

# CASTLES & CRUSADES

## THE PRIEST'S CABIN



**CLASSIC MONSTERS  
ENCOUNTERS**

**CHALLENGE LEVEL  
MEDIUM**



# CASTLES & CRUSADES®

## THE PRIEST'S CABIN

BY KIM HARTSFIELD

EDITOR: MARK SANDY

FRONT COVER: PETER BRADLEY INTERIOR ART: PETER BRADLEY & SARAH "DREAMIE" WALKER



# TROLL LORD GAMES



1818 North Taylor, #143, Little Rock, AR, 72207

email: [troll@trolllord.com](mailto:troll@trolllord.com)

website: [www.trolllord.com](http://www.trolllord.com) or

[www.castlesandcrusades.com](http://www.castlesandcrusades.com)

©2015 Troll Lord Games. All Rights Reserved. Castles & Crusades® is a registered Trademark of Chenault & Gray Publishing LLC, d/b/a Troll Lord Games. SIEGE Engine™ is Trademark of Chenault & Gray Publishing LLC, d/b/a Troll Lord Games. Amazing Adventures is a Trademark of Chenault & Gray Publishing, d/b/a Troll Lord Games. The Troll Lord Games, Castles & Crusades, SIEGE Engine, Amazing Adventures and Troll Lord Games logos are Trademarks of Troll Lord Games. All Rights Reserved. 2015.

Art, artwork, cover art, cartography is copyright Peter Bradley of Ravenchilde Illustrations, 2015 or Troll Lord Games. All Rights Reserved. All content copyright 2014 Troll Lord Games. All Rights Reserved.

Printed in the United States of America



## THE PRIEST'S CABIN

As the party walks along the old road from this town to that city, a small church is seen a few hundred feet to the south. As the sun seems to be sinking for the day, and the smell of rain hangs heavy in the air, the old church looks rather inviting. A few tombstones dot the front of the shack and one may glimpse a garden behind. A light shines from under the door and smoke bellows from the chimney. Atop the building, a weathervane creaks as the wind blows it about. It is this weathervane that gives away the purpose of the shack, for it is in the shape of the holy symbol of a local agriculture god worshiped by the farmers of this land. As the rain begins to fall, the door opens and a figure steps out. It waves its hand and, even at this distance, it is obvious it is beckoning the party inside.

The creature in the shack is a huecuva. The shack did indeed once house a priest of the faith, but the undead now living here murdered him a few days ago and buried the body in the garden out back. Once it is sure the party is intent on entering the shack, it will use its polymorph ability and turn into a small, black crow. It will then fly into a cage of its own making. The huecuva has carried this cage for years and uses it while in its mundane form. The cage is magicked to hide the alignment of anything within it. If a detect alignment spell is cast upon the crow, it will reveal it as neutral. Anything placed in the cage will reveal a neutral alignment as well, though it is quite small. When the party enters, the shack will be empty save the crow. The huecuva is loath to leave the cage and will not do so unless forced. If someone reaches in in an attempt to grab it, the huecuva will peck at the person (which are the actions of a normal crow in this instance).



The party finds the shack sparsely furnished, with two small cots in the back, a table in the center and a fireplace with a pot in the smoldering ashes. A wooden holy symbol hangs on the wall and various mundane holy items (books, prayer beads, fetishes, etc.) are strewn about. Aside from these items, and a back door to the garden, nothing of importance is visible. It appears that whoever waved them inside has vanished.

Outside, the rain has begun in earnest. The crackle of lightning followed by bellowing thunder shakes the old building and water begins to leak near the window. It looks like it will weather the storm, however, and the beds look warm and inviting. If the party goes out the back door, they are greeted by a nice sized garden, tended to and apparently yielding a tidy harvest. It is dark and stormy, so not much is visible in detail. One thing that the party can make out in the lightning is a scarecrow guarding the garden from varmints.

The scarecrow is a malevolent beast summoned by the huecuva. In all appearances, it looks to be just a regular scarecrow. A detect magic or detect alignment (evil) will reveal it is more than it appears, however. The scarecrow will not attack unless the party ascertains its true identity, tries to destroy it (i.e. burning it) or attempts to dig up the body of the old priest.

If the party waits inside and rides out the storm, the huecuva, in the guise of the crow, will listen and use its telepathy to gently probe the mind of one party member. The CK can randomly choose a character or pick one of his choosing. The huecuva has no preference.

In the morning, as the party is eating breakfast or making to leave, the crow will fly from the cage and alight somewhere in the room. It will then use its polymorph ability and attempt to murder its victim using its illusionary powers. Once killed, the huecuva will again polymorph into a crow and fly away.

**HUECUVA** (*This extraordinary undead creature's vital stats are HD 4d8, HP 20, AC 17. Its primary attributes are physical. It attacks with a touch attack that causes 1d6 damage. Against a chosen victim, the creature appears as an illusion of its greatest fear, exactly mimicking the spell phantasmal killer.*)

In the morning the rain will have let up and the garden can be searched. Anyone actively searching should roll a wisdom check (CL - 4) to discover a pile of newly tilled soil in the shape of a grave. Digging here will reveal the body of the priest that lived here, buried about three feet below. At this, the scarecrow (if still alive) will leap from its stand and attack.

Buried with the priest, one will find his personal treasure. Strapped to his side is a bone-hilt dagger with a blade of gold known as Varunastra. The weapon will only let itself be known to a cleric, druid or paladin. Others will never know the true identity of the item.



**SCARECROW** (*This aberration creature's vital stats are HD 5d8, HP 23 each, AC 14. Its primary attributes are physical. It attacks with a touch attack that causes ability drain. Each successful attack does 1d6 damage and drains one point of constitution. If a victim is reduced to 0 constitution they are slain.*)

**Varunastra:** Only exceptionally holy and pious individuals are granted access to the powerful weapons known collectively as Varunastra. When first granted, the weapon appears as a small knife with a hilt of bone and a blade of gold. In this form, it is a +2 weapon that does 1d3 damage. Once wielded by the chosen recipient for a week, he will learn the true power. In combat, the wielder can wish the weapon to change form into any weapon he can desire and it will twist and grow into the desired form. No matter the weapon, the wielder can use it with no penalty. The damage for the weapon is that listed in the **Player's Handbook** plus an additional 1d4. Aside from the extra damage, the new weapon is of the +2 variety. The weapon can be ranged or melee and is limited only by the imagination of the wielder (or a mean CK). Regardless of weapon, it will always be fashioned of bone and gold.

This book is published under the Open Game License version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the System Reference Document v 3.0, copyright 2000 Wizards of the Coast, Inc.

**DESIGNATION OF OPEN GAME CONTENT:** The following is designated Open Game Content: all stat block information of characters, monsters, and traps that appears in the parenthetical following the character, monster, or trap, including the names of items and spells; and the general names of monsters, but not any unique named NPC, character, or monster, appearing in any table or preceding any stat block. Also, the following open game content related words, phrases, and abbreviations wherever they appear: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha), Class, Fighter, Ranger, Rogue, Assassin, Barbarian, Monk, Wizard, Illusionist, Cleric, Druid, Knight, Bard, Paladin, Race, Demi-human, Dwarf, Elf, Gnome, Half-Elf, Halfling, Half-Orc, Hit Dice (HD), Hit Points (HP), Alignment, Lawful Good (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral (N), Neutral Good (NG), Neutral Evil (NE), Chaotic Good (CG), Chaotic Neutral (CN), Chaotic Evil (CE), Level, "to hit", Damage, Experience Point, Saving Throw, Player Character (PC), Non-player Character (NPC), Turn Undead, Spell, Arcane, Divine, Magic, Spell Resistance, Item, Equipment, Armor, Weapon, Potion, Rod, Staff, Wand, Scroll, Ring, Wondrous Item, Artifact, Cursed,d4, d6, d8, d10, d12, d20, d%, round, and turn.

**DESIGNATION OF PRODUCT IDENTITY:** Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names and other names, including Castles & Crusades, C&C, Castle Keeper (CK), Castles & Crusades: Player's Handbook, Castles & Crusades: Monsters and Treasures, Castles & Crusades: Castle Keeper's Guide, Into the Unknown: Vakhund (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; (D) logos and trademarks, including Castles & Crusades, Castle Keeper, SIEGE engine, and Troll Lord Games, any and all Trigece Enterprises Company logos, identifying marks and trade dress, or any other trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content; (E) the story, storylines, plots, thematic elements, dialogue, incidents, language, depictions, likenesses, concepts, world and campaign descriptions, proper names of the characters, creatures, groups, spells, enchantments, personalities, teams, personas, likenesses, skills, items, deities, and special abilities other than those designated as open game content above, as well as places, locations, settings, and environments and their descriptions and other accompanying text, though not their stat blocks.

All text, artwork, and maps appearing in this book is property of and copyright 2007 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, Castle Keeper, Troll Lord Games, and the Castles & Crusades and Troll Lord Games logos, and products published by Troll Lord Games are Trademarks of Troll Lord Games. All Rights Reserved.

**OPEN GAME LICENSE VERSION 1.0A**

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

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

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

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

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

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

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game

Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

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

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

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

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

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

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

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

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

**15 COPYRIGHT NOTICE**

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

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 2nd printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 3rd printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 4th printing, Copyright 2009, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 5th printing, Copyright 2011, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 6th printing, Copyright 2014, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Castles & Crusades: Monsters & Treasure, 2nd printing, Copyright 2007, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Castles & Crusades: Monsters & Treasure, 3rd printing, Copyright 2009, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Castles & Crusades: Monsters & Treasure, 4th printing, Copyright 2009, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Castles & Crusades Castle Keepers Guide, Copyright 2010, Troll Lord Games; Author Davis Chenault. & Stephen Chenault.

Castles & Crusades Castle Keepers Guide, 2nd Printing, Copyright 2015, Troll Lord Games; Author Davis Chenault. & Stephen Chenault.

Castles & Crusades Classic Monsters, 2nd Printing, Copyright 2016, Troll Lord Games; Author Kim Hartsfield.

Castles & Crusades The Priest's Cabin, Copyright 2016, Troll Lord Games; Author Kim Hartsfield.