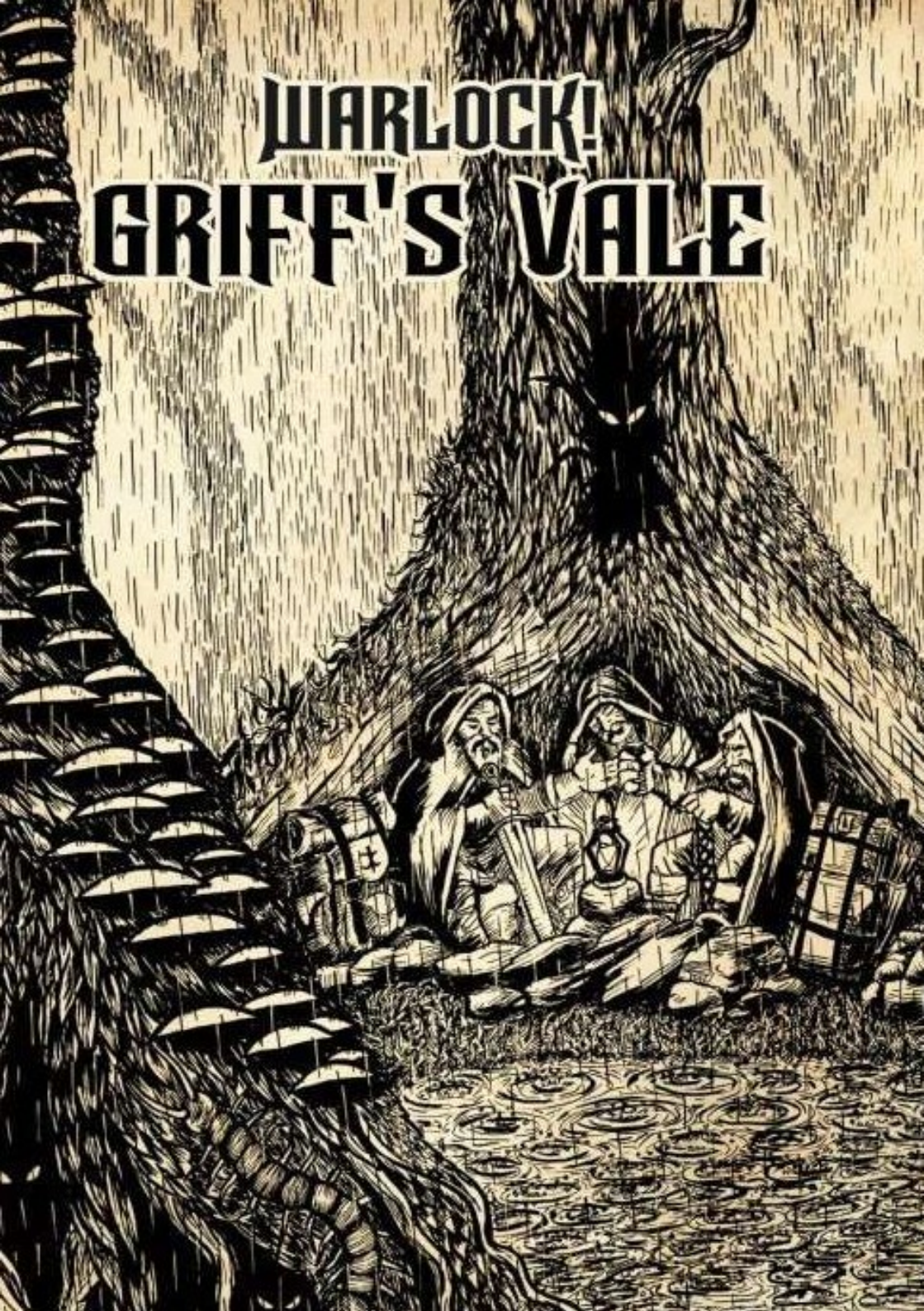


WARLOCK! GRIFF'S VALE





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FIRE RUBY
DESIGNS



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OVERVIEW





INTRODUCTION

The Griff's Vale Adventure setting is intended for a new or newish campaign to undertake classic-style adventures, but it can be used with existing characters or slotted into a larger campaign. It is mostly a wilderness wherein lie dangerous creatures and other threats to test the mettle of all manner of rogues, misfits, and thrill-seekers looking to make a name and a fortune for themselves - or player characters as they are more commonly known! It is also not without intrigue and the opportunity for politicking and diplomacy. Above all, it seeks to give a sandbox setting for a one-off adventure or perhaps even a whole little campaign arc, and comes included with an introductory adventure within Griff's Vale. The setting as a whole and the adventure it comes with are tools-oriented, and the structure should be seen more as a guide and material to work with to have fun and engaging adventures.

GEOGRAPHY

Griff's Vale is an area of hills and forest on the western slopes of the Black Spine mountains, that make up most of the northern and eastern boundary of the Vale. Three major waterways cut through it, the Long River, Beaver Run, and the White Wash, which all eventually form part of the watershed of Lake Gossenham to the south. In addition to these are a whole host of other smaller streams and ponds. The Vale tends to be wetter than the areas around it, and mist is relatively common, as are the occasional sharp biting winds that come in off the



mountains. When these winds pass through the sparse trees of the Wailing Hills, it gives that region its name. The trees of the Vale are mostly maples, oaks, conifers, and birches and the region is known for its particularly vibrant colours in the autumn. Winters tend to be long and cold and the summer is short and pleasant. Mud is present most of the year round, and many travellers have bitter memories of slogging down the King's 'roads'.

WHAT SEASON IS IT? ROLL 1D6.

1. Mud. Everywhere.
2. Muddy but nice. Well, nice-ish.
3. Beautiful Summer!
4. Gorgeous Autumn!
5. Snowfall, it's pretty but chilly.
6. Snow, still snow. Will it never end?

WHAT'S THE TEMPERATURE? ROLL 1D6.

-1 for Mud or Autumn, -2 for Snow, +1 for Summer.

1. Freezing, dangerous, nostrils sticking.
2. Cold and uncomfortable.
3. Cool and nippy, nice for hot cider.
4. Cool and comfortable, refreshing!
5. Warm and pleasant, lay out on the grass and soak it up.
6. Hot and unpleasant, don't want to move.



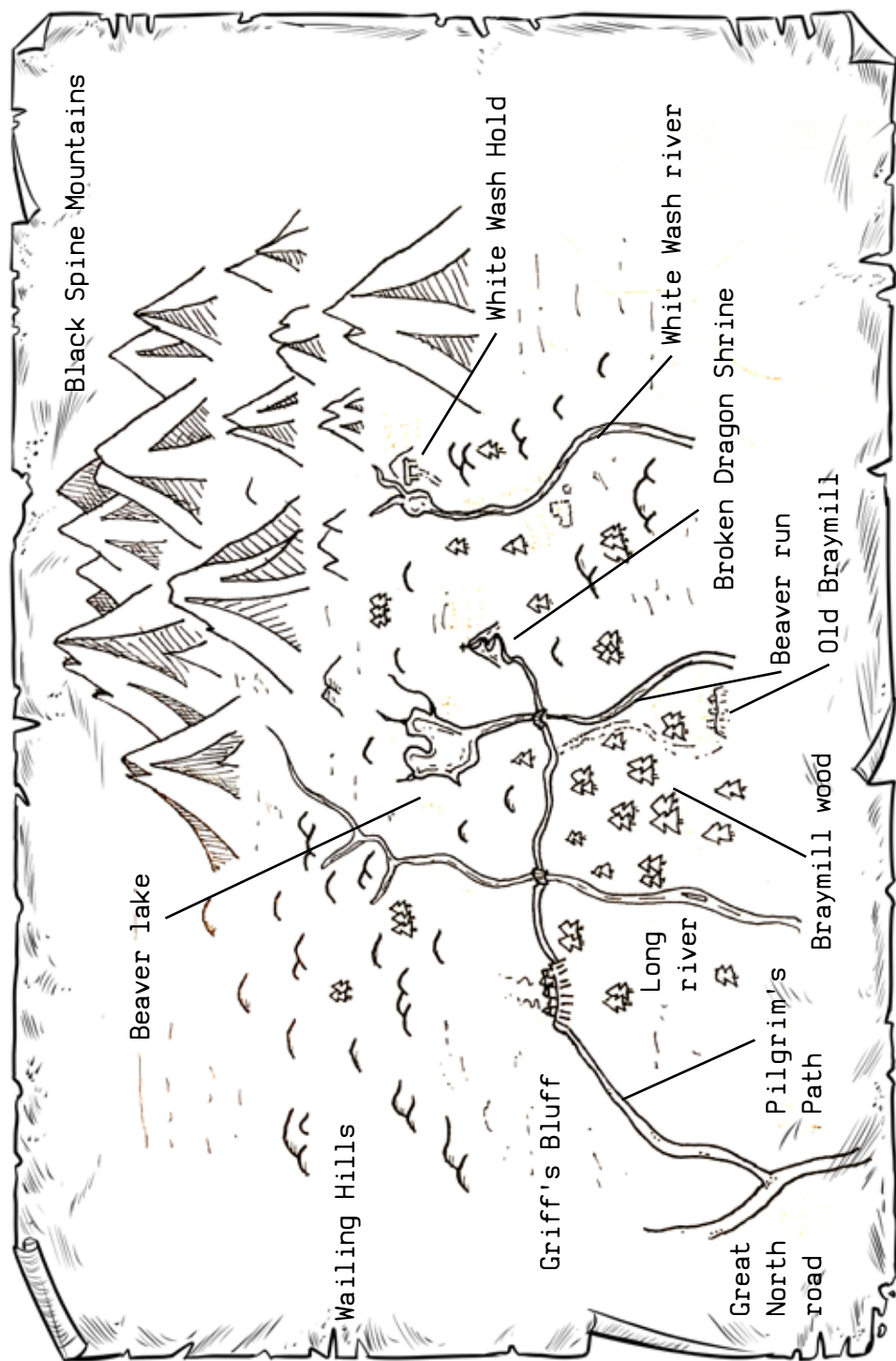
WHAT'S THE WEATHER LIKE TODAY? ROLL 1D6.

1. Gusty winds, the Hills are Wailing today indeed.
2. Light wind, great on a warm day.
3. Heavy mist, hard to see much beyond the nose.
4. Light precipitation, just spitting really.
5. Heavy precipitation, makes everything difficult.
6. Clear and sunny. Beautiful!

HISTORY OF THE VALE

Much ink has been spilt in the academies of the capital about the elder times, before the Kingdom took its present form, and sadly more arguments remain than are ever settled. One such history has it that following the collapse of the Golethan Empire the Evening Lands were split between a patchwork of human realms, as that kin took command of their own destiny. One such petty human realm, its name lost to time and career-minded academic obfuscation, existed on the plains, hills, and forests that make up the lands in and around Griff's Vale today. That realm was a wild and pagan realm, having not yet received the wisdom of the Thrice-Blessed, and followed some dead god whose name is rightfully forgotten by pious scholars.

As befalls all such heathen realms, they found themselves with a mortal peril on their fringes. In the woods and hills of Griff's Vale there gathered a great goblin host gathered under the banner of the Dragon Wrath. This fell host burnt the villages, ruined the manors, set poxes on the pies, and threatened the walled capital of that realm. So imperilled, the realm at last turned to the Thrice Blessed and her holy warriors for protection, of-





fering to abandon their feeble and meaningless deity for the only faith of honest folk, and so the Church sent the Temple Knight Griff and his crusade of a hundred initiates of the Militant Order to drive back the horde.

Temple Knight Griff, his initiates, and his heathen allies goaded the goblin horde into battle on the hill where Griff's Bluff exists today. Led by Griff's holy sword which flashed fire, holy light and courage for his allies, they were victorious. As is the case with any good martyr, Griff was mortally wounded in the battle, but with the goblins broken and scattered they had the opportunity to march forth under cover of night to the cursed Shrine of The Dragon on a hilltop east of Griff's Bluff. There with his final strength and holy sword Griff struck the stone Statue of The Dragon asunder and then promptly, and rightly, expired. Thus was marked a spot of pilgrimage for evermore and nevermore have the goblins of the Vale gathered in a horde.

There are some, you may hear, who have speculated that perhaps before Griff and his martyrdom there was in fact here just a Goblin Kingdom inconvenient for surrounding human lands. Fortunately, such views are shouted down for the nonsense they are!

CURRENT SITUATION

The current Marcher Lord of Griff's Bluff, and thus the Vale, is Baron Edrick of Hillsbrow, a respected and loyal veteran of the war against the Traitor. This marcher hold on the northern fringes of the Kingdom is a fief directly answerable to the Crown,



much to the consternation of Countess Yestre of Rebeck, who sees this hold as a natural part of her own domain. The Church is a powerful force in Griff's Bluff but for the most part Baron Edrick and the Church are able to maintain their own business without stepping too much on the toes of the other. The Goblins of The Vale remain as scattered as ever but as always there are a hobgoblin or two who have other designs and other ideas, and the wilds like everywhere else in the Kingdom have their fair share of dangers and beasts.

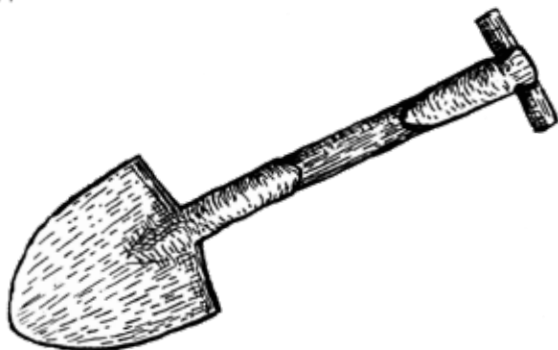
RECENT EVENTS IN THE VALE, ROLL 1D6.

1. A bandit was caught on the Pilgrim's Path. While her fellows died in the fight or soon after, 'The Lark' as she calls herself was captured alive and is being held beneath the Keep. She refuses to talk but she was found with coins in her purse minted in Rebeck - a coincidence, maybe? Or could it be that spies and troublemakers hired by the Countess are afoot... Now that neighbour acting strangely seems all the more suspect...
2. Three horses have been lost on the road just outside Griff's Bluff in the last tenday, and it would seem from the sightings of fearful villagers that a particularly aggressive Griffin is to blame. This is bad for business. Someone, particularly someone expendable, should be sent to persuade it to move on or slay it. Where's its lair? Up the side of some inhospitable mountain probably.
3. An elven ruin in the Wailing Hills, avoided by all sensible folk, has begun to glow faintly red at night. At least that's what the shepherds are



saying. This needs to be sorted - glowing ruins tend to depress the pilgrim traffic.

4. The trees of the apple orchards of the Vale are beginning to show signs of some sort of blight. Whether the blight is mundane or not, the Lone Watchman Inn just wouldn't smell right without apple pie.
5. Sergeant Pris has ordered the town watch to institute a rather strict curfew, beginning an hour after sunset as measured by the Baron's hourglass. Loose tongues in the Lone Watchman Inn mention rumours of scratching sounds in the Keeps great cistern at night, and now apparently this has been heard down the wells of the village as well. Is there some connection? Those in charge dismiss this as merely rats, but still...
6. To the shock of everyone, a couple red priests and their followers have arrived at Griff's Bluff and claim they are preparing to take the Pilgrims Path to the Broken Dragon Shrine. Some more zealous Initiates of the Thrice Blessed are prepared to stop them, lest they insult the holy place with their false god. Sister Greta is looking for a solution that will mollify the initiates and not hurt pilgrim trade.





GRIFF'S BLUFF





THE HINTERLAND

The area around Griff's Bluff itself is dotted with a number of smaller hamlets to the west along the Rebeck Road, north of the walls, and east up to the The Long River, devoted to various agricultural concerns of which turnips, hay, and barley are most common. Most communities have at least one apple orchard. Further north into the Wailing Hills are a couple more fringe settlements for miners and shepherds, all within a day's journey. Griff's Bluff serves as the only significant market around for all of them, and also as a place of refuge in case of emergency.

WHAT TROUBLE IN THE HINTERLAND? ROLL 1D6.

1. The sheep near the Hamlet of Beorstead have run amok! To make matters worse, the sheepdogs are refusing to go into the hills after them for some strange reason...
2. Miners in a stone quarry have come across what looks like part of the face of a statue, an immense one. Maybe it's best left buried..?
3. Wolf Riders of the Shaggyfurs Band have been more bold and aggressive of late and a number of livestock have been taken.
4. Animated skeletons have appeared in a hamlet in the hills. They've harmed nobody, but they seem to be building something on the village common.
5. A troupe of entertainers, the Golden Teeth from Westerlan, have been visiting the outlying communities one by one. And after each visit, the next morning, a single one of the young men or women of the village leave with them.

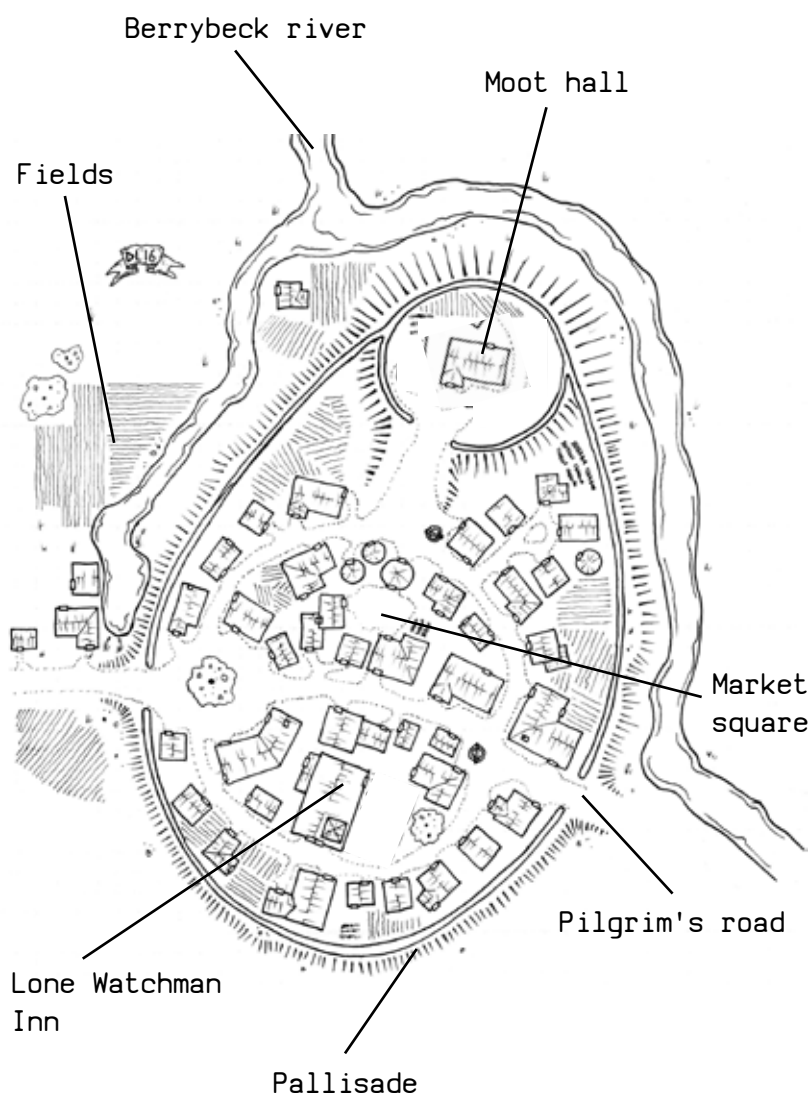


6. The village of Boarstooth, built about the ruins of an old pre-Kingdom town in the far north of the Wailing Hills, is refusing the Baron's protection and worse, are refusing to pay for it too. They claim they are no longer part of The Kingdom and instead follow the old gods of this land.

THE VILLAGE

Well-ordered and prosperous by the broad standards of the realm, Griff's Bluff is a small bit of order and calm on the fringes of the Kingdom. The streets are well-cobbled, the homes mostly built from stone mined from the surrounding hills and thatch from surrounding farms, and the soil pits are pleasantly distant from town. A palisade wall and the Berrybeck River, an offshoot of the Long River, protect the town from unfriendly visitors. A healthy traffic of pilgrims and initiates subsidized by the Church certainly does its part to contribute to this condition, as do the peddlers that invariably follow the pilgrims.

The summit of the hill by the village is dominated by the Keep and the Church - the Church much larger than a village of this size would normally accommodate. A frequent topic of conversation and disagreement in the community is which actually stands atop the spot where Griff was mortally wounded, and unsurprisingly everyone including the sheep have an opinion, which they are happy to divulge to passers-by.





The trades people of the village are mostly focused on servicing the needs of pilgrims, and so basic travelling tools and supplies are abundant as are doodads, trinkets, and curiosities of dubious fidelity related to the life and martyrdom of Griff. It is tradition that pilgrims take the Pilgrim's Path to The Broken Dragon Shrine on foot, and so ostlers find healthy demand and command a good wage in Griff's Bluff.

RUMOURS FROM THE STREETS... ROLL 1D6.

1. Ardak the Grim, notorious goblin outlaw, has been seen about the streets of Griff's Bluff at night. They say he climbs the walls like a spider.
2. Feldark the Innkeeper is looking for new help after kicking out Tilly the Halfling. Apparently she insulted his latest painting.
3. Sister Greta, head of the Church in Griff's Bluff, has taken a secret lover! Some say it's the Baron himself! Others say it's the Hobgoblin Ardak the Grim. That would be grim.
4. A troupe of entertainers, Yesterday's Muse, have travelled from the capital and they plan on staging a play that suggests that Griff had no connection to the Church at all, and was just another local warlord who stirred up the local goblins by destroying their shrine. Strangely enough they are nervous and looking for protection.
5. The Wizard Teresa of Pomperburg has set up shop in an attic of one of the village houses and she's offering to perform beneficial magics for locals for only the price of a meal and a lock of hair. She takes the latter with the most pe-





culiar and ornate pair of scissors.

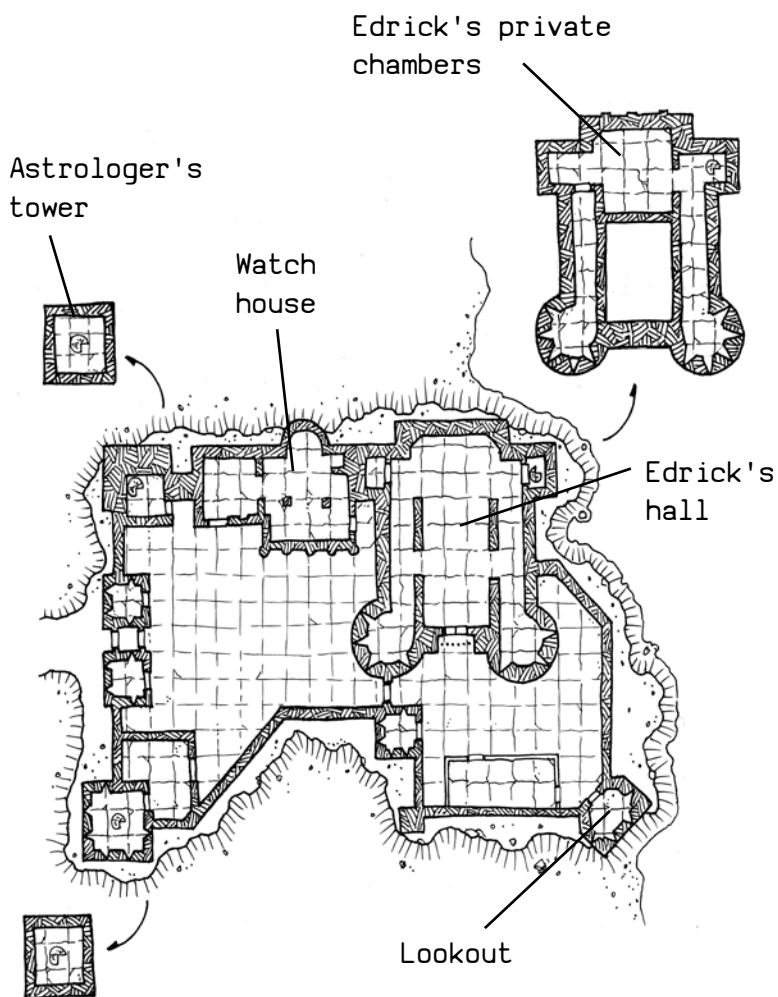
6. The widower Fredrick, one of the elders of the village, has begun to have terrible nightly dreams of a vicious battle. A portent of things to come perhaps?

THE KEEP

Baron Edrick is the current occupier of the Keep that dominates Griff's Bluff and commands an impressive view of the surrounding lands. Here his personal retainers – kin and fellow veterans – are kept in relative comfort and good training. The town watch also has its headquarters attached to the keep and is organized by Sergeant Pris Four-Fingers, a formidable but just woman who served with Edrick in the war. The watch is comprised of civilian volunteers paid a small stipend and are mostly tasked with the day-to-day duties of collecting tolls at the gates, dragging drunkards to the nearest ditch out of sight and out of mind, and breaking up heated arguments between peddlers as to whose knick-knacks are the least authentic. A small dungeon is also kept here for the true ne'er-do-wells that will be handled by Edrick's loyal and more capable retainers.

WHAT KEEPS BARON EDRICK AWAKE AT NIGHT? ROLL 1D6.

1. The Elf Astrologer Miselgas has paid for five nights of exclusive use of the roof of the Keep. Each day he looks more and more worried and writes furiously in his notebook and yet he





waves off the concerns with others with a sweep of his hand and a nervous laugh.

2. His wife, Lady Eudoxia, has been requesting his presence back in the capital to deal with 'matters concerning our daughter', relating to her entrance into a wizard's apprenticeship. Last time it was just money, it won't be so easy this time...
3. A beggar, Bretwald, was pulled drunk off the street last night near The Lone Watchman. He's telling stories about the war against the Traitor, of serving with the Baron, stories best forgotten...
4. Countess Yestre has sent yet another delegation to the capital petitioning for Griff's Vale to be added to her control as a hereditary fief for her family's service to the King.
5. Sister Greta has begun encouraging pilgrims to avoid the toll for the bridge over The Long River, which goes to the Baron, suggesting instead that those who truly wish to show their devotion would pay a fee to a Church guide to bring them across the old Braymil ford a short distance to the south.
6. This evening's turnip, mushroom, and venison pie surely. Maybe it was the mushrooms? Feeling dizzy...

THE LONE WATCHMAN INN

Feldark Autumnbeard runs The Lone Watchman Inn, a pleasant place that seems to forever smell of apple pie. When he's not hounding his guests with the same joke he tells over and over again and serving pints of 'fair to middling' beer, Feldark can be





found painting either outside or inside depending on the season. His Inn is covered in his paintings, mostly of landscapes around Griff's Bluff, and they're generally of about the same quality as his beer. All the same, he's often trying to give them away to guests he particularly likes to make room for more. The Inn is a two-storey affair with the bottom story reserved as a space for eating and performance, while the second storey has two large private rooms by policy only rented out for slots of five days and Feldark's room. Downstairs folk sleep in the common room, which almost always boasts a small group of pilgrims. The name of the Inn is of course a nod to the town watch, or at least that's what Feldark tells people - where's Feldark Autumnbeard from anyway? Here, I'll tell you later, have some pie.

WHO'S VISITING THE INN? ROLL 1D6.

1. Sylphine, a discriminating and caustically witted elf matriarch from the Weepingpine forest. She's having an apple brandy, maybe the fifth or sixth, and looking for her son whom she describes less than generously - wouldn't want to be him.
2. Markus the Miller, sitting by himself thank you, after seeing things that can shake a man up.
3. Vendlin the adventuring thief, she's come seeking one of the wolf teeth necklaces of the shamans of the Shaggyfur Band, to give as a gift to a Wizard.
4. Greduk, Feldark's son, seems he's run into some trouble among the dwarf gangs in Rebeck. Hopefully it doesn't follow him back.

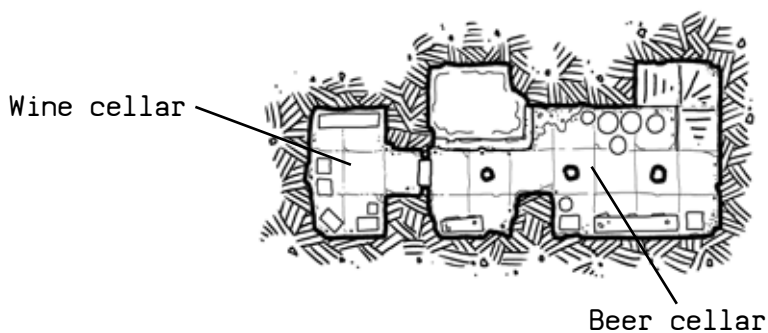
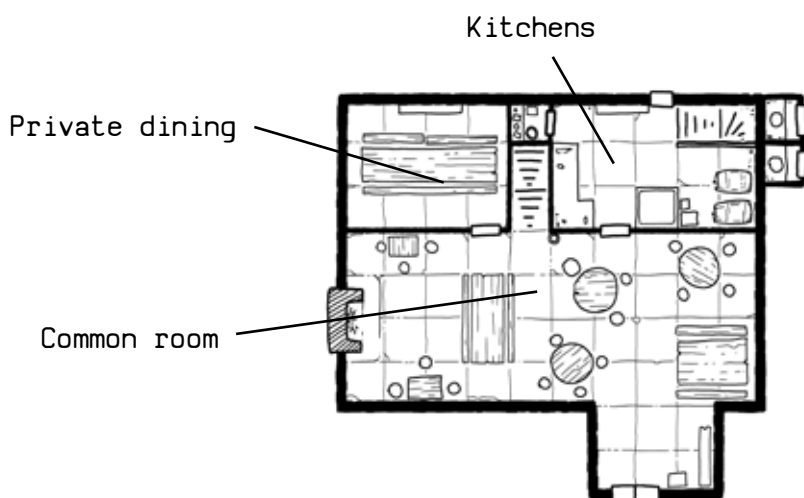
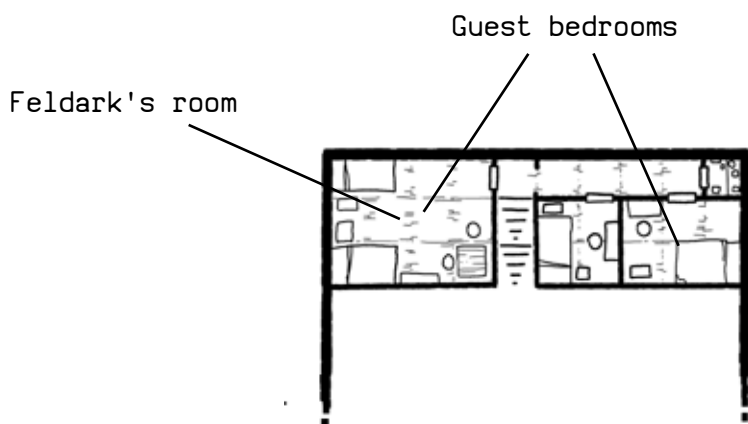


5. Karin of Westerlan, she's hoping some pilgrims can help her learn to play dice. She's never played before, honest!
6. The Halfling Conjurer Stefo the Illustrious and his glamorous assistant Carli, a human dancer trained across the seas in Far Hissain!

WHAT JOKE IS FELDARK TELLING TODAY? ROLL 1D6.

1. How do you make Holy Water? You boil the hell out of it!
2. Feldark asks the player characters how they are, or greets them by how they describe themselves, 'Nice to meet you hungry, I'm Feldark' He will then continue to call them by this in future conversations.
3. Why did the limping donkey cross the road? Ah forget it, it's a lame ass joke.
4. It's hard to get good help you know. But you can't stay angry at lazy people. They didn't even do anything, am I right?
5. Did you hear about the fire at the circus in the capital? Terrible, apparently it was intense.
6. I've heard there are weird things in the woods. You know what you call someone with no body and no nose? Nobody knows.





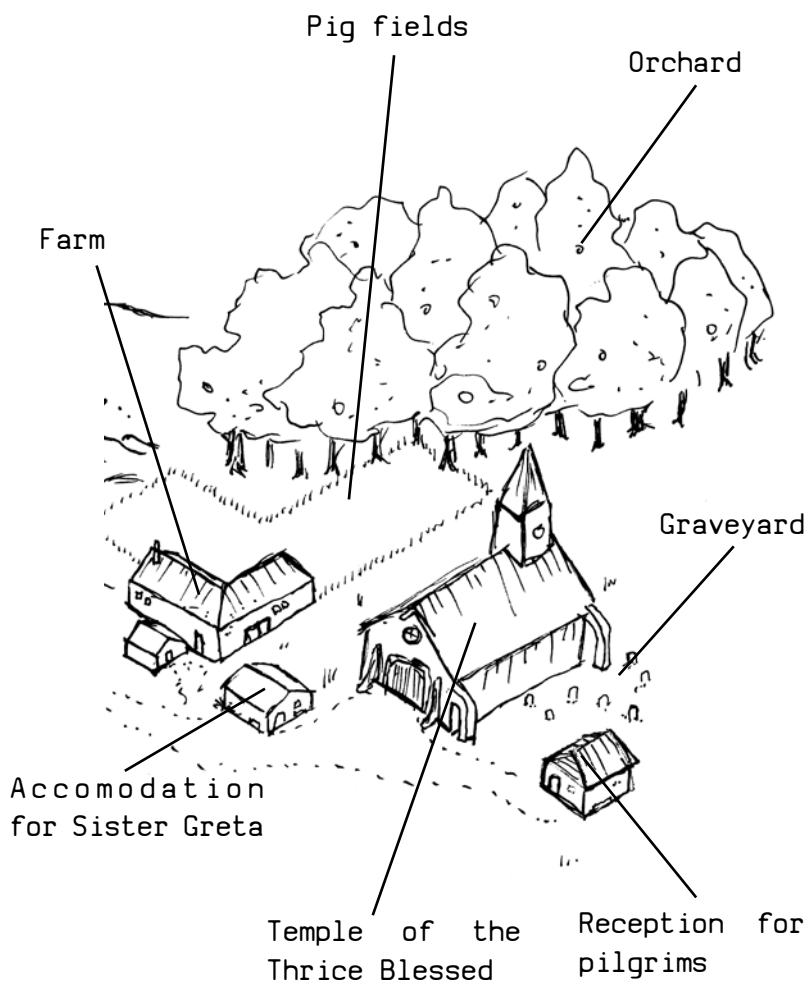


CHURCH OF THE THRICE-BLESSED

The Church of the Thrice-Blessed shares the summit of the hill by the village with the Keep of Baron Edrick. It is currently stewarded by Sister Greta of Pomperburg, a woman of middle age and quick wits, who was granted this post as much for her business acumen as her service to the faith. Unbeknownst to many, Sister Greta is paying one of the Hobgoblins of the Vale, Brigal, to keep his kin away from the Shrine and Pilgrim's Path. Keeping the path safe is profitable for the Church and the community, so she's happy to pay the pittance she sends to the goblins. Sister Greta's greatest concerns are making sure the Church's cider distillery is running profitably and that the peddlers are only selling church-approved keepsakes of the pilgrimage - and that the ones that aren't get sufficiently roughed up.

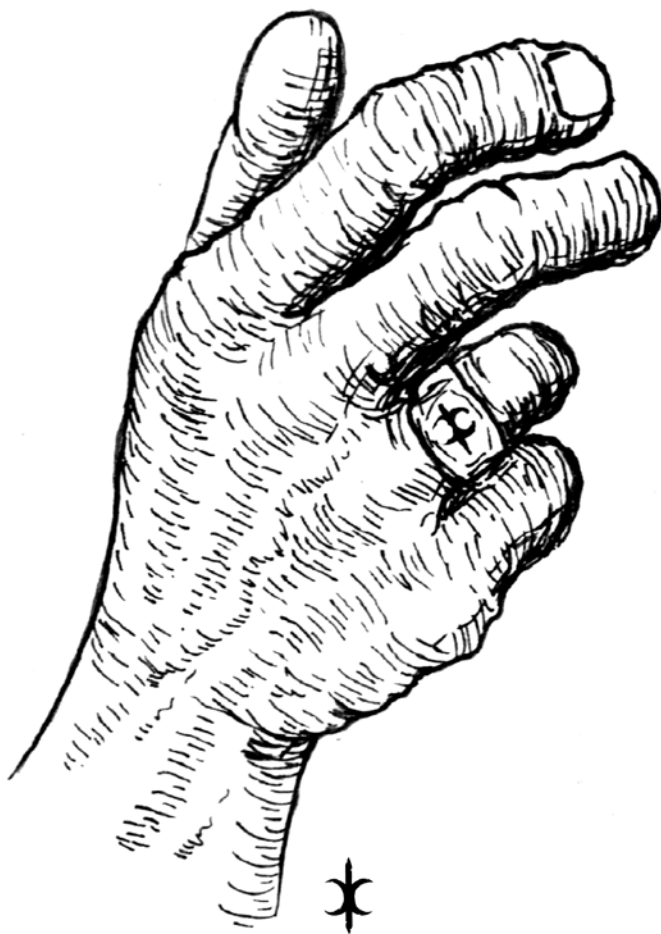
WHO HAS COME TO THE TEMPLE TO GIVE OFFERINGS? ROLL 1D6.

1. Baron Edrick himself, conspicuously.
2. A church accountant from the capital, giving offerings for sure, but mostly come to check the books for 'irregularities'.
3. Victor, a pepper merchant from Fair Marenesse.
4. Kitzak the goblin, eyed disdainfully and mockingly by the militant initiates. There might be trouble.
5. Alan the Cobbler, as many shoes wear out of the Pilgrim's Path and he's giving thanks for the job security..





6. Nobody today, the halls of the Church echo with naught but the whispering of the temple attendants.





OTHER LOCATIONS





THE WAILING HILLS

Lightly forested in the east and more barren in the west, these hills on the northern side of Griff's Vale take their name from the effect of mountain winds passing across them. Naturally the people that work these hills watching their flocks or working their mines tell strange stories of all manner of ghosts and other abominations from ancient and long-forgotten burial sites. To say 'must have been the wind' is a taboo among the people who call these hills home.

WHAT ROAMS THE HILLS? ROLL 1D6.

1. A small group of Shaggyfur Riders, looking for easy pickings.
2. The ghost of Igbert, searching amidst the few scattered stones of a home centuries gone for his helm so he can join the battle.
3. A herd of large and impressively-horned ibex.
4. Vultures who have begun to circle ominously overhead, occasionally diving at the adventurers.
5. An aggressive pack of hobhounds. They'll stalk the adventurers and look for any opportunity to separate one from the others.
6. Nothing but the Wailing Wind which blows in harshly from the mountains, it carries cold which bites like ice, maybe best to find some shelter. Is that a cave over there?



BRAYMILL WOOD

The Braymill Wood dominates all the land between The Long River and Beaver Run and is bounded on its north by Beaver Lake and the splitting of the rivers. The Wood is named for Old Braymill, a long abandoned settlement that once existed on the shores of Beaver Run. Braymill was known for its weirdness and the wood that bears its name is no different. Strange things are sighted beneath its boughs and the part of the Pilgrim's Path that passes through it is often taken with nervous haste.

WHAT ODDITY IS FOUND BENEATH THE BOUGHS? ROLL 1D6.

1. A cluster of phosphorescent mushrooms sprouting in a small hollow.
2. Ghouls, huddled in the remains of a woodsman's stead during day - by night they'll head toward the hamlets around Griff's Bluff for their next meal.
3. Bojuh, an unman with a single cycloptic eye in his forehead, one normal arm, and one that stretches down to his ankles, unusually thick with knotted muscle and gripping a blacksmith's hammer.
4. Long Ear goblins digging up truffles with their pet boar, Daisy. Care to trade for some?
5. A pack of carnivorous deer, with wild green eyes, their antlers sharpened into razor-like spikes, and their muzzles red with blood.
6. A single white rabbit, watching you from a distance, harmless surely.





BEAVER LAKE

An oft sparkling and picturesque body of water that reflects the images of the mountains that surround it. Named for the number of beavers that build upon its shores and the small streams and streamlets that surround it. It's not unheard of for a group of pilgrims from the Broken Dragon Shrine to make their way down to its shores and bathe in its perennially cool waters. This is done with an air of danger, however, as the Vale's goblins find the lake at least as popular as the pilgrims and do a fair share of trapping and fishing about it.

WHAT IS UPON THE SHORE? ROLL 1D6.

1. A couple of pilgrims enjoying a lover's tryst, bathing nude in the cool clear waters.
2. A moose, standing magnificent and solitary, with the dramatic backdrop of the mountains.
3. A few Waddler goblins with fishing spears, getting a small boat ready to shove out into the lake.
4. The Baron Edrick and a small hunting party of his retainers, their camp smells of cooking meat and their laughter echoes on the trees.
5. Was that a man with the head of a fish that just disappeared into the water?
6. A Wyvern, sunning itself on the far shore, one reptilian eye open, but is it awake?



PILGRIM'S PATH

The Pilgrim's Path officially starts on the eastern bank of The Long River and it's the Baron of Griff's Bluff who collects the toll on the Long River bridge. But most people refer to any stretch of the road that heads east out of Griff's Bluff as the Pilgrim's Path or just 'The Path'. The first part of the 'The Path' takes travellers through the most productive farmland in the Vale, which is safe and well-travelled by locals and pilgrims alike. The second stage between Long River and Beaver Run is considered the least safe and certainly the most spooky part of the journey, as it passes through Braymill Wood. Still the path is kept in excellent condition and few people ever encounter any real trouble, but many like to tell stories of what they 'almost' saw. The final part of the path is the most physically taxing part of the journey and is characterised by a steady rise in grade and a couple switchbacks to reach the peak of the hill on which the Broken Dragon Shrine resides. This final part of the journey is that most likely to encounter goblins, but that occurrence is kept to a minimum by the powers that be, unbeknownst to the vast majority that travel it. The length of the path can be walked by a healthy person, with good weather, in the better part of a day. More cautious groups, or those who start late, will make camp on the east bank of Beaver Run and finish the hill climb in the next morning.



WHOM DO YOU ENCOUNTER UPON THE THE PILGRIM'S PATH? ROLL 1D6.

1. Sergeant Pris Four-Fingers and two other riders, coming back from the Broken Dragon Shrine with bad news.
2. A couple of Knickerknacker goblins aggressively offering their wares. What do they need to do to close the deal? They won't take no for an answer.
3. Brother Willem the Blessed, he makes the pilgrimage every year.
4. Three young initiates of the militant order, looking for goblins to slay to 'keep the vermin' away from the shrine.
5. Sir Oswald of Stagrun, who oversees the Shrine, returning from Griff's Bluff where he had met with Sister Greta.
6. Old Bob, an unman with legs for arms and arms for legs and a long flexible neck that he uses to peer over bushes onto the road. Likes to ask nonsensical riddles of passers-by and then ask a donation of a penny. He carries a small burlap sack stuffed with pennies. Some of the pennies are truly ancient and the sack is good for clubbing the occasional pilgrim who yells insults instead of answers.

OLD BRAYMILL

A ruin now and rarely visited by anyone who expects to come back. The people there were considered 'weird' and 'inhospitable' and over the centuries it seems the insular community just disintegrated,





leaving only its ruins behind. Those that have gone and returned tell stories of a broken and decaying place, devoid of value, and haunted by a never-ceasing feeling of unease and of being watched. Beaver Lake is much nicer. Some people, quickly shouted down by their betters, still claim that this was the actual final resting place of Griff and his holy sword.

WHAT LURKS AMONG THE RUINS? ROLL 1D6.

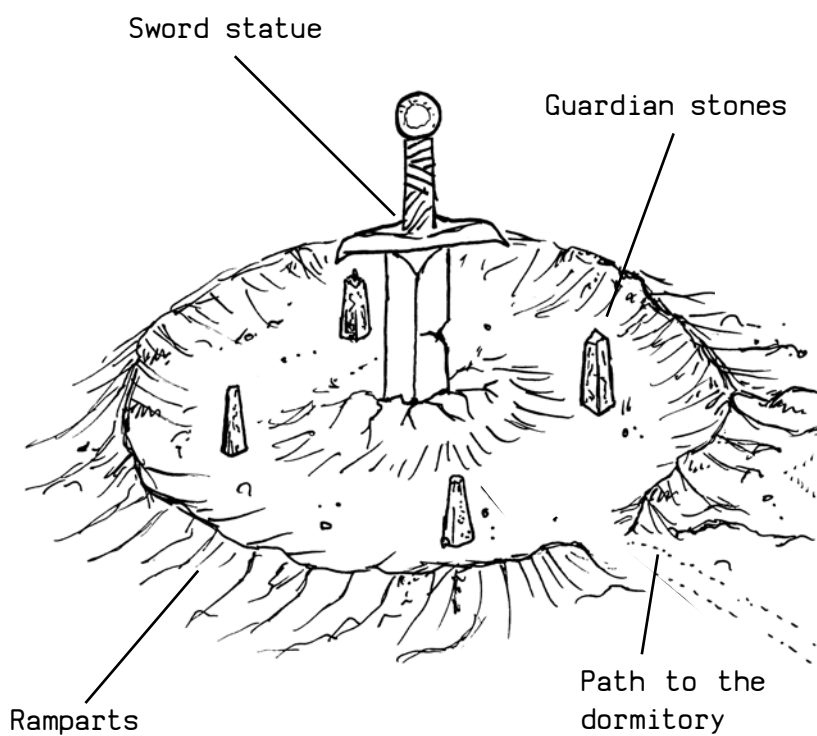
1. Grehag, an unman that smells horribly of rotting garlic and who can be smelled long before seen. He has no head or neck and a face in his chest. He's skittish but happy to talk, and makes almost no sense.
2. A wraith, bound to a cellar beneath one of the ruined remains of a home, it occasionally calls out the name 'Ben' in a young woman's voice.
3. A massive brown bear who has turned the broken mill with its waterwheel into its den.
4. The unman Biradoon who with his four stag legs will prance around the ruin, taking peeks at adventurers. He'll yell insults at them and then bound off into the woods if challenged.
5. Dark Goblins of the Fell Few, hanging around the ruins of the temple in the centre of the village. Happy to drag beaten and broken interlopers to see their master.
6. A healthy but distressed sheepdog barking loudly at something unseen. Where's your master?



BROKEN DRAGON SHRINE

The trees have been cleared from the peak of this hill, one of the largest in the Vale. Some claim that the trees never grew here in the first place. At the very peak of the hill, in the view of all the surrounding mountains is the exquisite remains of what once was a statue of a Dragon. It is perfectly sliced through the middle, however, such that only the base and the bottom of the dragon remains standing. The upper portion is cracked and broken, lying next to the base, and many of its features have been worn away by centuries of being stepped upon by pilgrims of the Thrice Blessed. The Pilgrimage ends with pilgrims walking over the broken bit of the dragon, wiping their heels on it, and then walking east toward the shrine to the Thrice-Blessed which is a large statue in the form of a sword. The sword of course is claimed to be an image of Griff's holy sword, and the three points of the pommel and cross-guard are touched and an offering is then laid at the base where the stone blade digs into the hillside. Four 'guardian stones' called the 'little men' surround the sword.

The peak of the hill also has a long wooden dormitory for initiates of the Thrice-Blessed who keep and protect the site. Alongside the dormitory is a rough stone tower that is really more of a pile of stones that the sentries clamber up every morning to watch who approaches the Shrine. Beside the tower is the small stone house of the Temple Knight that presides over the site. Currently, that Temple Knight is an old and grizzled man, rarely seen outside of his plate harness, Sir Oswald of Stagrun. Sir Oswald's main concern is keeping the overzeal-





ous pilgrims and initiates from doing anything stupid and getting themselves killed - a post he grows more tired of with each passing day. It is also he who organizes the payments, with a couple trusted aides, to Brigal the hobgoblin to keep 'The Path' safe for pilgrims.

Beyond this a number of pilgrims and peddlers keep tents at the foot of the peak during most times of the year. There's always something interesting cooking or being sold to those who make the pilgrimage and summertime parties among the visitors in sight of the peak are somewhat common.

WHAT IS BEING OFFERED AT THE PEAK? ROLL 1D6.

1. Onion Soup, dark and delicious.
2. Little wood carvings of the broken dragon sold by a Halfling. Base and upper-half sold separately. But you can attach them with a hook, see?
3. Special dragon stomping canvas shoes to not soil your normal boots by touching the cursed and sundered shrine.
4. A healthy debate about the nature of goblins with Brother Rikard the Raucous.
5. A job by Sir Oswald the Temple Knight. A couple pilgrims have gone missing...
6. Naught but foul weather and wind.

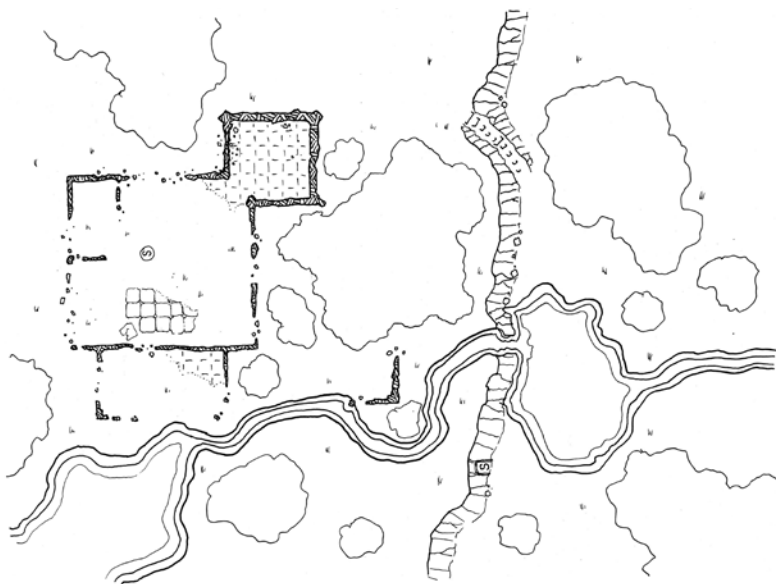




BLASTED MANOR

There are many rumours about the Blasted Manor but very few truths. Some claim that it was actually run by the Dwarves as an agricultural colony while others say it pre-dates The Kingdom and was one of many places lost to the Goblins in the time of The Horde, some say it was a meeting place of allies to The Traitor and was destroyed only rather recently at the conclusion of the wars by Royal Mages. Whatever the case, it has an odd air of timelessness and its remaining stones are all blackened as though exposed to some great fire. This is a common meeting place of agents of the Thrice Blessed Church and Brigal's Band.

The Blasted Manor sits right upon the White Wash River and is surrounded by a grove of crab-apple trees. The forest nearest to it seems a younger growth than the rest of the wood.





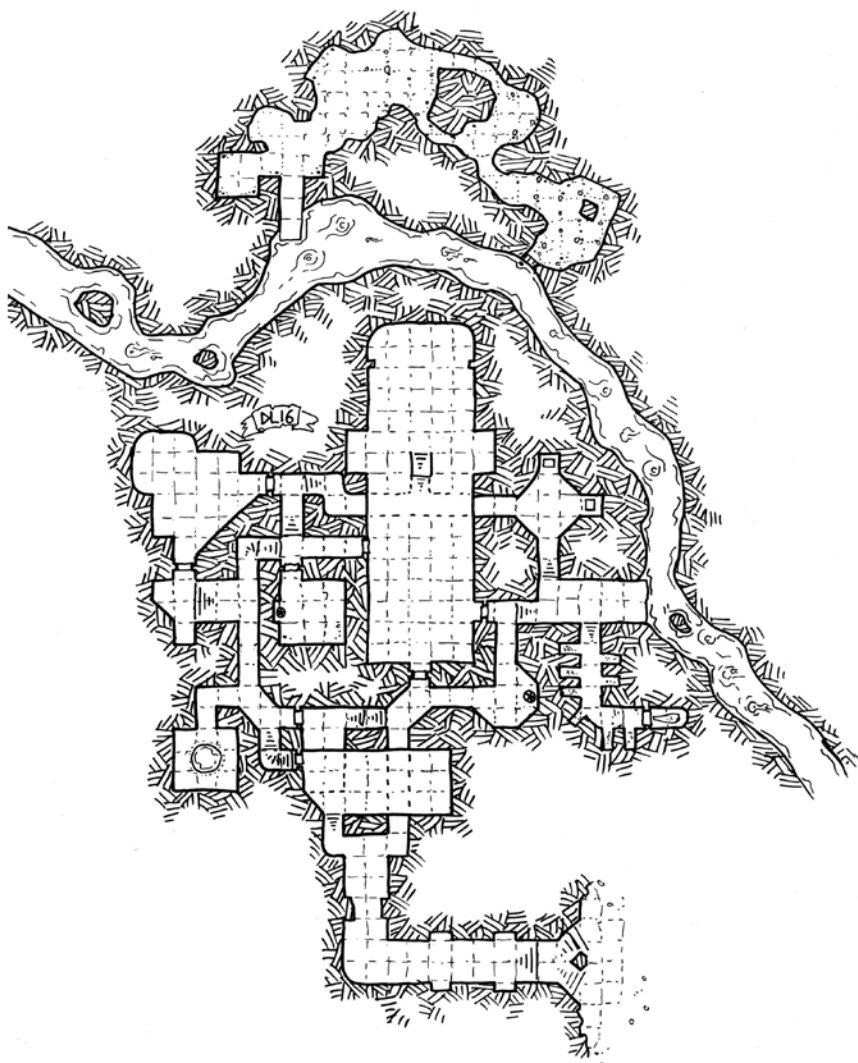
WHAT PICKS OVER THE BONES OF THIS SITE? ROLL 1D6.

1. A sounder of wild hogs, grunting and snorting, and oh there's the old boar, big isn't he?
2. A number of ravens watching you with intelligent and cunning eyes.
3. Goblins of Brigal's Band using the blackened walls as part of a shelter, a couple of them are harvesting the bank of the river for sling stones.
4. A couple initiates sent by Sir Oswald to deliver payment to Brigal's Band. They're being kept waiting by the Goblins who know they're there and will evade questions as to why they're here.
5. A band of outlaws led by Arlek One-Ear. They've fled to these woods to avoid the King's justice.
6. Naught but the sound of the White Wash River rushing over the rapids and the hunting cry of a falcon far above riding the wind.

WHITE WASH HOLD

Beside The White Wash river is the unmistakable entrance to an old dwarven hold. Whatever clan once called this home is gone now, moved on to new places, and the old hold is forgotten to most. There is no bridge over the White Wash within the Vale and so accessing the hold is difficult to any who don't know that river well. Its existence is barely known to the people of Griff's Bluff and those that do know that it exists probably tell all sorts of tales about its fate and what resides there now.







WHAT HAUNTS THE TUNNELS OF WHITE WASH HOLD? ROLL 1D6.

1. Graelin, a two-headed unman with one head of a raccoon and the other of a goat. He also has the legs of a goat's hindquarters and likes to go fishing on the White Wash. He's often carrying a fishing line wrapped around a pole and a barbed club he uses to quickly dispatch the catch, or nosey interlopers.
2. A small group of dwarves, led by Marrick, who make camp at the entrance, gathering their courage to delve its depths and reclaim ancestral treasures.
3. A pair of trolls who have made the main antechamber their lair. It's littered with the bones of goblins and some others. One of the trolls is out right now, did you leave a lookout?
4. Dwarven wraiths who continue to go through the motions of working the Hold and the mine below. They generally ignore visitors until something is taken...
5. The necromancer Carolida and her small army of dwarven skeletons. She has been searching the inner hold for the secrets of dwarven inventors who once worked there.
6. Goblins, of course, a new group that has moved into the Vale from the mountains are picking over the remains of the dwarven hold with a particular interest in anything using Dragon Dust.



GAGGLE OF GOBLINS





BRIGAL'S BAND

The largest goblin group in the Vale and certainly the most prosperous, Brigal's Band control most of the territory between Beaver Lake and the Burnt Manor. By the law of their hobgoblin leader, Brigal, they leave the pilgrims on the road in peace and Brigal is paid directly by the Church of the Thrice Blessed for this service. That said, travelers who wander too far from The Path are fair game and Brigal even actively tries to assure they find trouble to highlight the service he provides on The Path even more.

The truth is that Brigal dreams of uniting the goblins of the Vale under his rule and the payments from the Church only help him in that endeavour. At the moment, he's biding his time, waiting for his opportunity. Brigal has the great advantage - and rare trait - of patience, almost unknown among his kin. He's convinced that sooner or later he will take the peak of the Dragon Shrine and restore the Dragon, and with that accomplished he'll have the symbol he needs to unite the goblin bands. Then it will be the whole Kingdom that must pay him tribute, not just one village. Not yet though, there are other steps first, soon enough...

WHAT JOB DOES BRIGAL HAVE FOR THE ADVENTURERS? ROLL 1D6.

1. Drop some laxative powder into the water barrels used by the Militant Order Initiates at the Broken Dragon Shrine.



2. Track down a couple of his band that have gone missing near White Wash Hold.
3. Find out what Ardak the Grim and his Fell Few are planning next.
4. Dig up some dirt on Sister Greta, something he can use for bargaining.
5. The chief of the Shaggyfurs is a bit too aggressive for Brigal's liking. See if there's a way to get him 'replaced'.
6. Nothing really but you really must pay your toll for being in his territory. Goblins believe strongly in fair taxes, the more you have, the more you pay.

THE FELL FEW

Ardak the Grim is a notorious goblin outlaw that for many years threatened both the Pilgrim's Path and even as far west as the Great North Way and the Rebeck Road. Hard times came and when Brigal's accursed gang drove them from their territory and the easy prey on the Pilgrim's Path. Ardak and his small gang took shelter in Old Braymil one especially harsh winter a couple years ago, and they found something. A crypt beneath a chapel, and a sword, and then Ardak began to understand the world for what it really was. The gods whisper to Ardak and he and his gang will do their bidding, but first he needs to remove that troublesome Brigal and unite the goblin bands, and he will make Griff's Bluff burn - and why stop there?



WHAT IS ARDAK THE GRIM'S CURRENT PLOT? ROLL 1D6.

1. Embed an assassin into Brigal's band to finally remove that annoying hobgoblin.
2. Convince the Shaggyfurs to join his band, and with a combined show of force against one of the outlying hamlets of Griff's Bluff make sure the Shaggyfur leader dies in the fighting.
3. Use the cellar of an abandoned home in Griff's Bluff to dig into the ancient tunnels beneath the hill and access the Keep cistern and under-croft.
4. Find a way to get a Strangler into the Church in Rebeck and finally silence Sister Greta. She's too pragmatic.
5. Kidnap seven pilgrims to preside over a dark mass sacrifice to Demon Lord Pazaali and draw that demon's inhuman dark servants to bolster his own forces.
6. Nothing quite yet, just watching and waiting, looking for an opportunity.

GOBLINS GLEEFUL AND GARISH

They say in Griff's Vale that 'you're never further than an apple's throw from a goblin'. Now pedants may argue the factual validity of that point yet it remains true that quite a number of smaller goblin groups roam the Vale and the surrounding mountains and valleys, and a few even live among honest folk in Griff's Bluff. Generally as distrustful of other goblins as outsiders, conflict over hunting, fishing, and pillaging is rampant. Their own pet-



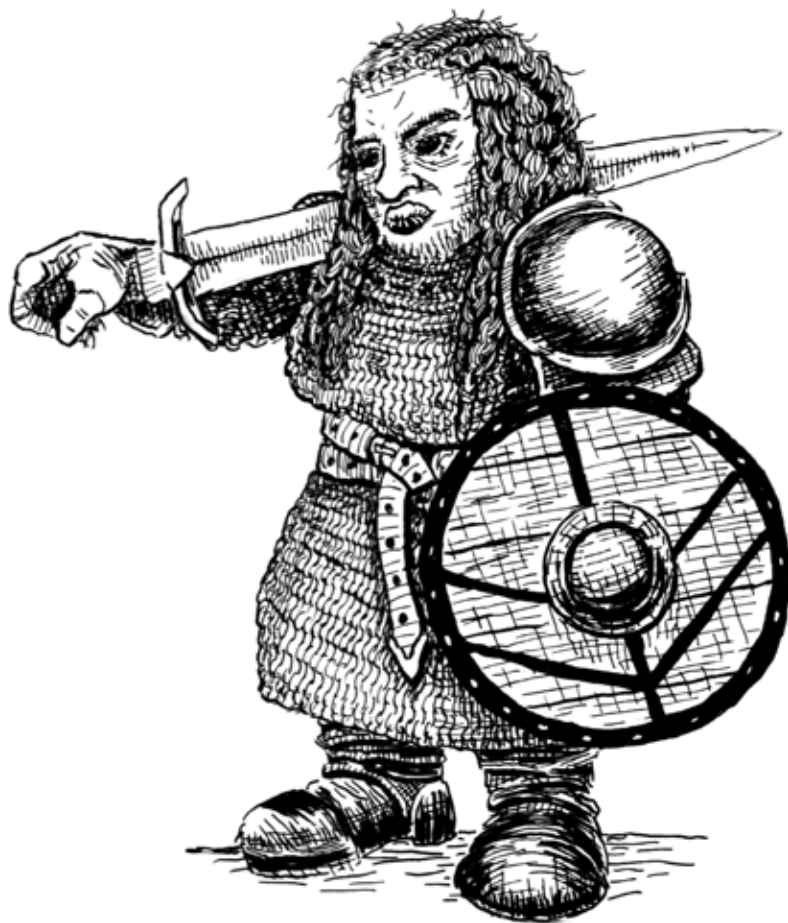
ty leaders are as likely to be assassinated by a kin rival as they are to be targeted by some rival group and the life of a small goblin chief is often hedonistic and short. But maybe if there was someone else to call the shots, someone who might share a bit of the treasure of the land, maybe they'd follow them instead...

**WHICH GOBLIN BAND HAVE YOU ENCOUNTERED IN THE VALE?
ROLL 1D6.**

1. The Strangling Stragglers, known for their tendency to strangle their rivals and marks. Sometimes hired by other bands and groups when someone needs to stop making quite so much noise.
2. The Knickerknackers, the most pushy peddlers in the Vale, they like to sneak their way onto the roads in the early morning and late evening and offer a whole array of junk and treasures to travellers. They love a good haggle but you better buy something...
3. The Long Ears, easily noticeable for the long oval wooden pegs they use to distend their ears. Known as some of the best mushroom foragers in the Vale. Many a plate in Griff's Bluff will have mushrooms picked by Long Ear fingers. They usually don't make mistakes.
4. The Waddlers, common around the streams, ponds, and rivers of the Vale. Waddlers eschew shoes and boots and use their particularly long toes to grasp rocks in river rapids and fast moving streams as they practice spear and net fishing.



5. Shaggyfurs, the most practiced wolf riders in the Vale and also one of the more aggressive goblin groups in the area. Known for quick smash and grabs and raids on outlying settlements or travellers on the roads away from The Pilgrims Path.
6. A group of Brigal's Band on patrol. If you're a trespasser away from the Path, maybe they'll just charge a toll? Non-negotiable.



PAST BEST FORGOTTEN





BRIEF

A young man, Ruabin the Younger, is looking for adventurers to help find artefacts of the legendary Griff who smote the Dragon Shrine. Ruabin is a descendant of Griff and is in charge of a fund donated by various members of the more militant factions within the Church of the Thrice Blessed to see to the canonization of Griff the Hero. The artefacts are necessary for the canonization ritual. Ruabin is nearly certain from his research that the true resting place of Griff is beneath Old Braymill, a village settled by his most loyal men, as Ruabin understands it. Of course, it's also rumoured to be a dangerous site of odd happenings and that is where the adventurers come in.

There most certainly is something beneath Old Braymill that resembles the tomb of a warrior of centuries past. It's from this tomb that Ardak the Grim recovered his demon sword that has turned him and his gang unwittingly into servants of the chaos demon Pazaali (see Warlock Compendium for more on Pazaali). The same artefact that has twisted the denizens of Braymill and the surrounding forest into unmen and other strange forms. Whether or not these remains and the sword once beneath Old Braymill are of Griff is up to the games master. Whatever the case, the adventure will get players mixed up in the players and plots of the region. This adventure is written with Autumn in mind as the current season but really it could occur at any time of year, just keeping in mind that pilgrim traffic in the winter would be considerably less.



THE SETUP

Ruabin the Younger arranges to meet the adventurers in The Lone Watchman Inn, in Griff's Bluff. How they've come to this point could be that they've heard rumors of a religious scholar with money to burn looking for the holy sword of the legendary Griff in Griff's Bluff. Or it could be that the Players characters are natives of Griff's Vale and first on hand as Ruabin begins looking for adventurers.

See The Lone Watchman entry (page 20) for ideas and flavour for the Inn as the Players characters meet Ruabin.

Ruabin will lay out what he knows (or thinks he does) to the adventurers:

1. Old Braymill was founded by Griff's closest followers and is the true resting place of the hero of the Battle of Griff's Bluff and sunderer of the Dragon Shrine.
2. Old Braymill is dangerous as are the woods around it.
3. He needs some physical artefact of his ancestor Griff for the canonization ceremony. His sword, considered a holy sword, would be the most potent, but even a skull or some other appropriate and verifiable trinket will do.

To these ends he can be somewhat generous (8+2d6 silver/a head if you want to randomize it) in his negotiations with the player characters for their rewards. He can be negotiated with to secure a



small portion of the reward up front if the player characters argue their case well.

Finally he will suggest that the player characters can learn more about Old Braymill and the woods from locals in Griff's Bluff (at the Church, Keep, or even asking about the Inn and the market) or even pilgrims on the Pilgrim's Path or at the Broken Dragon Shrine if the player characters wish to travel there. Finding out these clues should involve passing skill tests, interesting roleplay, and creative ideas.



THINGS THAT CAN BE LEARNED IN GRIFF'S BLUFF

1. Old Braymill is a cursed place, the stretch between the Long River and Beaver Run is best crossed quickly and never after the setting sun.
2. To the south along the Long River is a place the Long River can be forded known simply as the Old Braymill Ford, which would offer the quickest route across the Braymill Wood to the ruins.
3. The Baron's men have begun forbidding anyone crossing The Long River bridge after noon but will look the other way for an extra coin or two. It's your neck.

THINGS THAT CAN BE LEARNED AT THE BROKEN DRAGON SHRINE OR ON THE PILGRIM'S PATH

1. Strange and unfamiliar goblins with blackened armour and cruel eyes have been spotted in Braymill Wood lately. They've offered little more threat than a sneer and a fright so far.
2. While goblins harassing the Path is mostly quite rare now, aside from the odd Knickerknacker, sightings of abominations at its fringes have been increasing. More pilgrims have been lost this year than any that people can recall.
3. Abominations have been spotted in the Braymill Wood like Old Bob, a twisted creature with hands for feet and feet for hands which dazzles its prey with stupefying riddles before clubbing them to death with a bag of pennies.



BRAYMILL WOOD

Getting to Old Braymill will almost certainly involve a journey through the Braymill Wood. The Braymill Wood close to the road or near the river will seem inviting enough. Perhaps all the stories are just that? But travelling in much beyond the fringe should come with a significant feeling of unease. Soon, the air gets dense and stuffy, the trees seem to close in, and shadows fall all about.

For this first journey to Old Braymill an encounter should be had in the Braymill Wood. For an encounter that is more likely to feel strange than necessarily deadly or combat-focused, use the table on page 30. If you want your encounter in the Braymill Wood to be more directly dangerous, use the modified table below. Finally, if the players have taken precautions about going through the Wood (including taking the Ford instead of the Bridge across The Long River) then perhaps give them a chance to avoid an encounter entirely by rolling a single d6, where a result of 4-6 means no encounter, or one where they are aware of whatever the thing is significantly before it becomes an immediate threat. Stats for non-player characters in these encounters can be found in the non-player character section starting at page 70.

BRAYMILL WOOD CHALLENGE ENCOUNTERS, ROLL 1D6.

1. A large cluster of phosphorescent mushrooms gathered into a small hollow. Two or three giant Braymill Spiders lurk in the branches above, they use the mushrooms as a lure for prey. The





mushrooms themselves are prized by the Long Ear Goblins, and some of their bones litter the hollow floor beneath the mushrooms spottable by a sharp eye.

2. Ghouls (number equal to the player characters + 1), huddled in the remains of a woodsman's stead during day, by night they'll head toward the hamlets around Griff's Bluff for their next meal.
3. Bojuh, an unman with a single cycloptic eye in his forehead, one normal arm, and one that stretches down to his ankles, unusually thick with knotted muscle and gripping a blacksmith's hammer. Bojuh will try and distract the Players characters, by groaning and beating his chest, while two other unmen try and get around behind them - at which point Bojuh will charge.
4. Long Ear goblins digging up truffles with their pet boar, Daisy. Care to trade for some? The Long Ears will seem friendly enough and happy to trade. They'll also offer some carefully leaf-wrapped, earthy-smelling, dried mushroom bars after a successful trade. These are of course hallucinogenic (though not particularly dangerous in reasonable quantities) as the Long Ears plan to dig through the player characters pockets for any handy valuables while they are senseless.
5. A pack (two or three bucks depending on size of party) of carnivorous deer, with wild green eyes, their antlers sharpened into razor-like spikes, and their muzzles red with blood. The hunters have become the hunted. They'll begin by grunting aggressively and then charge.
6. A single white rabbit, watching you from a distance, harmless surely. It actually is, in this case, but you can still make it seem quite men-



acing - and more so by making it rather bold and still, watching, until they force it move, at which point it'll seem like any rabbit.

Return trips though the Braymill Wood can have additional encounters from either table as feels appropriate to the games master.

OLD BRAYMILL

APPROACHING OLD BRAYMILL

Old Braymill was once a pretty prosperous village from the looks of it, though that time was long ago. The largest structure in the village is the remains of a cobblestone mill with two stories and a waterwheel, broken and rotted, that once turned in the current of The Long River. Near that are the partially collapsed remains of other homes and sheds that once made up this community and near the heart a small chapel that once served adherents to the Thrice Blessed. There's a low stone and dirt rampart that clearly once defended this place but it's collapsed in many places and only barely serves to obscure the buildings within.

The player characters will become aware that the site is being patrolled by a small number of goblins with scraped and scarred blackened steel armour, a motley collection of earthy-coloured rags, mail, and open steel helms with sharp visors. There will be sentries readily visible equal to the number of player characters and it would be easy to assume that more are within the site. It should be clear



that a direct confrontation would be a dangerous endeavour, and sneaking in would be difficult but not impossible.

These are Ardak the Grim's Fell Few that patrol the site of Old Braymill, they've driven many of the unmen from the area into the surrounding woods, though both groups are now ultimately under the sway of demon-taint. Ardak the Grim keeps his quarters in what remains of the village's chapel to the Thrice-Blessed. Around him are kept three other goblins that are his closest and most loyal in the gang, from the old days. They discuss their plots for causing havoc and destruction in the valley (see page 49). Ardak constantly handles his sword that he took from the crypt beneath the chapel.

MEETING ARDAK THE GRIM

If the player characters present themselves openly the Fell Few will not be hostile toward them but would bring them to meet Ardak under close watch. Similarly, if the Players characters are captured trying to attack or sneak their way in (Ardak will order his goblins to not kill them if at all possible, seeing potential agents for chaos), Ardak will try and find out why they are there. He's perfectly willing to allow the player characters access to the crypt to get the skull (he's aware that claiming a horned skull as Griff's could have all sorts of 'fun' effects on the Church and he's not going to give up the sword) if they do a favour for him. In return for their freedom and access to the Crypt, Ardak will ask for Brigal's head. That hobgoblin, he will explain, is a threat to the entire valley. It's known he's sought to unite the goblins bands





and the only reason he'd want to do that is to establish a new goblin kingdom in the Vale. Ardak's group have been hounded by Brigal's for too long and look to try and prevent that kind of bloodshed in the name of Dragon. His band, the Fell Few, may be outlaws but dangerous extremists they are not.

If asked about how to accomplish this, he'll probably simply shrug, he's asking them to do it after all. But he might mention the Strangling Stragglers as potentially effective assassins if they can be found, convinced, and hired (perhaps in Griff's Bluff, or on the north shore of Beaver Lake?).

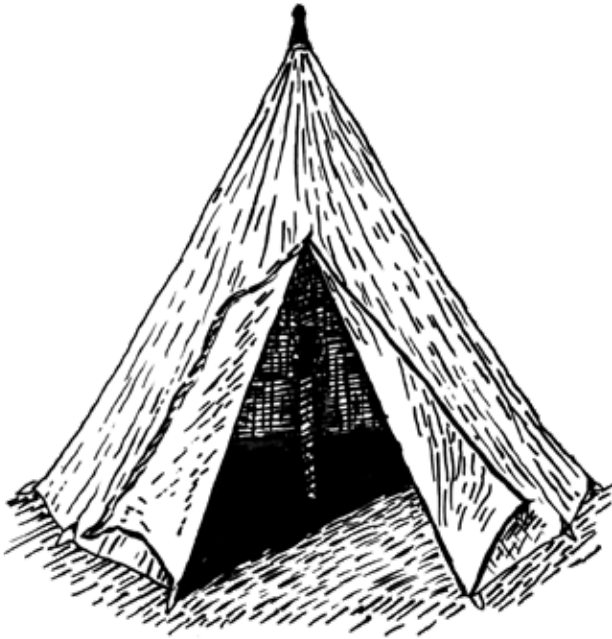
If the player characters do indeed return with Brigal's head after being presented with this quest, he'll do exactly as he promised and allow them access to the crypt beneath the chapel.

THE CRYPT BENEATH THE CHAPEL

The crypt is accessible by some rickety doors on the outside of the chapel structure and are kept barred with a simple pry-bar. Opening them quietly should be a challenge but not an insurmountable one. Whilst trying to open it, the players may become aware of a scuttling sound within. One of Ardak's Fell Few have been in the process of taming one of the giant Braymill Spiders they've named Izmirelda, and keep her below in the crypt. Izmirelda can be 'handled' by the Fell Few but will most likely just see player characters as a convenient snack unless they're on top of their spider-handling skills, which could be interesting (she's 'almost' tamed after all).



With the threat of Izmirelda neutralized (by force, spider-handling, or Ardak's own goblins), the player characters can get to the back chamber of the crypt, clearly meant for someone important. The sarcophagus lid has been shattered, and there are bones within showing signs of odd deformities and the skull itself has what appear to be the beginnings of horns. Amidst the ruins of the sarcophagus lid one could certainly reconstruct the name 'Griff', but there are other letters and bits and fragments as well and it's unclear exactly what was once inscribed on this lid, at least without a great deal of time. There's enough here, however, for one that was willing to give the benefit of the doubt.





THE BLASTED MANOR

The woods and hills between the Broken Dragon Shrine and the Blasted Manor is nearly undisputed Brigal's Band territory and any journey through it will most likely encounter a 'soft ambush' from a group of Brigal's Band looking for a toll for passing through their territory. The player characters can delay this by convincing the ambushers that they have business with Brigal, at which point they'll be brought to him at the Blasted Manor.

A small village of tents and some slightly more permanent-looking huts sits at the Blasted Manor by the White Wash River and it's here that the player characters can find Brigal and his closest followers. There could be up to a couple dozen goblins here, often the largest concentration in the whole of the Vale. They grow some crops alongside the river, mostly turnips and pumpkins.

DO THEY TELL BRIGAL OF ARDAK'S PLAN?

Brigal won't be in the least bit surprised that Ardak wants him dead. He can offer to help the player characters recover the remains beneath the Crypt by driving off the Fell Few with some of his best slingers, but he'll want the player characters to do something for him first. Poison the water casks of the Militant Order up at the Broken Dragon Shrine. He'll assure them of course that it's just a laxative - but can the Player characters be sure? A successful appraisal or medicine roll here could help to indicate things are, indeed, as he suggests. Why is he doing this? It'd be funny and



it's difficult for his goblins to get that close to the shrine.

If the player characters go through with poisoning the water casks as Brigal asks, he'll send about a dozen goblins with the player characters with the orders to drive off Ardak's gang and send a message. See Conclusion and Ongoing Adventures below, Old Braymill Skirmish.

DO THE PLAYERS CHARACTERS TRY TO KILL BRIGAL?

Getting close to Brigal won't be easy but not impossible and if the Players characters have gone through the trouble of getting a Strangler or two on board as assassins, then it should be allowed to play out just like that. Still, they'll have to escape with the hobgoblin's body (or just the head). Brigal is naturally wary of this very thing and he'll be highly unlikely to leave the protection of his camp. A good plan or a prodigious amount of luck, however, should be allowed to play out as the Players characters intend. How long before Brigal is noticed absent, what's that weird sack they're suddenly carrying? Escaping the Blasted Manor in this case should be the difficult part rather than getting here.





CONCLUSION AND ONGOING ADVENTURES

OLD BRAYMILL SKIRMISH

Brigal's slingers will do as asked and let loose a hail of stones on the Fell Few sentries around Old Braymill. Getting the slingers to try and surround Braymill with the intent of capturing or killing Ardak is beyond their orders and will require some serious convincing. Almost certainly Ardak's gang will scatter and flee off into the woods (they're outlaws after all) to the south without offering any real fight, neither side is looking to kill the other at this point, but accidents may happen and nobody is going to be terribly upset. All the same, Brigal's slingers won't pursue the fleeing goblins of Ardak's gang. This will open the crypt up for the player characters but there's still the matter of handling Izmirelda down below.

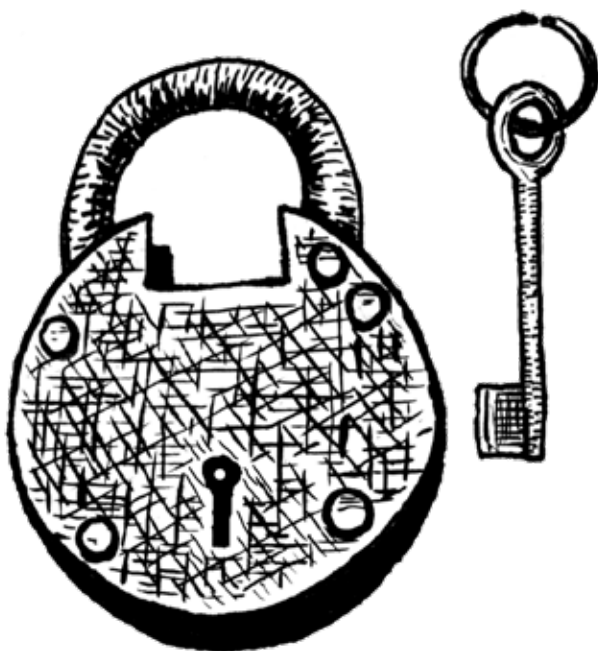
THE CRYPT AND BEYOND

Presumably, to get access to the Crypt beneath Old Braymill the player characters have had to make arrangements with at least one of a number of players within the Vale and probably make an enemy of another. What artefacts do they bring back to Ruabin? The sword would be most welcome (if they want to give up such an artefact), the horned skull presents certain complications, but even bits from the sarcophagus lid that seem to spell out 'Griff' could fit the bill.





Beyond this, the state of normalcy in the Vale has almost certainly been upset by their actions which will have knock-on effects. The tables in the rest of this supplement can be used to inspire a full story-arc surrounding the repercussions of this adventure and further travels either within the Vale or without. What will happen now with the canonization of Griff and how will this play in the politics of the Church and Kingdom? If it isn't Griff's remains in the crypt, where are they? Perhaps the reassembled sarcophagus lid holds some clue. Finally, if the Players characters have acquired the sword that Ardak had found, they have a very dangerous item on their hands. Do they seek to destroy it and how? Or... do they use it?





CHARACTERS AND ITEMS

Not all non-player characters listed in the article or adventure will be given full stats, except those that seem most likely to be encountered in a combat situation. For the rest, certainly use the Bestiary in Warlock! as a guideline and consider the advice in Warlock! Compendium 2.

NON-PLAYER CHARACTERS

ARDAK THE GRIM

Type:	Uncivilized
Action/round:	1
Weapon/Skill/Damage:	'Griff's Sword', 12, 2d6
Armour:	Modest, 1d6
Career Skill:	Goblin Outlaw Leader 10
Stamina:	24
Notes:	Intelligent

Description: Selfish, Demon-tainted. Ardak was just another goblin leader in the Vale, in charge of his little group of outlaws and highwaymen, until finding the sword beneath Old Braymill. The sword has begun to corrupt him, making suggestions that he can't ignore, the sword he feels gives him power and promises more but first the Vale must burn.



BOJUH

Type:	Uncivilized
Action/round:	1
Weapon/Skill/Damage:	Blacksmith hammer, 8, 1d6+2
Armour:	None
Career Skill:	Mutated blacksmith 8
Stamina:	20
Notes:	Intelligent

Description: Aggressive, unintelligible. An un-man with a single cycloptic eye in his forehead, one normal arm, and one that stretches down to his ankles, unusually thick with knotted muscle and gripping a blacksmith's hammer. When Bojuh strikes with his massive mutated arm, roll damage twice and pick the best result. Bojuh has been working for the Fell Few making and repairing rough weapons and armour.

BRAYMILL CARNIVOROUS DEER

Type:	Monster
Action/round:	1
Weapon/Skill/Damage:	Gore, 6, 1d6+3
Armour:	None
Career Skill:	Carnivorous Deer 6
Stamina:	12
Notes:	Flighty

Description: Aggressive, flighty. These abominations created by the demon influence in the Braymill Wood will not hesitate from rushing at and trying to gore anything of even comparable size to themselves. Both does and bucks seem to have these



unnaturally sharpened antlers and hooves which they use to charge and then trample their prey before tearing at them with needle-sharp teeth. Yet they remain deer in some sense and can easily be spooked or driven away with a significant show of force or flame. They have reflective amber-green eyes like cats.

BRAYMILL SPIDER

Type:	Monster
Action/round:	2
Weapon/Skill/Damage:	Pounce and fang, 5, 1d6+2
Armour:	None
Career Skill:	Giant Forest Spider 5
Stamina:	12
Notes:	None

Description: In size they are similar to the giant spiders often used by goblins as mounts but these are the direct products of the corruption in Braymill Wood and not strictly related. Braymill spiders attack by leaping with their powerful barbed legs at an opponent within nearby range. If they win this pounce attack, their opponent is at a -3 disadvantage for the next opposed combat check in the same round unless they pass an athletics test to keep balance.





BRAYMILL UNMEN

Use the unmen entry in the bestiary of Warlock! as a guide and adjust as necessary for your campaign. These should generally be weaker versions of the named unmen like Bojuh, above. One might also consider the tables of mutations in the Warlock Compendium to give them more character. These poor creatures, once villagers, have been warped by the demon corruption around Braymill and are driven by an irrational anger.

BRIGAL

Type: Uncivilized

Action/round: 1

Weapon/Skill/Damage: Arming sword, 12, 2d6

Armour: Light 1d3

Career Skill: Hobgoblin leader 10

Stamina: 20

Notes: Intelligent

Description: Cunning, pragmatic. Brigal has gathered the largest group of goblins in the Vale and plans on one day ruling over them all and reclaiming the Shrine, perhaps taking Griff's Bluff as well - but he's in no hurry, and these are goals he'd play down to outsiders. He's happy to work with anyone in the meantime who will get him the resources and the jobs done necessary to further his own ambitions. For him the shrine is important mostly in its value as a symbol.



BRIGAL'S BAND SLINGER

Type:	Uncivilized
Action/round:	1
Weapon/Skill/Damage:	Sling, 7, 1d6+1
Armour:	None
Career Skill:	Goblin Slinger, 5
Stamina:	11
Notes:	Intelligent

Description: Brigal likes to drill many of the goblins that follow him in the use of the sling. Cheap and effective, Brigal's slingers are able to drive off intruders from ambush positions with ease and deter all but the most determined foes. It's not unusual for them to also have small shields and daggers.

GHOULS

See Bestiary entry in Warlock!





FELL FEW GANG MEMBER

Type:	Uncivilized
Action/round:	1
Weapon/Skill/Damage:	Wicked-looking Handaxe, 8, 1d6+2 (crushing)
Armour:	Modest 1d6
Career Skill:	Goblin Outlaw 6
Stamina:	12
Notes:	Intelligent

Description: Members of Ardak's gang that have followed him about the Vale now for years but with a little extra demon-taint now, plus a couple of new recruits. They wear functional but rough armour with mail shirts and open helmets as well as various bits and pieces that Bojuh has hammered together. They may have wicked little handaxes like that above, spears, or whatever else the games master feels is appropriate.

ITEMS

DEMON SWORD

Causing 2d6 slashing damage, this is a demon sword that gathers stamina to cast spells based on half the damage it deals to opponents. The games master decides when the sword casts its spells (Burn 3, Fear 4, Flash 2), roll incantation as normal for the wielder - except that on a miscalculation (roll of 1, followed by a failed Incantation test) the wielder suffers a mutation and immediately rolls on the lesser mutation table in Warlock Compendium. Over long periods of time, the weapon will insidiously



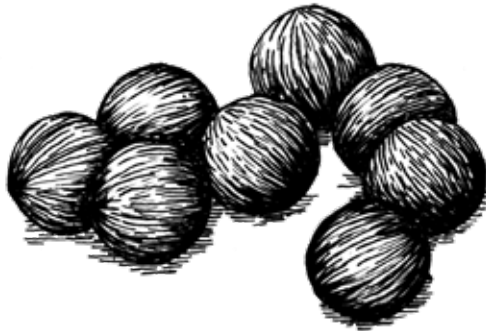
corrupt living things around it, turning them to the will of its creator the Demon Lord Pazaali, who only wants to spread chaos through war (see Warlock Compendium). The only way to prevent this effect is to find a way to destroy the cursed thing, a worthy quest, to be sure!

SLING

Inflicts 1d6+1 crushing damage using the thrown skill. A versatile and cheap weapon, easy to conceal, and you can find a good round stone most anywhere. If one were to buy and use lead shot (commoner's item) as opposed to river stones, add +1 to damage. Attach it to the end of a good length of staff to create a staff sling and add another +1 damage.

WICKED-LOOKING HANDAXE

Causes 1d6+2 crushing damage. These are rough-hewn, cheap, and functional, good for a scrap but not a military weapon.





This supplement for Warlock!, the old-school roleplaying game inspired by the early days of British tabletop gaming, explores Griff's Vale.

The Vale is a wilderness on the fringes of the Kingdom where a number of factions, from pilgrims to goblin clans, exist in an uneasy state of truce. Now someone has shown up to claim a piece of its past, they'll need adventurers to do it, and what they will find risks upsetting the delicate balance.

This supplement is tools-oriented giving an array of tables and story hooks for classic sandbox adventure in the Vale and comes in two parts.

The first part is an overview of the Vale, its regions, its players, its history loaded with hooks and possible plots for adventure. Written for use with Warlock! it should also fit nicely with other systems and settings of the old-school.

The second is the adventure "Past Best Forgotten" that can be played stand-alone or as the beginning of a larger story-arc and is written in the same "tools-first" style.

