

CASTLES & CRUSADES[®]

DESECRATION & DAMNATION



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DESECRATION AND DAMNATION

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INTRODUCTION

This adventure is designed for 3-5 player characters between levels 4 and 6. It is important though not essential that the party have a cleric, paladin, bard or PC of religious or spiritual background. It is also beneficial for the party to have a ranger or druid as nearly the entirety of the adventure occurs outside. Wandering monster charts have been provided but should be adjusted according to the setting in which the adventure is placed. Though many of the monsters encountered in this adventure are included at the end of the module, feel free to replace them with nearly equivalent monsters more typical of the setting in which the CK intends the adventure to take place.

The adventure should take place on a river which has a moderate to large riverine communities whose concentrations are widely dispersed and whose well-being is important to the river. In this adventure, the PCs must retrieve an idol stolen by some river trolls and bring it back to its place of origin.

In Inzae, this adventure occurs on the northern stretch of the Vindig River near Bergholt well north of Isenberg. The region is sparsely inhabited but has been safe enough in the past that individual farms and isolated communities can be found throughout the region. A map is provided for a more precise location in Inzae. The more southerly stretches of the river are densely populated before the river enters the wilderness.

ARKONIG

A BEGINNING AND HISTORY

Atharioon, the goddess of the Athrap River, charged her offspring, the athnahga, to guard and guide the rivers and streams of the world and to keep them safe from the depredations of those who sought to sully her birthright. The athnahga spread throughout the world and settled in places far and wide to do the bidding of Atharioon.

Urshunga, the brother of Stroomsh, had, in the time of The Dragon, named the rivers of the world as his own and placed all manner of beasts to watch over and protect his waters from others. Though not the greatest of his servants, the slumftroll were his most numerous and unyieldingly loyal, often given the task of guarding rivers and lakes and streams in the name of Urshunga. The slumftroll remained near their rivers and streams and lakes and ponds even after the fall of the Great Dragon.

The athnahga came to many of them and bade them leave. Those that did not were driven away, killed or remain hidden in dark areas around the rivers they once called home. The contest for these places continues to this day and the slumftroll make war with the athnahga for control of the rivers all over the face of Inzae.

The Vindig River was home to a very powerful athnahga, Hutinhurt. Hutinhurt left the Vindig some time ago to find another mate. In his stead he left nine of his children. Several hundred years after Hutinhurt left, his children decided to go in

search of their father. Eventually all the children left and none have ever returned.

In their place, the children of Hutinhurt left statues of themselves with instructions amongst priests and others to worship at them and give offerings in a particular manner and time and thereby protect the Vindig River. In so doing, the power of the athnahga to protect the river and bring the seasonal rains would remain great. But, as with many things, time wore away at the knowledge of the rituals and the nature of the offerings and the power of the athnahga began to wane.

Once it was discovered that Hutinhurt and his children had left the river, the slumftroll began to crawl out of their hiding places and lay waste along the river and kill those who lived on its shores. A group of slumftroll stumbled upon one of the statues of an athnahga at one of the nine temples and stole it. They went in search of others. As is the nature of these things, the slumftroll were waylaid by some vindehoyer and the statue was stolen from them even though many slumftroll survived.

It has been many, many years since the statue was stolen. In that time, the power of the athnahga and Atharioon has indeed declined and the Vindig River has not given like it once did. There are fewer fish, the rains are less predictable and the river itself is just a little less hospitable. Farmers, fishermen and others who live along the bank and are sustained by the nourishment the River provides are, in the main, the ones who describe the river so. Outside of their own, few believe them for those who ply their trade along the river are always one's to complain.

At the time this adventure begins, the band of vindehoyer who took the statue from the slumftroll have made their way south of Isenberg and have decided to raid several of the small farms along the Vindig River for sheep or cattle. The party, traveling here for whatever reason the CK can provide, stumbles across the vindehoyer in the process of stealing some cattle.

BLOODY WATER

The Vindig River is low. The pastures of the small farmsteads scattered along the river's banks are looking a little brown and dry. A cow's trail cuts through the brush and drops down the bank to the river. As you begin to step onto the trail, you hear a guttural and deep laughing sound followed by a scream.

The PCs have stumbled onto a potential slaughter. Several vindehoyer have made their way down the Vindig River to waylay unsuspecting farmers, steal sheep or eat cattle. This is an extremely rare event but has been occurring with more frequency in the past few years and especially since the war with the Zjerd has started. In this case, there were five vindehoyer hidden in the water and on the bank. They were waiting for the cattle to come down to the river before taking one. They did not expect, but were pleasantly surprised by, the arrival of several adolescents herding the cattle. As soon as the young men were seen by one of the vindehoyer, he attacked.

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As the PCs come down the bank, they can see cattle scattering wide up and down the bank, into the water and trying to scramble up the bank. They also see the two young men in their mid-teens at the bottom of the bank with a large vindehoyer behind them and at least one more coming out of the waters of the river.

A very, large oafish looking man scrambles onto the path leading down to the bank, laughs a guttural and deep disheartening sound while brandishing a long pole with a massive and wickedly curved blade at the end. Below him and on the bank, two young men in breeches stand side by side. One holds a shaft with a double hook on its end and the other grasps a small chopping axe. Shedding water and detritus, another of the massive men shuffles up from the water holding a large boulder.

The two young men are standing on the river bank. They are not screaming for help knowing that the nearest person to them could not possibly hear them. Whatever they were preparing to do, the arrival of the PCs causes them to act more bravely than they would have. The two herdsman help in any fight but only towards the end and if it appears relatively safe. Further, despite the arrival of the PCs, the two are still in trouble and plan to run if ever possible.

There are 5 vindehoyer here. Three were hiding in the river. Two were on the bank hiding in the brush. As the PCs come down they only see two, one coming out of the water and another straddling the trail from the bank to the river's edge. The back of that vindehoyer is open to attack. There are two more vindehoyer in the river and one more on the bank. All three come out in the next 2-3 rounds.

The vindehoyer on the bank is about 30 yards down from the one on the trail. He is their chief and not as dumb as the others. He waits for the fight to commence before coming out of the brush. He then hurls a few rocks at a possible opponent before wading into battle, unless one of his companions has died. He then runs away. As soon as one or two of the vindehoyer die, the others try to run away as soon as possible. Being fairly stupid, one tries to grab one of the boys on his way out. That probably will not end well, but that is up to the PCs.

VINDEHOYER X5 (These neutral evil giants' vital stats are HD 4d10, HP variable, AC 14, HP and Move 30. Their primary attributes are physical. They attack by weapon type, bite for 1-4 damage, fist for 1-3 damage. Their special abilities are boulder toss, extra damage, hold breath, knockdown, twilight vision, and weapon size.)

An unusual idol is found in one of the sacks. It is about 18 inches tall, carved of stone and covered in chipped gold and silver plate inlaid with small gems. It is of the body of a snake curled up on the back of a turtle. Instead of a single head and neck, there are nine, each with the twisting neck of a snake and the face of a lizard with human features.

To any cleric, druid, ranger or person from the region, the statue is obviously that of an athnahga. It is of great religious

importance. The athnahga are river guardians and offer protection to rivers throughout the world. They are generally considered beneficent denizens of the river and keep away all manner of bad weather and creatures who opposed the Great Dragon. When roused to anger, though, the athnahga can cause great devastation to any all that cause harm to their domain.

Representations of the athnahga are very rare and of great significance. Idols of most all servants of the Firmin are placed with care and treated with great reverence. To find one in a bag belonging to a vindehoyer is almost shocking. What the PCs do with this treasure makes all the difference in the world to those living along the Vindig River and perhaps to the PCs themselves. The idol does not radiate magic or otherwise impart its importance, though it is magic. The PCs have several options with regards the idol.

1. They can throw it aside as worthless: If any cleric or druid who worships the Firmin participates in this, they receive a permanent -2 penalty to any and all characteristic checks as well as to hit and damage rolls. All other classes receive a -1 penalty to their dice rolls instead of -2. This penalty applies anywhere within one hundred yards of the Vindig River or any of its tributaries. That is a lot of territory. This lasts until the statue is retrieved and returned to its place of origin. There is no other course of action that can change this short of going to the River Athrap and undertaking a quest on behalf of Atharioon. Should any of the PCs ever realize the reason they are cursed, then they can begin the process of fixing it.

2. The PCs can try to sell it: This would be difficult since it is an idol. Most would know, including the PCs, that having an idol is not necessarily an act good graces to that deity. Sometimes idols are placed for reasons. This one happens to be of the type that is placed for a reason. One might get around 1sp for it. It is possible that, should the PCs try to sell it, someone may note its importance and direct to PCs to someone who knows what it is. There is one antiquarian in Bergholt, Tendemon, who will be willing to pay 1000gp for the object. Should it be sold, the curse described above applies to all the party members who agreed with or went along with the selling of the object and who worshipped a Firmin.

3. The PCs can return the idol to its proper location: This is the best course of action for any PC who worships a Firmin. While on the quest to do so, any cleric or druid who worships the Firmin and participates in the quest receives a +2 bonus to any and all characteristic checks as well as to hit and damage rolls. All other classes receive a +1 bonus to their dice rolls instead of +2. This bonus applies anywhere within one hundred yards of the Vindig River or any of its tributaries as well as any temples or holy places dedicated to an athnahga or to Atharioon. Once the idol is returned to its location, the bonuses become permanent.

The PCs would likely know of several learned priests and their locations or can learn of them from villagers or the boys they saved. The nearest would be a priest near the nearby town Giltinkreut, Isenberg, then Kreutzmark, Bergholt and Halpveg. Whichever direction the PCs go, ultimately the same information is imparted. The idol is of an athnahga. Although it has been a century or more since any priests of Atharioon have been to the area, it is well known that this idol represents one of the Vindig River's guardians. It is suggested that the PCs return it to its proper location. For any cleric or druid in the party, they are told they must return it, as the idol found them, not vice versa.

There are nine idols and nine temples, each temple holding one idol of an athnahga. The athnahga statues were placed in temples up and down the Vindig River to protect it from depredation and harm. Over the years, the proper worship of the athnahga at their temples has suffered to the point where it has been more than a century since any official worship has taken place. The stealing of an idol by a vindehoyer is a bad omen and may indicate that Atharioon has given up on the Vindig River and Urshoonga is coming to claim what he says is his. Since the Zjerd are invading the region, a PC will make the connection as Stroomsh is a Dorstmin.

The boys live in a small thorp, Bindlsvakin, about 10 miles away and are familiar with the area. By rescuing the boys, the PCs are welcomed should they go there. The village is half a dozen houses and barns inside a young hedge and fence enclosure. Asking either or both boys for the location of a town with a priest in residence will result in the same answer: Kezlhim. This town, to the north, is located about 60 miles from where the encounter occurs (please see the map included with the adventure). While traveling to that location reference the following wandering monster encounter chart.

NOTE: The priest can be located near here or not. This is entirely up to the CK and the long-term desires for the PCs. But one is provided just in case. For example, the CK could use this as impetus for a whole new adventure, one in which the PCs must locate a priest.

WANDERING MONSTERS

Roll 1d10 four times for each day; once for morning, afternoon, evening and night. A 1 indicates an encounter. If an encounter occurs, roll 1d20 and consult the chart below.

TABLE 1: WANDERING MONSTERS

D20	RESULT
1-2	Farmers
3	Patrol & Sergeant
4	Fisherman
5	Bandits, + ranger, chief, & cleric
6	Zwetter Rorer
7	Bear, Graffenvold
8	Elothar

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9	Mammoth
10-11	Elk Small herd
12-13	Deer: Small herd
14-15	Sheep: Small herd
16-17	Trigontus
18-19	Kreahkus
20	Eagle, Inzaean Giant

FARMERS X2-7 (These are neutral, human, commoners whose vital statistics are HD 1d6, HP 4, AC 11 and Move 30. Their primary attributes are physical. They carry cleavers, knives and one has a short bow. They wear thick leather clothing and carry 5sp in valuables.)

PATROL, MOUNTED X7-12 (These are neutral, human, 2nd level fighters whose vital statistics are HD 2d10, HP variable, AC 14 and Move 30. Their primary attributes are physical. Their significant attributes are strength 13. They wear studded leather armor and shield. They carry spears, longsword and 2-12gp in coin and jewelry. They are mounted on light war horses whose vital statistics are HD 3d8, AC 14 HP 12 and Move 50. They attack with two hooves for 1-4 damage.)

SERGEANT (The Sergeant is a neutral, human, 4th level fighter whose vital statistics are HD 4d10, HP 30, AC 17 and Move 30 feet. His primary attributes are physical. His significant attributes are Strength 14 and dexterity 14. He wears a chain shirt and shield. He carries a light lance, Morningstar and longsword. He carries 100gp in gem and jewelry. He is mounted on a light war horse whose vital statistics are HD 3d8, AC 14 HP 15 and Move 50. It attacks with two hooves for 1-4 damage.)

FISHERMAN: x2-5 boats and x2 fishermen on the Vindig River (These are neutral, human, commoners whose vital statistics are HD 1d6, HP 4, AC 11 and Move 30. Their primary attributes are physical. They carry cleavers, knives and one has a short bow. They wear thick leather clothing and carry 5sp in valuables.)

BANDIT X11-20 (These chaotic neutral, humans vital stats are HD 1d8, HP variable, AC 13 and Move 30. Their primary attributes are physical. Their significant attributes are dexterity 13. They wear studded leather armor and carry maces, polearms and short bows. They have 2-6gp worth of treasure.)

BANDIT SERGEANT RANGER (This is a chaotic neutral, human, 4th level ranger whose vital stats are HD 4d10, HP 36, AC 16 and Move 30 feet. His primary attributes are strength, intelligence and dexterity. His significant attributes are strength 14, intelligence 13 and dexterity 16. He wears scale mail, carries a long bow, dirk, longsword and mace. He is also carrying 150gp worth of jewelry and coin.)

BANDIT CHIEF BARBARIAN (She is a chaotic neutral, human, 5th level barbarian whose vital stats are HD d12, HP 50, AC 17 and Move 30 feet. Her primary attributes are strength, constitution and wisdom. Her significant attributes are

strength 15, wisdom 14, constitution 13 and dexterity 13. She wears a greater Greek ensemble, carries a bearded battle axe, dirk, and expert quality spear (non-magical, +2 to hit, +1 to damage). She is also carrying 250gp worth of jewelry and coin.)

BANDIT AID CLERIC (He is a chaotic neutral, human, 4th level cleric whose vital statistics are HD 4d8, HP 22, AC 15 and Move 30. His primary attributes are intelligence, wisdom and charisma. His significant attributes are charisma 14 and wisdom 14. He wears a chain hauberk and carries a spear and flanged mace. He also carries 200gp worth of valuables. He has a ring of the ram with 22 charges.)

ZWETTER RORER (This neutral animal's vital stats are HD 4d10, HP 32, AC 14 and Move 50 feet. Its primary attributes are physical. It attacks with two claws for 9-16 (1d8+8) damage, bite for 3-18 damage. Its special abilities are jump, rake, trip, scent, twilight vision, tracking 10.)

BEAR, GRAFFENVOLD (This neutral animal's vital stats are HD 5d8, HP 32, AC 15 and Move 40 feet. Its primary attributes are physical. It attacks with 2 claws for 1-6 damage and a bite for 1-10 damage. Its special attacks are hide and hug.)

ELOTHAR X1-20 (These neutral animal's vital stats are HD 4d8, HP variable, AC 16 and Move 40 feet. Their primary attributes are physical. They attack with a gore attack for 3d4. Their special attacks are hook and slam.)

MAMMOTH X2-5 (This neutral animal's vital stats are HD 15d8, HP variable, AC 16 and Move 30 feet. Its primary attributes are physical. It attacks with a slam for 3-18 damage, stamp for 4-16 x4 or a gore for 3-24 damage doubled on charge. Its special abilities are trip and twilight vision.)

ELK SMALL HERD, 5-12 (This neutral animal's vital stats are HD 2d8, HP variable, AC 15 and Move 40 feet. Its primary attributes are physical. It attempts to flee if threatened.)

DEER: SMALL HERD, 4-16 (This neutral animal's vital stats are HD 1d6, HP variable, AC 15 and Move 40 feet. Its primary attributes are physical. It attempts to flee if threatened.)

SHEEP: SMALL HERD, 11-20 (This neutral animal's vital stats are HD 1d6, HP variable, AC 14 and Move 30 feet. Its primary attributes are physical. It attempts to flee if threatened.)

TRIGONTUS X2-12 (These neutral animal's vital stats are HD 4d10, HP variable, AC 15 and Move 30 feet. Their primary attributes are physical. They attack with their hooves for 1-6. Their special abilities are hold breath and trample.)

KREAHKUS X6-36 (These neutral animal's vital stats are HD 1d6, HP variable, AC 13 and Move 30 feet /40 feet (climb). Their primary attributes are physical. They attack with 2 claws for 1-2 and a bite for 1-3. Their special abilities are prehensile tail, quick disengagement, and twilight vision.)

EAGLE, INZAEAN GIANT X1-10 (These neutral animal's vital statistics are HD 3d8, HP variable, AC 18 and Move 20

feet/70 feet. Their primary attributes are physical. They attack with talons for 1-4 damage and a beak for 1-10. Their special abilities are dive, twilight vision, and improved sight.)

GILTINKREUT

THE PRIEST BENEATH THE STONE

After several days travel, the trip along the river to Kezlhim is over. Here, spread along the west bank of the Vindig River a small village is nestled behind a low wooden wall. A couple of dozen thatch roofed house are inside. Cows bellow in pens outside the village and sheep can be seen in fields further away. Boats are tied to trees and logs along the river.

This is a small fishing and farming village. There are 13 families here and as many houses. There is no tavern or inn though people do allow the party to sleep in their barns or sheds. If the PCs are kind enough, several of the villagers offer their houses to them. Little goes on in the village and all the people are just trying to go about their business. Everyone in the village knows there is a priest nearby on a bluff overlooking the river a few miles away at a place called the Giltinkreut. It is up to the CK to add more to the village if desired.

The village elder and leader is Liston vin Bilter. He is a fisherman and has fished the river for about 20 miles around his whole life. He is a good person but a little wary of travelers since they get so few, though if the visitors show they mean no ill will, he is not so wary as to be untrusting or discourteous.

LISTON (He is a neutral commoner whose vital statistics are HD 1d6, HP 4, AC 10 and Move 30 feet. His primary attribute is dexterity. He has 10gp worth of valuables in his house.)

Traveling north from the village one finds the place where the priest resides. This is little more than a high bank above the Vindig River which has been transformed into a shrine. A massive Kreut rests near the bank of the river. Stone and rock are piled against the bank and for several hundred yards up and down river to prevent undercuts beneath the Kreut. The Kreut is of average size, perhaps five feet in height and as much in width. Sitting nearby is a gruff looking older woman dressed in thick furs and wool. She is fanning a fire beside the Kreut. Next to her a large spear is stuck in the ground and long slabs of meat hang from a rod. A bed roll and several blankets and skins are tucked against the kreut and the scatterings of a camp appear all over.

The PCs have located the actual Giltinkreut and the place they were told there might be a priest who could explain what the statue was. Giltinkreut consists of little more than a kreut by the Vindig River. The kreut was once dedicated to the athnahga but the priests and people who knew of such things are long since gone. Once of great import to the region, it has, over the years, been forgotten about and memory of it faded.

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The priest is named Millden Von Beerk and hails from far west of the Vindig River. She came to pay her respects the athnahga of the Vindig as instructed by another athnahga elsewhere. Millden is not the friendliest of people but neither is she cruel nor mean. Though a little concerned at the arrival of the PCs and a bit nervous as to their intention, Millden warms to the PCs in time if they are the least bit friendly.

Millden can pass along some knowledge of Atharioon, the athnahga and their relation to the world about. Beyond this, Millden is only vaguely aware of the history of the Vindig River and the athnahga here. She was sent here by one of Hutinhurt's children, though from a different mate and not one of the children who were once here. Millden knows that there should be nine athnahga along the Vindig River. They were left here by Hutinhurt to guard the river and its people. Yet, after nearly six months of searching, she has not found any of them.

Importantly, she found a temple or edifice dedicated to one of the athnahga several days travel further north along the Vindig River. Inside it was a statue similar to the one the PCs were carrying, though in a little better condition. Millden explains that there are supposed to be nine statues, one of each of the athnahga. These statues were placed precisely along the river in order to express the power of Atharioon. The removal of the statue greatly concerns Millden and believes the act may have dire consequences for the region. Millden believes the statue needs to be put back where it belongs.

The problem however is Millden has no idea where the statue should go. What she does know is the statues were all placed on the east side of the Vindig River at big turns or bends in the river. The nearest big bend is to the north while all the others are to the south. Millden would volunteer to go and replace the statue but, she is bound to this spot for six months as penance. Millden draws a crude map in the dirt for the PCs to follow to the nearest location of the bend where the temple that she is aware of is located.

MILLDEN (She is a chaotic neutral, human, 5th level cleric whose vital statistics are HD 5d8, HP 27, AC 15 and Move 30. Her primary attributes are strength, dexterity and wisdom. Her significant attributes are dexterity 16 and wisdom 13. She wears hide armor, carries a wolf spear, two throwing axes and a mace and has 200gp in valuables on her person.)

MOVING NORTH TO PERDITION

The Bend in the Vindig River Millden refers to is located some 50 more miles north down the river. The trip is a few days by boat (should one be made available) or three to four days by foot depending on how fast the party moves. The adventure begins on the west bank of the river. The PCs must make it to the east bank of the river to reach the temple. This in and of itself is a dangerous proposition unless a boat is available. Refer to the Wandering Monster Chart above to determine if anything is encountered along the way.

Both the villages mentioned previously have boats but are unwilling to lend them to the PCs, rather they will ferry the

PCs across the river but not down the river more than half a dozen miles. They will sell their boats for an exorbitant amount of 50gp. Floating the Vindig in its northern end is difficult and challenging in the best of times. In the worst of times few seasoned river men will put in. Weather is important should the PCs travel on the river. See the weather chart provided below and the effects of the river on travel in inclement weather.

Roll each day for travel on the river. There is a chance for precipitation each day as shown. If there is rain or snow, then the number in the Storm column indicates the chance for a storm. See the effects on travel described after the chart.

TABLE 2: PRECIPITATION

SEASON	PRECIPITATION	STORM	AVERAGE TEMPERATURE
Spring	15% Rain	40%	60F (14C)
Summer	10% Rain	20%	80F (26C)
Fall	15% Rain	30%	40F (4C)
Winter	20% Snow	20%	20F (6C)

RAIN: Roll 1d4 for the number of hours it rains. If a 4 is rolled, add 4 to the number of hours it rains and roll again. The final result is the total number of hours it rains. At 12 hours, there may be enough rain to cause the river to rise and the current to flow faster. This increases the chance for problems. Roll the chance of precipitation on the table above again. If the die roll is equal to or less than the listed percentage, then the river starts to rise. See the chart below for the number of feet the river rises. The rise occurs over the next 12 hours of rain. If there is a storm, add 20% to the roll.

TABLE 3: RIVER RISING

D100	FEET RISE	CL
01-30	1	1
31-50	2	1
51-60	3	1
61-69	4	2
70-76	5	2
77-82	6	3
83-87	7	3
88-92	8	4
93-94	10	4
95	11	5
96	12	5
97	13	6
98	14	7
99	15	8
00	16	9

Building a raft is the easiest thing to do. The PCs can build a raft from drift wood or trees. This can be as elaborate as they choose. A ranger increases the chance of the raft crossing the river. There is a 20% chance the raft will capsize. A ranger

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reduces this percentage by their level. See below for swimming and drowning rules.

If on the river while the water is rising, the PCs must make an attribute check or the PCs have lost control of their vessels. A dexterity check and a strength check must be made at the CL given in the table above by the strongest and fastest in the boat to maintain control. Should a fail in any one or both occur, another passenger may try to make the missed attribute checks. Up to three checks can be made this way. Failure indicates the boat has wrecked. Failure in both means the boat has capsized.

A wrecked boat makes it to shore but the boat is broken and cannot be used; anything in the bed of the boat is lost to the river. A capsized boat means the boat has gone under and the PCs must swim to shore. The distance is 20-60 yards to shore. See the swimming rules below.

Fording the river can be difficult though not terribly so. A ranger can make the process much easier. The river is broad with a fast moving current in clear weather. It is about 150 yards wide though narrows considerably in a few portions.

A successful strength check is required at the CL given in the table above to move at half speed through the water, whether on the surface or beneath it. At the CK's discretion, a bonus to movement might be provided for a particularly high success or when a character is swimming with, rather than against, the current. Failure by 4 or less indicates the character flounders and cannot move that round. Characters failing by 5 or more are pulled beneath the surface, or, if already swimming underwater, are dragged in a different direction by the current.

Characters failing their strength check when attempting to swim in strong or rushing water are tossed by the current at a rate of 40 ft. per round and must make a successful dexterity check (CL 8) to grab hold of anything available. If there is no object to grab hold of, they may attempt to make another swim check with +2 added to the challenge level in order to correct themselves and begin swimming with the current.

Without taking steps to create or maintain buoyancy, characters with moderate or greater encumbrance sink to the bottom and may choose to walk along the bottom at half speed. This forces them to travel around any hazards existing along the bottom, such as hills, ravines, coral reefs, holes, or other hazards. Moving water can throw characters off balance, and a successful strength check at the CL in the table is required to walk across the bottom. A failure of this check causes the character to be swept away as above.

Characters underwater can hold their breath for a number of rounds equal to their total constitution score. Each additional round requires a successful constitution check that begins at CL 0 and increases by +1 each additional round. If a character fails a constitution check before finding breathable air, he is reduced to -7 hit points as he begins to drown, losing one hit point per round thereafter until he dies.

RIVER RAPIDS

Long before the PCs arrive at the rapids, the water rushing over rocks and through a narrow canyon can be heard. There is no portage trail around the rapids though one can be made. This would take 9-12 hours carrying a normal sized boat due to the dense undergrowth and lack of any trail.

The noise of crashing water fills the air as the river bends slightly and the current begins to pick up speed around large boulders and rocks. Narrow chutes and shelves conflate the river beyond and the cacophony of crashing water assaults the ears. A fine mist permeates the air. Rapids are ahead and the river suddenly becomes terrifyingly alive.

There are rapids in this section of the river. They extend for nearly 5 miles of elevation drop. There is ample time before going through the rapids to leave the river and port around. But, as mentioned, this could take a day's worth of time. There are a few sections of very high cliffs, roughly 200 feet or so and a few where the river broadens out again, but for the most part, one is going to be going down the rapids for five miles.

Swimming the rapids is nearly impossible. Anyone attempting to do so must make an attribute check at CL5 plus the CL given in the table above. If one attempts the rapids in a storm, double the CL in the table above, then add 5. This makes running the rapids an exceedingly difficult affair. A ranger will note the difficulty. Anyone with any experience on the water or in rivers can reduce the total CL by their level. One check is made for every mile traveled. There are 4 places the water can be exited safely, each occurring shortly after each check.

In one of the fastest and most dangerous parts of the rapids, there are 200 foot cliffs sticking up on both sides of the river. These stretch for nearly a quarter mile. If the PCs pass this way, they note a half-submerged door or portal on the west bank cliff. There is a stone pylon about one foot from the door. It is midway through the rapids and impossible to stop at without prior knowledge as to where it is. If the PCs elect to try and stop, they must make a swimming check at CL7 plus the CL in the table above, or CL7 plus double the CL in the table above if swimming during a storm.

NOTE: The door or portal described above leads to a dungeon complex that the CK should design. It also is a reward to the PCs for braving the hazards of the rapids and traveling this way despite them.

A RIVER BENDS AND A TEMPLE RISES

The river bends and twists in tight curves as it snakes its way down the peninsula. Small hills with wide curves give way to steep cuts and cliffs before eventually a wide arcing bend in the river, dominated by a single large hill, comes in to view. The river cuts into the hill along its entire length resulting in a steep 200 foot cliff face. The cliffs seem to jut straight up from the ground forming a butte sitting right in the middle of the hill.



Atop the butte are several large red columns topped by blocks of blue stone and one can just make out the very top of a stacked structure inside the columns. The remains of a low wall covered in vegetation appear to circle around the base of the hill. On the river's side, the cliffs are crisscrossed with a series of steep steps carved into the face of the butte and rising from the water leading to the cliff's top.

The temple is located on top of the butte. It is many centuries old and was well maintained until just a century ago and for the past few decades has only been visited a few times. It has fallen into disrepair over the years and decades since though not so much as to be in ruins.

There are a dozen or more slumftroll in the temple when the PCs arrive. There are a dozen or more in the forest nearby. They are led by a priest and have come looking for a statue similar to the one the PCs found previously. The exact disposition of the slumftroll is left up to the CKs discretion, bearing in mind the relative strength of the party. Though the encounter should be difficult and challenging, the idea is that the PCs survive in order to generate more difficult and challenging adventures in the future where PC death is a real threat. In the following description of the slumftroll they have been spread out in order to make a running battle for the PCs.

There is one lookout on top of the columns. There are 4 slumftroll sitting on the hill near the base of the butte sleeping. Two of them are in the main temple while the remaining 5 are in the staircase with the slumftroll priest.

The lookout may or may not have noticed the PCs. He is really watching the forest and not expecting anything to bother them since they are so far from any habitations of man or others. He is specifically not paying any attention to the river or the staircase behind him. Should the PCs be coming from the bank or forest, the slumftroll on top of the structure can make a wisdom check every round to see if it notices the PCs moving in the direction of the structure and give warning to the others.

If alerted, the slumftroll blows a shrill whistle similar to a dog whistle alerting everyone to the presence of a foe. The PCs will not be able to hear this, though animals with a keen sense of hearing will. If the slumftroll are alerted, they try to ambush the PCs. Otherwise, if the PCs are coming up the stairs, the slumftroll gathers rocks and debris to hurl down on top of them. Since the situation is fairly fluid the exact disposition of the slumftrolls is left up to the discretion of the CK.

SLUMFTROLL X12 *(These are neutral evil creatures whose vital statistics are HD 2d8, HP variable, AC 15 and Move 30. Their primary attributes are physical. They wear leather hide and carry spears, maces and axes. They each have 2-8gp worth of valuables. Their special abilities are darkvision, hibernate, infectious scratch, regeneration 1, toughness, and water breathing)*

SLUMFTROLL PRIEST *(This is a neutral evil creature whose vital statistics are HD 5d8, HP 32, AC 17 and Move*

30. His primary attributes are physical. He wears a chain vest and bracers of defense +2. He carries a staff of abjuration and a +2 wolf spear. He has 220gp worth of valuables on his person. He can cast spells as a 5th level cleric (5/4/3/2/1); 0: create water x2, light, endure elements, purify food and drink; 1st: bless, cure light wounds, sanctuary, sound burst; 2nd: aid, hold person, silence; 3rd: locate object, prayer; 4th: hallow/desecrate. His special abilities are darkvision, hibernate, infectious scratch, regeneration 1, toughness, and water breathing. He carries a statue. It is either on his person or in a sack on the floor. The statue is of an athnaha similar to the one found previously but this one has a large set of spiny plates running down its back.)

The dozen or more slumftroll in the forest can come to the aid of those in the tower should the CK wish. If the PCs are aware of them before they come, defense should be easy as they can only come up the steps. The slumftroll will make a half-hearted effort at attacking the PCs but leave once one-half their numbers are killed.

The hill upon which the temple sits is approximately 100 feet tall. Jutting up from the hill is a butte perhaps another 100 feet tall. There is a very narrow and steep stair carved into the side of the cliff about midway around the bend. These steps lead to the temple above. The PCs have arrived at one of the few known places where the statues of the athnaha are located. The temple on top of the hill is small. There are nine square columns arranged around a single large pyramidal building. This building is wide at the base and raised in nine ever smaller tiers until the top is reached. On the top of the structure is a statue of an athnaha. It has a dull red and blue hue and stands about 6 feet tall.

It is important to note that where the steps are, there is 200 feet of cliff face. Movement up the steps is precarious in the best of weather as they are worn, usually damp and covered in mold. In inclement weather it is nigh on deadly. No hand holds are built into the walls.

It is possible to move safely up the steps by reducing movement to one-quarter the normal rate. If attempting to climb the steps at a faster rate, there is a dexterity check every 50 feet, with the CL of the check depending on the movement rate. Half the movement rate is a CL1 check, three-quarters is CL2, and full movement is CL4. Traveling even faster is foolhardy, with double the movement rate being CL8, and triple the movement rate being CL 16. As with movement, combat is difficult on the steps. Every round of martial combat is accompanied by a dexterity check at CL8.

Failure indicates a drop into the river and certain death without a means of slowing the descent such as *feather fall*. If the PC somehow survives the fall, once in the river the PCs must make an additional dexterity check at CL4 or get washed downstream 100 feet. If heavily encumbered the PCs risk being sucked under and drowning.

The hill upon which the temple sits is about 500 yards in diameter and a little over 100 feet high. It is fairly steep on all sides with a butte jutting up from its middle. A low

wall, wrecked and crumbling with age with a cracked and crumbling plaster façade surrounds the whole the hill to the cliffs at the bank. There are several openings in the wall where it has crumbled into ruin. Vegetation and small trees cover most of the hill. The butte is steep and sheer, its crumbling sandstone offering little purchase for anything other than small weeds and the occasional dwarf cedar. Atop the butte is the pyramidal structure of the temple and the columns that surround it.

Although it is very difficult to notice, there is a path leading from one of the breaks in the wall. This is where the gate once stood. The path is made of large stone blocks and leads to the base of the hill. Vegetation, grass, dirt and debris cover the entire path. Anyone searching for a gate in the wall or inspecting the ground may find the path.

The path leads to the base of the butte. Here there is a small chute that goes all the way to the top of the butte. This chute is about three feet wide and was intentionally dug into the surface. It is where those who were willing climbed to the top.

Climbing the cliff is a CL 4 task. A check needs to be made every move increment. Climbing the chute is easier if one is carrying very little as it is only 3 feet wide. There is a +1 bonus to any climb check and a +2 for rogues or those with a climb ability.

TEMPLE

Atop the butte is a tall structure, a pyramidal roof of nine layers stretches up to the sky. Surrounding this are nine square columns connected on top by large capping stones. The temple is old and wearing down with time. Chunks of plaster have fallen off to reveal a block substructure beneath. The blue color is outlined with red edging giving the whole an appearance of some bloody weapon. On top is a statue of an athnahga, eroded by wind, rain and time.

The exterior of the temple consists of a single rectangular structure surrounded by nine columns. The columns are roughly ten feet tall, square and capped with blocky capstones. All are placed deep in the ground and weigh several tons. A rope dangles from one capstone where a slumftroll has climbed up it and is using it as a lookout.

The structure is a 9 step pyramid reaching about 70 feet in height plus another ten feet for the statue. The lips of each level are roughly 2 feet wide. The uppermost level, upon which the statue of the athnahga rests, is about 5 feet across.

The structure is built of brick and stone with a layer of masonry on top. This has been painted blue and trimmed with red. The exterior was painted with images of various mythological events. Most of these images have eroded with time or the masonry chipped off making them unclear

There is an entry to the temple on the west wall, the wall facing the river. Outside this are many hundreds of small broken



ceramic and wooden bowls. This is where offerings were once made. The only thing that remains is the bowls. If a search is made some coinage can be located in the debris at the entry. For each 10 minutes spent looking 10gp in coin can be found. The maximum is 100gp. Taking the coin can bring bad luck since it was meant for Atharion. Any PC who takes the coin and does not donate an equal amount to any of the Firmin has a curse laid on them. All charisma checks are made at -1. This starts one month after the coins are taken. This is permanent until reparation of ten times the value of the coins taken is made in value at another temple.

INTERIOR

Inside the temple is a large pedestal upon which rests the statue of an athnahga. The ceiling is far above, shrouded in darkness. Windows are placed high up on the third and seventh tier and elaborate carvings adorn every wall. The windows cast little but dim light they are so covered in vegetation.

This room is exactly as it seems. There is no furniture or adornment other than mentioned in the description. There is a panel in the floor. This panel is fairly well hidden (unless the slumftroll have been here) but can be located with a wisdom check. This can be tried again and again until located. Each minute after the first spent looking receives a +1 to the check. The panel is simple. It consists of a large angular hole drilled into the rock. A stout wooden or metal pole is used to pry it up and open off its hinge. The panel weighs 500lbs.

10 CASTLES & CRUSADES

There are two possible scenarios from this point. If all of the slumftroll have been slain or worked out an attack on the PCs, then they would not have managed to get into the room below. However, if the slumftroll were not occupied with the PCs then they did manage to get into the room below. The manner in which the slumftroll have acted are left up to the CK; just be aware that the panel will be open if they were not engaged with the PCs, and the slumftroll leader will be down in the room below with several of his companions.

STEPS TO REDEMPTION

Beneath the stone panel there are steps descending beneath the temple. They are narrow and worn with water. They descend to a landing where and turn in a spiral beyond which nothing can be seen.

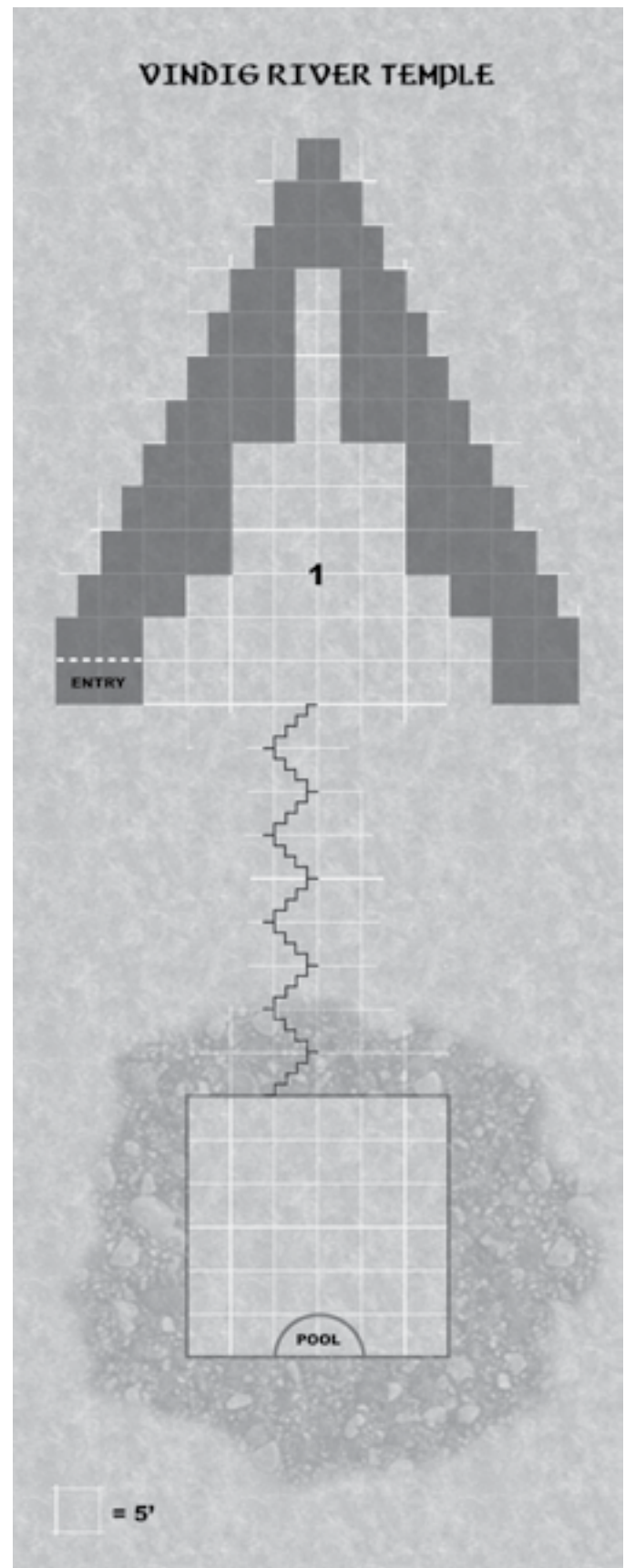
There are steps leading down to a room which is just above the level of the river. The steps are narrow and descend nearly 200 feet. There are nine landings and the steps turn with each landing. The landings are only about 5 feet square. On the wall of each landing is a small niche. Within the niche is a small statue of an athnahga.

These steps are as slick if not more so than those outside. Please see the rules for climbing the outer staircase for actions in here as well. Unlike outside however, falling only results in 3d6 points of damage and the character lying prone, as the character is only falling down 10-20 feet of steps in a narrow corridor. Common sense should apply here however, as any object in the staircase can hinder the fall and reduce damage. On the other hand, a PC can fall into another causing that person to make a fall as well.

If the slumftroll made it down here prior to the PCs, they would have knocked each of the statues out of their respective niches. The PCs can place the statues of the athnahga back in the niches from which they were knocked over. Doing so earns the PC who placed them in the niche 500XP per statue returned.

Additionally, should the PCs do a close inspection of the statues it is noted that each is unique and each athnahga has a unique feature about them. The niches each also contain a gross map of the Vindig river and the location of a temple to the athnahga. This is not easily discerned. If not actively inspecting the niche a wisdom check is made each time a statue is returned. A successful check indicated to the PC there is an engraving on the wall of the niche. Each must be cleaned of all the grime and lichen covering the wall to see the maps clearly.

The maps are not precise but a general idea of the locations of the temples can be gleaned from them. The niche at the bottom of the staircase, before the last bend, represents the location of the current temple. It is the northernmost temple, with the other temples located along the Vindig River to the south. The river stretches on into the south very far into the Graffenvold. So far none know where its headwaters lie. See the accompanying map for more details and wrap up following the adventure.



After descending past the last landing, one comes into the chamber in which the statue of the athnahga rests. The slumftroll may or may not be in here. If any are left alive and

were here when the PCs arrive, they will be in here. The chief will be in here as well.

As soon as a PC enters this room, the slumpftroll who were in the woods should have finally arrived above. This of course depends upon whether or not the CK wants them to arrive and the state of the party. If the PCs are badly wounded, e.g. lost more than 50% of their hit points/spells, it may be best to forget this encounter or reduce it greatly. Otherwise, another fight is to be had.

This is a large dank chamber with ten walls weeping moisture. In the center of the room is a wide round pool sunk into the ground. In the center of the pool is a statue of an athnahga. Much like the one found previously, it is about 18 inches tall, gilded and with a single head with a long beard hanging from its chin. The walls each have a shallow niche in them, no more than two fingers width in depth.

If the party has not encountered all the slumpftroll yet (other than those in the woods) they will all be gathered in here waiting for the party. The slumpftroll will not have disturbed the statue yet. The slumpftroll priest has to cast a spell of protection before taking the statue. These easily take a couple of hours to prepare and cast. If the party has elected to take their time after arriving, the statue will have been removed. For example, if it takes the PCs more than six hours to get down here the priest will have cast the spell and removed the statue.

There is a spring just beneath the room and the floor is built to allow the water to seep in. The pool around the statue is only two feet deep and is nothing more than a collection point. During heavy rains, the room can be flooded and in torrential rains the rooms and a portion of the steps flood as well. The floor is very slick as with everything in or around this temple. Please refer to the notes on the steps for maintaining one's balance. There is no damage for falling down; one is simply prone at that point.

Each of the niches is shallow, about 2 inches deep and 1 foot tall and 6 inches wide. They each contain a prayer. If the prayers are spoken aloud, in no particular order, and a sacrifice of at least 100gp in value be made at the shrine (in the pool or above) then the power of this statue begins to revive. The prayers are

written in Todavian. If none of the PCs knows Todavian, there is no manner in which to say the prayers correctly and they cannot be activated.

If the statue has been knocked over any time during the encounter or beforehand, returning it to its rightful place produces the same results as described in the encounter with the vindehoyer. This bonus can only be applied once. Each statue which is returned to its rightful place, beyond the first has no increased effect unless the CK desires it to do so. In the latter case it is suggested that the effect be significant enough to note but minor enough not to drastically increase a PC or the party's power much more. A reroll once a day would suffice for a reward.

CONTINUING THE ADVENTURE

With the defeat of the slumpftroll, the PCs have several options before them (as no adventure ever actually ends in Inzae). They can fix any problems at the current temple. This would be simple and quick. The PCs still have the statue to return and the one found on the slumpftroll at this location. This means at least 2 other temples have been raided.

The PCs can elect to locate and return those statues. The maps provided in the temple are vague to the point of useless. This leaves open the door for the CK to develop a series of adventures up and down the Vindig River locating those temples, returning the statues and defeating all the possible enemies along the way. These adventures could consume years of in-game time and months of real time play.

There are many challenges along the river. South of Kreutzmark is outside the control of any civilized peoples and is considered wilderness for hundreds and hundreds of miles. It is rife with creatures of ancient origin, goblins and their kin and many other strange things.

Of course the PCs could elect to ignore the path that has been laid before them and do something else. The curse for not returning the statues is really left up to the CK to enact. But there should be some small curse that lingers for a bit just to emphasize the power of the Firmin and anyone who ignores the favors they ask. They are then free to move on to other adventures of their own make.

NEW MONSTERS

ATHNAHGA

NO. ENCOUNTERED: 1-2

SIZE: L

HD: Special (see below)

MOVE: Special (see below)

AC: Special (see below)

ATTACKS: 1 Tail (see below)

SPECIAL: Clear Sight, Constriction, Mesmerize, Spell-like Abilities, Tail Lash, Water Breathing

SAVES: P/M

INTELLIGENCE: High

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: Special (see below)

XP: 6HD: 390+6 | 7HD: 585+7 | 8HD: 825+8 | 9HD: 1,300+9

The athnahga are large creatures with a body similar to that of a snake with frills of various sizes and shapes running the entire length of their body. These frills are each as unique as the athnahga they are on. Their color ranges from monochrome to rainbow and all mixtures in between. The head of an athnahga is similar to that of a human and lizard combined. They are pointed and scaled with pronounced features. It is the eyes which give it the human touch. Some even have beards. The athnahga grow to great length, some being 50 feet long though averaging around thirty feet. Their bodies are quite wide being up to two feet in diameter for a full grown athnahga.

The athnahga live near or in rivers. Although they reside out of the water the vast majority of their lives, the athnahga can live underwater. Athnahga prefer abodes of simple make but they cannot build them themselves. Hence many do not have places where they reside such as keeps or temples but just move up and down the river they call their own. However, when they do have someone build abodes for them, they are often elaborate multi-floor affairs with no stairs since they can move like snakes and crawling up a wall is not difficult for them to do. Should the abodes be built for other reasons such as praying or making offerings there are often chambers and stairs and other accouterments to satisfy the needs of those who come to sacrifice to the athnahga.

Athnahga are servants of Atharioon, the Keeper of the Rivers. They were created to serve Atharioon and carry out her will. The athnahga work to protect the inhabitants who live along the river and who worship the Firmin, especially Atharioon. It is not the river itself they care much about, but the people who live on it. Though, in effect, the athnahga do work to keep the rivers they choose as home, under control. They do this by manipulating the weather, fixing river courses and other actions they deem necessary and which they are capable of managing.

As athnahga age they become stronger, larger, have thicker skin and can move faster. This is represented in their hit dice and associated statistics.

COMBAT: Athnahga attempt to weaken their opponents with their magic abilities. Once they sense their opponents are weakened they move in, using their tail lash to wound their target while at the same time attempting to wrap themselves around the target to constrict it. Athnahga make every effort to split multiple opponents up so they can attack an opponent one on one.

CLEAR SIGHT: Athnahga can see in water as easily as they can on land. They possess darkvision up to 120 feet distant.

CONSTRICTION: On a successful attack with its tail lash, an athnahga may choose to coil itself around its opponent and squeeze it to death. The athnahga may also use this ability to either plunge an air-breathing target into the water to drown it, or pull a water-breathing creature from the water to suffocate it. Each round the victim automatically takes damage as if struck by the tail lash. Each round a victim may make a strength save; success means the athnahga does no damage that round. Should the victim make two strength saves in a row they are freed from the athnahga's coils.

MESMERIZE: If not engaged in combat, the athnahga may move in such a way as to mesmerize opponents. This movement is virtually unnoticeable and can be performed while engaged in conversation. Two rounds after the athnahga starts moving all individuals looking at the athnahga must make a wisdom saving throw or else be affected as if by a *hypnotism* spell cast at a level equal to the athnahga's hit dice.

SPELL-LIKE ABILITIES: The following spells can be cast by an athnahga twice per day at a level equal to their hit dice: *command*, *control water*, *control weather*, *fog cloud*, *hold person*, *obscuring mist*, *sanctuary*, *wall of wind*.

TAIL LASH: The end of an athnahga tail is razor sharp and armored, with an AC of 18. The athnahga can extend its tail out up to one-half its body length and uses the end to slice its target. This particular attack does not expose either vital organs or head and on a successful strike does damage, but more importantly opens up the opponent to being constricted by the athnahga.

WATER BREATHING: Athnahga can breathe underwater just as easily as they can breathe air. This ability functions identically to the spell of the same name, but is permanently active and is not usable on others.

TABLE 4: ATHNAHGA STATS BY HD

HD	SIZE	MOVE	AC	TAIL SLAP	TREASURE
6d10	L (30 feet)	40 feet	15	1d4	5
7d10	L (40 feet)	50 feet	16	1d6	6
8d10	L (45 feet)	60 feet	17	1d8	7
9d10	L (50 feet)	70 feet	18	1d10	8

BEAR, GRAFFENVOLD

NO. ENCOUNTERED: 1-3, 11-20

SIZE: Medium

HD: 5d8

MOVE: 40 feet

AC: 15

ATTACKS: 2 Claw (1d6), Bite (1d10)

SPECIAL: Hide, Hug

SAVES: P

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 200+5

These bears inhabit the northern Graffenvold and tend to stay close to rivers as their primary diet consists of fish. They are not a naturally aggressive bear, shying away from most other animals that are even close to its size. However, when fishing they become very territorial of the immediate area they are in. Also, when a mother has young with her, she can go into a rage if she senses any threat at all.

These bears have unusually long hair for a bear and the males have a beard. It is a brown to black color that shifts to gray and white for a winter coat. They weigh anywhere from 300 to 400 pounds fully grown and stand about 4 feet at the shoulder. They are good climbers and very fast. It has a short snout and bulky head. Their coats are highly prized for their insulating ability.

Normally 1-3 bears are encountered. If more than one, one is a mother and the others are young bears. If one is encountered there is a 60% chance it is a male. On rare occasions bears congregate for mating and in fishing areas. There is a 1 in 10 chance upon each encounter that 11-20 bears are gathered up and down a stream or river fishing. Further, during the spring there is a 1 in 2 chance that a mating ground has been found and 11-20 very aggressive bears are engaged in mate acquisition.

COMBAT: These bears are not typically aggressive except when guarding young, fishing or mating. In those cases, the bear attacks without fear until dead or the threat has passed. A lone bear will attempt to flee from danger unless cornered, in which case it fights very aggressively.

HIDE: The bear's fur is such that it blends into its surroundings both in summer and winter. They are very good at hiding. When a bear decides to avoid contact or remain unseen it can make a physical attribute check. Success indicates it has hidden itself. To spot it a successful wisdom or tracking check must be made.

HUG: The bear is able to hug an opponent in a vice-like grip. If both of the bear's claw attacks are successful in a single round, the bear's foe must make a strength save or be caught in the bear's crushing hug. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The bear can bite a hugged victim automatically each round.

EAGLE, INZAEAN GIANT

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 3d8

MOVE: 20 feet/70 feet (fly)

AC: 18

ATTACKS: 2 talons (1d4), 1 bite (1d10)

SPECIAL: Dive, Twilight Vision, Improved Sight

SAVES: Physical

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 30+3

These lowland eagles perch along the cliffs near large bodies of water and range up and down the rivers that flow into areas near their perches. They have a preference for eating fish but occasionally pursue smaller prey on land such as sheep and occasionally deer. It is not unknown for them to attack small children and other small creatures.

These eagles have red plumage on their head and dark black and white feathers over the rest of their bodies. Their wingspan can reach up to 18 feet but is typically 12 feet. Their eyesight is spectacular even for their kind, being able to see great distance with perfect clarity.

COMBAT: Eagles observe their prey from a distance for some time before deciding to attack. Fish are attacked as they approach the surface. On land, they look for weak or straggling victims to attack. They then swoop in slowly in ever tightening circles until they decide to dive upon a foe and catch them in their claws. They try to fly up into the air and drop their victims to the ground letting the fall kill them. Otherwise they try and rend their prey on the ground. Much of an effort fighting back often causes the eagle to fly away. They can lift upwards of 100 pounds in the air.

DIVE: If it is more than 200 feet in the sky a giant eagle can dive at an opponent, gaining a +4 bonus on its attack roll. However, the beast must move at least 50 feet in one round. A successful strike means the prey takes double damage from both claws, and must make a successful dexterity check to avoid being grasped in the talons of the eagle. If the check fails, and the victim is 100 lbs. or less, the eagle picks it up and carries it into the air. In ten melee rounds or less, the eagle will drop the creature from 100 feet in the air. A 100 lb. creature can be carried into the air at a rate of 10 feet per round; every 20 lbs. reduction in weight increases the rate by 10 feet per round. For example, an 80 lb. victim would be carried into the air at a rate of 20 feet per round while a 60 lb. victim would be carried at 30 feet per round. If a victim makes a successful strength check or manages to stab or otherwise harm the eagle before that time, the eagle drops it immediately from whatever height it managed to attain.

IMPROVED SIGHT: These eagles can see perfectly for up to 2 miles as if they were no more than a few feet away from what they are looking at. Their sight diminishes after this but can see up to ten miles away with some clarity.

14 CASTLES & CRUSADES

ELOTHAR

NO. ENCOUNTERED: 1-20

SIZE: Large

HD: 4d8

MOVE: 40 feet

AC: 16

ATTACKS: 1 gore (3d4)

SPECIAL: Hook, Slam

SAVES: Physical

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 60 +4

These giant boars are omnivorous and root around the bottom lands and brushy areas of the Graffenvold. They stand about four feet at the shoulder and weigh nearly 600 lbs. when fully grown. Their bodies are not quite as pronounced in the shoulders as with other boar, rather these are thinner at the shoulder with longer snouts and are nearly hairless in summer. Each has tusks protruding from their upper jaws and extending to their left and right, not in front of them

COMBAT: The elothar are, as a general rule, fairly passive and work to avoid confrontations. They run at the sound of noise or any apparent threat. However, if they are cornered, have young or are injured by someone, they turn to attack. And they do so as a group. The young will join in as well, starting at 6 months of age when they are just developing their tusks.

HOOK: If the elothar successfully gores an opponent, the opponent's leg may end up entangled in one of the creature's tusks. The opponent must make a CL5 dexterity check to avoid being hooked. Otherwise, if the opponent is 300 pounds or less, the elothar drags them 2-24 feet, causing an automatic 1d8 points of damage. An opponent can free themselves from the elothar's tusks on a successful CL0 dexterity check.

SLAM: The elothar can slam an opponent for 1-4 damage. On a successful slam attack the opponent must make a successful dexterity check to remain standing. The dexterity check is a CL 4. The slam attack is only possible at a run to full charge.

KREAHKUS

NO. ENCOUNTERED: 6-36

SIZE: Small

HD: 1d6

MOVE: 30 feet / 40 feet (climb)

AC: 13

ATTACKS: 2 claws 1-2, bite 1-3

SPECIAL: Prehensile Tail, Quick Disengagement, Twilight Vision

SAVES: Physical

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 7+1

Kreahkus are small carnivorous quadrupeds that live in dense temperate forests. They are small feline looking creatures about one foot tall at the shoulder with very long prehensile tails. Their snouts are long and full of canines. They have mottled short fur with dark browns, light browns, grays and blacks toward the front of their body. A black and brown striping begins at their rear, turning orange and brown on the tail.

The kreahkus spends much of its time in the trees of its territory. They only come down to hunt, or more precisely, to kill. The kreahkus typically hunt prey about their size and smaller and most of that is in the trees. They prefer chipmunks, squirrels, birds and similar animals. Occasionally they pounce upon baby deer or elk or others that are wounded, alone or appear vulnerable.

They are particularly territorial. Any competing animal that moves into their territory is immediately harassed. This is primarily done by tossing branches and debris down on the animals until they leave but they are not unknown to attack larger carnivores and humans in an effort to drive them off.

COMBAT: Kreahkus attack their prey in swarms. An entire tribe will leap upon a victim. A few move in and attack then jump off as others move in and attack. They do this again and again until their prey is killed or the interloper leaves their area. It is rare that they face their victims head on. Rather, they prefer to go jump in and out of battle with a few acting as distractions. They slowly whittle their prey down.

AGILE: Kreahkus receive a +3 bonus to all dexterity checks.

PREHENSILE TAIL: The Kreahkus has a prehensile tail which can be used as a fifth limb when jumping and swinging. With their prehensile tail they can swing at 60 feet per round; they may jump up to 30 feet with a successful dexterity check.

QUICK DISENGAGEMENT: The kreahkus can disengage from combat at no cost to their armor class.

SLUMPFCTRL

NO. ENCOUNTERED: 2-20

SIZE: Medium

HD: 2d8

MOVE: 40 feet

AC: 15

ATTACKS: Claw 1-2, Bite 1-3, or by weapon type

SPECIAL: Darkvision, Hibernate, Infectious Scratch, Regeneration 1, Toughness, Water Breathing

SAVES: P

INTELLIGENCE: Medium

ALIGNMENT: Neutral evil

TYPE: Humanoid

TREASURE: 4

XP: 2d8: 34+2 | 3d8: 80+3 | 4d8: 160+4 | 5d8: 380+5 | 6d8: 570+6 | 7d8: 855+7 | 8d8: 1,225+8

The slumpftroll is an ugly creature. One might want to call it humanoid in shape as it is bipedal and has two arms. The similarities would stop there. The slumpftroll has a brackish, blue tint to its dark scaly hide. They stand about 5 feet tall but can range up to 7 feet on rare occasions and some are as small as 3 feet. It has a massive hump on its back causing it to bend over with an aggressive stance at nearly all times. This hump grows long hair often dyed various colors to denote rank. Its hands and feet are clawed in small brittle nails that break off easily. The head of the beast is large, like most shtumpf, and flat with a broad mouth full of fangs. A bulbous nose sits above narrow eyes that never shut.

The slumpftroll is descended from the family of shtumpf that came to be after the fall of the Great Dragon. They are an offshoot of some of the river trolls one finds throughout Inzae. They breed prolifically, and this is why they are often used as troops in any large battles. They were given the task of guarding all the rivers by Urshoonga. They do this to this day and seek to kill all they can that do not bend a knee for Urshoonga.

PRIEST: A slumpftroll priest can be found in any group of slumpftroll and even wander alone or with other powerful slumpftroll. Roughly 1 in 50 slumpftroll is a priest. Their hit dice range from 3d8 to 8d8. They cast spells as a cleric of a level equal to their hit dice. The higher hit dice are very rare and are usually only found in important places or undertaking important tasks.

COMBAT: The slumpftroll enjoy a good fight and relish in long drawn out fights where they can slowly beat their enemy into submission. Once their prey is beaten they enjoy nothing more than dragging them off to some hole by the river and slowly devouring them. They also prefer one sided combats and prefer not to fight those of superior strength, perceived or otherwise. They will run from battle as quickly as they enter it. There are few occasions when they do entertain poor odds, and these are when they are whipped into a fury by their fervor in serving Urshoonga.

Slumpftroll carry all manner of weapons into combat, anything available to them from clubs to pole arms to nets. They attack unarmored opponents such as farmers with a desire to subdue them. With others they go straight for the kill unless the

opportunity for a long drawn out battle emerges and one in which they are favored. They are easily distracted in combat and once they slay an opponent tend to linger over the body and guard like a lion over its prey.

HIBERNATE: Slumpftroll can if they need to fall into a deep sleep without requiring any nourishment. A slumpftroll that hibernates will sleep for anywhere from 10 to 80 years, curling up under water in a hole or resting in a deep dark cavern. Reviving from hibernation requires a full 24 hours, and during this time they are both totally helpless and completely vulnerable.

INFECTIOUS SCRATCH: The nails of a slumpftroll are brittle and disgusting, rife with fungus, bacteria and viruses. On a successful strike with their nails the slumpftroll will infect the victim with a disease unless a CL3 constitution check is made. Any infection or reoccurrence of infection will last for 40 days minus the victim's constitution score unless *remove disease* is cast. Roll 1d3 for the type of infection.

TABLE 5: INFECTION

D3	RESULT
1	Bacterial: Victim becomes bedridden within 24 hours of infection as they fall violently ill.
2	Fungal: A skin fungus causes the victim's skin to fall off in patches, leaving bleeding, ulcerating wounds that deal 1d4 points of damage per day.
3	Viral: This is identical to the bacterial infection except it periodically reoccurs. Every month the infected victim must make a CL3 constitution check to keep the virus from reoccurring.

TOUGHNESS: Slumpftroll flesh and skin is mostly useless excess growth. This excess skin and flesh however grants the Slumpftroll the ability to shrug off damage that would incapacitate others. All damage done by melee weapons is reduced by 1d4 points per die of damage inflicted. This can result in no damage being inflicted at all.

WATER BREATHING: Slumpftroll can breathe underwater just as easily as they can breathe air. This ability functions identically to the spell of the same name, but is permanently active and is not usable on others.

TRIGONTUS

NO. ENCOUNTERED: 2-12

SIZE: Large

HD: 4d10

MOVE: 30 feet

AC: 15

ATTACKS: 1 slam (1d6)

SPECIAL: Hold Breath, Slam, Trample

SAVES: Physical

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 40+4

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The trigontus is a very large bovine that spends much of its time in or near water. This beast can weigh up to 2 tons and sits 5 feet at the shoulder fully grown. The females can be even larger. They have long bodies that appear deceptively thin. A short coat of brown and yellow striped hair covers their body. The head of a trigontus is long and narrow with big thick molars and broad upper and lower incisors.

The trigontus consumes vast quantities of grass and shrubs and plants it can find in the water. It usually nestles itself in shallow waters, ponds and slow flowing portions of rivers and streams. They stay near water as the plants found in rivers and ponds provide the vast majority of their food.

Trigontus are not aggressive and only feel the need to attack anything when directly threatened. Unlike many herd animals that scatter when threatened, trigontus tend to come together and attack that which threatens them. They have few predators.

Trigontus can swim well and can stay under water for long periods of time. They have been known to come up and capsize small boats, though show no aggressiveness towards those in them. It seems to be done for fun, a challenge or otherwise.

HOLD BREATH: The trigontus can hold its breath under water for a number of minutes equal to 10 plus its hit points.

SLAM: The primary mode of attack for a trigontus is to slam its target again and again and again. A trigontus can slam once a round from a standing position. On a successful hit, the opponent must make a dexterity saving throw or be thrown to the ground and take 1-6 points of damage. The trigontus often continues to slam until the victim is entirely still; pretending to be dead can stop an attack.

TRAMPLE: When pressed or heavily damaged the trigontus will attempt to flatten its victim. If the trigontus is successful with its slam attack, it may make a second attack against its victim. If this attack is successful the trigontus deals 2-12 points of damage as the victim is stomped on by the creature.

VINDEHOYER

SIZE: L

HD: 4d10 - 6d10

MOVE: 30 feet

AC: 14

ATTACKS: Bite for 1-4, fist for 1-3, or by weapon type

SPECIAL: Boulder Toss, Extra Damage, Hold Breath, Knockdown, Twilight Vision, Weapon Size

SAVES: P

INTELLIGENCE: Average

ALIGNMENT: Chaotic evil

TYPE: Giant

TREASURE: 4

XP: 4HD: 40+4 | 5HD: 80+5 | 120+6

The vindehoyer is a tall humanoid reaching between eight and nine feet in height. It appears much as a man just larger and with differing proportions that give it both a violent and stupid appearance at the same time. The vindehoyer has a very large

head with beady eyes and a broad grinning mouth. Patches of hair grow seemingly at random on its face while its head of hair is long and mangy. The mouth of the vindehoyer is almost always open. The bodies, like the head, are broad and show a gluttonous appetite being covered in mounds of fat. They also tend to have massive and rounded bellies.

Their outward appearance masks a great strength of both their body and stamina. The vindehoyer are very strong and can easily lift a horse and toss it aside. They also have great stamina, being capable of walking for days on end without resting, fight long after their opponents are physically exhausted and toil at heavy labor for hours on end.

The vindehoyer range from the entire northern strip of the Graffenvold and on into the foothills of the Kragenmores. It is unknown how far south they are found. The vindehoyer originated in the Vindig River basin ages ago. So prolific and capable were they that they spread far and wide to terrorize the countryside.

COMBAT: The vindehoyer do not specifically enjoy combat but do enjoy beleaguering weaker opponents. They punish those weaker than themselves mercilessly. The vindehoyer then eat them. They attack with stones first if available, as they never carry any on their person, and then move in for a more brutal thumping. Weapons of choice are bludgeoning types but they are not picky and take whatever they can.

BOULDER TOSS: If better weapons aren't available, vindehoyer will toss stones found on the ground at their opponents. The vindehoyer's great strength provides a +1 bonus when attacking with a stone and the stone itself does 1d4 points of damage.

EXTRA DAMAGE: On a natural 17-20 on 1d20, the vindehoyer can cause additional damage due to its great strength. The bonus damage for a 4HD vindehoyer is 1-3, a 5HD vindehoyer 1-4, and a 6HD vindehoyer 1-6.

HOLD BREATH: The vindehoyer can hold its breath under water for a number of minutes equal to 10 plus its hit points.

KNOCKDOWN: On a natural 20 on a roll to hit, the victim must make a strength check, with the CL being the HD of the vindehoyer. If the check fails the victim is knocked prone. The vindehoyer may then immediately make another attack, either at the prone victim or another target. A maximum of three targets can be affected by this ability.

WEAPON SIZE: Vindehoyer often make their own weapons, but they are not very skilled at this. However, what their weapons lack in finesse they make up for in sheer bulk. When using one of these weapons, a successful strike deals bonus damage of 1-6 points, on top of any damage already inflicted. The weapons however are so poorly made that the vindehoyer using one suffers a -3 penalty to attack rolls as well as a -1 penalty to initiative.

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DESECRATION & DAMNATION

All along the banks of the Vindig River people worshipped the river goddess. She blessed the people and kept the trolls at bay. But in time, she grew weary and to guard them she set statues upon the river to watch over the people, and then she left them to their own devices. But no troll fears stone, nor the forgotten promises of a goddess. They have returned to the Vindig, but this time with a vengeance.

This adventure is designed for 3-5 player characters between levels 4 and 6.



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