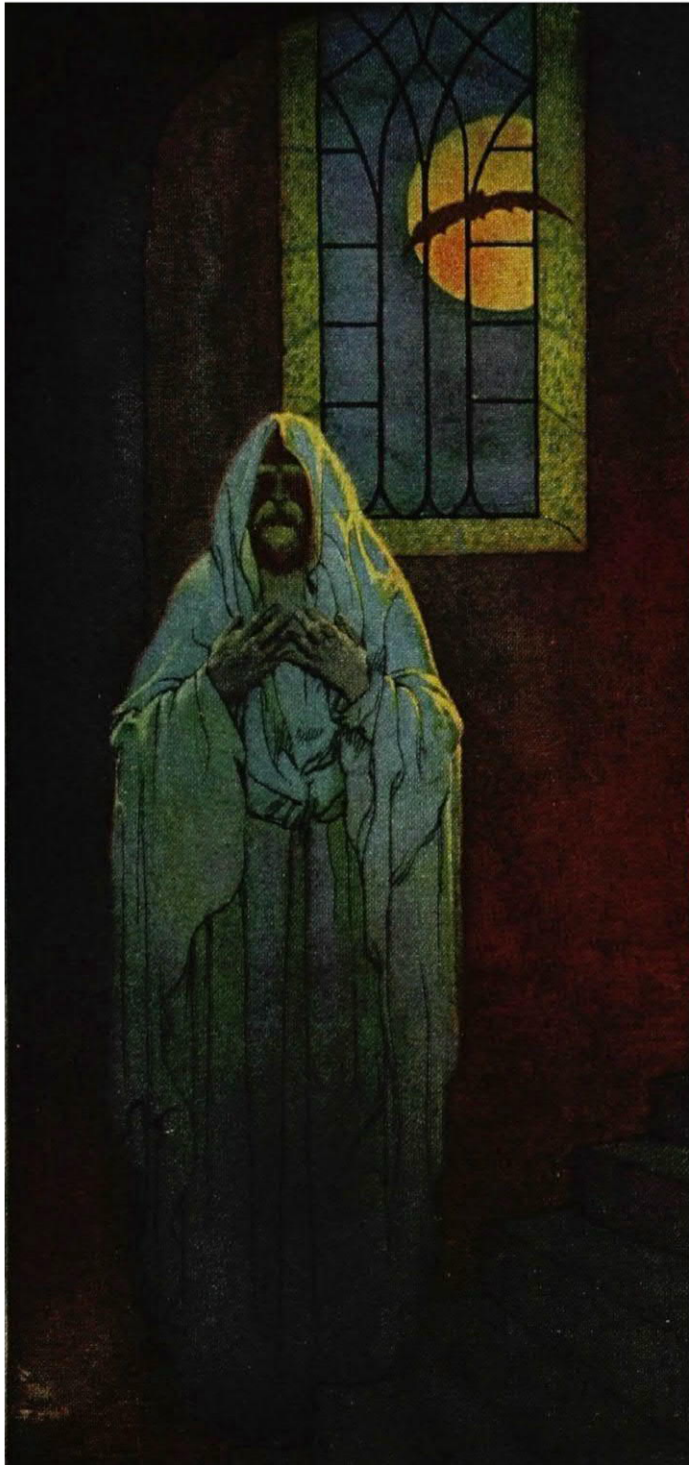


Forthcoming

The Rosewood Highlands

The Storm's Impending Rage

A Sandbox Adventure in the Upon the Face of the Deep Campaign for Characters Level 1-3



The Baker's son has come home a hero! New charter in hand, he has vowed to rebuild the old Baron's Keep.

But trouble is brewing. Caravans with much needed supplies and trade goods have been attacked, travelers have seen goblins in the woods, and something or someone has been harassing the locals.

The Baron has put a bounty on goblins and bandits alike, a lucrative offer for those willing to risk their lives to chase fame and fortune.

The Storm's Impending Rage is a Rosewood Highlands adventure in the *Upon the Face of the Deep* campaign, intended for characters levels 1-3 and uses the Swords & Wizards in the Highlands rules variant but is fully compatible with all Old School Rules Systems.

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