



CASTLES & CRUADES

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The Haunted Highlands

By Casey Christofferson



Upon the bloody northern marches lies a curious Roadhouse. Here are gathered the flotsam of the world: miscreants, mercenaries, soldiers of fortune, adventurers. Dirty Bowbe's they call it and its as rough and safe a sanctuary as any will find in those dark and bloody grounds! For once, long ago, a Kingdom thrived here and the wealth of its coffers flowed across the lands as honey from a jar. But those days are long past and nothing but memories remain . . . memories and the shadows of yesterday.

The Haunted Highland

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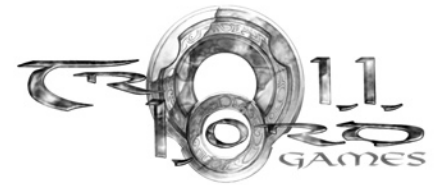
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This module is designed for characters of varying levels and has a varying challenge level.

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The Haunted Highlands

Burtru looked from across the table of the raucous roadhouse to his companions and smiled slightly as the pretty elven barmaid brought their pitcher of ale.

"There is much wealth to be made here in the Karboskian Marches, and fame to be had here as well." He said assuredly. "For certain there is war to the south, but here, there are bandits whose bounties we can collect, and other wanted folk to be brought to justice."

Burtru curled the ends of his neatly waxed moustache and glanced at his companions with a wry grin as they smiled and nodded in agreement. "I understand there is plunder to be had as well, for many ancient ruins lay but a few short days travel from this fine roadhouse establishment." Burtru looked around with a smirk and a wink at the debauchery within the smoky chamber before again turning his gaze to that of his seated companions. As Burtru opened his mouth to say more, his eyes met the baleful gaze of a grizzled barbarian veteran sitting in the corner upon a chair made from the bones of ogres and the skins of beasts both strange and dire.

At length the wild-man held Burtru's gaze before he spoke with a grizzled accent, quite foreign even to this uncivilized stretch of the Duchy of Karbosk.

"Surely you Bowbes do suppose to find ye some wealth out here in the frontier, aye?" the wild man said, his voice gravely from many forays upon the field of battle. "Know you that there is also death. None of ye look as if ye have the winters under your girdles to be able to survive for long in the Witch Moors, nor the bravery to face the wicked spirits which hold sway over the Mythnoc Cairns. Perhaps I be wrong, as I been wrong afore." The heavily scarred warrior took a deep draft from his drinking horn before continuing.

There was something stormy and feral in his eyes that kept those seated around Burtru rapt.

"It makes no matter, if ye live ye will have proven me wrong and ye have more guts an' bravery than I would have expected from such finely heeled folk as yourselves. Thar be strange and weird things out there. If ye prove your mustard, ye may make heroes yet. I wager not all of ye shall return again to The Dirty Bowbe's, however. Those of you who do come back through my doors will be a sight different than ye are just now, so enjoy your drinks but be wary when you head out into these here haunted highlands." He paused then for effect, fixing his storm-wrought eyes upon each of the faces huddled around the table.

"Come ye again an' see me at the end of your adventure and I shall buy a drink for the survivors. We shall have a toast in memory of ye dead." With that last comment the scarred foreigner lifted his mug to the troupe and nodded to them, guzzling the remnants of his drinking horn in one pull. He then fixed them with a wide grin and let fourth a great gale of deep roaring laughter which sent shivers down the spines of those seated at Burtru's table. As his laughter subsided he wrapped his bearskin cloak about his heavily muscled shoulders and was almost instantly asleep.

Introduction

The Haunted Highlands is an adventure campaign setting and a Castle Keeper should find more than enough information to begin an adventure and campaign setting with the details provided herein. As such, the marches of the Haunted Highlands do not have a level of difficulty for their use. Instead, the various areas

within are detailed with a "suggested" level of play, and the Castle Keeper should adjust the appropriate stats as necessary to challenge players. The areas of adventure are considered fluid and ever-changing and are designed to be adjusted in order to reflect your style of play or needs of your gaming group. Thus, handicapping the encounter areas with level adjustments would prove foolish at best as you are likely to adjust the encounters anyway.

Certainly a hydra's lair may prove too difficult for low level characters, but may be thought of as "just right" for higher level play. Likewise, a warren of goblins may be considered too easy a challenge for higher level adventuring bands, but just right for low level parties looking to cut their teeth on high adventure.

In order to fully enjoy the adventures that await players exploring the Haunted Highlands, the party should have at least one cleric or character capable of casting divine spells, as well as a player character capable of using arcane magic. The party should also include at least one rogue, and be filled out with a compliment of characters with fighting skills such as fighters, paladins, rangers or bards.

The Haunted Highlands details with an five the areas of adventure and a fully detailed roadhouse intended to serve as a base of operations for the player characters. The areas of adventure are each designed to be small enough to fill out a single evening of enjoyable fantasy role playing. Adventure information such as the actual die number needed to overcome a challenge is provided to help give new Castle Keepers a simple understanding of the rules as they are used "in game". Such detail is initially important, and saves the Castle Keeper time in referencing rules.

Also found here is a brief history of the Karboskian Marches, information on how to use this book to establish a new Castles & Crusades® fantasy campaign, and various Castle Keeper tricks to keep the players interested, thus giving the product almost unlimited potential for utility and re-use.

Further, a comprehensive list of deities which may be used to enhance the flavor of your campaign is available at rpgnow.com as a \$1.00 pdf download. These deities are by no means a necessary part of your home brew campaign setting, but rather are intended as good substitutes or additions to be used as you see fit.

History of the Marches

The Karboskian Marches are named for the royal family of Karbosk, a hereditary duchy whose borderlands have consistently been plagued by wild beasts, humanoid armies and other foes both seen and unseen.

Ancient History: The Duchy of Karbosk was established 800 years ago when King Pieter II of Rodensia established the line, granting the hard won border territory to his most feared general, Leonid Karbosk. A great civil war amongst the nobles of Rodensia brought about its eventual decline. Now the former empire occupies less than 1/10th of its original holdings. Despite the collapse of King Pieter's empire, the Duchy of Karbosk has maintained virtual autonomy from its old masters due to clever diplomacy and the presence of Lake Veyona, separating it both geographically and militarily from its former masters. What is known to few save the

most educated sages is that what now stands as sprawling wilderness the Duchy of Karbosk was once home to an even greater civilization than the one King Pieter had established.

It was upon these wild highlands, broad lakeshores and clear rivers that the ancient empire of Umeshti once stood. Here, sorcerer kings and priests communed with the very gods at the beginnings of mortal civilization. All was lost one fateful evening 10,000 years ago when a meteor was cast down from the heavens by angry gods, leaving nothing but a great crater and cursed sinkhole reaching deep into the crust of the earth below.

Recent History: In recent times, the outer marches of Karbosk have become increasingly dangerous. Humanoid armies have always threatened the Karboskian frontiers, but now something more sinister has risen and war has erupted in every corner of the Duchy. A powerful and some say eldritch orc king has risen to power and driven every humanoid within reach of his bloody axe before him in a frenzy of slaughter and mayhem.

So rapid was the invasion of this foul chieftain, known to those who have survived his plundering as Yorgach the Ravager, that even the capitol city of Dro Mandras has suffered a heavy blow. East Dro Mandras lies in ruins, with only small walled sections of the town center left standing, but under constant siege. Luckily, the humanoid army's greed, infighting and ignorance of river navigation have staved off the tide of the invasion for now.

Unfortunately for the frontier citizens of Karbosk, Duke Mandras Karbosk V and his armies are fully occupied in the recapture of East Dro Mandras, leaving much of the frontier unguarded. Opportunists not yet conscripted into the ranks of Yorgach's horde now plunder the farmlands on all sides, leaving few places untouched, save Dirty's Roadhouse and The Magi Tower of Nesturon spared.

It is into this background of violence, warfare and mystery that the characters now find themselves. Their actions may have a direct impact on the world around them. They may rise to the occasion and carve a name for themselves as heroes, villains, opportunists or saviors. The choice is theirs. Enough information is included here to kick start their new adventuring careers. What happens next will be determined by role play and a few throws of the dice. Enjoy.

Chapter 1:

The Roadhouse on the Marches

Dirty's Roadhouse sits atop a small bluff some ten leagues (or 35 miles) from Dro Mandras. The square stone structure is surrounded by a wooden palisade which overlooks one of the major land roads between Dro Mandras and other settlements of the region.

Dirty's serves as a hub for merchants, soldiers, mercenaries and adventurers seeking wealth and fame within the area. The roadhouse has a somewhat rough edged reputation, especially in the more civilized areas of the region. In Dro Mandras, the roadhouse is frequently spoken of in scornful terms by members of the city's law enforcement as a place where bounty hunters, bandits and other undesirables go to hide from the long arm of the law.

Of course such talk is often squelched in the presence of Dirty's proprietor, a grizzled Bowbe worshipping barbarian known only as "Bull". Despite the foul reputation most "civilized" folk have for his establishment, he is well respected by military authorities, who have been known to call upon his sword and glaive in times of trouble. This is owed to the fact that his prowess and fearless thirst for battle bolsters the moral of their conscripted armies.

Bull and his squad of hard nosed bouncers are not above allowing a scuffle to last as long as it needs to. They do, however, step in to see that that noone actually dies, though this has been known to happen on occasion.

A. The Palisade

The palisade which surrounds the roadhouse is ten feet high and made from sharpened timbers. A three foot wide walkway surrounds the inner wall of the palisade, offering Bull's sentries an easy view of the travelers' road and the surrounding area. Trees from the surrounding woodland have been removed to a distance of 100 feet on all sides of the roadhouse outside the palisade to insure that the view is unobstructed. The palisade is typically patrolled by 1d2 sentries/bouncers in the employ of the roadhouse's owners.

A single gate opens onto the roadhouse grounds which encompass the roadhouse's outbuildings, including its stables, blacksmith and beer garden.

Sentries 1-2 (These are 2nd level, chaotic neutral, human, barbarians whose vital stats are HP 18, AC 16. Their primary attributes are strength, wisdom and constitution. Their significant attributes are strength 15. They each carry a chain shirt, large wooden shield, dagger, battle axe, longbow and 1-10gp.)

B. The Gate

A heavy wooden gate lies open during daylight hours when there is no trouble in the area from marauding bands of humanoids or bandits. Skulls and sometimes the fresh heads of trouble-makers, goblins, ogres and trolls are affixed high atop the gate. A sign posted below the severed heads indicates the profitable bounty offered by the roadhouse management for clearing the domain of undesirables.

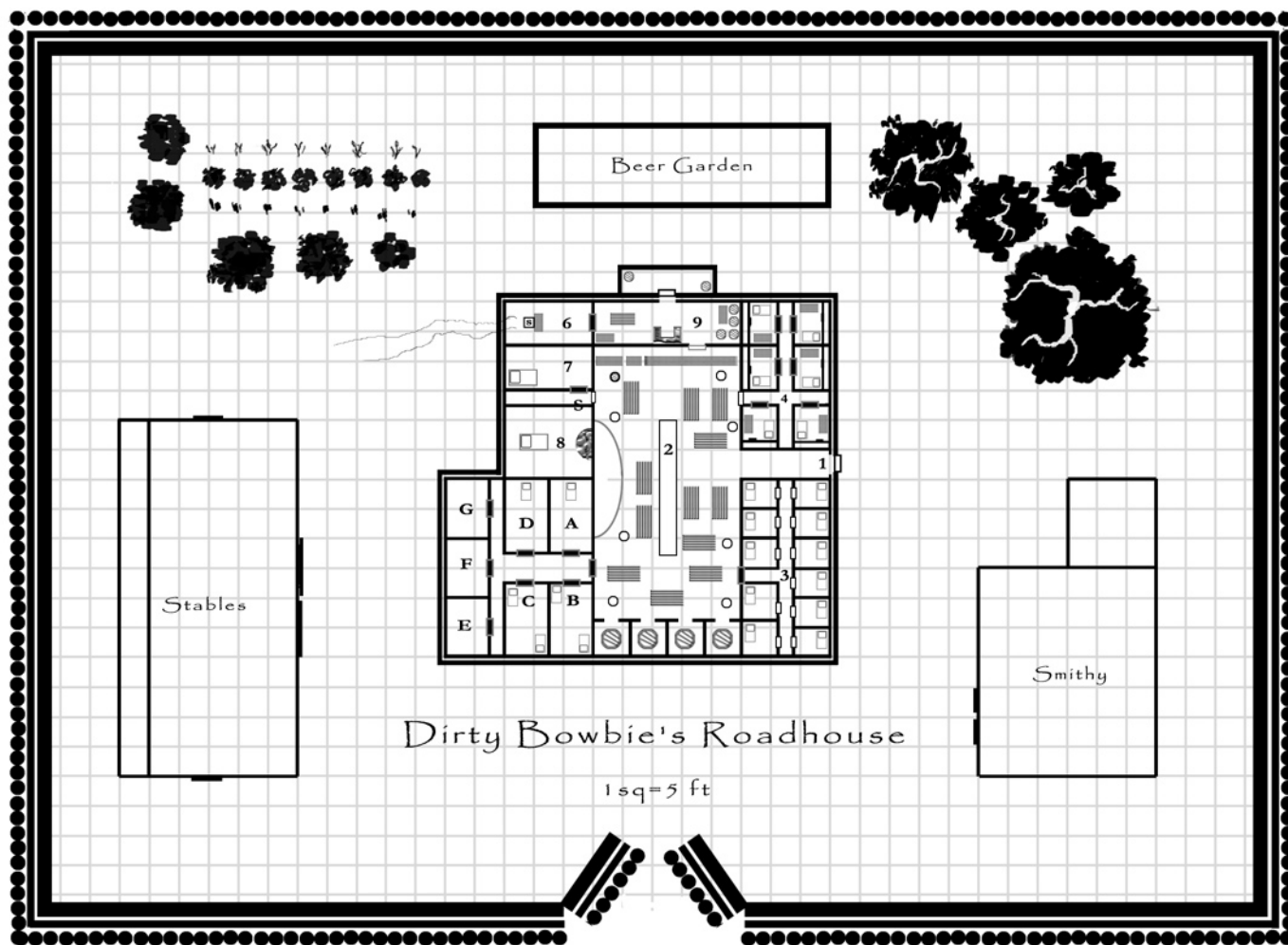
This grotesque display serves multiple purposes as Bull sees it. First off it sends fear into the hearts of foes who would seek to cause trouble in his establishment. Secondly, it keeps the majority of uppity paladins and noble knights off of his land as well, which suits him just fine. They don't drink or fondle barmaids anyhow.

Roadhouse Bounties!

Kobold Head: 2sp
Fresh Goblin Head: 5sp
Fresh Orc Head: 10sp
Gnoll Head: 15sp
Ogre Head: 2gp
Troll Head (scorched only): 5gp and a free drink

For bigger beasts or suspected bandits inquire within.

C. Smithy Udru Ironhammer runs the smithy for Bull and his silent partners. The red bearded dwarf is skilled in mending broken armor and can manufacture any metal weapons, armor, or metal



implement such as horseshoes or cooking implements at a 15% markup from the standard rate due to the often scarce supply of good quality iron ore. Udru is typically friendly and engaging as a businessman, but keeps to himself, having few true friends in the roadhouse other than Bull. The nature of Udru's relationship with Bull is a mystery to most, but it is expected that Bull once saved the dwarf's life, or that they had done time together in some far off prison. Others claim that Udru was wanted in foreign lands for some unknown crime and only Bull would give him a chance to redeem himself.

Udru Ironhammer (*He is a neutral, dwarf, 5th level barbarian whose vital stats are HP 38, AC 19. His primary attributes are strength and constitution. His significant attributes are strength 16 and constitution 16. He carries a +2 breastplate, large steel shield, warhammer. He owns smithy tools and 120gp.*)

D. Stables

Handle the Druid runs the stables for the roadhouse. The young druid finds peace and harmony seeing to beasts of burden, and often heals them from the wear and tear of the road with natural herbs and poultices and occasionally through the use of natural magic. Handle charges 5sp per day in stabling fees per beast which he splits with Bull. He charges 25gp for any healing that mounts or beasts of burden may need. He offers helpful suggestions on the care and treatment of animals. Handle has been known from time to time to become agitated with drovers and soldiers who treat their beasts poorly and is not above letting them know exactly how he feels.

Handle (*He is a neutral, human, 3rd level druid whose vital stats are HP 15, AC 13. His primary attributes are wisdom, constitution and charisma. His significant attributes are wisdom 17 and constitution 13. He carries leather armor, quarterstaff, sling, potion cure light wounds x2. He can cast the following spells: 0-detect poison, first aid, purify food and drink; 1st-calm animals, goodberry, entangle plants. 2nd-cure light wounds, heat metal.*)

The stables have sufficient space to hold up to a dozen large animals such as horses and oxen. Overflow generally grazes the land outside the palisade.

E. The Beer Garden

Open from the first thaw of spring until the first snows of winter, this large section of the yard is popular for folk who enjoy the outdoors yet still enjoy the safety of the palisade walls to keep the wolves at bay. A covered bar built along the north wall of the grounds has a door which attaches to the main building, where food may be brought in from the kitchens, and kegs rolled out to sate the thirsts of weary travelers. Forgutt, a halfling of middle years tends the bar here along with a couple serving maids and bouncers in Bull's employ. The chubby halfling is loaded with jokes and knowledge and was once a lesser guild master with the Back Alley Gang in Dro Mandras. After being passed over for promotions in the guild due to what he claims was abject racism on the part of his former boss, Azrael Lash (a co-owner of Bowbe's) he made his way to Dirty's where his skill as a brewer got him a job and his own stall behind the big house. As a side job, Forgutt is known to sell

“tools of the trade” to passing rogues, and may offer patronage in his various skills at a price of 20gp per level. During winter months, Forgutt moves indoors to help tend bar and is known to step in and help Holly with the cooking and cleaning (as this gives him an opportunity to check out some of the guests valuables).

Forgutt (*He is a neutral, halfling, 6th level rogue whose vital stats are HP 18, AC 16. His primary attributes are dexterity and wisdom. His significant attribute is dexterity 16. He carries leather armor, +1 shortsword, sling, +2 ring of protection and 2d20+200 gp in gold and jewelry at any time.*)

Bouncers (*These are chaotic neutral, human, 2nd level barbarians whose vital stats are HP 18, AC 14. Their primary attributes are strength, wisdom and constitution. Their significant attributes are strength 16. They carry a dagger, greataxe, chainshirt and 1d10gp.*)

For prices on the bill of fair for the Beer Garden, see the common room description in Area 2 of the roadhouse.

F. The Roadhouse

1. Entrance The roadhouse is built entirely of well cinched and fitted stone from its foundation to its rafters, suggesting the employ of dwarven architects and builders. The roadhouse is constructed in the square shape of a northern hill fort with walls roughly ten feet high coming to a peaked roof with a smoke slit that runs along the length of the common room along the western wing. The broad main door leading to the common room stands in the center of the western wall of the roadhouse. It is watched by a half-orc bouncer named Foog during evening hours, and his twin brother Moog during the day.

Moog and Foog (*These are chaotic neutral, half-orc, 2nd level barbarians whose vital stats are HP 18 and AC 14. Their primary attributes are strength and constitution. Their significant attributes are strength 16. They each carry a dagger, two handed axe, chainshirt and 1d10gp.*)

2. The Common Room The common room is the heart of the roadhouse. It is a large chamber with stone pillars carved with knotted dragons and the faces of fairies, skulls, giants and heroes supporting the roof. There are a dozen stout oak tables lining a long firepit which sits directly beneath the smoke slit which may be shuttered in winter months with buffalo skins to keep the chill out or keep rain from dousing the fresh game roasting over the pit. During summer months, most of the cooking is done outdoors and the fire pit is used for other more martial purposes.

The firepit is three feet deep, five feet wide and twenty feet long, easily large enough to burn entire logs. Out of respect for Handle, Bull sees that a tree is planted for every one that is cut to fuel his fires.

The north end of the common room consists of the bar, behind which are doors leading to the roadhouse office and stores. A plethora of beverages and foodstuffs are available, offering a dining experience seldom found upon the frontier. Food is hot, filling and delicious if not somewhat strange. The liquor is strong and warm, denoting the preference of the owners.

The western end of the common room has a small stage where dancing girls and bards are known to perform from time to time to the thrill or derision of the travelers.

The southern end of the common room has several alcoves hung with animal skins which offer privacy for those who wish to enjoy the comforts of the roadhouse away from the watchful eye of the common guests.

A pair of half elven twins named Syriel and Lorelia act as serving wenches under the direction of Holly, a human maiden who is an expert in managing the day to day affairs of running the roadhouse when Bull is adventuring or cannot be bothered. Holly also does the majority of the cooking and cleaning for the roadhouse. Much to the delight of the patrons, the twins are known to occasionally dance upon the stage if a skilled bard or traveling performer comes to call.

The common room is typically filled with 2d8 travelers of various races and nationalities. The Castle Keeper is encouraged to stock the tavern with whichever travelers and “story hook” contacts they feel appropriate for their adventure campaign. Likewise, it may be helpful to roll up a set of random patrons from the following list to add to the tableau of a boisterous roadhouse tavern and inn.

The Patrons of Dirty Bowbe's Roadhouse

Random Patrons: Roll d20

1	Merchant and Bodyguard	11	Wizard
2	Rogue	12	Illusionist
3	Fighter	13	Knight
4	Barbarian	14	Paladin
5	Woodsman/Hunter	15	Bard
6	Cleric	16	Commoner
7	Ranger	17	Commoner
8	Druid	18	Commoner
9	Bounty Hunter	19	Commoner
10	Soldier Patrol	20	Commoner

Patron Alignment: Roll d8

1	Chaotic Evil
2	Lawful Evil
3	Neutral Evil
4	Neutral
5	Chaotic Neutral
6	Chaotic Good
7	Neutral Good
8	Lawful Good

Patron Race*: Roll d10

1	Half-Orc
2	Elf
3	Half-Elf
4	Halfling
5	Gnome
6	Dwarf
7-10	Human

*Excludes paladins who must be lawful good, druids who must be neutral, or monks who must be lawful.

Encounter Descriptions

Merchant and Bodyguard: This encounter is with a traveling merchant (any player character class or commoner of 3rd level) and their bodyguard (typically a fighter of 3rd level). The merchant has common goods to sell as found under the equipment list in the *Castles and Crusades Players Handbook*. There is a 10% chance that the merchant is hiring adventurers to guard their caravan for a trek to Dro Mandras or some other settlement in the area.

Rogue: This wandering rogue is between jobs or hiding from law enforcement at the roadhouse. The rogue may be of any level but is typically of 1st - 4th level. The rogues services are for hire, however he may decide that the player characters look like the perfect target for a little burglary or pick pocketing.

Fighter: This fighter is a mercenary or professional fighting man who is currently looking for new employers or to join up with an adventuring band. The fighter may be of any level but is typically of 1st - 4th level. He may be hired by adventurers for a percentage of the treasure haul and often serves as a good meat shield for wizards and their ilk.

Barbarian: This outlander finds comfort in the familiar settings provided by Dirty's. The barbarian is typically of 1st - 4th level and may be looking to sign up with an adventuring band to plunder long forgotten riches. When the barbarian drinks, he likes to fight and bully smaller opponents, often coaxing them into the fire pit during summer months for some good old fashioned fisticuffs.

Woodsman/Hunter: This encounter is with a commoner or low level ranger who makes his living bringing fresh game to the roadhouse and staying around for drinks and frivolous times. The hunter is a decent enough guide and knows the way to The Crater of Umeshti, but is reluctant to enter its cursed confines. For a nominal fee he offers to set the player characters upon their path to glory or ruin.

Cleric: This encounter is with a cleric of any faith who is on a religious expedition to retrieve artifacts and relics important to his church. The cleric may be of any level but is typically of 1st - 4th level. It is possible that the cleric may offer his services as a turner of undead and healer if offered a cut of any treasures found, specifically those of a religious nature. The cleric may be available for scrolls, potions or healing if the price is right and the alignments are complimentary to their faith.

Ranger: The ranger is typically a guide or tracker who has come out of the wilderness for a warm bed, a hot meal or with warnings of approaching enemies. The ranger may be of any level but is typically of 1st - 4th level. It is possible that the ranger may temporarily join the party as a guide and expert in taking out wilderness foes.

Druid: On occasion, druids make their way to the roadhouse to see what is going on and gain information from the world outside. As their animal companions are welcome in the roadhouse, and Bull is respectful of their faith, they feel more at ease visiting the roadhouse than making the trek to Dro Mandras. The druid may be of any level but is typically of 1st - 4th level.

Bounty Hunter: The bounty hunter may be a monk, ranger, rogue, wizard, fighter or assassin of at least 4th level. There is a 5% chance that the bounty hunter mistakes one of the player characters for

his quarry and waits for them after they leave the roadhouse to spring a trap with which to take their "target" dead or alive. Likewise, there is a 15% chance that the bounty hunter is spying on some other patron of the tavern. In this event, the bounty hunter's target may attempt to hire the player characters to protect them from the bounty hunter's menace. The bounty hunter may attempt to ingratiate himself with the party in order to gain information about their traveling companions or acquaintances.

Soldier Patrol: Ever unpopular at the roadhouse, this patrol of 1d6+2, 1st level fighters and their 3rd level officer (fighter or knight) are prowling Duke Karbosk's marches in search of bandits, humanoid foes or criminals who have escaped capture. Bull and his staff are polite to the "official" visitors, but see to it that their search is conducted quickly and without incident. Bull has been known to hide folks who are on the run from the law for a nominal fee, sneaking them through the trap door exit in his office well before the soldiers arrive.

Wizard: This encounter is with a wizard who may be of any level, but is typically of 1st - 4th level. The wizard is an itinerant spell caster and seeker of arcane lore, who may hire on with player characters if offered a cut of any treasures, specifically those of



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a magical nature. Typically the wizard has spells to trade and possibly potions or scrolls for sale if he is of a high enough level.

Illusionist: Identical to the encounter with a wizard, except the illusionist's specialty is with creating magical effects that fill the minds eye with wonder and horror.

Knight: Being some of Bull's least favorite patrons, knights demand much and pay little, often causing scraps and arguments among his other patrons. The knight is a knight errant, seeking to build a reputation for himself along Duke Karbosks' marches. The knight may be of any level but is typically of 1st - 4th level. On rare occasions the knight may take up a quest with adventuring player characters, but demands no money, only a portion of any weapons or armor collected and the prestige offered by a successful adventure.

Paladin: Similar to encounters with the knight, paladins find the roadhouse uncomfortable due to the questionable status of the other patrons, but may find themselves visiting the roadhouse in search of great evil. To this end Bull finds them annoying as they start fights with some of his more questionable patrons. A paladin may join up with a good aligned adventuring party if there are assurances that battle will be taken to the teeth of pure evil. The paladin may be of any level but is typically of 1st - 4th level.

Bard: This encounter is with a traveling minstrel, jack of all trades or spy. The bard makes a bit of coin performing at the roadhouse to the amusement of the guests, but may be a herald or biographer for hire. The bard may be of any level but is typically of 1st - 4th level. Bards enjoy drinking, dancing and jamming with other bards with whom they carry on lengthy if not somewhat boring conversations. The bard may offer to become the herald or biographer of a player character band for a percentage of the profits from an adventuring expedition. Their lore may be called upon for a price.

Commoners: The many farmers, wagon drovers and simple folk who reside in the region of the roadhouse come to watch the bare knuckle brawling and enjoy the delicious beverages offered at the roadhouse. Typically they avoid confrontations and visit for the amusement of being in the presence of Bull's many rough and tumble patrons. Commoners are typically level 0-2nd level, and have few valuables.

Bill of Fare

The roadhouse offers a wide variety of sleeping accommodations, and a variety of drinking and dining, as well as dry rations and animal provisions to be taken on the road.

Beverages	Cost
Forgutts Red Ale	5cp per pint mug
Blue Lightning Whiskey	1gp per cup
Drandrerie Wine	10gp per bottle
Swordsinger Stout	7cp per pint mug
Hopping Frog Beer	2cp per pint
Table Wine	5sp per bottle, 2sp per glass
Fruit Cider	3cp per pint

Foodstuffs	Cost
Spiced Dry Roasted Bugs	Free if you can eat em!
Roast Beast (Catch of the Day)	1gp per meal, all you can eat
Bread and Meat	2sp
Holly's Muffins	2cp each
Holly's Malicious Brew	5gp per dose
Bowbe's Black Tobacco	8sp per lb. 2 cp per pipe full
Cheese Wedge	1cp
Cheese Ring	2sp per lb.
Bacon Eggs and Pancakes	2sp
Broth	1cp
Fresh Baked Fruit Pie	1gp
Apples and Seasonal Berries	2sp per platter
Oats, Cinnamon and Goat Blood	2cp per bowl

Lodging	Cost
Fine Room Stay	1gp per night
Average Room Stay	5sp per night
Floor of the Common Room	1sp per night
Passing out in the Beer Garden	Priceless or Knocked out in a Fight*

* Bull and the half elf twins have a tendency of hanging a sign saying "Knocked Out at Dirty's" around the neck of patrons who can't handle their liquor or their brawls and putting a tin cup between their legs for donations to pay for healing or hangover remedies that the victim may need to feel alive again.

Posted behind the bar is a sign indicating the rules of the erstwhile establishment. There are few rules but they are expected to be obeyed.

Roadhouse Rulez!

Death Dealing Magic resulting in property damage or death is punishable by the Management.

All patrons are expected to be well armed and ready to defend the roadhouse at any time.

Actively booing a performer is punishable by banishment from the establishment or being knocked clean out by the proprietors.

Fondling the tavern girls is punishable by removal of the offending fingers unless a price for the fondling is agreed upon before hand.

Assault with deadly weapons results in the same being administered to ya by the Dirty's staff.

Theft is punishable by forfeiture of all valued gear and removal of the thieving hand.

Welching on a bet is punishable by forfeiture of goods to cover debts and banishment from the premises.

Dun drink more than ya can handle or eat more than ya can pay for.

Holly's Malicious Brew

This is a gods awful concoction of strange herbs and stomach churning vinegar, egg yolks and other unknown ingredients. The stuff is foul beyond the reckoning of any mortal but serves to do the trick. When imbibing the brew, it results in immediate vomiting followed by feelings of euphoria and light headedness. An eventual return to normal occurs within ten minutes of quaffing this questionable remedy.

Blue Lightning Whiskey

This powerful whiskey is favored by barbarians for its strength and fortitude. Overindulgence offers a chance of immediate death to its drinker so let the buyer beware. A drinker may consume one cup of this blue colored whiskey for every 2 points of constitution without any adverse effect other than stone drunkenness. Drinking beyond that amount requires the imbiber to make a constitution check for poison for each drink. Failure results in 1d4 points of constitution damage.

Things To Do At A Roadhouse

When Your Bored

The roadhouse offers multiple opportunities for role play and excitement. Dancing and musical entertainment are frequent draws from the lowlands surrounding the roadhouse.

Bare Knuckle Brawling!

Bull holds bare knuckle boxing and wrestling events during summer months when the cooking is done out of doors. During these contests (or whenever a war of words turns into a war of fists or knives) the opponents are pitted against one another in the emptied fire pit. Here they fight in non-lethal yet brutal contests man to man until one combatant yields or is knocked unconscious. Betting is fierce in these events and often lead to additional brawling, which is of course moved to the pit as soon as the original battle has ceased.

Brawling takes place outdoors during winter months when the beer garden is closed.

House odds are placed by one of the bouncers or by Bull if he is present, and handicapped based on the overall physical appearance of the combatants (such as constitution or strength score). The constitution or strength of the combatants (whichever is higher) is divided by 6 and rounded down, giving the odds on to win the contest. For every brawl won by a combatant, the odds that the combatant will be victorious in their next match are increased by one. A chalkboard keeps track of combatants and their odds.

Example: A fighter with a strength score of 18 has odds of 3/1 to win the contest. A monk with a constitution of 14 has 2/1 odds. Regardless of the outcome of any fight, the house wins, making a decent profit from any engagement.

Once odds are set and the contestants are ready, the house collects all bets and the fight commences as it would normally using the siege engine rules for unarmed combat.

Darts

Dartboards are found near the bar and offer challenges for the less brutal patrons to enjoy a healthy mostly non-violent contest.

Betting is done between participants for an agreed upon cash value and the winner is determined after an agreed upon number of darts are thrown between contestants and their scores are tallied up. In the event of a tie, no monies change hands.

Target	Armor Class	Points
Bulls eye	20	5
First Ring	18	4
Second Ring	16	3
Third Ring	14	2
Outer Ring	12	1
Miss	-	0

Participants take turns throwing darts by rolling a to hit roll with a d20 and adding their attack modifiers and compared to the armor class of the target. Rolls of 11 or less automatically miss the dart board. A roll of a natural 1 has the same results as normal combat, and requires a re-roll. If the re-roll is a natural 1, a patron in the bar is struck with the dart, taking 1 hp of damage. This invariably results in a brawl, ending the game rather quickly.

Cards

Cards are played with a standard deck. There are a variety of card games which may be played, just as in real life. Simply play a few hands of your preferred game. Bets are done in the player characters coinage. Most patrons have no more than 1d10x10gps with which to bet, however others may have more or considerably less.

Drinking Contests

Drinking contests are a frequent pastime for those who wile away their hours in the roadhouse's beer garden or common room. Typically they take place between two hearty souls willing to drink a chosen beverage until one has passed out or yields to the other.

Typically an individual may drink 1 beverage for every point of constitution they possess with no ill effects other than the inevitable hangover. A contestant is considered drunk when they have consumed a number of beverages equaling 1/3rd of their constitution score rounded down. After the contestant is drunk, they must roll a constitution check for each drink consumed. Failure means they have a 50% chance of either getting sick or passing out cold. Getting sick is not something that puts one in the good graces of the owners or the staff. Drinking beyond ones constitution score results in death.

Prizes: Drinking contests are usually held between two or more individuals who put a predetermined amount of coin into a common pot. The last man standing wins.

Drunkenness results in a -2 to all attack rolls, damage rolls and ability checks related to the use of special abilities.

Important Personages

The Bull: Bull is frequently the chief bartender and head breaker in the establishment. Most assume he is the only owner of Dirty's but this is far from the truth, for his silent partners saw the building of such a hill fort and roadhouse as a grand investment. Bull is gone from the roadhouse roughly 50% of the time, leaving its daily operations to Holly and Forgutt. Bull is not above a good blood feud and has made his share of enemies in his day. Despite his rough

edges, Bull defends his close friends to the death. Bull is known to take soothing from the strange priest known as Brother Frosk who lives somewhere hidden within the walls of his roadhouse.

Tha Bull (He is a chaotic neutral, human, 10th level barbarian whose vital stats are HP 81, AC 19. His primary attributes are strength, wisdom and constitution. His significant attribute are strength 18 [20 when the gauntlets of ogre power are being worn]. He carries boots of striding and springing, +1 glaive, +1 dagger, +1 flaming two handed sword, +2 breastplate, gauntlets of ogre power, +2 amulet of natural armor 3,812 gps in gems, jewelry and other sundries.)

Syriel and Lorelia: These seductive bards serve as barmaids for Bull, whom they adore. Despite their age the two girls appear forever young and nubile. Syriel and Lorelia are often petty and compete with one another for Bull's attention and the attention of handsome lads who pass their way. Aside from Holly, these two have served at the roadhouse for longer than any of the other maids who, for whatever reason, end up murdered or slain on some hair brained adventure, much to the dismay of Bull and his partners. The twins despise Holly and think she is a pushy brat, but follow her orders to avoid the wrath of Bull.

Syriel and Lorelia are a good source of information about the local regions and potential adventures for characters of various levels if one manages to get on their good side, i.e. tipping well and having a high charisma doesn't hurt one bit. They are also quite humorous and enjoy making fun of Holly behind her back.

Syriel (She is a chaotic neutral, half-elf, 3rd level bard whose vital stats are: HP 17, AC 13. Her primary attributes are charisma and dexterity. Her significant attributes are charisma 16 and dexterity 17. She carries a +1 rapier, a potion of haste, a potion of cure light wounds bar maid outfits, dancers outfits and 1d20+200 gp.)

Lorelia (She is a chaotic neutral, half-elf, 3rd level bard whose vital stats are HP 17, AC 13. Her primary attributes are charisma and dexterity. Her significant attributes are charisma 16 and dexterity 17. She carries a rapier, a +1 dagger, a +1 ring of protection, a potion of haste, a potion of cure light wounds bar maid outfits, dancers outfits and 1d20+200 gp.)

Holly: Holly is a fussy semi-plain young lady with some skill in the use of magic. She seems to be everywhere at once, cleaning rooms, preparing meals and seeing to the orderly management of the otherwise chaotic roadhouse. She has a huge crush on Bull whom she pines for incessantly. She dislikes Syriel and Lorelia, whom she considers to be a pair of loafers and do-nothings and is at times insane with jealousy over the favor Bull grants them. Despite this, she is a decent manager and fabulous cook.

Holly (she is a neutral, human, 3rd level wizard whose vital stats are HP 8, AC 13. Her primary attributes are intelligence, wisdom and constitution. Her significant attribute is intelligence 16. She carries a +1 quarterstaff, +2 bracers of armor, wand of sleep with 20 charges and 10 doses of Holly's Malicious Brew. She can cast the following spells: Oth-Detect Magic, Detect Poison, Mage Hand, Mending. 1st- Charm Person, Shield, Magic Missile, Unseen Servant. 2nd-Invisibility, Web Fills.)

3. Average Rooms Passing through the southeastern door of the common room leads to the average rooms. The average rooms come with bunk beds, a footlocker and bedpan. The mattresses are

stuffed with straw but offer better accommodations than sleeping on the floor or outdoors. The doors are locked with a fairly decent lock (CL 3). Holly and Bull have keys to every room and the girls in the employ of the roadhouse see that the beds are made every morning and a pitcher of fresh water and bedpan are left next to the bed every night. There are eleven average rooms in the southeastern wing of the roadhouse. Fifty percent of the rooms are rented to guests.

4. Fine Rooms The northeastern door of the common room leads to the fine rooms which the roadhouse has to let. These rooms have a double feather bed, dresser, closet and footlocker. The locks are slightly better than the ones in the average rooms (CL 6) meaning a rogue would need to score at least an 18 to pick the lock. Holly and Bull have keys to every room and the girls in the employ of the roadhouse see that the beds are made every morning and a pitcher of fresh water and bedpan are left next to the bed every night. There are six fine rooms to rent with 50% of these rooms rented at any given time.

5. Staff Quarters A locked door leads to the hallway where the staff have their own quarters.

5-A. Holly's Room This room is simple, clean and tidy. Holly keeps her cash and spare possessions such as clothing and spell books locked in a closet in this room. To insure that no burglars steal her belongings, she keeps the door locked with magic and a very strong lock (CL 8) meaning that the enchantment must be dispelled and the lock picked. Aside from her prepared spells, Holly's spellbook contains 1d6 orisons, 1d6 first level spells, and 1d4 second level spells.

5-B. Syriel and Lorelia's Room When not sharing quarters with Bull, the half elves sleep together on a queen sized feather bed in this ill kept chamber. Clothing, bedding, pillows, shoes and stuffed animals strew the floor of the room. The girls keep two chain-shirts, bucklers, longbows, 40 arrows, adventuring gear and their gathered coins locked in the closet. The closet has a strong lock (CL 8).

5-C. Moog and Foog's Room This door-less room has a simple billet of straw and an unlocked closet containing extra adventuring gear and broken weapons. A scribbled in parchment book, half empty bottle of ink and several broken quills sit on a desk far too small for the two brutes, leftovers from one of Holly's various attempts to teach the idiots to read and write. This room is always occupied with either Moog or Foog, depending on the time of day or night.

5-D thru 5-G. Common Staff Rooms These rooms quarter the other staff members such as common bouncers and serving girls who come and go as other job opportunities present themselves. These lesser staff members usually share their room with 1-3 others. Bull only pays his most prized employees with actual coin. The rest of the staff of Dirty's work for food, equipment, tips and the shelter that the roadhouse provides. There is an 80% chance that an off duty staff member is present. The doors to these rooms are stout and well locked (CL 6).

6. Office The office to the roadhouse has a mostly unused desk, and a trapped safe whose combination is known only to the owners.

Safe Trap (CL 8): *If triggered, poisoned darts shoot out in every direction. The darts are +8 to hit. Targets struck are hit with 1d4 darts. The darts deal 1d2 points of actual damage, force the target to make a save versus poison or take 1d4 points of temporary constitution damage per dart. The lock on the safe is very complicated (CL 10).*

The safe contains about 4000gp worth of various coins, jewelry and other valuables which Bull takes in pay for services rendered at the roadhouse.

A secret trap door is hidden beneath the desk and requires a wisdom check of 20 or better to notice. The trap door has a ladder which descends 40 feet into the bedrock of the hill and then extends for a quarter mile to a secret exit off the main road. Bull, Frosk and Forgutt are the only ones who know of its existence and have a habit of blindfolding anyone who needs to use it to escape guard patrols.

As if that weren't enough, Brother Frosk has commanded a shadow to remain as an ever watchful guard over the roadhouse horde. The shadow dwells at the back of the safe, and is commanded to avoid contact with any of the staff members.

Shadow (*This chaotic evil creature's vital stats are HD 3d12, HP 18, AC 13. Its primary attributes are physical. It attacks with a touch causing 1d4+1 damage. A shadow is incorporeal.*)

7. Bull's Chamber Accessible through the locked northwestern doorway (CL 8) is Bull's private sleeping quarters. There is a low bed made in the fashion of dried sinew cross stretched over a rectangular wooden frame which is piled high with furs and soft animal pelts. As Bull is frequently away hunting, or scouring the land for foes to challenge him, the chamber is rather unkempt, with the exception of a crock full of blue lightning whiskey that sits next to the bed and a lantern hanging from a sconce upon the wall. The closet is locked with a tough lock (CL 10). Inside the closet is an iron footlocker containing Bull's non carried valuables (like his money) and spare common weapons and armor, such as a +1 glaive, two handed sword and breastplate.

8. Frosk's Chamber This is the secret abode of Brother Frosk. Brother Frosk's room is hidden behind a locked and trapped secret door. The secret door requires a wisdom check of 20 or better to locate. The secret door is locked with a very strong lock (CL 12).

Blast Glyph: *The door is trapped with a blast glyph (CL10). If triggered the glyph deals 10d4 points of acid damage to anyone within 5 feet. The glyph may be dispelled or overcome by a successful remove traps check.*

The inside of the chamber is extremely dark and has a billet upon the floor neatly made and covered with fine silk sheets valued at over 1000gp. No one save Bull or Frosk are allowed entry into this chamber, as it is guarded by 2 vicious shadows which remain ever vigilant to intruders.

Shadows x2 (*These chaotic evil creatures' vital stats are HD 3d12, HP 18, 22 and AC 13. Their primary attributes are physical. They attack with a touch causing 1d4+1 damage. A shadow is incorporeal.*)

One wall of the chamber serves as a shrine to the strange chaotic gods which Frosk is believed to worship. Candles, burnt offerings

and other strange trinkets devoted to these lost deities are everywhere in a chromatic hodge-podge. The rest of the walls of the chamber are lined with books of arcane lore and deific knowledge, valued at well over 5,000gp. Also found here are various treasure maps both valuable and false. Frosk is almost never present however due to the strange nature of his "religion." He frequently signs on with powerful adventurers, guiding them on insane treasure hunts and searches for lost relics with which to expand his powers and dominion over life and death.

9. Kitchens and Storage Foods not roasted over an open fire are prepared in the kitchen located behind the bar. Holly uses her unseen servant to help her prepare the days meals. There is enough dry goods and booze in the storage area to maintain up to 20 individuals for a month in the event of a siege. A doorway in the north wall of the kitchen leads to Forgutt's bar in the beer garden.

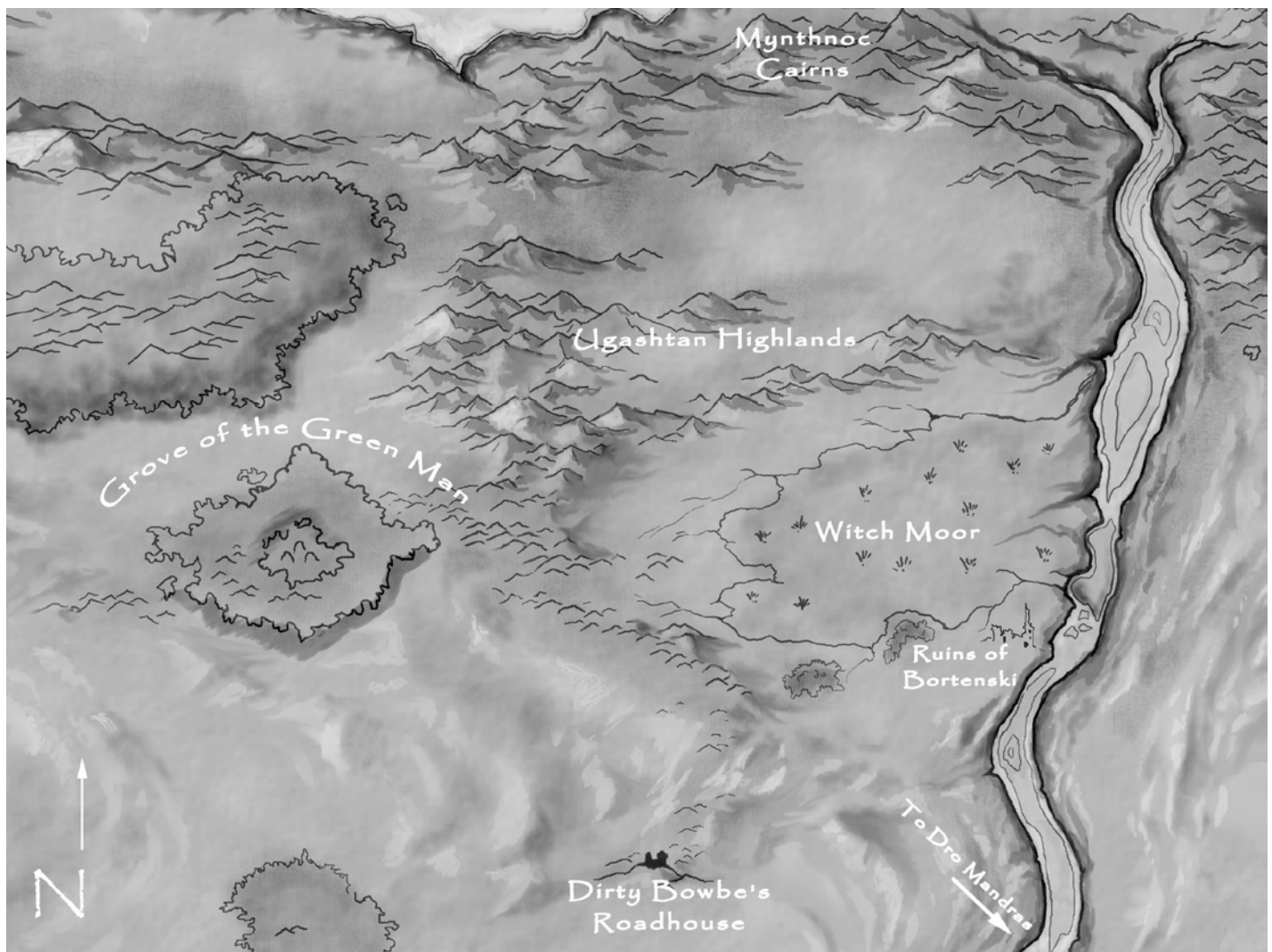
The Roadhouse in an Adventure Campaign

The roadhouse serves as a great base of operations for adventurers looking to explore the wilderness between the Crater of Umeshti and Dro Mandras. The variety of guests and visitors offers the Castle Keeper an opportunity to introduce new players to the campaign, and new non-player characters to the setting. It is always possible that Bull has established some bounty or another on roving bandits or magical beasts plaguing the area. Likewise it is a good place to gather rumors. Since the recent fall of East Dro Mandras, military patrols have ceased, and Bull is known to be gone for days and weeks at a time assisting the war effort at the behest of Duke Karbosk himself. As the invading armies have been fought to a standstill, Bull finds the time to travel back to the roadhouse on occasion to check on his investments and the safety of his patrons.

It is always possible that an orc war band may attempt to sack the roadhouse, requiring all patrons to pitch in to save the place (and their own necks in the process). Details on potential threats may be gleaned from encounter tables for the region found in the encounter appendix.

Chapter 2 Areas of Adventure

The haunted highlands of the Karboskian Marches are a semi-forested hill country known as a home to strange druids and unspeakable horrors. Caverns dot the hills, some carved by mortal hands and others by the natural will of the gods. Ruins of long destroyed villages dot the landscape, polluting the land with their restless dead. Likewise raiders and deserters from the armies of the Duke of Karbosk and King Yorgach serve as an ever present threat for banditry and murder.



Mynthnoc Cairns

Mynthnoc Cairns are an abandoned burial ground once used by the Ugashtan to bury their chiefs. The place has long since become a haunted place where the dead walk the land and rule the night. Strange ghostly lights are often seen after dark, even from a distance of many miles. Due to this strange light and the general haunted nature of the place, the Mynthnoc Cairns have given the highlands their reputation for being a haunted place.

The Mynthnoc Cairns are a challenge for characters of 4th-7th level or higher depending on the party makeup and strengths.

Built into the sides of rocky hills, the Cairns are a maze of twisting box canyons. Rusted iron and wood portcullises were once intended to seal the numerous burial chambers from tomb robbers. Of course age and weathering has cracked many of these cairns open and the presence of a great evil within the canyons has caused many of the dead to stir from their slumber to walk amongst the living once again.

Random Encounters

Check for random encounters every 30 minutes by rolling 1d6. During daylight hours, a roll of 1 indicates an encounter occurs. During nighttime hours, a roll of 1-2 indicates an encounter. Roll a d10 and refer to the table below to determine the encounter type.

1	Zombie Gang (2d8)	6	Allip
2	Ghoul Squad (2d6)	7	Wraith
3	Skeleton Gang (2d8)	8	Charnel Spider
4	Ghast Band (1d6+1)	9	Rats
5	Shadows (1d4+1)	10	Giant Bat

A. The Ghoul Cairn

A-1. Entrance The old iron gate which once sealed this cairn has long since rusted open leaving its old lintels broken and lying in a crumbled pile beneath the cavern entrance. The ghouls, starving as they are, lie in wait just beyond the doorway, hidden in shadow requiring a successful wisdom check (CL 5) to notice.

Ghouls x5 (These are chaotic evil, undead creatures whose vital stats are HD 2d8, HP 8, 13, 11, 12, 14, and AC 14. Their primary attributes are physical. They have 2 claw attack that deal 1-3 damage and one bite that deals 1-6 damage. Their special attack is paralysis.)

A-2. Burial Chamber This rough hewn chamber is cut thirty feet beyond the entrance to the cairn. The bodies of fallen warriors were once wrapped tightly in deerskin and placed here with great honor and ceremony. Now the chamber is lair to horrid flesh eating ghouls. The ghouls assume that the player characters are grave robbers and demand the return of their belongings as they attack.

The ghouls are led by a ghast who was once a warlord amongst the Umashtan tribes. Even if destroyed, the ghouls reform in 1d2 days unless their archaic weapons and armor are gathered from the items plundered by Illjac and Taernin.

Ghouls x5 (These are chaotic evil, undead creatures whose vital stats are HD 2d8, HP 8, 13, 11, 12, 12, and AC 14. Their primary attributes are physical. They have 2 claw attack that deal 1-3 damage and one bite that deals 1-6 damage. Their special attack is paralysis.)

Ghast (This is a chaotic evil, undead creature whose vital stats are HD 4d8, HP 20 and AC 17. Its primary attributes are physical. It has 2 claw attack that deal 1-3 damage and one bite that deals 1-6 damage. its special attacks are paralysis, stench and ghoul fever.)

B. Cairn of Urthrasta

B-1. Entrance A stench of evil emanates from this broken cairn. Carvings along the walls are hard to make out but if studied closely for 2-3 minutes reveal that this was once the burial place of a witch-queen who was greatly feared by the Umashtan people. A bard making a successful legend lore check reveals that Urthrasta was a necromancer and priestess of Nartarus, god of the walking dead.

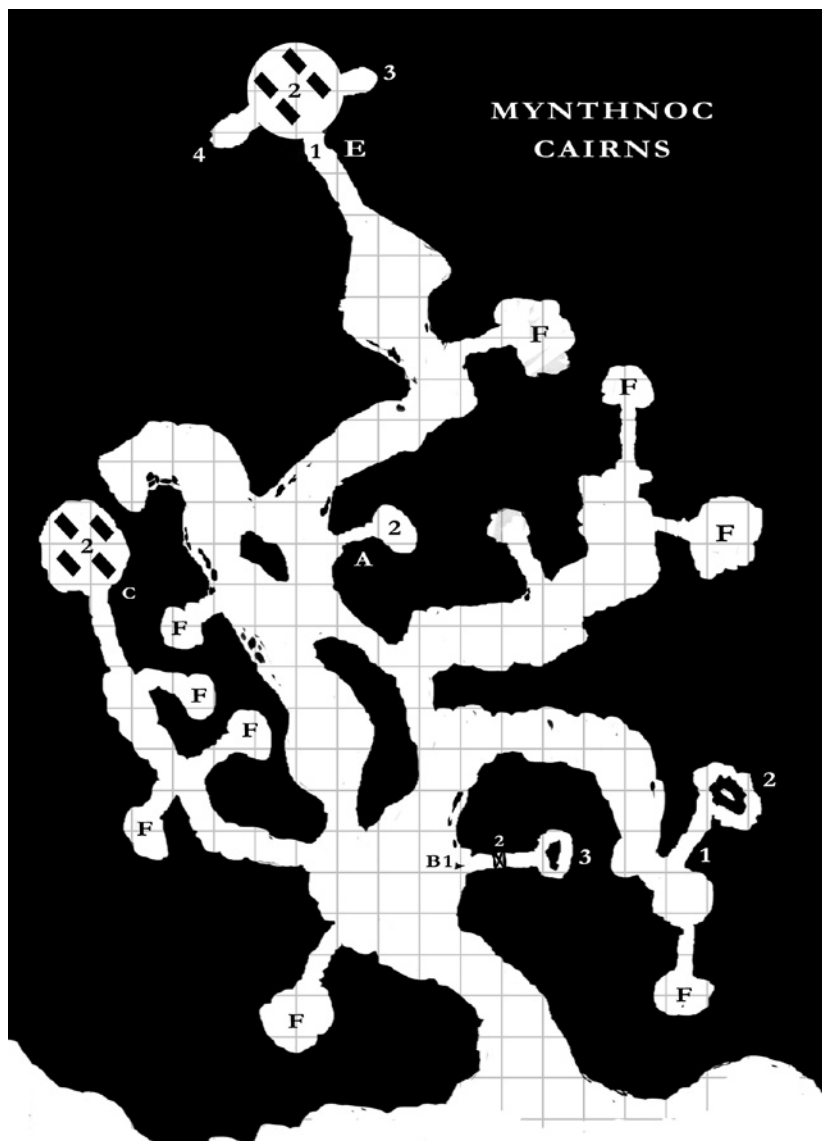
B-2. Pit Trap A covered pit trap (CL 3) is hidden beneath refuse. The pit is 30 feet deep and filled with shattered bones and animated skeletons. Rogues must make a successful find traps check of 15 or higher to discover the trap and an additional disable traps check of 15 or greater to disarm or overcome it. Player characters not noticing the trap fall 30 feet, taking 3d6 points of damage and are instantly attacked by the skeletons hidden amongst the piles of bones.

Skeletons x5 (Their vital stats are HD 1d12, HP 4, 6, 8, 10, 12, AC 13. Their primary attributes are physical. They attack with clubs for 1d6 damage. These creatures are undead.)

B-3. Tomb of Urthrasta This rough hewn chamber is set with a single stone slab, upon which lays the moldering remains of Urthrasta. A golden ringlet is affixed to her brow and her body is wrapped in rotting rags. A scepter of bones is carved into the side of Urthrasta's slab, denoting her allegiance to Nartarus. As the player characters approach, Urthrasta stirs and rises to challenge them.

Urthrasta may not immediately attack, but is despondent that Illjack and Taernin have invaded the cairns which she sees as her own private domain. She offers to spare the player characters and return the undead to their rest should they remove the living ones from her domain. If the player characters refuse due to arrogance, stupidity or the fact that they have a paladin in their party, she attacks.

Urthrasta the Mummy (This lawful evil, undead creature's vital stats are HD 7d12, Hp 42 and AC 20. Its primary attributes are physical. It attacks with a slam for 1d12 damage. Its special attacks are despair and mummy rot. It can only be struck by magical weapons and is vulnerable to fire and subject to raising.)



Treasure: Various urns and jars placed within her tomb are made from electrum, gold and other valuable materials valued at 300gp. The circlet upon her brow is a special item of a magical nature usable only to priests or necromancers of at least 8th level who worship Nartarus. It is otherwise worth 1000gp. The circlet allows a cleric or necromancer to command and control double their normal hd of undead. To such villains, the circlet is worth 5500gp. It may only be destroyed by a lawful good cleric of at least 10th level after completing a very complex ritual involving the casting of bless, dispel magic, immersion in holy water and shattering it with a good aligned magical weapon of at least +3 enchantment.

Should the circlet be removed from the tomb but not destroyed properly, Urthrasta reforms in 1d4 days to again punish the tomb robbers and return to the cairns.

C. Dolmen of the Four Lords

C-1. Entrance Like the other cairn entrances, the grate which once sealed this cave is broken open. The tunnel beneath the entrance descends sharply, requiring a dexterity check of 14 or better to descend without losing ones footing and slide directly into the burial chamber.

C-2. Burial Chamber of the Four Lords This burial chamber once housed the remains of four warlords of a dead line of Ugashtan clansmen. The rousing of Urthrastra and the pillaging of their tomb has returned the corpses of the dead lords as wights. The wights demand the return of their burial treasures. If the player characters do not have them, the wights attack.

Wights x4 (*These lawful evil, undead creature's vital stats are HD 4d12, HP 24, 28, 33, 18 and AC 15. Their primary attributes are physical. They attack with a slam for 1d6 damage. Their special attack is an energy/level drain.*)

D. Lair of the Charnel Spider

D-1. Entrance The entrance to this cairn is knotted with spider webs which must be cut through, taking 1d10 minutes or burned out (taking one minute) with magic or torches and oil. This causes the charnel spider in area D-2 to immediately attack the intruders.

D-2. The Spiders Lair This chamber is home to a charnel spider. The foul creature occasionally leaves its lair to crawl forth to animate zombies and skeletons within the canyons and caverns of the Mynthnoc Cairns. If the charnel spider has already been encountered randomly and defeated, then this chamber is empty save for the web wrapped zombies found here. Illjac and Taernin have managed to fight the creature to a standstill killing its mate and as such it now avoids them.

Charnel Spider (*This neutral evil creature's vital stats are HD 4d8, HP 20 and AC 15. Its primary attributes are physical. It attacks with a bite for 2-8 damage. It injects poison with a successful attack.*)

Zombies x 8 (*These neutral evil, undead creature's vital stats are HD 1d12, HP 4, 9, 6, 7, 8, 5, 5, 12 and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 damage.*)

Treasure: There are 166gps worth of gems, jewelry and coin collected here in a bundle of webs. Likewise a suit of +1 leather armor a +1 shortsword, 2 potions of levitate and a wand of magic missiles with 20 charges are scattered throughout the webs, being the remainder of an ill fated party of tomb robbers who are now zombies within the tomb.

E. Illjac and Taernin's Hideout

E-1. Entrance The entrance to this chamber is hung with a ratty funeral shroud which blows slightly in the wind, being the only indication of something amiss amongst the other shattered cairns in the region. As the player characters approach, they notice several zombies wandering aimlessly about the cavern entrance. If the player characters attempt to enter the cavern, the zombies attack.

Zombies x 5 (*These neutral evil, undead creature's vital stats are HD 1d12, HP 5, 10, 8, 7, 8 and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 damage.*)

E-2. Central Crypt It is likely this chamber once served as a mass burial pit. The stone sarcophagi now serve as tables for Taernin's various experiments or as holding places for the mass of treasure they have accumulated plundering the region of the cairns. Taernin and Illjac are generally found sipping wine or counting their loot within this chamber as the player characters arrive. If the player characters make too much noise dispatching the zombies however,

they hide within the curtained alcoves to the east and west, waiting the appropriate time to spring an ambush or make their escape.

Treasure: Lying about the chamber are dozens of items plundered from the various cairns in the region. Illjac and Taernin have accumulated 1,489gp worth of jewelry, coin, and antique objects of art in recent months. They have also found the following items:

Crowns of the Four Kings: Four ornate circlets set with natural uncut gemstone valued at 600 gp each and belonging to the wights in area C.

Longswords: These four +1 longswords belonged to the four kings of area C.

Archaic breastplates: There are ten of these. The design and scrollwork upon these breastplates places them at a value of 600gp each. These breastplates belonged to the ghouls and ghastr of area A.

Archaic longswords: There are ten of these. The design and quality of these swords, as well as the jeweled pommel and hilt stones sets their value at 100gp each. These swords belonged to the ghouls and ghastr of area A.

E-3. Illjac's chamber This tomb once held a young Umashtan leader who was cut down far before his prime. It now serves as the sleeping chamber for Illjac. Illjac is a cleric of the mad god Soagoth and a known grave robber who was chased away from Dro Mandras. While on the lam, Illjac made his way to the forbidden burial sites of the Umashtan folk and has as thus spent much time plundering its sealed cairns for treasure and forbidden knowledge. During the process he has come into the company of Taernin, an assassin bearing a sentence of death from both the Duke of Karbosh and the Creeping Death Assassins Guild.

If the player characters have made substantial noise in approaching the hideout, Illjac prepares protective spells for himself in order to better combat any intruders. As fighting commences, Illjac does his best to keep to the doorway of his room to avoid being flanked or attacked by multiple foes. Aside from his bedroll and worn adventuring equipment, this chamber is devoid of any valuables.

If battle goes against Illjac and Taernin, Illjac casts sanctuary and attempts to flee the area of the cairns.

Illjac, Devotee of Soagoth (*He is a chaotic evil, human, 6th level cleric whose vital stats are HP 28 and AC 20. His primary attributes are wisdom, constitution and intelligence. His significant attribute is wisdom 16. He carries a +1 flail, +1 full plate, +1 large steel shield, a scroll with the following spells written upon it: sanctuary; desecrate; magic circle of protection from law and animate dead x3; and three potions of cure light wounds; He can cast the following spells: Oth-detect good; detect magic, create water, endure elements; light object; 1st-command, bless, invisibility to undead, shield of Faith; 2nd-darkness, hold person x2, spiritual weapon; 3rd-animate dead and dispel magic.*)

E-4. Taernin's Chamber As the player characters explore the central crypt, Taernin observes them through the funeral shroud hung over the doorway to this abandoned burial chamber. He waits for the right moment to distract the player characters and slay the nearest party member with his death attack ability.

Should battle with the player characters turn against Illjac and Taernin, Taernin drinks his potion of invisibility and his potion of haste and seeks to flee the area with his life. Of course he would remember the player characters. There is a 25% chance that Urthrastra catches Illjac and Taernin before they manage to escape the cairns, intending to exact her own revenge.

Taernin (*He is a neutral evil, halfling, 5th level assassin whose vital stats are HP 18 and AC 16. His primary attributes are dexterity and constitution. His significant attribute is dexterity 16. He carries +1 shorts sword, +1 leather armor (Halfling Sized); 1 potion of invisibility, 1 potion of haste, 1 potion of cure light wounds.*)

F. Collapsed Cairns

These cairn entrances have collapsed due to time, weather and natural phenomenon. Player characters spending at least one day digging out the rubble may find passage into the tombs beyond. Presence of a dwarf or gnome in the party reduces the digging time by 1/2 for each dwarf or gnome. They require player characters passing them to make a successful wisdom check of 20 or higher to notice. Elves and dwarves need only score an 18 or higher to spot the collapsed entrances for what they are. There are a dozen such collapsed cairns within the region.

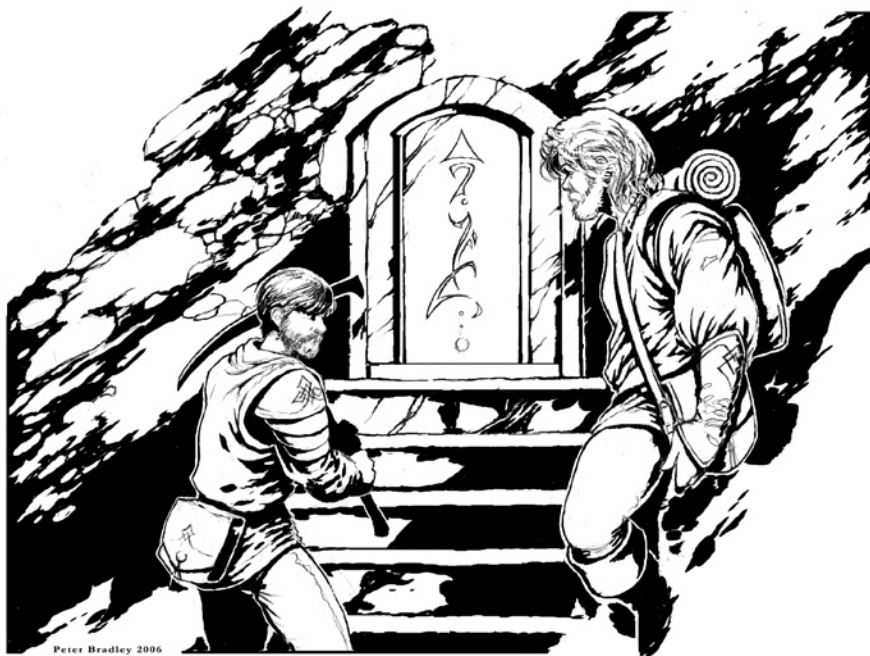
There is a 50% chance that the collapsed tomb holds the walking dead. If a score of above 50 is rolled on d100, roll again for a random encounter using the Mynthnoc Cairns random encounter table, disregarding an encounter with the charnel spider.

Treasure: Each cairn contains 4d10+100gp worth of gold and jewelry. There is a 50% chance that 1d2 random magical items are present as well. These items may be potions, scrolls or magical arms and armor of no more than +1 value. If these items are plundered from the tomb, the spirit of the inhabitant rises to attack in the form of an undead unless undead were already present and accounted for.

Continuing Adventures in Mynthnoc Cairns

The player characters may continue to search the area as they feel appropriate, putting down undead and possibly plundering the tombs for treasure. Plundering the tombs raises the ire of the Ugashtan people, making them forever the sworn blood enemies of the player characters. A bounty of 500gp each is offered for the heads of both Illjac and Taernin. Returning the two criminal tomb robbers dead or alive to more civilized lands such as Dro Mandras or the Roadhouse gains this reward and the prestige of having brought down a pair of notorious villains. Returning the treasures to the various cairns where they were stolen causes the dead to settle again into a more or less restful slumber and allows the Ugashtan to again bury their dead in these hallowed hills.

Should Illjac and Taernin escape the player characters, they would prove to be interesting recurring villains in future adventures devised by the Castle Keeper to keep player interest captivated over the course of a lengthy campaign. In this case, Illjac and Taernin as



individuals or a team may recruit new villains with which to harass the player characters. Perhaps the player characters capture the duo only to have them slip free of their captivity moments before they are set to be executed by local authority figures.

The Ruins of Bortenski

This ruined village was once the home of a hundred or so hearty souls, now decimated to a man when Yorgach brought his forces through this region of the marches en route to East Dro Mandras. Yorgach's forces slaughtered the inhabitants in a frenzy of blood, beheading everyone in the orc king's insane search for the Century of Skulls. In failing to find the proper skulls, the heads were piled in the village square, just outside the charred rubble heap which once housed the church of Vanium the Fearless.

Currently the few outlying buildings that were not completely destroyed during the pillage have been converted into shanties. These shanties are used as a base of operations by the Slaughterer's Crewe, a band of wicked cutthroats under the command of Captain John Slaughter, a well known bandit.

Slaughterer's Crewe Encampment Occupying what was once a stable and outbuildings, John Slaughter's gang of bandits has made itself comfortable in the Ruins of Bortenski. Figuring that after the sack of the village, none would bother searching for him here, John has set up a small base of operations for the squad bandits under his direct control. John is a respected and feared bandit captain, and frequently recruits bandits led by lesser bosses into the Slaughterer's Crewe.

It should be noted that 50% of Slaughter's band is away from the camp at any given time, raiding merchant caravans or ambushing lone travelers to bring revenue for the Crewe.

A. The Lookout A lone bandit sentry hides atop the only unscarred tree in the region of the ruins. Here, the sentry scours the horizon for signs of vengeful Karboskian militia-men or ravenous monsters which now plague this once relatively safe area on the

border between the Karboskian plains and the marches. Player characters must make opposed wisdom checks to the bandits hide check in order to notice his hiding spot high in the branches of this aged hawthorn tree. Should the lookout spy approaching player characters, he gives the whistle of a cardinal to alert the bandits hidden amongst the rubble walls to prepare an ambush and lies in wait for the trap to be sprung.

Bandit Rogue (*This is a neutral evil, human, 1st level rogue whose vital stats are HP 4 and AC 14. His prime attributes are constitution, dexterity and wisdom. He carries leather armor, shortsword, shortbow and 20 arrows.*)

B. The Rubble Walls These collapsed walls have been rearranged in a set of two concentric circles and ditches around the ruin of the stables. The bandits have busied themselves when not raiding with digging trenches which they are ordered to guard in rotating shifts of 3-6. The bandits use the rearranged rubble and trenches as breastworks with which to snipe at those who have come too close to their lair. This breastwork and trench system offers the bandits a +2 to their armor class until foes have managed to join them in melee combat. The rubble walls are reinforced by bandits hanging out at the hideout in 1d4 rounds in the event of trouble.

Bandit Fighters x1d4+2 (*These are neutral evil, human 1st level fighters whose vital stats are HP 8 and AC 14. Their primary attributes are strength, constitution and wisdom. Their significant attribute is strength 14. They carry Spear, longbow, 20 arrows, longsword, leather armor, large wooden shield.*)

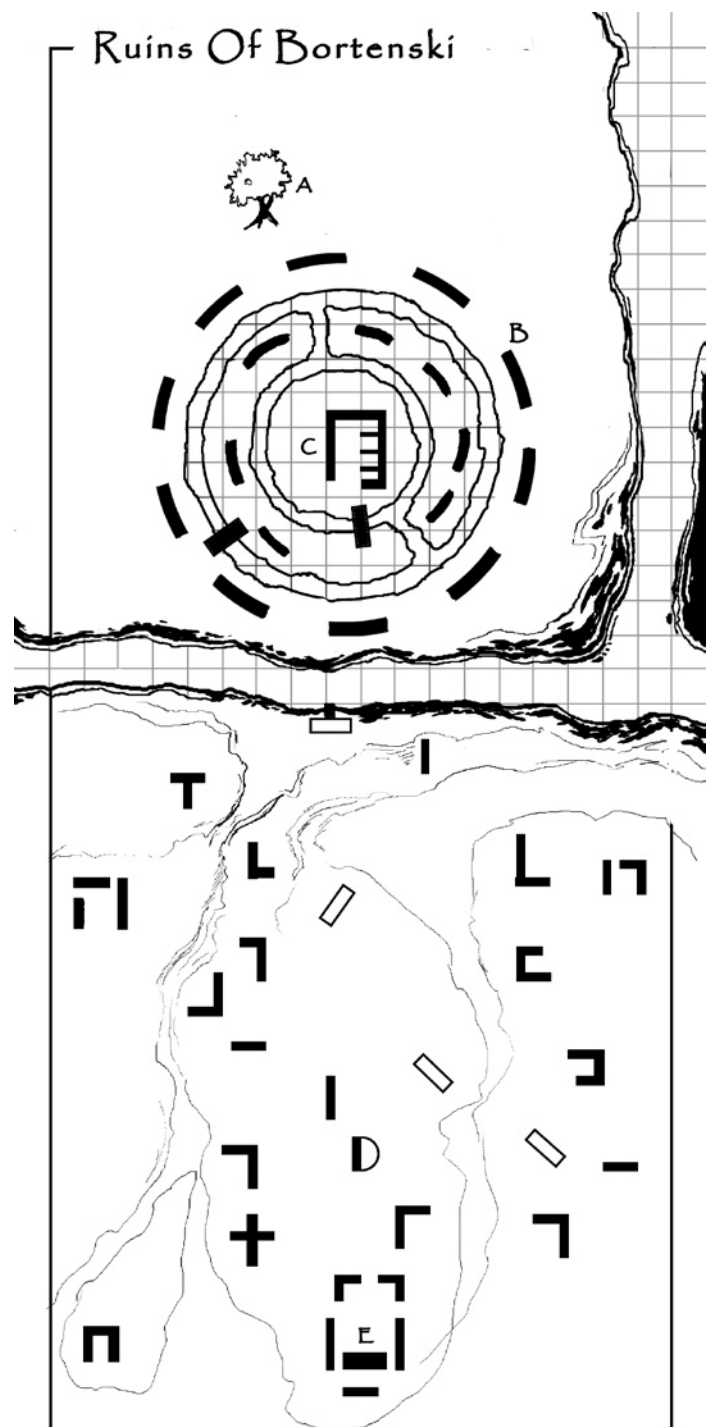
C. The Hideout This stable has three remaining outer walls and 4 remaining stalls which serve as Slaughter and Fenro's sleeping quarters, as well as the sleeping chambers for under-bosses which happen to be at the hideout at any given time. If the bandits have been warned of approaching foes, they move out of the hideout to join their brothers and sisters at area F-2. Slaughter, Fenro, 1d6 bandit fighters and 1d4 bandit rogues may be found at the hideout at any given time. Enough light warhorses are picketed outside the hideout, grazing in the yard, for each of the bandits present at Slaughter's encampment. Tack and harness for the beasts lies piled under a canvas tarp on the outer wall of the hideout.

Bandit Fighters x1-6: See Above

Bandit Rogues x1-4: See Above

Bandit Boss (*He is a neutral evil, human 3rd level fighter whose vital stats are HP 16 and AC 16. His primary attributes are strength, constitution and wisdom. His significant attribute is strength 16. He carries a spear, longbow, 20 arrows, longsword, chain shirt, large steel shield and rides a light warhorse. Its vital stats are HD 3d10, HP 20, AC 14. Its primary attributes are physical.*)

Fenro (*She is a neutral evil, human, 4th level illusionist whose vital stats are HP 8 and AC 13. Her primary attributes are intelligence, charisma and wisdom. Her significant attribute is intelligence 16. She carries a +1 quarterstaff, +1 bracers of armor, +1 ring of protection, 1 potion cure light wounds and 432 gp in gems, jewelry and various coins. She can cast the following spells: Oth-ghost sound, dancing lights, mending, read magic; 1st-color spray x3, silent image; 2nd-blur, invisibility and mirror image.*)



Fenro is Slaughter's chief lieutenant, her use of color spray making the capture and robbery of merchant caravans a simple chore when combined with the skills and abilities of Slaughter and his under-bosses. She has a price on her head, wanted dead or alive, of 400gp in most civilized lands. Due to her use of illusions however, most folk do not know what her face actually looks like, and any eyewitnesses to her depredations are of course, quite dead.

Captain John Slaughter (*He is a chaotic evil, human, 6th level fighter whose vital stats are HP 40 and AC 17. His primary attributes are strength, wisdom and constitution, His significant attribute is strength 16. He carries a +1 bastard sword, +1 breastplate, ring of jumping, bag of holding, 3 potions of cure light wounds, 1 potion of invisibility and 800 gp in various gems, jewelry and coin.*)

John Slaughter once served in the armed forces of Karboskia and thus knows their patrol schedules, their officers and their methods, keeping him always one step ahead of the law. He is a wanted man who decided he would make more money taking what he wanted rather than living off of army pay. He is also wanted for murder, armed robbery, highway robbery, assault, torture, kidnapping, crimes against nature and worse. Don't ask what worse is, for you do not want to know. Captain John will do anything to save his own hide, seeking to escape in the event that a fight turns against him. He would sacrifice his own mother to save his own hide - in fact he already did, and its one of the many crimes he is wanted for. The bounty on Captain John is 600gp, payable at any civilized outpost or town for his body dead or alive.

D. Ruined Village Center This was once the hub of Bortenski's social and religious life. Now all that remains are piles of charred and broken timber and stone. Sitting in the center next to a building which once had been a mighty church are a pile of 90 rotting heads, swarmed upon by hundreds of rats and ravens.

Rats x1d100 (*These neutral creature's vital stats are HD 1, HP 1 and AC 10. Their primary attributes are physical. They attack with a bite which cause 1/2 a point of damage and can cause disease.*)

Ravens x1d100 (*These neutral creature's wital stats are HD 1d2, HP 1 and AC 14. Their primary attributes are physical. They have no attacks.*)

Chasing off the rats and burying the skulls earns the player characters 100 bonus experience points each.

Casting speak with dead on one of the heads tells the tale of Yorgach's arrival at the head of his vanguard and the slaughter of the people at the hands of orcs, ogres, goblins and trolls.

E. Desecrated Alter of Vanium Cracked and smeared with blood and filth, this once highly polished marble altar dedicated to the God of Valor is all that remains of a church built in his honor. Player characters taking the time to clean the altar of the filth and waste find themselves blessed by Vanium for their good deed. This blessing acts exactly as the bless spell, but lasts for one full week. Paladins or clerics of Vanium cleaning off the altar receive 100 bonus experience points for their good deed.

The Witch Moor

This highland peat bog is known for its thick fogs and sucking mud pits which can drag a man or beast to its death in seconds. Despite these dangers, locals living on the edges of the bog will brave its dangers for the bounty of cranberries, sloe berries and peat, the latter of which may be dried and used to fuel their fires. None venture too deeply into this trackless moor however, for fear that Relletina the Hag will catch them and grind their bones to make her bread. Folk of the southlands tell tales of Relletina to frighten their children into behaving. Few suspect that Relletina is a real creature, craven and twisted by Jokashka into the hag that she has become.

The Witch Moor is a dangerous place, unsafe for characters below 4th level. The boundaries of the moor should only be crossed with great care.

Random Encounters: Roll a d10

1	Owlbear	6	Ogre Mage
2	Banshee	7	Harpy
3	Otyugh	8	Shambling Mound
4	Worg	9	Giant Frog
5	Ogres (1d4)	10	Relletina the Greenhag

Special Features

Travel through the Witch Moors must be taken with care lest individuals become lost, or fall into a bog pit and drown. The Witch Moors also have an enchanted fog which begins roughly 30 yards into the moor that confuses travelers and causes them to lose their way. No scrying spells cast by non-evil beings may be used in this thick fog. For this reason it has been almost impossible for paladins of Vanium or other goodly heroes to track down Relletina and destroy her once and for all.

Fog: The fog causes bewilderment, meaning player characters must make a successful wisdom save of 15 or higher or become hopelessly lost in the moor and unable to escape. Once failed, this effect remains until Relletina is slain and the cursed fog is lifted. Evil beings are unaffected by the bewilderment, seeing it as a normal fog.

Travel: Movement through the moors is done at 2/3rds standard movement rate and is impossible for horses, ponies or other like mounts to bear a rider through. For every hour that player chracters travel through the moors they must make a dexterity check of 12 or better or fall into a quagmire.

Quagmires: Escaping a quagmire requires a successful dexterity or strength check of 15 or better. Beings caught in a quagmire sink in 1d4+1 rounds and begin to drown, and will die from drowning in 1d4+1 rounds.

A. Relletina's Hovel Hidden near the center of the moor is the hovel of Relletina the Green Hag. The hovel is surrounded with a fence made from the bones of her victims and is otherwise made of piled peat slabs, driftwood and the round shields of would be heroes.

A pair of hellhounds roams the yard surrounding the hovel, attacking anyone foolish enough to tread too closely to Relletina's home. Relletina attacks anyone who enters her domain as soon as the hellhounds start to bay. Relletina has a tendency to sneak out of her hovel, circle around intruders and pick them off one at a time if possible, stalking any remaining foes thru the moors like a lioness hunting down her prey.

Hellhounds x2 (*These lawful evil creature's vital stats are HD 4d8, Hp 16, 20 and AC 16. Their primary attributes are physical. They attack with two bites for 1d6 dmage. Their spcial attacks are breath weapon and fiery bite.*)

Relletina the Green Hag (*This chaotic evil, creature's vital stats are HD 9d8, HP 54 and AC 22. Its primary attributes are physical and mental. She attacks with two claws for 1-4+4 damage. Its special attacks are spell like abilities, weakness, mimicry and camouflage. She carries a wand of magic missiles with 20 charges and Relletina's horn of fog - see below.*)



Treasure: Relletina keeps a +2 battleaxe, +2 dagger, 3 potions of cure light wounds, a flask of curses, a suit of elven chain and 2144gps hidden in a hole beneath her mattress. The hole requires a wisdom check of 16 or better to find.

Relletina's Horn of Fog: (This horn of fog acts exactly as a normal horn of fog with the following differences when used by Relletina herself.)

1. The fog never dissipates.
2. The fog causes bewilderment, meaning player characters must make a successful wisdom save of 15 or higher or become hopelessly lost in the moor and unable to escape. Once failed, this effect remains until Relletina is slain.
3. The fog cloud and all of its fog effects are twice the standard size when used by Relletina.
4. Scrying magic is ineffective against the fog. This effect does not work when scrying spells and detections are cast by evil individuals.

B. The Ogre Mound The ogres of this peat mound serve Relletina and feast off the leavings from her boards. She has been wise to share treasures gleaned from lost travelers these many years, making

the ogres faithful if somewhat stupid allies. The mound actually houses eight ogres, but there is typically only 1d4 present at any given time as the others ply their way through the moors in search of food or foes to capture and hand over to Relletina for shiny coins and treats.

Ogres x14 (These chaotic evil, creature's vital stats are Hd 4d8, HP 20 and AC 16. Their primary attributes are physical. They attack with a large club for 1-8+3 damage or a slam attack for 1-10 damage. They carry clubs.)

Treasure: Hidden in the refuse of the mound, the ogres have acquired 5d12+20gps in various coin and gemstones. They also possess a +1 suit of studded leather armor, a +1 scimitar and a +1 small wooden shield which they use as a dinner platter.

Highland Settlement of Ugashtan

Population: Roughly 250 adult males and females, with 50 sub-chiefs, 5 warlords, 10 druids, 4 clerics of Bowbe, 40 thralls and 200 non-combatants made up of elderly and children. The ruler is Hammundur, War Chief of Ugashtan.

Deep in the highlands is the settlement of Ugashtan. Ugashtan warriors are a hearty lot, being the direct descendants of the survivors of the ancient Umeshiti people, destroyed all those thousands of years ago. They have forgotten much of their ancient ways and all that remains is transfixed upon their culture in a myth cycle which shows a great disdain for sorcery and arcane magic.

Strangers traveling in the vicinity of the settlement are met with a Ugashtan war band consisting of a sub-chieftain and 2d8 warriors. See the important personages section for information on the makeup and strength of a Ugashtan war band. The war band seeks to turn aside folk who have no good business visiting their holdings.

The Ugashtan settlement comprises roughly forty stone longhouses with thatched roofs and houses a family group. The Ugashtan are a fierce and proud people who long ago made their peace with the old Duke of Karbosk, swearing to protect their highlands from monstrous invaders in exchange for semi-self rule and the conscription of a number of their warriors as shock troops for the armies of the duke.

The Ugashtan have a tribal headman council led by their war chief Hammundur and counseled by the Druids of the Grove of the Green Man in spiritual matters. If any deity is truly worshipped here it is Bowbe, who is the patron of the Ugashtan war lodge. Few prayers are offered to Bowbe, who would not answer them in any event.

The Ugashtan People

The Ugashtan have a ruddy complexion and hair ranging from reddish brown to dirty blond and have clear grey eyes. They dress in animal pelts, woolen kilts, chain shirts or whatever peace meal armor they have lying about that does not interfere with the welderunning (primal fury). Ugashtan have a racial +1 to all saves

versus magic/illusions and fear effects but suffer a -1 to saves versus confusion and charms.

The Ugashtan culture is divided into three primary clans. The Blood Moon Clan is the largest, commanding three warlords, and ruled by the Ugashtan war chief Hummunder. The remaining two clans consist of the Strong Buffalo Clan and the Fast Axe Clan, denoted by tribal motifs carved into their weapons and armor or painted and tattooed to their skins. Children born to thralls are automatically inducted into the clan they are born into despite their parents continued servitude. Local druids see to the delivery of newborn infants when they are available.

A Ugashtan family group consists of 1d4 adult males led by a sub chieftain of the tribe, 1d2 adult female wives (fight as men) and 1d4 children or elderly who are considered non combatant. There is a 50% chance that a family group also has 1d4 thralls or slaves captured as spoils of battle who help with cooking, cleaning and farming or to insure the strength of the Ugashtan blood line is not spoiled by inbreeding.

The Ugashtan defend their territory fiercely, the sub-chief having a war-horn with which to call neighbors in the event of an attack. Neighboring warriors arrive in 1d4 minutes, with additional warriors arriving every 1d4 minutes after that.

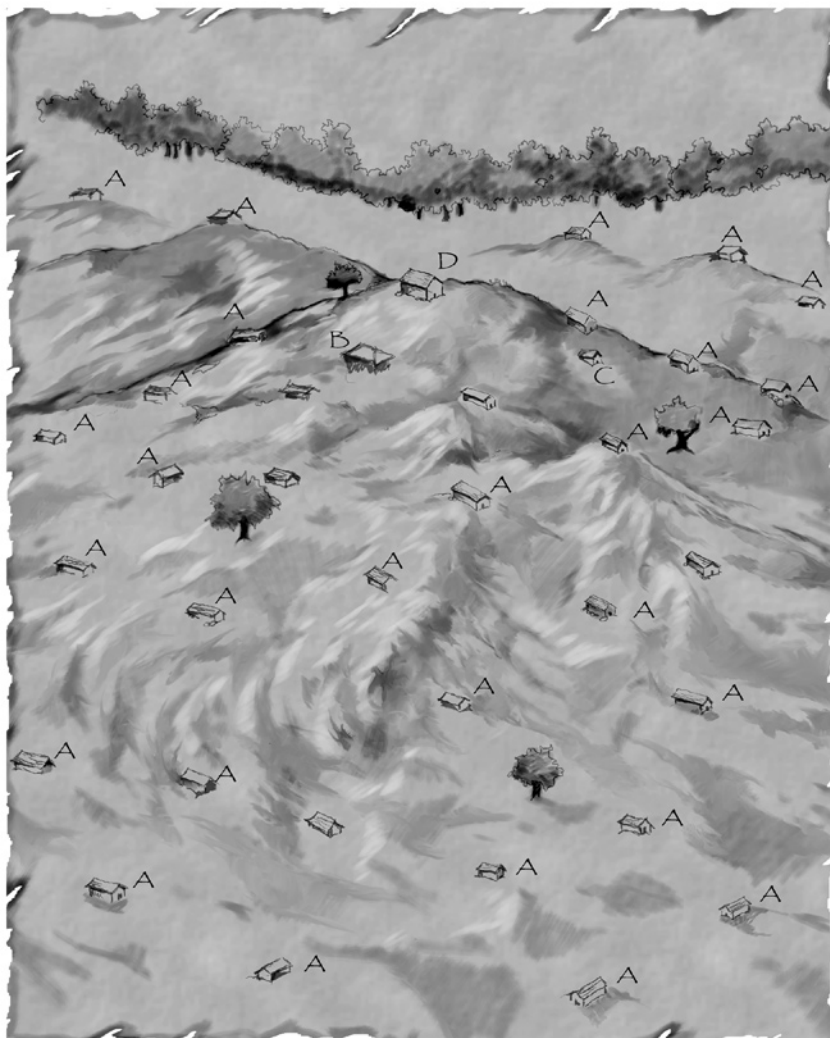
Important Personages

Hummunder, Ugashtan War Chief (*He is a chaotic neutral, human, 8th level barbarian whose vital stats are HP 60 and AC 18. His primary attributes are strength, constitution and wisdom. His significant attribute is strength 18. He carries a +2 two handed axe, +2 chainshirt, longbow, 20 +1 arrows, bag of holding, 2,400 gps in various gems, coins and jewelry and rides a heavy warhorse.*)

The heavy warhorse vital stats are HD 4d10, HP 30 and AC 14. Its primary attributes are physical. It attacks with two hooves for 1-6+3 damage and a bite for 1-4+2 damage.)

Hummunder is a fierce and proud warrior who has earned the respect of the Duke of Karbosk. He has four wives and a dozen children, including two sons and a daughter who serve as warlords in the Ugashtan tribe. Hummunder is a no nonsense leader who can smell a trap or a lie as easily as he can fell an ogre in one blow. He may offer lodging to travelers who pay him proper tribute (determined by the Castle Keeper) but is known to burn witches (wizards or illusionists) and clerics at the stake and hang their charred skulls at the borders of his land should they annoy him.

Hummunder has sent many warriors to the battles of Dro Mandras, but has as yet not been offered sufficient funds to risk traveling to the battlefield and leave his settlement unprotected. Hummunder may offer directions to other areas of interest within 30 miles of his land, and lend a sub-chief and war band as guides to the edge of these forbidden territories for a nominal fee.



Hummunder is quick to dissolve blood feuds which occasionally erupt between his warlords and sub-chieftains. Being the master of the ruling Blood Moon Clan, he has been known to personally execute traitors and their entire family, or banish warriors who show weakness in battle.

War chiefs are elected through a battle ritual upon the death of the current war chief during the funerary rites of the previous ruler. Typically, though not always, this war chief rises from the clan of the previous war chieftain. Hummunder himself defeated two cousins and a brother to gain control of the Ugashtan clans.

Ugashtan Warlord (*He is a chaotic neutral, human, 5th level barbarian whose vital stats are HP 35 and AC 17. His primary attributes are strength, constitution and wisdom. His significant attribute is strength 17. He carries a two-handed axe, chainshirt, longbow, 20 arrows, 2 potions of cure light wounds and 5d6 gp in jewelry and various coin.)*

These blue painted warlords are the kinfolk of Hummunder and leaders of the war lodge who sit in council with their chieftain. They seldom shy from a good fight but are smart enough to cut and run if the welderunning has not taken hold of them. A Ugashtan warlord typically commands 10 sub-chieftains who have a familial bond to their clan. A warlord may be a man or woman, as no distinction is made between the sex of the rulers. The Ugashtan judge their leaders by their prowess in battle rather than their anatomy.

Warlords are elected through a trial of battle (typically non-lethal hand to hand combat), upon the death of the current warlord. This rite of ascension takes place as part of the funerary ritual for fallen leaders.

Ugashtan Sub-Chief (*He is a chaotic neutral, human, 3rd level barbarian whose vital stats are HP 20 and AC 16. His primary attributes are strength, constitution and wisdom. His significant attribute is strength 16. He carries a longsword, hide armor, large wooden shield, longbow, 20 arrows, war horn, 3d6 gp worth of jewelry and various coin.*)

Ugashtan sub-chieftains are the backbone of the Ugashtan people and may be men or women, commanding their family clans to battle under the direction of Hummander and his warlords. Ugashtan sub-chiefs have a say in the tribal council, and each commands as many as 2-8 Ugashtan warriors.

Ugashtan Tribesman x2-8 (*They are chaotic neutral, human, 1st level barbarians whose vital stats are HP 10 and AC 15. Their primary attributes are strength, constitution and wisdom. Their significant attribute is strength 15. They carry longsword, battle axe, hide armor, large wooden shield, longbow, 20 arrows and 1-6 gp worth of jewelry and various coin.*)

Roaam, Druid of the Ugashtan (*He is a neutral, human 5th level druid whose vital stats are HP 23 and AC 15. His primary attributes are: sidom, constitution and strength. His significant attribute is wisdom 15. He carries a +1 scimitar, +1 sling, hide armor, 3 potions of cure light wounds, 1 potion neutralize poison and a scroll with the following spells on it: entangle plants; barkskin; call lightning, and 400 gp in various coin, jewelry and treasure. He can cast the following spells: 0th-first aid, know direction, detect poison, purify food and drink; 1st-entangle plants, calm animals, obscuring mist, alarm; 2nd-heat metal, warp wood; 3rd-call lightning.*)

Roaam is the younger brother of Hummander and serves with Dumangong as the spiritual and political advisors to the war chief. Roaam was taken by the druids of the Grove of the Green Man when he was only a boy, and returned as their special envoy when he came of age amongst their circles. Roaam is served by three 2nd level and five 1st level druids from the Grove of the Green Man. They concern themselves with the care of animals and the healing of Ugashtan warriors, being of the same racial stock.

Dumangong, the Mouth of Bowbe (*He is a chaotic neutral, human, 5th level cleric whose vital stats are HP 25 and AC 18. His primary attributes are wisdom, strength and constitution. His significant attributes are wisdom 15 and strength 14. He carries a +1 warhammer, breastplate, large steel shield, 4 potions of cure light wounds, +2 ring of protection and 1 gallon of ugashtan ale. He can cast the following spells: 0th-detect law, detect magic, first aid, light object; 1st-command, cure light wounds, protection from law, shield of faith; 2nd-augury, hold person, spiritual weapon; 3rd-bestow curse.*)

Dumangong is a foul mouthed drunkard, who happens to have the questionable blessings of the barbaric deity Bowbe. Dumangong is the cousin of Hummander and was born into the Blood Moon Clan. Disliked by some, he is feared and revered as the spiritual leader of the war lodges. Bowbe has granted Dumangong (as all other priests of Bowbe) with the ability to enter the welderunng once per day.

Young warriors who have come of age and are ready to enter the war-lodge are brought before Dumangong in a secret ritual (just as they attain Barbarian level 3). Here he instills the welderunng upon them, cursing vehemently the name of Bowbe, for being such a hard and uncaring deity as he beats them senseless with an axe handle.

Dumangong is served by three 2nd level acolytes of Bowbe who assist him in his rituals and commonly go about the settlements of the highlands to fetch liquor or sacrifices of roasted meat for their master.

Locations of Interest

A. Ugashtan Longhouse The longhouse has roughly 4 rooms and a large living space in the center with a smoke slit and fire pit. Each household keeps 2d10 goats, 2d10 chickens and a farm plot for growing potatoes, yams and turnips. The sub-chieftain keeps a medium warhorse in the event he is called off to war or to defend the Ugashtan lands from invaders.

B. War Lodge of the Ugashtan This low circular stone structure is flanked with statues of the coarse bearded barbaric god Bowbe and Ursos, the sprit bear. The doorway is always guarded by 2 sub-chieftains, whose vital information is found under the heading of Important Personages.

B-1. Temple Hall The inside of the structure descends ten feet to a hard packed dirt floor and a circle of eight stone thrones. Several long low tables and wooden benches are also found here and surround a broad circular fire pit in the center of the chamber.

The fierce likeness of Bowbe emerges in rough hewn wood carving from the northern wall, its dark oaken eyes staring balefully at a crude stone altar which stands between a pair of massive outstretched hands cut from the native bedrock. The altar is caked with dried blood and piled with the bleached skulls of ogres, hill giants, orcs and other fell humanoids who have raised the ire of the Ugashtan people. It so happens that one of the skulls located in the pile is that of a thief who offended the Ugashtan by attempting to spy on the rites of the welderunng. Unknown to the Ugashtan, the head is one of the Century of Skulls coveted by the orcish King Yorgach the Ravager. Yorgach would tear the Ugashtan settlement down stone by stone if he knew that it was here. As orcs and goblins have a long standing fear of the Ugashtan, it is likely that Yorgach would have to travel here himself in order to recover it.

As with most Ugashtan structures, a smoke slit in the ceiling acts as a natural chimney and reveals the sky beyond. Kegs of strong ale lie piled behind the stone thrones, as well as earthenware crocks filled with strong Ugashtan vodka and Blue Lightning whiskey which is still by the Ugashtan and traded to Bull at the roadhouse.

At least one priest of Bowbe may be found in the War Lodge at any given time, as well as 1-2 warlords and 2d4 sub-chieftains. Ugashtan warriors below 3rd level are not allowed entry into the War Lodge as they have not yet been inducted into its hallowed order.

The War Lodge serves as the community's drinking hall, war room and temple to the god Bowbe. Induction rituals and victories over the foes of the Ugashtan are celebrated here as keen insults are hurled at the mighty Bowbe for "borrowing one's axe" during a critical fight or "failing to show up in time for the battle." It is

assumed that the god cannot be bothered, or was busy slaying giants in some primitive plane.

Foreigners are strictly forbidden entrance into the War Lodge on pain of death. Smart travelers would heed this warning, lest they find their skull piled amongst those of defeated Ugashtan foes.

A secret door is hidden in the mouth of Bowbe, requiring characters to make a successful wisdom check of 20 or better to find.

B-2. Dumangong's Sanctuary This chamber is dug into the very bedrock of the hill upon which the War Lodge temple sits. It has a fireplace, and straw filled bed. A locked iron chest sits in one corner and a low table and chair sit near the fireplace. Runic inscriptions line the walls of the chamber, and when deciphered, most appear to be crude epitaphs begrudging Bowbe of his cruel and asinine ways.

Trapped Chest: *(The chest is guarded with a blast rune (CR 5) which must be dispelled or disarmed. The rune may be detected via use of a detect magic spell or if a rogue makes a successful find traps check. The trap may be dispelled with a dispel magic spell, or disarmed by a rogue making a successful disarm check. The blast rune deals 5d4 points of fire damage to anyone within 5 feet when it is triggered.)*

Treasure: A common suit of breastplate armor, a warhammer, two handed sword and a chain-shirt hang on hooks bolted into the stone walls. The treasure chest contains 500gp, 2 *potions of cure light wounds*, and 2 of *raise dead*, used only in the rarest of circumstances. If the blast rune is set off, the scrolls and potions are destroyed.

C. Nurndurl's Smithy Nurndurl is the clan blacksmith. Although many of the sub-chieftains and warlords are skilled at the forge, most turn to Nurndurl to repair their gear and forge new weapons not plundered from the fields of battle. Nurndurl may do the same for travelers who have been welcomed into the Ugashtan settlements for the standard fee. Nurndurl is assisted by his three children and wife, all of which are Ugashtan warriors.

Nurndurl *(He is a chaotic neutral, human, 5th level barbarian whose vital stats are HP 32 and AC 16. His primary attributes are strength, intelligence and wisdom. He carries a breastplate, large wooden shield, warhammer, 500 gp in various coins and jewelry.)*

Nurndurl has 10 longswords, 3 two-handed swords, 2 two-handed axes, 4 chainshirts, 10 daggers and 100 arrows for sale at the standard price.

D. Hall of Hummander This imposing pile of stone and timbers serves as the palace of Hummander. It consists of several dozen rooms and a large drinking and feasting hall. Hummander has few guests however and is himself absent for long stretches of time. Twenty warriors guard his land and he has four sub-chiefs who act as his personal bodyguard. The hall is otherwise staffed with four wives, ten thralls and his 9 youngest children. Hummander has a pair of war dogs who have free reign of the great hall and grounds. He keeps six oxen, two dozen goats and a coop full of chickens which get fresh eggs for the residency.

Visitors who come to the Ugashtan highlands with good reason, be it to deliver tribute, bring vital information or offer their services

to the War Chief, are ushered into the Great Hall where they are questioned by Hummander or in his absence the acting regent, his eldest child, a warlord and daughter named Hilderinst.

Visitors offering their services to Hummander are told of great evils which possess the dead of the Mynthnoc Cairns and the depredations of Relletina the Hag in the Witch Moors. Returning the dead to their eternal slumber without stealing any of the ancient Ugashtan treasures is to be rewarded with 1000 pieces of gold and the undying gratitude of the Ugashtan people. Bringing the head of Relletina the Hag of the Moors back to the Hall of Hummander to thus prove her destruction is worth 2000 pieces of gold. Hummander has sent young sub-chieftains to do these jobs in the past, but none have returned and with war flaring up in the south, he cannot spare any warriors at this time.

Adventure Ideas

The Highland settlements of the Ugashtan offer several opportunities for role play and a glimpse into a detailed barbarian culture on the fringes of civilization. Player characters who gain the Ugashtan as allies may find opportunities to explore monstrous lairs on behalf of the brutish and brave barbarian chief. Likewise they may come as plunderers and destroyers should your campaign be filled with a touch of evil. In any event, the Ugashtan highlands may give the player characters a base of operations even further a-field than Dirty's Roadhouse, offering them food, lodging and a place to rest before continuing on more adventures.

Circle of the Green Man

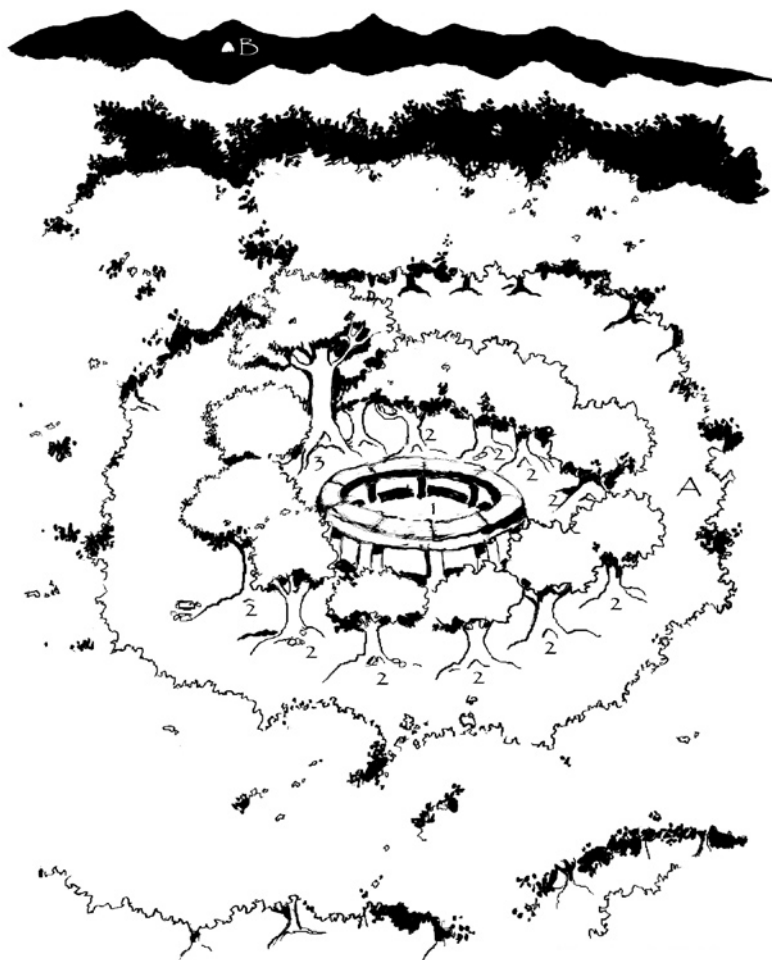
This enchanted glen is believed by the druids who dwell here to have been touched by the Green Man himself and is as such sacrosanct and guarded to the death against any intruders who would do it harm. It is consequently considered holy to elves, halflings, fey and other beings that dwell within the deep woods.

A. The Grove This clearing in the center of the forested hill country serves as the center of druidic knowledge and wisdom and the study of the Green Man's teachings on nature and the universe. Surrounded by gigantic sacred oaks nearly 100 feet tall, the druids dwell amongst its roots in comfortable homes dug into the earth and walled with clay bricks that they have cast with their own hands, or plants and earth shaped with the Green Man's magic.

The druids have done much to live as one with nature, but like any community, they face their struggles in attempts to face down forces that would mar the land. Many of the circle's teachings are closely guarded secrets revealed only to full members of the order. Despite this, they have a close relationship with rangers and bards who respect the cycle of life and death and follow the code of the wild.

A-1. The Megalith A stone circle grown from the natural bedrock stands in the center of the grove. It is astronomically aligned serving as a great calendar of the cycle of life and death, a theme which is ever important to the druidic culture of the grove. A sacrificial altar sits in the center of the stone circle, where sacrifices of food and monstrous beasts are made. Likewise, sacrifices are made of criminals and those perceived by the Circle to be villains who would harm the land.

A-2. Root Dwelling The dozen dwellings beneath the giant oak trees house roughly twenty druids of various power and abilities.



Circle of the Green Man

Many of the druids are frequently away from the grove, on missions to guard and heal the marches for the grove's leader Shelien Mandrake.

The typical root dwelling consists of four to six large dwelling rooms, with each room housing an initiate of the Green Man. Each group of 3-4 initiates is overseen by a full Ovate of the Circle. The rooms each have a bed made from crisscrossed rawhide straps covered with the skins of animals sacrificed to fulfill the cycle of life and death. Shaped wooden containers tied shut with hemp rope contain any of the druids extra belongings and valuables as detailed on their equipment list.

A-3. Sacred Oak of the Green Man Tended by Shelien Mandrake herself, the shrine of the green man is itself the largest oak in the grove. The oak is said to have been shaped by the hand of the Green Man himself and bears a rough resemblance to him. In times of dire emergency, the tree is said to become animated with the visage of the Green Man and storms forth to destroy enemies of the grove. Shelien sleeps amongst its boughs even in the harshest of winter weathers, unbothered by wind, ice or storm. If attacked, the mighty oak animates as a titanic treant.

Oak of the Green Man (This neutral, creature's vital stats are HD 50d10, HP 362 and AC 20. Its primary attributes are physical. It attacks with two slams for 8-64+10 damage. It can animate trees and is vulnerable to fire.)

Important Personages

Initiate of the Green Man (He is a neutral, human 1st level druid whose vital stats are: HP 6 and AC 12. His primary attributes are wisdom, strength and constitution. His significant attribute is wisdom 14. He carries a sickle, sling and leather armor. He can cast the following spells: 0th- create water, detect poison, first aid; 1st-shillelagh, and entangle plants. In addition to their gear and spells, an Initiate of the Green Man has an animal companion which may be either a wolf or lynx.)

Wolf (This neutral creature's vital stats are HD 2d8, HP 8 and As 13. Its primary attributes are physical. It attacks with a bite for 1-4 damage. It can track.)

Giant Lynx (This neutral creature's vital stats are HD 2d8, HP 8 and AC 15. Its primary attributes are physical. It attacks with 2 claws for 1-4 damage and a bite for 1-6 damage. It has a special rake attack.)

Ovate of the Circle (He is a neutral, human, 4th level druid whose vital stats are HP 20 and AC 14. His primary attributes are wisdom, strength and constitution. His significant attribute is wisdom 16. He carries a +1 scimitar, spear, shortbow, 20 arrows, hide armor, potion of cure light wounds and a potion of barkskin. He can cast the following spells: 0th- create water, detect poison, first aid; 1st-shillelagh, entangle plants, faerie fire, obscuring mist; 2nd-charm person or animal, warp wood, cure light wounds. In addition to their gear and spells, an Ovate of the Circle has animal companions which may be either a wolf or lynx as well as a brown bear.)

Brown Bear (This neutral creature's vital stats are HD 6d8, HP 40 and AC 15. Its primary attributes are physical. It attacks with 2 claws for 1d8 damage and a bite for 1-8 damage. Its special attacks are bloodrage and hug.)

Shelien Mandrake, Mistress of the Grove (She is a chaotic neutral, elf, 8th level druid whose vital stats are HP 42 and AC 18. Her primary attributes are wisdom and charisma. Her significant attribute is wisdom. She carries a +2 scimitar, +2 hide armor, +2 amulet of natural armor, +1 longbow, 20 arrows, 2 potions of cure light wounds and a potion of barkskin. She can cast the following spells: 0th- create water, detect poison, detect magic, first aid; 1st-shillelagh, entangle plants, faerie fire, magic stones, obscuring mist; 2nd-charm person or animal, warp wood, cure light wounds, heat metal; 3rd-call lightning, meld into stone, plant growth, wall of wind; 4th-spike stones, summon animals. Shelien keeps a cave bear, giant lynx and hawk as animal companions.)

Cave Bear (This neutral creature's vital stats are HD 8d12, HP 47 and AC 15. Its primary attributes are physical. it attacks with two claws for 1-10 damage and one bite for 3-24 damage. Its special attack is a hug.)

Giant Lynx: See Above.

Hawk (This neutral creature's vital stats are HD 1d2, HP 2 and AC 17. Its primary attributes are physical. It attacks with two talons for 1/2 point a damage each.)

Shelien is very wise and much older than her years would assume, being an elf who has tended the Sacred Oak of the Green Man for the lifespan of several men. Currently the wars of the south and the

depredations of humanoid invaders have her ill at ease. Many of her druids have been lost to trolls and goblin ambushes in recent times, leaving the grove open to the threat of attack. To this end she may offer healing, magical potions and safe refuge in the grove should player characters volunteer to defeat Ignarumus the Hill Giant and his band of interlopers. She would of course do this herself were it not for her duties to the Sacred Oak. Player characters seem likely candidates for the quest, considering they are not necessarily in balance with nature, so two imbalances would counter each other out.

B. Cavern of Ignarumus Ignarumus and his band were originally sent to the area of the Grove of the Green Man to kill as many druids as he could and bring their heads back to the Orc King Yorgach the Ravager. Of course Ignarumus and his fellows are easily distracted, and after slaying a half dozen druids they found themselves a cave in which to devour their kills and enjoy the spoils of their "success." Being the lead genius, Ignarumus clean forgot that he was to return the heads they had gathered to Yorgach and instead has sat here as a blight on the land ever since. Eating far more than their share and casting their trash and leavings about here and there has raised the ire of the Grove, who plan to mount a grand assault on Ignarumus's cave. They have not as yet decided when to do this, for although the druids would easily sacrifice their own lives in slaying the giants, they will not risk the lives of their beloved animal friends in the attempt.

Ignarumus and his fellows spend their days stalking the hillside for game and eating every delicious root or berry they can find. Their evenings are spent burning felled trees to cook their meals and singing silly songs their mother taught them when they were but wee giants. Ignarumus is cruel and stupid and enjoys torturing his catches before roasting and eating them like the glutton that he is.

There are a total of 4 other giants who dwell with Ignarumus though he is by far the biggest and strongest of the lot. It is not often that all of the giants are present in the cave at the same time however, as they are always off stalking new prey or breaking new things.

Ignarumus the Hill Giant (This chaotic evil creature's vital stats are HD 10d8, HP 73 and AC 19. Its primary attributes are physical. It attacks with a giant greatclub for 2-16+2 damage or it can throw rocks for 2-16+2 damage. It carries a giant greatclub and a +2 ring of protection.)

Hill Giants x14 (These chaotic evil creature's vital stats are HD 9d8, HP 40, 56, 62, 48 and AC 17. Their primary attributes are physical. They attack with a giant greatclub for 2-8 damage or can throw rocks for 2-8 damage. They each carry a giant greatclub.)

Treasure: The hill giants have four 20 gallon barrels of stout valued at 12gps each and one crock of blue lightning whiskey (20 cups) worth 20gp. They also possess a suit of +1 fullplate, 5 potions of cure light wounds, a chime of interruption and 488gps in various coins.



Random Encounters of the Karboskian Marches and Haunted Highlands

Detailed here are random encounters not only in the haunted highlands but also areas of the Karboskian Marches which may be explored by the player characters throughout the course of an adventure campaign. As is typically the case, even a Castle Keeper with the most well laid plans may find that player characters choose to travel and explore areas which are not part of the sessions "planned activities." Use these random encounters to help flesh out such areas, or to create new encounters and monstrous lairs.

When used in conjunction with the Castles and Crusades Players Handbook™ and Monsters and Treasure™, these encounter tables may be re-used for any campaign where a Castle Keeper has use for a semi settled frontier and its plethora of dangers.

Rolling Encounters

Roll 1d6 for every hour traveled across the marches. On a score of 1 during the daylight hours and 1-2 during the evening, a random encounter occurs. Then roll a d20 and consult the table below.

1	Goblin Scouts	11	Merchant Caravan
2	Orc Warband	12	Karboskian Militia Patrol
3	Ogre Raider	13	Ranger
4	Troll	14	Bandits

5	Centaur Band	15	Undead
6	Bird	16	Gnoll Slayers
7	Animal	17	Highland Tribesmen
8	Magical Beast	18	Fey
9	Giant	19	Druid
10	Birds of Prey	20	Lycanthrope

Goblin Scouts x2d8 (These lawful evil creature's vital stats are HD 1d8, HP 4 each and AC 15. Their primary attributes are physical. They attack with their weapons. They each carry a dagger, spear, shortbow, 20 arrows and 1-4gp.)

Hobgoblin Leader (This laful evil, creature's vital stats are HD 1d8+1, HP 6 and AC 15. Its primary attributes are physical. It attacks by weapon type. It carries a dagger, longsword, longbow, 20 arrows and 1d10 gp.)

Orc Warband x2d8 (These lawful evil, creature's vital stats are HD 1d8, HP 5 and AC 13. Their primary attributes are physical. They attack by weapon type. They carry a battleaxe, wooden shield, light crossbow and 1d4 gp of treasure each.)

Orc Sub-chief (This lawful evil, creature's vital stats are HD 2d8, HP 10 and AC 14. Its primary attributes are physical. It attacks by weapon type. It carries a greataxe, chainshirt and 1d10+5 gp in treasure.)

Ogre Raider (These chaotic evil creature's vital stats are Hd 4d8, HP 18 and AC 16. Its primary attributes are physical. It attacks with a stone battleaxe for 1-10+4 damage> It carries a stone battleaxe and 2-10 gp in treasure.)

Hill Troll (This chaotic evil creature's vital stats are HD 9d8, HP 29 and AC 16. Its primary attributes are physical. It attacks with two claws for 1-4 damage and a bite for 2-6 damage. It can regenerate.)

Centaur Band x1d4+2 (These chaotic neutral creature's vital stats are HD 4d8, HP 18 and AC 14. Their primary attributes are physical. They attkc by weapon and with two hooves for 1-6 damage. They carry spears and 1-8gp in treasure.)

Animal: Roll 1d12 on the following chart and consult the table below.

1	Bear (brown)	5	Bear (black)	9	Horse (wild, riding)
2	Wolverine	6	Bear (cave)	10	Herd animal
3	Lynx	7	Boar	11	Pony
4	Wolf	8	Dog	12	Weasle

Bird: Roll 1d8 on the following chart.

1	Bird of Prey	3	Eagle	5	Raven
2	Hawk	4	Owl	6	Companion Songbird*

*Finch, Blue Jay, Cardinal, Ect.

Magical Beast: Roll 1d20 on the following chart .

1	Wyvern	11	Harpy
2	Ankheg	12	Griffon
3	Arrowhawk	13	Hippogriff

4	Basalisk	14	Manticore
5	Blink Dog	15	Giant Owl
6	Bu;ette	16	Giant Eagle
7	Chimera	17	Owl Bear
8	Cockatrice	18	Pegasus
9	Dragonne	19	Stirge
10	Gorgon	20	Worg

Encounters with a magical beast are usually within 1-4 miles of its lair where all of its treasure (if any) may be found.

Giant: Roll 1d6 on the following chart.

1-2	Hill Giant	3-4	Stone Giant	5-6	Ettin
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Encounters with a giant are typically within 1d4 miles of its lair where all of its treasure (if any) may be found. For higher level characters, feel free to include more giants to increase the challenge of the encounter as necessary.

Merchant Caravan: The merchant caravan consists of 2d4 horse or ox drawn wagons each driven by a commoner (commoner level 1) with a fighter guard (Fighter level 1) and a merchant (commoner level 4) who oversees the entire operations. Each wagon contains 3d10+100gps worth of goods headed to markets throughout the war torn duchy.

Karboskian Militia Patrol: This patrol consists of a band of low level fighters led by a captain who seeks to guard the supply lines leading to Dro Mandras and chase raiders away from farming communities and settlements.

Karboskian Militiamen x2-6 (They are lawful neutral, human, 1st level fighters whose vital stats are HP 8, AC 14. Their primary attributes are strength, constitution and wisdom. They each carry a spear, shortsword, leather armor, large wooden shield, longbow, and 20 arrows.)

Militia Captain (He is lawful neutral, human, 3rd level fighter whose vital stats are HP 16, AC 16. His primary attributes are strength, constitution and wisdom. He carries a spear, longsword, chainshirt, large steel shield, longbow, 20 arrows, and a rides light warhorse. Its vital stats are: HD 3d10, HP 20, AC 14. Its primary attributes are physical.)

Ranger: This encounter is typically with a ranger lvl 1-4 but may be of any level.

Bandits: These bandits are either professional thugs and highwaymen or deserters from the Duke's army. They tend to prey on merchant caravans or small settlements where they have the upper hand and a good likelihood of success. Typically they are made up of fighters or rogues, though there is a chance of other character classes mixed into their ranks. Occasionally small bandit troupes band together to form a larger bandit force when under the command of a strong leader.

Bandit Fighters x1d6+2 (They are neutral evil, human, 1st level fighters whose vital stats are HP 8, AC 14. Their prime attributes are strength, constitution and wisdom. Their significant attributes are: strength 14. They each carry a spear, longsword, leather armor, large wooden shield, longbow, and 20 arrows.)

Bandit Rogues x1-4+2 (They are neutral evil, human, 1st level rogues whose vital stats are HP 4 and AC 14. Their primary attributes are: dexterity, constitution and wisdom. Their significant attributes are dexterity 14. They carry leather armor, shortsword, shortbow and 20 arrows.)

Bandit Boss (He is neutral evil, human, is a 3rd level fighter whose vital stats are HP 16, AC 16. His primary attributes are: strength, constitution and wisdom. His significant attribute is strength 15. He carries a spear, longsword, chainshirt, large steel shield, longbow, 20 arrows, and a rides light warhorse. Its vital stats are: HD 3d10, HP 20, AC 14. Its primary attributes are physical.)

Undead: Undead encounters only take place after darkness falls. Roll a d6 and consult the table below.

- | | |
|---------------|--------------------------------|
| 1 Allip | 4 Specter |
| 2 Ghast x 1-6 | 5 Wraith |
| 3 Ghoul x 1-8 | 6 Wight x1-4 or x2-16 in cairn |

Gnoll Slayers: These slayers serve as mercenary raiders and skirmishers for the armies of Yorgach and are his chief headhunters, in his incessant search for the Century of Skulls. They ambush with arrows from a distance and close to attack when their foes are weakened. They always fight to the death, offering no quarter and expecting none in return.

Gnolls x2-8 (These chaotic evil, gnoll's vital stats are HD 2d8, HP 12, AC 15. Their primary attributes are physical. They carry flails causing 1d8+3 damage, gnoll bow causing 2d8 damage, piece-meal armor conferring +2 to AC, a large wooden shield, 10 arrows and 1d10+5 gp, each.)

Gnoll Sub-Chief (This chaotic evil, gnoll's vital stats are HD 2d8+2, HP 16, AC 17. Its primary attributes are physical. It carries a flail causing 1d8+3 damage, gnoll bow causing 2d8 damage, piece-meal armor conferring +3 to AC, a large wooden shield, 20 arrows; 2d10+1 gp, and a potion of cure light wounds.)

Highland Tribesmen: These barbarians live in stone and thatch roofed houses high in the highlands. Their myth cycles are greatly influenced by the stars and they paint their bodies with blue star sigils and the runes of ghosts and ancient spirits. They are very superstitious and distrustful of magicians and clerics who seek to convert them from the "old ways." They are agreeable to druids whom they see as guardians of the "old ways" and trustworthy servants of the land. They live by simple farming techniques and hunting for their meat. The barbarians may attack intruders on sight, or if respectfully treated, offer sanctuary in the form of food and lodging. For more information on the Highland Tribes see the "Highland Settlement of Ugashan."

Highland Tribesman x2d8 (These are chaotic neutral, human, 1st level barbarians whose vital stats are HP 10, AC 15. Their primary attributes are strength constitution and wisdom. Their significant attribute is: strength 15. They carry a longsword, hide armor, large wooden shield, longbow, 20 arrows and 1d6 gp worth of jewelry.)

Highland Sub-Chief (He is a chaotic neutral, human, 3rd level barbarian whose vital stats are HP 20, AC 16. His primary attributes are strength, constitution and wisdom. His significant attributes are:

strength 16. He carries a longsword, hide armor, large wooden shield, longbow, 20 arrows, 3d6 gp worth of jewelry and various coin.)

Fey: Roll 1d8

- | | | | |
|---------|---------------|----------|---------|
| 1 Grigg | 3 Nixie | 5 Sprite | 7 Nymph |
| 2 Pixie | 4 Will-o-Wisp | 6 Dryad | 8 Satyr |

Druid: This encounter is with a druidic member of the Circle of the Green Man. The druid is typically of 1st-4th level but may be of any level depending on the challenge of the Castle Keeper's campaign.

Lycanthrope: Roll 1d6

- | | | |
|--------------|--------------|--------------|
| 1-2 Werewolf | 3-4 Werebear | 5-6 Wereboar |
|--------------|--------------|--------------|

CHARNEL SPIDER

NO. ENCOUNTERED: 2d8

SIZE: Medium

HD: 4d8+2 (20 hp)

MOVE: 40 ft.

AC: 15

ATTACKS: Bite (1d6 plus poison)

SPECIAL: Poison, create spawn, web

SAVES: P

INT: Inferior (3)

ALIGNMENT: Neutral evil

TYPE: Magical Beast

TREASURE: 2

XP: 80 + 4 (160 XP)

Charnel spiders appear to be man-sized hairy black or brown spiders with pale silver eyes. A spiraling circle of silver dots its fur-covered back.

Charnel spiders are nocturnal predators often found haunting ruins and subterranean places such as mines, dungeons and caverns. They build their lairs in crevices, large holes and other such hidden or concealed places. A typical charnel spider lair contains 2-16 spiders with a 20% chance of an equal number of noncombatant young.

Poison (Ex): The bite of a charnel spider is highly poisonous. A creature bitten must succeed on a constitution save or take 2d4 points of strength damage. A creature reduced to 0 strength as a result of a charnel spider's poison dies immediately.

Create Spawn (Su): A creature reduced to 0 strength by a charnel spider's poison dies and rises as a zombie under the charnel spider's control in 1d4 rounds. A charnel spider can control a number of zombies whose total hd are not more than twice the charnel spider's hd.

Web (Ex): A charnel spider can create an effect identical to a web spell (though it's a non-magical web effect) up to 6 times per day.