

The Pile and Faller Village

A Highlands Location
And Adventure
“The Cult of the
Drunken God”
For PCs levels 6-8

This small village, dungeon and wilderness area
is an addition to the Northern Tier Hexcrawl,
located in Hex 14, not far from the Hall of the
Gnome King.

The Northern Tier is located in Hex E-4 of the
Highlands Campaign Setting.

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This adventure uses Swords & Wizards in the
Highlands rules, a rules variant of Swords &
Wizardry, but is fully compatible with
Swords & Wizardry and most other
Old School Games.

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The Cult of the Drunken God

Rumors whisper of a pagan cult that has appeared in the remote Northern Tier of the Rosewood Highlands. Revelers are said to engage in all sort of unsavory, immoral behavior as they worship 'The Drunken God.' Some say they engage in human sacrifice, others say they have drunken orgies, still others claim that this is a sect of the Holy Church itself! The Holy Church demands to know the truth behind these scandalous stories.



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THE CULT OF THE DRUNKEN GOD

Adventure Background

I will try to keep this brief:

The priest of Faller Village, **Lightbringer (Cleric of the Church of the Holy Saints) Edagan the Just**, was exploring the abbey ruins the locals simply call “The Pile” when he discovered some evidence that the monastic order who lived there before its destruction may have worshipped a demon.

Six months ago, Edagan’s investigations unearthed a secret chamber and a trapped demon. Instead of worshipping a demon, the order (which Edagan has discovered was called “The Brotherhood of the Chain”) attempted to lead demons to repentance.

Being devout and pious, the Priest set about to save the demon from damnation in the Outer Darkness, talking to it about repentance whenever he has the chance, engaging in debates about the Holy Scriptures with the creature, and praying for its...soul?

The priest’s discovery caught the attention of a powerful demon lord (perhaps Bahomet, or Ba’al) who, unable to locate the bound demon (powerful non-detection magic has been cast on the demon), the demon lord sent a **Chaos Spirit**, the very same being who caused the downfall of the Abbey two hundred years ago, to seek out this trapped evil servant, to destroy it or drag it back to the Outer Darkness. The Chaos Spirit, true to its nature, jumps from mortal to mortal sowing chaos and seeking an avenue to free or destroy the bound demon. See “The Chaos Spirit” below for more information.

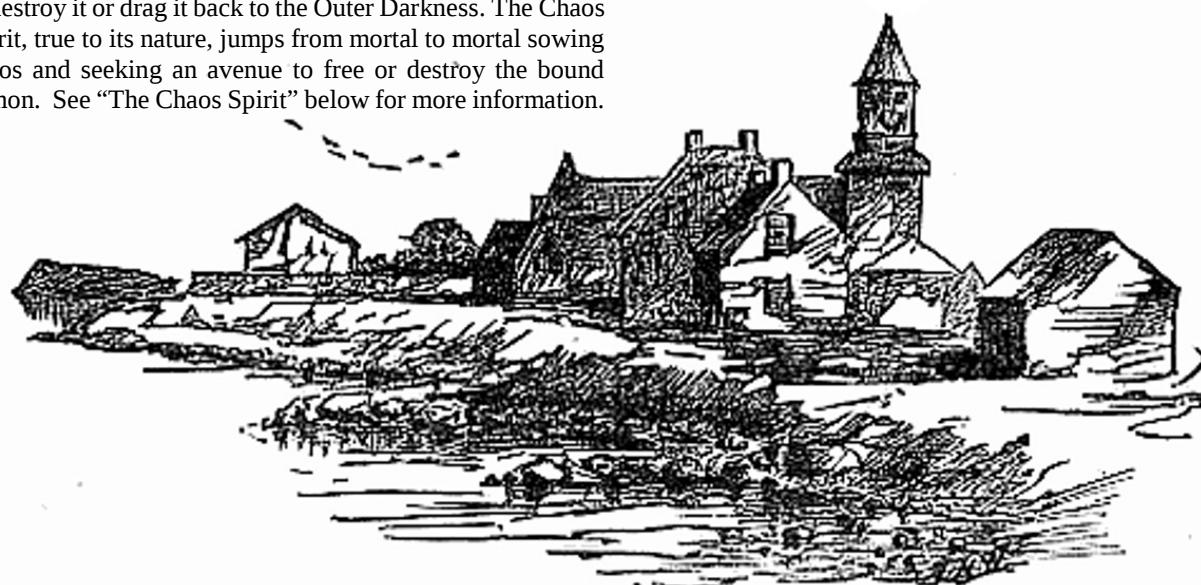
This adventure is intended for characters levels 6-8. Because of the number of undead encountered, clerics would be especially useful, though undead in the highlands pose a slightly different type of risk than in typical S&W games.

The adventure began as a “Highlands Location” and can be used as such, simply ignore the Adventure Outline and Initial Timeline, and use the village and the abbey ruins as you please, though we hope the interactions between the various factions, the mysteries and, especially, the presence of the Chaos Spirit make this an enjoyable adventure.

Edagan sent a somewhat cryptic message to the Abbot of St. Alboran’s Monastery – who has a reputation of being a philanderer and drunk, so Edagan does not fully trust him. The message was a request for some information about demon possession, exorcisms, and texts on the eternal nature of demons. The letter mentioned “Brothers of the Chain,” asking for information about this order. The Abbot has dispatched two agents of Holy Church to investigate (see “The Priest and the Paladin” below).

Edagan has not heard back from St. Alboran’s and is getting concerned. The only people he fully trusts in town are Holy Allyn and Denna the Wise Woman.

Because of the Chaos Spirit, people in town have been acting strangely: suddenly violently angry or suspicious/paranoid, or secretive. People will randomly disappear for a day or so, almost always waking up somewhere in The Pile. Few people have spoken openly about the weirdness going on.



Involving the PCs

1. Standard Motivations:

- Could meet a raving villager possessed by the chaos spirit, perhaps driven mad by the Spirit and wandering the wilderness...
- Could be passing through
- Could come here for the wine and cider
- Could come here for the cheese
- Could be searching for the treasure of Arwas-Dar
- Could be rumors of gnostic wisdom or secret treasure under the pile
- Could be rumors of a demon possession
- Could be interested in the cult of the drunken god
- Could have heard rumors of the Knights of the Chain
- Caravan Guards!

2. Abbot D'Haras from St. Alboran's Monastery contacts the party asking them to meet the church's envoys (the Priest and the Paladin, below) in Faller Village to aid them in investigating the rumors. D'Haras might even give the PCs letters of introduction to be presented to the Priest and the Paladin when they arrive. It will be worth a fair amount of worldly wealth, and the favor of the Holy Church (resurrections, restorations, remove curse, blessings, etc.).

3. They come across a tinker named Galien. He is encamped – horse is tied to a tree, wagon has an awning extended from the side, a large stack of firewood is stacked against the back wheel. Galien the Tinker has been here for a few days and frequently breaks out in weeping fits. His daughter disappeared. The Miller said she ran off after rebuffing him, but she would never just run off. He curses the queer village and the queer folk. If asked, he will speak of the strange goings-on in Faller Village – people wandering off with no memory of where they have been, people yelling at each other. Rumors of demon possession and dark rituals.

4. Flies buzz over the week-old corpse of a monk, lying in a ditch. The body is nearly stripped, bloated and bloody. Crows and other scavengers have picked at the body. Lying under the corpse is a battered and bloody letter, sealed with the mark of the Abbot of St. Alboran's:

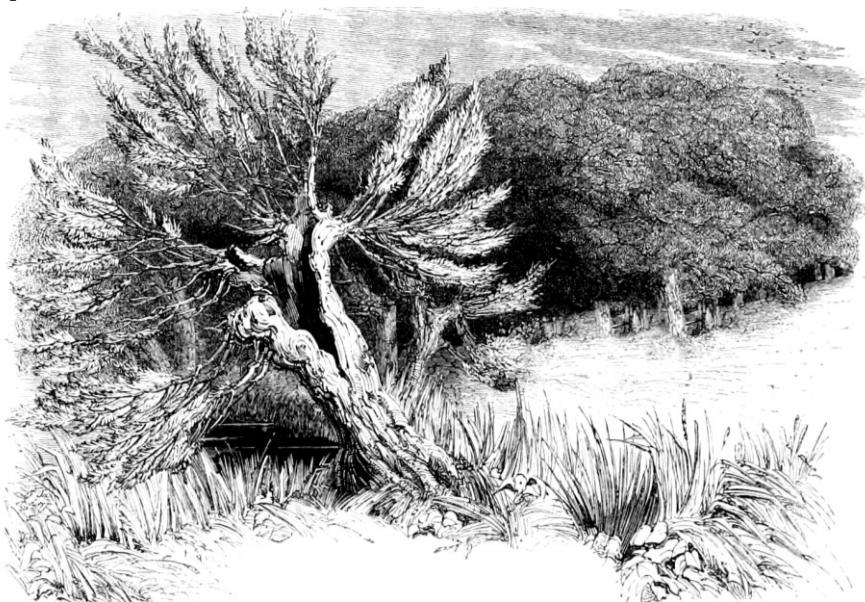
"Lord Abbot D'Haras, Ste. Alboran Abbey, Binder of the Darkness and Proclaimer of the truth, to our Brother in the Light Edagan of Fallar Village. Light shine upon you!"

Your questions about the Outer Darkness and the nature of those who have fallen from the Light have given us grave concerns. We have heard rumors of Dark things befalling the village in your care and are suitably concerned about your ability to shepherd them in the Light. We have dispatched two of our agents to aid you: a powerful friend from the Southlands, Lightbringer Antoinar has much experience in dealing with those fell creatures who have escaped the bonds of the Outer Darkness.

Brother Sumari comes to us from the Holy Church in the Far South, near the Crack of the World. He is an expert in rooting out the evil in men's souls. They travel from Far Hamlin, having overseen the witch trials in the village of Moliar of the Free State of Malan. Give them whatever aid they require at your expense, in service to the Holy Church and to the Light.

We beseech you, humble Edagan, to offer your back to the work of discernment in your charge. If the Darkness takes root, the Light cannot thrive! Be awake! Be of noble character!

Greet noble Agaron the Jolly on our behalf. Remind him of the tithe that is overdue for the work of the Light. Illumined be the path, and Light shine upon you."



The Chaos Spirit

A Lord of the Outer Darkness (Bahomet or Ba'al, perhaps) sent a Chaos Spirit to find the demon bound by the Knights of the Chain in the secret dungeons of the Pile (Garasharan the Mighty, a Sentinel Demon, S14 in the Storehouse Dungeon). The Chaos Spirit is to either release Garasharan back to the torment of the Outer Darkness or destroy it before it could repent and return to the Light of Heaven. Because Garasharan is hidden by powerful magic, the Chaos Spirit has moved from person to person, possessing most everyone in the village at least once, seeking out his bound brother. The Spirit remains in a villager for no more than 24 hours, causing the poor unfortunate's personality to change, becoming angry, suspicious and secretive. The Chaos Spirit leads the possessed villager to search for the hiding place of Garasharan.

Thus far, the Chaos Spirit has:

1. Inspired Cor Mason the son of Bram Mason to start "The Cult of the Drunken God" in what Cor calls "the Under Chapel" of The Pile. Midnight on Midweek day the young people of the village gather together for a drunken revel in honor of St. Avino, Patron Saint of Wine and Drunkards! Each "service" the chaos spirit possesses a young person at the revel and attempts to compel him or her to explore the ruins. The lure of the "service" to St. Avino usually proves to be stronger than the chaos spirit's compulsion.
2. Pushed Markan Miller to abduct and kill the tinker's daughter. She is buried in the basement of the house next to the mill (body number 17).
3. Caused a rift between Agron Elyas the headman and his wife Adrea, who have had violent screaming arguments frequently in public, and now Adrea has disappeared.
4. Inspired Geron Alcan to actively plot to steal Miller's magic millstone and kill Markan Miller.
5. Attempted to possess Holy Allyn, but was trapped in the former monk's madness for a week. The chaos spirit will be reluctant to attempt to possess Allyn again.
6. Caused Angry Alyn to hit a neighbor with a tack hammer.
7. Caused Bram Mason to throw his son Camleyn out of the house during Holy Day dinner because of a minor disagreement over the spicing of the potatoes.
8. Ultimately the Chaos Spirit will attempt to possess the Lighbringer Antoniar the Exorcist who, unless the PCs intervene somehow, will lead the Chaos Spirit to the bound demon in the Pile.

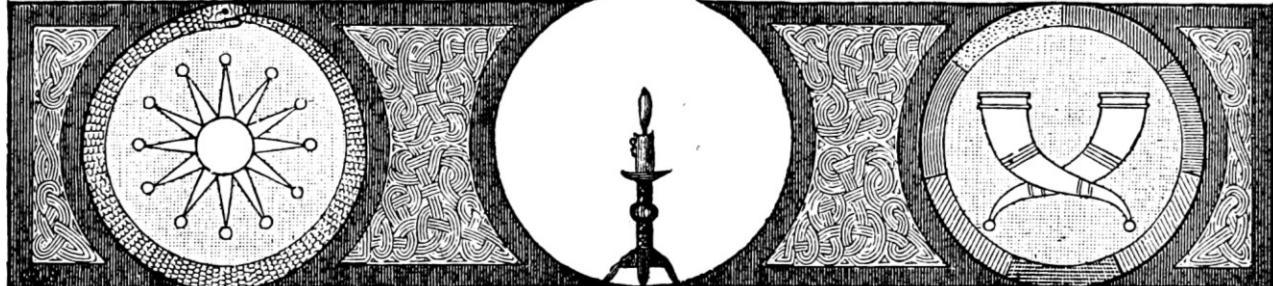
Choose or roll on the list of NPCs (page 19) each morning to determine who the Chaos Spirit attempts to possess.

If a possession attempt is unsuccessful (the NPC or PC makes his or her save), roll again.

If a possessed NPC is encountered, he or she will be rude and uncooperative. If followed, the NPC will soon after being encountered move toward The Pile in search of Garashan the Mighty.

Each NPC or PC who is possessed has a 2% chance of locating the bound demon when searching, if not prevented from entering the Pile.

The Chaos Spirit dominates the mind of the possessed person, who will have no memory of their actions during the hours possessed.



The Priest and the Paladin

Lightbringer Antoniar the Exorcist is an 8th level cleric of the Holy Church who specializes in commanding evil spirits, undead and demons. He “turns/commands” undead, demons and the like as a 12th level cleric, but his spell casting ability is that of a 5th level cleric – and he cannot cast healing spells.

Antoniar is old, with long stringy white hair, dark tan skin and wild green eyes. His voice is harsh, has manner overbearing, yet his grasp of the faith is deep and expansive. He carries a ceremonial silver chain in his pouch with his holy symbol, a letter of introduction and blessing from the Abbot of St. Alboran’s Monastery. He wears a longsword at his hip over his worn and tattered priestly robes. Antoniar, secretly a Brother of the Chain, will tirelessly seek the Head of St. Garamon if he discovers it is nearby.

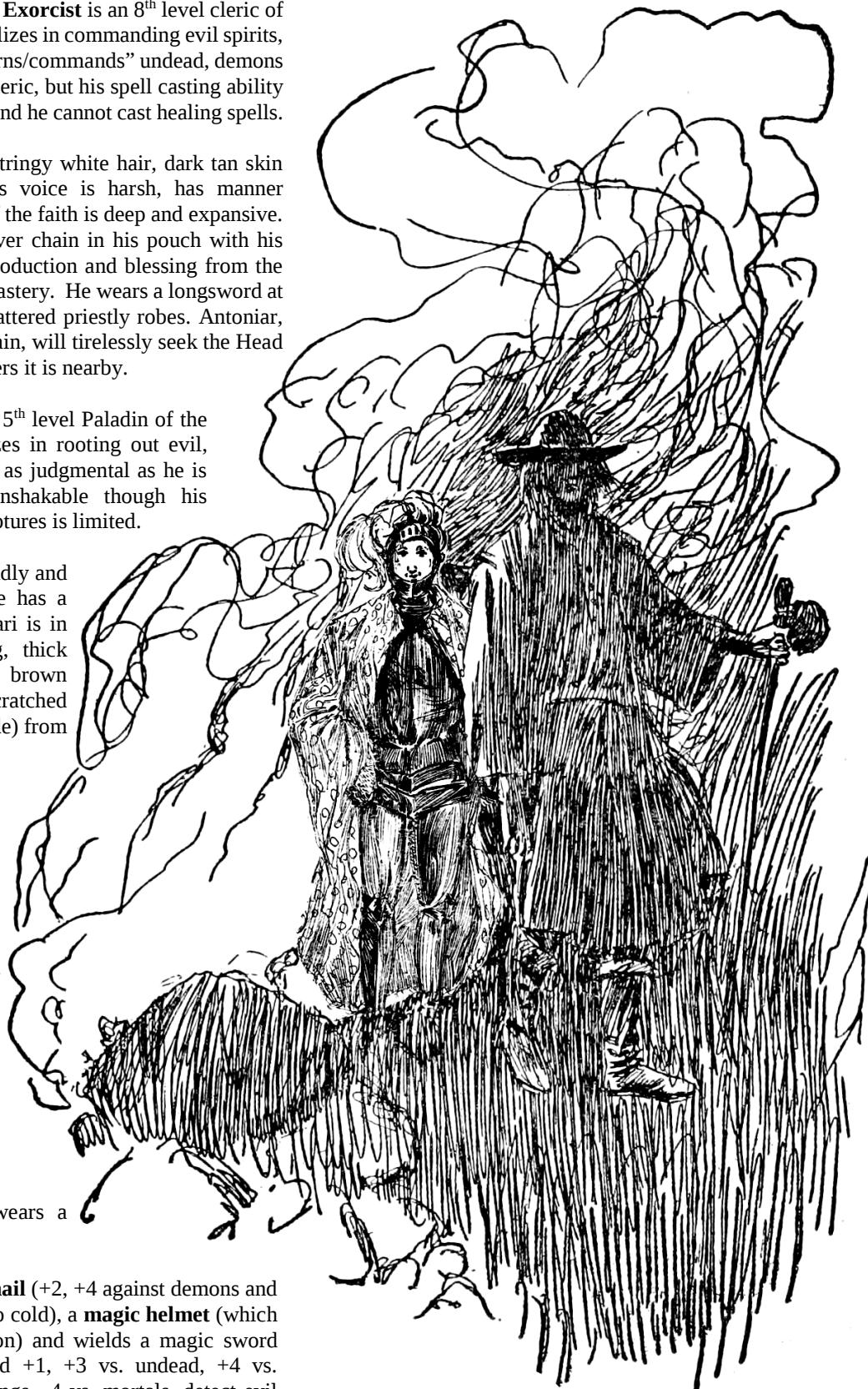
Witch Hunter Sumari is a 5th level Paladin of the Holy Church who specializes in rooting out evil, demons and undead. He is as judgmental as he is virtuous. His faith is unshakable though his knowledge of the Holy Scriptures is limited.

Sumari generally speaks loudly and condescendingly, though he has a compassionate heart. Sumari is in his mid-thirties, with long, thick black wavy hair and dark brown skin. His face is scarred (scratched from scalp to chin on left side) from an encounter with a demon.

He carries with him a small journal in which he writes daily prayers. The last three pages of the journal are loose, old and written in another hand and another language. These are three pages from the *Journal of Saint Garamon the Pious* which speak directly of the improbability of redemption of spiritual evil, though every mortal soul has a chance to “shine in the light.”

Over his armor, Sumari wears a cloak of leopard skin.

Sumari wears **magic platemail** (+2, +4 against demons and undead, wearer is immune to cold), a **magic helmet** (which grants the wearer Darkvision) and wields a magic sword (**Light's Justice**, longsword +1, +3 vs. undead, +4 vs. demons and other spirit beings, -4 vs. mortals, detect evil 5x/day, light on command).



Diminishing Dice

Occasionally the adventure will call for “diminishing dice.” This means that for each prescribed length of time (round, turn, day, etc.) roll the indicated die.

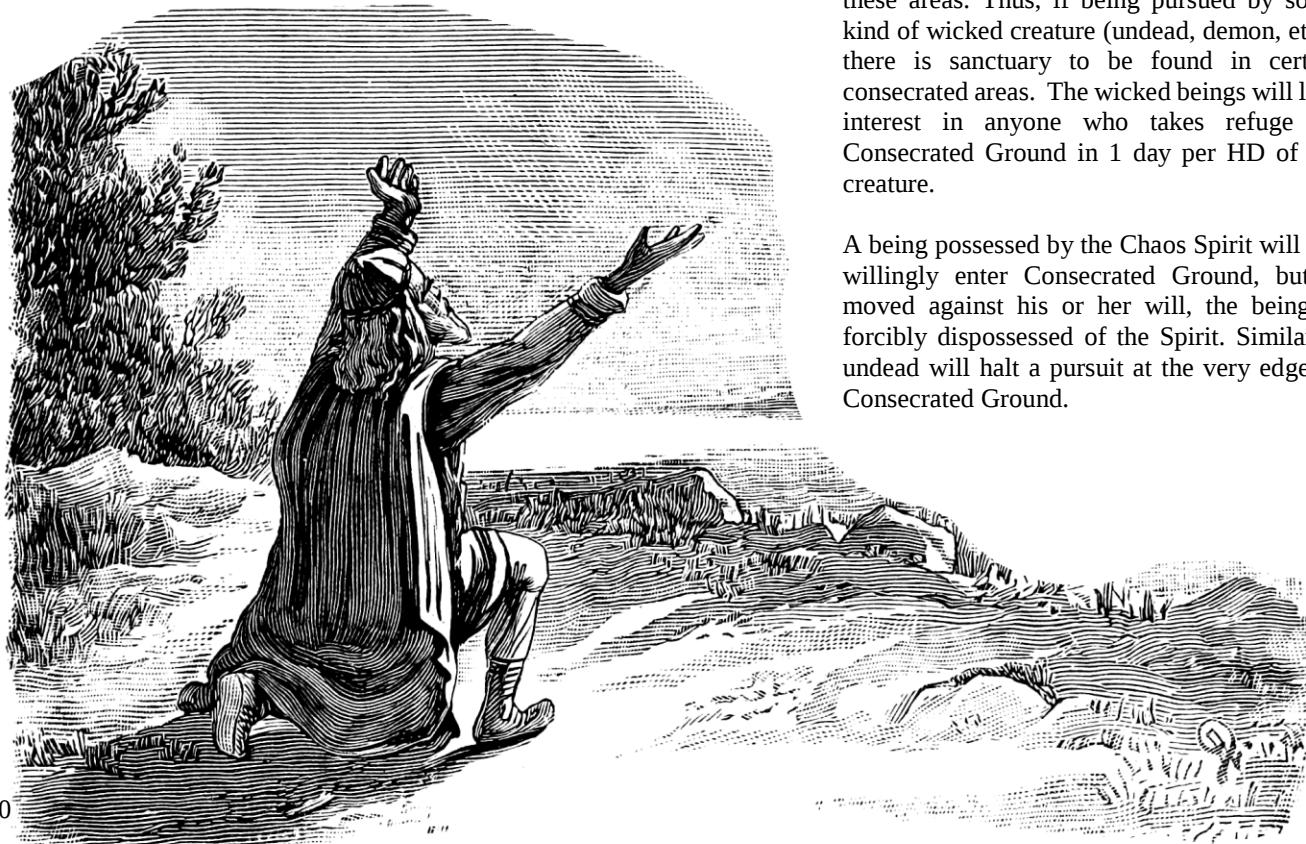
If a 1 or 2 is rolled, the next time the die is rolled use the next smaller die. Continue until a 1 or 2 is rolled on a d4, ending the diminishing dice chain for that effect.

For example, Goran the Defiled (SC4, Caves of the Mud People) spits a glob of Acidic Bile that does 1d8 damage per round, diminishing dice. This means that the first round the Bile hits, it does 1d8.

If the damage done is 3-6, the next round the GM again rolls a 1d8 for damage. In any round that the damage rolled is a 1 or a 2, the subsequent round’s die becomes a 1d6. This continues until the GM rolls a 1 or a 2 on 1d4 for the last round of damage in the chain.

Person Hours of Work

Occasionally, the text will call out the fact that it takes x-person hours to accomplish a task. If four characters work four hours each, the total is 16-person hours of work.



Random Tables

Perhaps not a “special rule” so much, but occasionally locations will include a random table for contents, effects, or other special circumstances.

- Most tables are pretty straightforward (roll d8 or d6 and consult next column). Some tables have multiple columns of contents. Either roll multiple dice (one for each column) or read the single rolled die across, as the GM prefers.
- Some tables are “nested” tables. That is, the rolled entry might require an addition die roll to determine what the exact nature of the item or event is.
- Finally, some tables use a random roll for both the column and the row. Such tables would have numbers across the side and the top. Roll one of each type of die and consult the grid.

And, of course, the GM is free to just use the tables for inspiration – or even use all of the entries on the table at once!

Consecrated Ground

Several areas are considered “Consecrated Ground” meaning undead, demons and the like, including the Chaos Spirit, will not tread these areas. Thus, if being pursued by some kind of wicked creature (undead, demon, etc.), there is sanctuary to be found in certain consecrated areas. The wicked beings will lose interest in anyone who takes refuge on Consecrated Ground in 1 day per HD of the creature.

A being possessed by the Chaos Spirit will not willingly enter Consecrated Ground, but if moved against his or her will, the being is forcibly dispossessed of the Spirit. Similarly, undead will halt a pursuit at the very edge of Consecrated Ground.

Adventure Outline

The party makes its way to Faller Village – perhaps they are simply exploring the Northern Tier or perhaps some event has brought them here like encountering the corpse of a monk or the famous cheese or cider (“Involving the PCs,” page 6).

Regardless of their reasons for being there, the Chaos Spirit is jumping from mortal to mortal sowing chaos and seeking the demon bound in the ruins the locals call The Pile.

If the party has attempted to pass themselves off as the Priest and the Paladin, or if they come with an order from the Abbot of St. Alboran’s, they will be well received by the villagers – given free food and drink and pretty much a run of the village. Only the village priest will be skeptical. This could prove difficult when the actual Paladin and Priest show up seven days after the party arrives in the village.

The party may be invited to, or may desire to investigate, the Revel that will occur three days after the party arrives in the village.

Faller Village is described on pages 11-22 with a list of rumors on page 11 and a list of NPCs and suggested events and conversations happening at the local Inn on page 19 (conversations can be used for any interactions with the locals).

The Pile, the ruins of an old monastery, is described on pages 23-50 including 20+ areas of the upper ruins and multiple dungeon levels.

The Region is described, beginning on page 51. This includes some bare bones information on other local farms, several unique NPCs and a neighboring clan of not-quite-humans known as the Mud People.

The Appendices begin on page 57 and include: “Life in Faller Village”, “A Revel”, and “The Brotherhood of the Chain”, “New Items”.

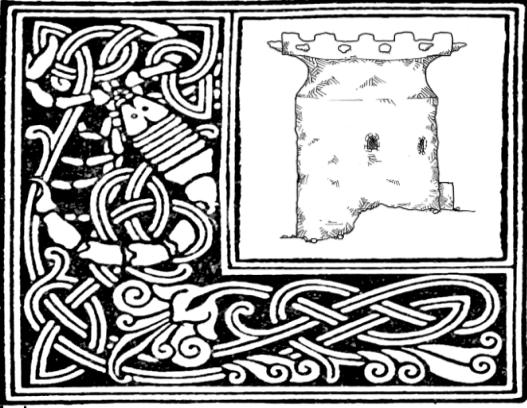
The Maps begin on page 62



Initial Timeline

Here is a suggested timeline, recognizing that the actions of the party may well alter events:

Day 1:	Party arrives in Faller Village.
Day 2:	The Chaos Spirit attempts to possess one or more of the party members.
Day 3:	The young people of the village host a Revel in the ruins of the Pile (see Appendix “A Revel”). One of the young men, possessed by the Chaos Spirit, finds a secret door to Storehouse Dungeon Level 2 (S23) and explores a bit before the Chaos Spirit leaps to another victim.
Day 4:	The Chaos Spirit possesses Agron Ellyas, the headman, who forbids anyone from approaching the Pile and sends his guardsmen to the ruins “in search of some old artifacts.” If the party accompanies them, play it out. If not, the guardsmen come back empty handed (having given, at best, a half-hearted attempt to carry out their orders – perhaps one of the napped in the Vaulted Cells, area G).
Day 5:	The Chaos Spirit attempts to possess one or more party members.
Day 6:	The Chaos Spirit possesses Markan Miller who demands of Dulan Breegan the opportunity to court his daughter Billa. A fight ensues. Miller leaves Breegan’s place bloody and spends the afternoon searching the Pile for the Chaos Spirit.
Day 7:	The Priest and the Paladin arrive in the village.
Day 8:	The Priest and the Paladin question the villagers and the other residents of the area aggressively, causing the people of the village to begin to resent their intrusion.
Day 9:	The Chaos Spirit attempts to possess one or more party members.
Day 10:	The Chaos Spirit possesses Lightbringer Antoniar the Exorcist who begins to systematically explore the ruins. If the party does not intervene, Antoniar will discover the bound demon after 1d6+6 hours of searching. The Chaos Spirit will try to force Antoniar to destroy the bound demon.
Day 10+:	The Chaos Spirit continues to leap from person to person, causing whatever dissention and discord it may.



FALLER VILLAGE

Faller Village Rumors

1. Old Lady Denna is a witch, everybody knows it. She runs around with that bird on her shoulder and gives you the evil eye. Nobody trusts her... except, well, that time when my nan was really sick... she brought us a poultice and we didn't want to use it... But nan got better. So now we give Old Lady Denna eggs every time she comes into town.
2. Bram Mason's quarry is haunted. That poor lovesick girl threw herself into the pit ten summers ago and her spirit just won't leave. My cousin saw her just last month, I swear! Said she was a glowing ghost.
3. Lord Agron calls himself the "Count of the Northern Tier." Heh. A little too lofty if you ask me. And don't get Old Geron started... Even so, he's kept the goblins away, gotta give him credit where it's due.
4. I heard Angry Allyn cussing out the Lightbringer this morning! I mean, the priest has his head in the clouds, but, Light shine on us, he's only ever tried to help people.
5. People have been acting weird lately – bewitched almost. Like they aren't themselves for a day or two and then they can't say why they were so mean. Why I saw Bram Mason kick his dog the other day. He's never raised his hand to anybody before!
6. Them ruins is full of ghosts and death.
7. Jolly Gar talks big about expanding the Inn, but he never seems to have any money. They say he sends money off to that pagan land he was born in. To pay some life debt or something.
8. Holy Allyn can cure almost anything... but his medicines taste like donkey droppings. Still, I saw him bring old man Gavin back from the dead with one of his draughts. Shame how Gavin did die, though. (if asked) He was killed by a jealous husband... cut from chin to groin...
9. Old Breegan's family has always been a bit off – chasing after elk like they're Highland Ponies or something. If you want a good mount for the Highlands, Ellys might let you borrow a pony...for the right price.
10. Miller has chased off more women from this town than the plague! Every time a young lady shows up in town, he appears all doe-eyed and stupid. And every time they run off in the night. You would think he would have learned by now, but just last week that sweet young tinker's daughter ran off in the night... Well, at least he doesn't chase after our daughters too often...
11. There's a ghost in the old abbey's watchtower. Seen it myself. Won't go up to the Pile for love or money.
12. I heard tell once that the monks up in the Pile were knights or cavaliers or somesuch. They say they'll come back again when the land needs them most.
13. Them Mud People live like animals... because they are! I heard one of them dropped his hood for just a second and he had a dog's face! Something unnatural happened to those queer folk!
14. Millie, the Forester's cook, ran off after being courted by Markan Miller – Millie Miller – wouldn't that be a funny name? Anyway, she ran off and nobody's heard from her in months. His new cook, Gwynn or something, is an angry, unpleasant woman.
15. There's been some giant beetles causing problems of late. Bet they're nesting in the Pile. Folks would be mighty grateful to have them gone.
16. Ah to be young and spry again! Why I'd be up at the Pile on new moon nights too, sowing my oats! Ah, youth really is wasted on the young... sigh.
17. They say the Lightbringer has been spending too much time up at the old ruins. You ask me, he's been visiting with old Denna the witch!
18. Been hearing wolves a lot lately. I seen some in the woods a few weeks ago.
19. I heard someone say that Old Man Miller made a deal with the devil and now he can practically make his own gold! Richest man in the Tier, they say.
20. Some are saying there's demons about. I don't believe it – Edagan would knock them back to the Outer Darkness, you mark my words!

Faller Village is a small trading village, a stopping point for the very infrequent caravans traveling between Newtown and the Northway to the East, and Jacob's Well to the South, and, rarely to be sure, to the mysterious Eleyrshall, the Hall of the Firbolg King to the West.

The town center is a collection of about a dozen buildings serving a dozen or so outlying farms in the immediate vicinity, and the homesteads to the East the East Road. In all, about 150 people call Faller Village their home. A small stream runs through the village, providing clean water and a strong enough current to power the small mill (number 7).

Most of the buildings in Faller Village are made of stone, either the local granite quarried by Bram Mason or the granite and marble pilfered from the ruins of The Pile to the north.

The people are generally friendly, if cautious, and, while they often don't get along, they will defend one another against outsiders without hesitation.

All of the townspeople are concerned about how strangely people have been acting, though no one has admitted to anyone else (yet) that they woke up in an unexpected place with no memory of what they had been doing for the better part of a day.

The villagers all look to Agron Ellyas (the headman), Geron Acalla (the former headman), Lightbringer Edagan the Just (the local priest), Holy Allyn (a local hermit and healer) and Old Lady Denna (who lives in the Pile, the local wise woman or, some say, witch) to come up with a solution to their problems. None of these leaders of the village seem to be able to work together toward a solution, with Ellyas and Acalla being openly hostile toward one another and the other de facto leaders of the village.



VILLAGE KEY

1. Agron's Tower

The self-proclaimed "Count of the Northern Tier," Agron Ellyas (the Jolly) is the headman of Faller Village. Agron was hired by the previous headman (Geron Acalla, see area 3) to lead a group of mercenaries against a goblin and ogre alliance. Agron was the hero of the battle and was quickly raised up by the people of Faller Village to be the headman.

Like most of the stone structures in town, the tower is built of local grey granite from Bram Mason's quarry, though this is clearly the most recent construction.

1A. Agron's House

Steps lead up to what appears to be a small house grafted on to the side of the tower. It is what remains of Agron's house, before he constructed the tower.

The outer door and inner doors are locked.

Typically **two lackeys** (**Bull**, F2, hp11 and **Foucan**, T4, hp 14, each has keys for the doors) can be found here, chatting with one of the locals or playing cards during the day, sleeping on rough pallets on the floor at night. If given the opportunity, they will raise the **alarm** in the house (ring a **great bell** housed in the eaves above them, a **pull rope** in the center of the ceiling). They have incidental treasure. They are 80% likely to be here – otherwise, they are at Bridgeside Inn.

1B. The Killing Hall

Arrow loops in the walls cover the hall leading to another locked and barred door (see 1C). If an alarm is raised, areas 1D will be garrisoned (qv).

1C. Lower Hall

The tower's Steward, **Geres the Grumpy**, is a retired, one-eyed warrior who spends his days flirting with serving girls and his nights reliving his fighting days in vivid nightmares. While feeble and palsied, when he draws his sword, he becomes a powerful and skilled fighter. Geres will respond to a knock on the door with sarcastic questions and disrespectful observations. At any given time there are 2d4 servants here (from 1K & 1T).

If an alarm is raised, he sends the serving girls who always seem to be in this room to muster the garrison while he waits for the garrison with his sword in hand: **Strongarm**, longsword +1 that gives the wielder a Strength of 18, a Dexterity of 18 and the wielder gains 5 levels as a fighter. This effect is usable once per day, as long as the sword is held in the wielder's hand.

Geres (F2/7, hp 11).

The **secret door** in the western wall is hidden behind a tapestry and is difficult to find... except that the servants often (70% chance) leave it ajar.



1D. Archers' Chambers

Racks of bows and barrels with hundreds of arrows. If the alarm is raised, 4 archers (from 1G) will be in each.

1E. Guest Hall

Visitors are restricted to this level. This chamber is well appointed with overstuffed furniture and luxurious carpets. A dozen bronze candelabras (worth, perhaps, 25 sp each) stand about the room. A bookcase with 31 books (standard fare: *Oswall's Guide to the Highlands*, *Three Coins in the Well* by Uster, *Prayers of St. Matlas the Chaste*, etc.). Tucked in the pages of the prayer book are four pages torn out of another (non-present) work called *A Journey in the Endless Mountains* which describes a visit the author made to Faller Village and the Pile some 40 years ago **. The name of the Abbey has been redacted as well as the nature of the Artificer's Mill (qv). The Old Woman mentioned in the text is Denna the Witch, who lives in the Pile (qv).

** A pdf of these pages is available on our blog, <http://www.deepchantry.blogspot.com>

1F. Captain Dunsmore

The captain of the guard, **Dunsmore** (F3, hp 19, ST 17, chain, shield, helm, longsword) is erudite and arrogant. He has read every book in 1E at least three times (except *Prayers of St. Matlas the Chaste*). He is devoted to Agron and will die for his liege.

Dunsmore has **keys** to all the locks in the tower (except Agron's room). The window has a secret trapdoor at the top which is a chute opening up to 1L below.

1G. Barracks

Eight guardsmen (F1, hp 5 each, shortsword, chain, dagger) live here on four double bunks. The room is clean and orderly. This is used as a guest room for visitors, moving the soldiers to sleep with Geres the Grumpy in the Lower Hall.

Patrick, Lewin, Owen, Garison, Zekiel, Sterling, Eric, Theodor

1H. Killing Room

The door is usually locked. Arrow loops facing outside. 6 longbows and barrels with hundreds of arrows.

1I. The Great Hall

This is feast hall, court and practice hall for the garrison. When **Agron** is in the tower, he spends a lot of time here, eating, training and meeting with townspeople.

During the day, there is a 20% chance that Agron, the **guards** (1F, 1G & 1V) and 1d6 **servants** (1K & 1T) will be here. Otherwise, they will be out riding, patrolling, etc. and only the servants will be here cleaning and gossiping.

1J. Kitchen

Appointed as you would expect, except all the cookware is bronze. 1d3 **servants** are here at any given time. (from 1K)

1K. Servants' Quarters

Squalid with little if anything of value. **Fourteen servants** live here, though only 1d8+2 are typically here at any given time.

One young girl (Holly) has hidden a silver plated brass necklace (design is a stylized sun) behind a loose stone (12 sp).

Rowan, Erin, Aaron, Jaime, Zane, Connor, Ari, Emma, Helena, Kendal, Lucy, Cerys, Holly, Camila



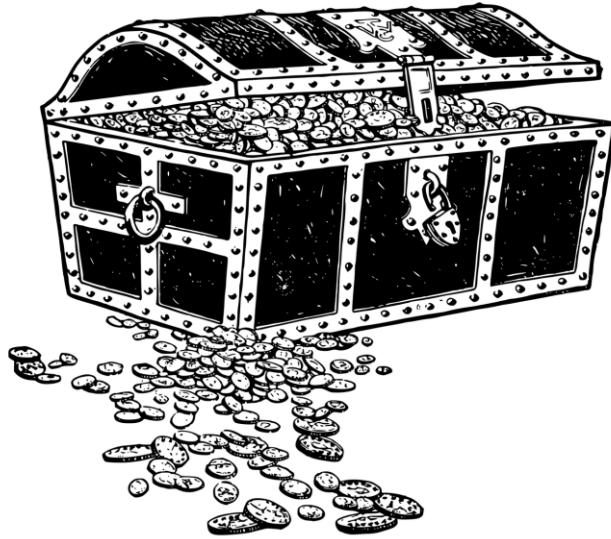
1L. Agron's Treasure

The secret door to this room is locked and trapped.

The secret door is actually a set of shelves, three feet wide and three feet high, hinged to swing outward. On the shelves are a bunch of mundane items (including: A pewter beer stein, a small St. Ashar carved of jade, a rosewood snuffbox, a small tarnished silver mirror, a leather pouch with six small stones of varying sizes and a rusty dagger. (The **beer stein** and the **pouch of stones** are the exact same weight).

Affixed to the wall (but apparently resting on the top shelf) is a **balance scale**. If an equal weight of at least one pound is put on each side of the scale, a small click will be heard in the wall, allowing the bookshelf to be pulled forward.

If an the scale is left unbalanced (with at least one pound on one side) for more than two rounds, a click will be heard in the floor, causing a **trapdoor** to open which will drop anyone standing before the bookshelf down a chute and out the side of the tower (at the window in room 1F), falling 15 feet to the ground to the west of the tower (1d6+2hp damage – with a Dexterity check at -4 to avoid tumbling down the sheer drop to the south for another 15 feet and 1d6+2 hp damage).



In the room: six large chests, a rack of arms and armor and a long teakwood box.

- The teakwood box contains a **longbow** (**Nightwatch** – a normal bow in normal light, nighwatch gains magical ability as the light wanes - +1 in the equivalent of torchlight or a moonlit night, +2 in near-darkness such as moonless night, and +3 in the total absence of light).
- The rack contains a dozen ceremonial swords (which look very nice but are not balanced and don't hold an edge well), **elfin chainmail**, three ceremonial helms (one full face, two open faced) and a shield (which has a barely noticeable crack in it – it will shatter the first time it is struck).
- Chest 1: velvet lined oak box, unlocked: 10 bottles of exotic spices, 3 bottles with clear liquids (sugar water, holy water and Griffon saliva, distilled) and a book (what appears to be a cookbook – but is an alchemist's formula book written in code).
- Chest 2: Fine, expensive woman's clothing.
- Chest 3: Fine, expensive infant's clothing.
- Chest 4: 6 sacks: 150gp, 300sp, 200cp, 100 randomly mixed coins, 60 (10 gp) rubies, 17 three-inch diameter metal discs with prayers etched into them.
- Chest 5: stacks of parchments, hand written, recording business dealings, census information for various communities, trade route information, etc. There are 347 pages here, 3 of which are magical scrolls (all three are *charm person*). The chest has a false bottom containing a ledger which details how Agron has cheated the High King on taxes for the past decade.
- Chest 6: A teakwood box containing Ivory and Onyx carved chess pieces and a wooden chess board (100 gp), a velvet sack containing hand carved soapstone figures (knights and goblins) and a shortsword wrapped in linen. The shortsword is of average quality. The linen has a treasure map (leading to The Keep of the Broken Saint – forthcoming from Rosethrone Publishing) written in invisible ink. Heat will reveal the writing.

1M. Skulls

Shelves in the alcoves on the South wall are lined with dozens of creature skulls – from a tiny Night Fairy skull to a Griffin skull, though most are animal. Humanoid skulls include goblin, hobgoblin and hill giant. His prize skull, kept hidden inside the Griffin skull, is a **human skull**, polished and carved with strange symbols and sigils. Agron believes (correctly) that this is the actual skull of the archmage **Arwas-Dar** (if the skull is ever nested with the skeletal remains of the mage which can be found in the village of Arwadar in the Ghost Downs, he will rise as a powerful lich).

1N. The Pillar of Arashan

In the center of this circular chamber is a twisted and deformed pillar of a whitish stone, its base and its crown branching outward on the floor and ceiling respectively. Arrayed around the room are a few comfortable chairs, a small bookcase (containing mundane books and a few tasteless knick-knacks) and several candelabras. Hanging on the wall are a battered shield bearing a stylized sun (magical: **Sir Gaston's Defense** – a shield +1 which, in the hands of a paladin or priest grants the bearer a bonus of +2 to all saves) and a gnarled oak staff (radiates as magical if detected, see below for magical effect).

The pillar is a **petrified Treeman named Arashan**, the staff was carved from one of his limbs. If the staff touches the pillar, Arashan will revert to his natural form, crashing through both the ceiling and the floor (dropping everyone, including Arashan, into 1I below).

The first round after Arashan transforms and crashes through the floor, he will be disoriented. The second round, he will attack anyone bearing the symbol of the stylized sun. If greatly injured, he will attempt to flee by smashing through one of the doors and then attempting to smash through one of the walls, or by trying to climb up out through the now destroyed roof. Even if he is attacking, Arashan can be negotiated with – he seeks revenge on the Lightbringer (priest) who caused his petrification (which, it turns out, was 127 years ago).

1O. Agron's Chamber

The door to this chamber is typically locked, Agron has the only keys (one he keeps on his person, the other he leaves in this room).

A well-appointed bedroom with deep carpets on the floor and thick quilts on the overstuffed mattress. A wardrobe contains Agron's clothing – all well-made, some elegant, some simple – with a selection of belts and sashes, gauntlets and gloves and hats. One pair of **gloves**, plain, worn leather – are made from fire drake hide – bestowing complete protection from fire and heat to the hands of the wearer.

A small desk contains ordinary paperwork. A drawer has a false bottom in which is a letter dated three years ago:

*My friend,
Light shine on you and your house!
I hope all is well in the wilderness and that the goblins have finally been put to the sword. The brothers are giving me sidelong looks so I will almost certainly have to take my leave of the abbey soon. The oaf who delivers this can be trusted, if you like, but I would not hesitate to dispatch him with the very sword I am sending to you. Beware! The wrap is precious. Keep it safe at all costs! I will explain next month when I come to you. The Rod of Life will be ours, I promise you!*

*In the light.
"Brother Arman"*

1P. Watchtower

The roof is generally empty, though occasionally a guard will come up here to be alone... or to be alone with one of the servant girls.

1Q. The Pillar of the Saints

This four-sided stone pillar is carved with bas relief on each of the sides. A table containing four plain, pewter chalices, four large clay bowls sits to the east of the entrance door. The floor before each of the faces is worn smooth (those who are very perceptive might be able to tell that the wear-patterns are of one kneeling before each of the faces).

- Facing the entrance door (facing south): a naked, wild-eyed, winged, bearded man pointing toward the door and toward the sky.
- Facing west: a great winged lion rampant, its rear paws clutching sheaves of arrows.
- Facing north: an eagle, wings wide-spread, talons clutching a scepter and a bow.
- Facing east: a dragon rampant, breathing fire.

Enduring the proper ritual before each face grants the petitioner an aspect of the creature/being depicted. The ritual involves the petitioner's blood, letting a small amount fall into the proper chalice each hour for 24 hours and then "washing" the cut in the proper clay bowl in which is poured a potion of healing (which might be obtained from Holy Allyn, though his are not completely reliable...), all while the petitioner kneels before the pillar in prayer. The 24-hour ritual grants the following (depending on which side the petitioner is addressing):

- From the man (south): a bonus of +4 to intelligence and wisdom for 12+1d12 hours;
- From the lion: a bonus of +3 to strength and +4 bonus to saves vs. fear for 12+1d12 hours;
- From the eagle: a bonus of truesight (as gem of seeing) for the entirety of the duration and the ability to fly (as the spell) up to 4 times within duration of effect, 12+1d12 hours;
- From the dragon: immunity to dragons' breath for 1d12 hours.

1R. Storeroom/Jail

The door to this room is heavy oak, with forged iron hinges and straps, and a very stout lock. It is normally left unlocked and is used as a mundane storage room.

If Agron imprisons anyone, it will be in this room, which will be cleared of items (which will be unceremoniously heaped in area 1Q), though it is likely that some small items (a nail, a bit of string, a splinter of wood, etc.) would be missed and left behind.



1S. Grasin the Vigilant

An armored man stands in the center of this small room, always at attention, always with a hand on each of his two sword hilts, ready to draw. Grasin is an expertly carved **Stone Golem** wearing platemail and a full-visor helm. He fights with two broadswords. He will say nothing, but attacks anyone "who does not belong" (that is, he will attack anyone he has never seen before unless accompanied by someone he has seen before, thus he will ignore anyone he has seen with someone who "belongs here" – such as a servant, a guard, etc. or the second time such a person appears). In addition, he will attempt to apprehend Dulost (1U) if he tries to escape and will attack anyone besides Agron who accompanies Dulost.

Grasin is immune to illusions and can detect invisible objects/creatures, 5-in-6 chance. Agron wears a ring which commands Grasin and he will use it to direct the golem in defending the tower.

1T. Servants' Quarters

12 servants, men and women, live in squalor here. At any given time 1d6+3 will be here.

Rhys, Lewin, Aidyn, Lance, Eileen, Libby, Addison, Hayden, Quinn, Alexis, Mell, Lane

1U. Dulost the Cowardly

Agron has imprisoned a **doppelganger, Dulost**, in this chamber after the creature attempted to take Agron's place but was subdued by Grasin (stone golem, 1S). Dulost will **appear to be Agron** if the party somehow gains access to this room and will claim that the actual Agron is a doppelganger who has taken his place.

Alternatively, Dulost might take on the guise of a mistreated servant girl, an imprisoned foreign prince or a terrified child. Grasin will recognize Dulost no matter his guise and attempt to subdue him if he leaves this room.

Dulost would like nothing more than to be released from this imprisonment. He has had no luck fooling or negotiating with the servants or guards here (Grasin the Vigilant has been an effective deterrent).

He will offer anything – even, or maybe especially, things he can't even guarantee – to gain his freedom. He is confident that if he can be released from this prison, he would be able to escape his liberators without having to pay whatever he promises.

1V. Guard Barracks

8 soldiers (F1, 6hp each, shortsword and chain) live here. They have incidental treasure.

Caleb, Harper, Marshall, Grasen, Jack, Erick, Darial, Roy

1W. Storage

Very organized – normal items.

1X. Kitchen/Dining Hall

For the soldiers and the servants. There will likely be 1d4+2 servants here and 1d8 soldiers at any given time, day or night.

1Y. Deep Library

This room contains a large table and many book-filled shelves line the walls. Maps and ancient parchments cover the table and are scattered about the floor. The books mainly deal with the history, geography and people of the Rosewood Highlands, as well as a number of general history books and books on military strategy and history.

1Z. Small Storage Room

The door to this room is always kept locked, though the room only contains a few barrels of oil, a cask of brandy and two empty bookcases.

One of the bookcases hides the **secret door** in the north wall which leads to a secret escape tunnel which leads the Stables (AA1 below). The secret tunnel steps rise sharply, and are often wet and slippery (Dexterity check if hurrying).

AA. The Stable

Agron keeps 6 Highland Ponies here which he, Dunsmore and four of his soldiers (or guests, if any) ride almost daily.

AA1. The Well

A small shaft cut into the rock here drops 30' to a natural cistern beneath the stable. Water is hauled up here by the stable boys.

Hanging on the wall here (where the secret door is) are steel pegs on which are hanging dozens of horseshoes. If the correct peg is removed, the secret door will open. (It opens freely from the other side).

Someone dropped a potion of healing in the cistern years ago and the healing effects have leached into the water here: 1 hp healed per day of consuming water (at least $\frac{1}{2}$ gallon per day).

AA2. Stable Master

Galen is the stable master. He is gifted with horses but terrible with people, swears a lot, chews his lower lip. Galen is completely loyal to Agron, having fought for him in the goblin war years ago:

F2, hp11, S16, W7, Ch 7

Four boys (about 12 years old) serve as the stable boys, doing most of the physical labor: **Michal, Garrion, Sardan, Lukan**. The boys are fiercely loyal to Galen and, by extension, to Agron.

2. Angry Alyn's Leatherworking

Alyn Dallon the leatherworker lives here. He is 73 years old, alone, cranky and the best leatherworker in 100 miles. He can fabricate almost anything from leather (he boasts that he once made a table from leather, though no one is quite sure if they believe him), but his acid tongue has earned him his nickname among the locals.

He lives in a two-room shack and has 231 gp and 314 sp stashed away in a box under a loose floorboard under his bed.

3. Geron Acalla's Farm

The former headman of the village, **Geron Acalla**, lives here. Still a wealthy and influential man, Geron would welcome the opportunity to unseat Agron from his position. To such an end, he constantly tries to recruit allies, speaking in circumspect terms against Agron (never clearly enough to cause Agron to act against him). His current allies in town include: Bram (5) and Cam (6).

If he can recruit some warrior-types to join his cause against Agron and his men, he will lead a revolt against Agron, attempting to sneak in the tower through the "escape tunnel" to the northeast (see 1Z).

To fund his desired coup, Geron wants to steal Markan Miller's magic millstone (Miller let it slip in a drunken stupor years ago, thus Geron has been biding his time and looking for an accomplice who might be capable of helping him with the burglary – without any physical harm to Markan).

Geron, his wife (**Dreya**) and four adult sons (**Gellor, Gerry, Adrias and Dumas**) live in the five room house. His wealth is kept in a locked strongbox in his bedroom (332 gp, 888 sp).

The barn contains a dozen cows, four draft horses and a buckboard wagon. The shed is piled high with sacks of grain. Haystacks are scattered across the fields to the north.

4. The Church of the Holy Saints

Lightbringer Edagan the Just serves this small parish. He is pious, fair and generous. Edagan spends most days working in his garden and tending to the spiritual needs of the village.

The large, one room chapel, the garden and the modest house (which houses Edagan, a pleasant and chatty old woman named **Dula** who is the cook/maid, and two precocious but good hearted pre-teen boys, **Michal and Danny**, who are acolytes/novice priests) is **holy ground** meaning the Possession Spirit cannot possess anyone within these bounds.

5. Bram Mason

The burly and dour stonewright of the town lives here – **Bram** – with his strong and sharp-witted wife – **Dian** – and their five children (**Cor**: 20yo; **Galen**: 16yo; **Elana**: 12yo; **Maria**: 9yo; **Dison**: 6yo).

Bram is a good friend of Geron Acalla (3) the former village headman and frequently complains about Agron (1) while sharing Cider with his son Cam (6) and Geron, though Bram is not likely to participate in a coup without significant backing.

Bram is a F1 with an 18 strength and a 15 Wisdom – he fought against the goblins and ogres years ago, but is no trained soldier. He has a chainmail shirt and a rusty sword.

Dian is a F2 who trained with her uncle's mercenaries when she was a young woman and is a very capable soldier (S 18, C 16). Dian has a chain shirt and helm in her cedar chest along with **Songbird** – a shortsword +1 with birds lightly etched into the side of the blade. Songbird allows the user to recognize the call of any bird (and when that call is being imitated) and to see through the eyes of a bird for 10 minutes/2x per day. Every time this latter power is used, the wielder suffers disorientation for 1d4+2 turns (giving the wielder a 1 point penalty on all rolls made during that time).

Sons Cor and Galen desire to live a life of adventure and might run off with "the right kind of party" (whatever that means). They have average stats and absolutely no experience in combat.

Bram and his son Camlen (Carpenter, house 6) share the fields and a number of livestock, as well as the only true wagon in the village (with a yoke of ox to pull it).

A mile to the south west, along a rutted and winding cart track, is the stone quarry from which Bram draws all of his raw materials.

6. Camlen Carpenter

The town carpenter, Bram Mason's oldest son **Camlen** (S 16, C 16, F1), cheerful and quick-witted (which sometimes gets him in trouble), with his wife **Missa** and twin daughters, **Abagail and Hannah**.

Camlen is so sure-handed with any type of hammer that he gains a +1 to hit, in addition to any strength or level bonuses (his carpenter's hammer does 1d3 hp damage, but he would be just as comfortable with a Warhammer, if he gets his hands on one). Cam has encountered and defeated goblins on a number of occasions.

Cam shares fields and livestock with his father, Bram (Mason, house 5).

7. Markan Miller

Markan (S 15, W 17 hp 5), a bachelor by personality rather than by choice, is not only the local miller and baker, but the richest man in the village because he has a **magic millstone** which doubles the volume of everything it grinds. He lives in a simple room above the mill.

Miller makes monthly trips to St. Albaran's Monastery with flour and grain to sell, stopping at the homesteads on the way to trade goods and news. Miller is the most well-traveled of the villagers, having been to Newtown and Jacob's Well many times, and, once as a mere boy, to Eleyrshall, the palace of the Firbolg King.

Markan has 3244 gp and 12409 sp hidden in chests under the floor of his mill. He just discovered that he is able to double the volume of gold and silver ground by the millstone (though doing so has some dangerous consequences – the “extra” gold powder is actually teleported from the Outer Darkness, the palace of a particularly nasty Demon Lord).

Markan Miller will make advances toward any women who show up in the village.

8. Miller's House

Decades ago, Markan Miller built a beautiful stone house for his “bride-to-be.” For a time, Miller housed his widowed mother here, until her death. Now it sits empty. Miller would be willing to rent the house to “respectable looking folk” who want to stay in the area for a time, with the stipulation that if he gets married, the renters will vacate immediately.

Over the past 25 years, Markan has murdered seventeen people (mostly women he sought to marry, but his first victim was his mother) and buried many of them in the basement of this house.

There are 14 graves, each containing the remains of a young woman. Use the following chart to include one or more identifying items buried with each of the corpses:

	1	2	3	4
1	Silver locket	Silk slippers	Leather bracelet	Inscribed prayer book
2	Brass Ring	Leather gloves	Polished stone pendant	Love letter to Markan
3	Gold earrings	Silver hair comb	Lyre	Love letter from Markan
4	Ruby pendant	Velvet dress	Pens, ink and parchment	Leather pouch full of rose petals



9. The Bridgeside Inn

Most locals just refer to this as "The Inn." The food is ordinary though tasty, the ale and wine selection is minimal, but of decent quality. Most dishes feature "Ellysdon Hard Cheese." There are typically 1d6+5 patrons in the inn from noon until midnight (most farmers, roll d12 to determine which residents of the village proper are here).

The owner, **Happy Gar**, Garomon Oglean, is from somewhere in the distant south. He is a large man, with dark tan/brown skin and black irises. He is gregarious and quick to laugh. Gar speaks with just a bit of an accent, and has a tendency to refer to younger or smaller people (most everyone) as "puppies." He likes to talk about his grand plans for the Bridgeside Inn – the luxurious suite of rooms he will add for the nobles who pass through, the expansive stables big enough to hold a dozen coaches.

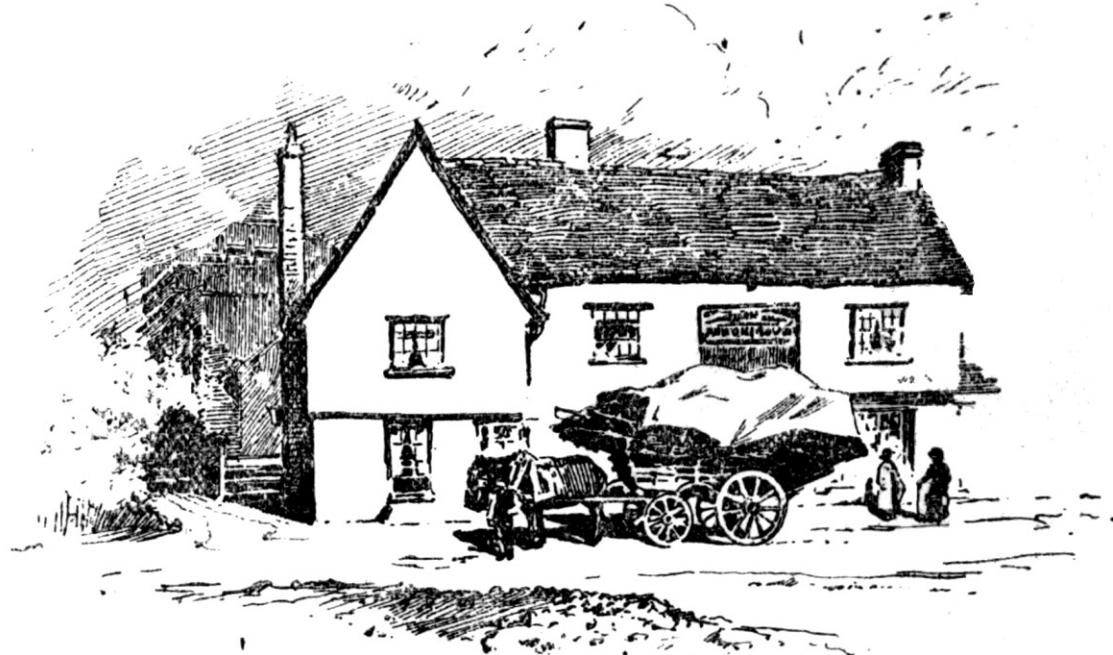
Gar wants to know what Markan Miller's secret is and will pay handsomely to discover it.

He has, at his disposal, only 47 gp and 184 sp. But he has a **magic lamp** that he insists grants wishes. The lamp does not, in fact, contain a Genie. It is a **Lamp of Light and Darkness** – a two nozzle brass lamp – when filled with blessed oil and the left wick is lit, will grant the effect of a wish – for the duration of the burning of the reservoir of blessed oil which is normally two hours after which a black flame appears in the right nozzle/wick and the wish is nullified as if it never happened (or, where appropriate, the exact opposite of the wish manifests) and the lamp is enveloped with darkness, 10' radius, for two hours and the lamp is immovable while cloaked in darkness. The lamp may grant one wish per month.

Gar employs a cook (**Merina** – grumpy but soft-hearted), two serving girls (**Dinna** – vacuous and self-centered, **Ester** – brilliant and shy), and two boys (**Sal** – 9, fat and loud, **Sean** – 7, energetic, inquisitive, compulsive liar) who empty chamber pots and run errands (who could easily be bribed to tell everything they know...)

All of the servants live in the shed to the south with the "stable boy" **Ushan Bar**, a bearded and dottering old man who is going senile and believes he was a grand wizard in the High King's court, while he was actually a semi-successful **druid** (D6). Any time he tries to cast a spell, roll randomly on the druid chart and, regardless of what his intent was, he casts the random spell instead. Ushan Bar has an innate gift with horses and draft animals (he can communicate with them on a telepathic level). Still, most guests stable their horses at Davon Elly's farm (10) rather than here. Horses who are boarded with Ushan Bar must make a save vs. magic every day or the horse will give its allegiance to Bar. Special mounts, such as a Paladin's Warhorse, get a bonus (+3) on this save (or Advantage on the roll, if the GM uses that system).

Two **stone pillars**, carved with scenes of the lives and deaths of the saints, stand next to the river between the inn and the shed. If a mortal hand traces a holy symbol on the face of the stone, an invisible gate opens between the pillars. If the opener has not commanded the gate to open to a particular place (in the mortal, faerie or spirit realms), then the gate will randomly connect to various physical and spiritual realms, with a 1-in-20 chance per minute of something random coming through the gate. Any opened gate remains open one minute per level or HD of the opener. At any given time, there are likely to be one or two small boats (canoes or rowboats) tied to one or both pillars...



Tables for the Bridgeside Inn

Patrons	1	2	3	4	5	6
1	Agron (1): roll 1d4+1 for his entourage →	Geres (1C)	Bull and Foucan (1A)	Agron's Guardsmen (1d8) (1G)	Agron's Servants (1d4) (1K)	Agron's Servants (1d4) (1T)
2	Stable Boys (1d4) (AA2)	Angry Alyn (2)	Geron Acalla (3)	Gellor Acalla (3)	Gerry Acalla (3)	Adrias Acalla (3)
3	Lightbringer Edagan the Just (4)	Dula (4)	Bram Mason (5)	Dian Mason (5)	Cor Mason (5)	Galen Mason (5)
4	Markan Miller (7)	Holy Allyn (10)	Davon Ellys (11)	Melicia Ellys (11)	Dulan Breegan (13)	Jemma Breegan (13)
5	Billa Breegan (13)	Outlying Farm Families (1d6+2)	Galen, Stablemaster (AA2)	Agron's Guardsmen (1d8) (1V)	Camlen Carpenter (6)	Dreya Acalla (3)
6	Billian Breegan (13)	Missa Carpenter (6)	Gareth Breegan (13)	Jarvin Weaver (12)	Doras Weaver (12)	Outlying Farm Families (1d6+2)
7	Special	Dumas Acalla (3)	Special	Agron's Guardsmen (1d8) (1G)	Outlying Farm Families (1d6+2)	Special
8	Special	Macon Agnon, the Applemaster	Special	Agron's Guardsmen (1d8) (1V)	Bull and Foucan (1A)	Special

Special	1	2	3	4
1	Deanna the Wisewoman (The Pile D)	Old Man Aidan	The Artificer	Artificer's Apprentices (1d6)
2	Gwynnian, Forester's Cook	Stooges (1d3)	Caravan Master + 1d10 hostlers and guards	Mud People (1d3)
3	Tinker	Traveling Smith	The Huntsman	Mud People (1d3)
4	Pilgrims (1d12)	Mercenaries (1d6)	Vagabonds (1d4)	Knight Arrant

Sample Menu:

1. Buckwheat Porridge, Mug of Cider (5 cp)
2. Boiled Eggs and Dried Turnip, Tankard of Perry (11 cp)
3. Buckwheat Bread and Whey Cheese, Mug of Stout (2 cp)
4. Acorn Bread and Blue Cheese, Mug of Stout (2 cp)
5. Pottage, Mug of Perry (5 cp)
6. Roasted Peas, Mug of Stout (5 cp)
7. Boiled Mutton and Wheat Biscuits, Tankard of Beer (7 cp)
8. Pottage, Mug of Perry (5 cp)
9. Dried Veal and Dried Turnip, Tankard of Stout (12 cp)
10. Salted Bear and Dried Lentils, Tankard of Cider (11 cp)
11. Steamed Scallop and Crowberry Tart, Glass of Cider (1 sp)
12. Steamed Veal and Poached Eggs, Glass of Cider (1 sp)

Conversations

	1	2	3	4	5	6
1	Rumor (1-10)	Rumor (11-20)	Rumor (1-20)	Rumor (1-6)	Rumor (1-12)	Rumor (1-20)
2	“The Weather”	“My Bunions”	“Remember the good old days?”	“My kids don’t listen”	“My parents don’t listen”	(Random body part) aches – think Holy Allyn can help?
3	Sounds in the forest to the south: battle or moaning or howling or cawing	High King is: dead or kidnapped or ill or lost	Dwarves have been mining the hills nearby for: gold, or gems, or ancient artifacts or war	Goblins are on the move again – mark my words, it’ll be war	The mud people found some: treasure, or creature, or disease...	Been lights up in the Pile at odd times. Ghosts or worse...
4	They’ll be a wedding here by spring, mark my words	Death and taxes – all I’m guaranteed. Been a terrible: spring, or summer or winter or harvest	What would it take to get the High King to care about us? By the Saints, even to know the False King Drummond cared about his people?	I hear the Bandit King has: lost a war with the high king or allied with the high king or been killed	I heard that Jacob’s Well burned to the ground – the whole city! Fire that big you think we woulda seen it.	They say the Firbolgs are: hunting in the highlands or expanding their kingdom or leaving Great Oaks.

Events

	1	2	3	4
1	Bar fight!	Run out of ale.	Gar gets drunk and punches a customer.	A (random) husband and wife have a very loud argument.
2	A local is retelling one of the party’s adventures as if he had been there.	Everyone stops talking simultaneously, turns and looks out the window.	A local brings in the head of a: 1. Goblin, 2. Dwarf, 3. Fairy, 4. Elk, 5. Bear, 6. Medusa	No one seems to notice the creature hiding under a table: 1. Goblin, 2. Dark Creeper, 3. Fairy, 4. Imp
3	A cat stares at the party for a long time, then disappears	Two locals are having a battle of riddles.	Two locals are arm wrestling. It gets out of hand...	A local tries to trade a nicked and rusted sword for a drink. It is: 1. Cursed, 2. Magic, 3. Stolen, 4. Holy, 5. Unholy, 6. Fake
4	A dark cloaked stranger appears at the door, surveys the room, walks away.	The cook catches the kitchen on fire.	A local boasts he can eat 50 hard-boiled eggs in an hour.	A local yells at another, “I’m funny like a clown? I make you laugh?”

10. Holy Allyn's Shack

Holy Allyn, the town healer and doctor, is a somewhat crazed former monk of St. Alboran who dispenses medicines and weak potions and occasionally musters up a prayer for healing or fighting off disease or poison.

While his personality is unreliable (he might be rude and irrational one moment, then friendly and helpful the next), his medicines and potions are reliable, if of very low power.

For example, he can concoct a healing potion that will heal 1-4 hp, but must be consumed within 1-3 hours or it becomes unstable (possibly poisonous!).

His medicines can halt the progress of most diseases and poisons, but are foul smelling, foul tasting and must be consumed or applied daily for the rest of the patient's life.

Allyn is the equivalent of a 6th level cleric but his faith falters constantly, so he is reticent to do so. If he is convinced to offer up prayers (clerical magic), consult the following chart for effectiveness:

Roll 2d6	Prayer Effect
2	Wildly unsuccessful: the opposite of what Allyn prays happens
3-4	Mostly unsuccessful – prayer is neither harmful nor helpful but something happens
5-9	Nothing happens: he curses God, wallows in self pity
10-11	Mostly successful: the desired effect occurs but Allyn can't cast another spell for 24 hours and there is an unpleasant, but not harmful, side-effect (like a bad odor or strange glow or recipient sweats profusely)
12	Wildly successful: 1d3 times the desired effect

He has on hand:

Roll 1d8	Medicine	Potion
1	Green goo for stomach ailments	(2) Strength (add +1 to strength for 1d4 hours)
2	Mustard and Dung Plaster for sealing wounds	(4) Healing (1d4 hp, must be consumed within 1-3 hours)
3	Green boiled elderberries coated with slime (Slow Poison)	(3) Love (add 1d4 to Charisma for 1 hour)
4	Black, tarry paste for mental disturbances (eaten, makes patient almost catatonic)	(2) Protection from undead (undead ignore imbiber 90%, lasts 2 hours)
5	Brown, slimy paste for disease (applied daily will stop the progression)	(3) Preservation (an oil, applied to dead flesh, stops decay for 1 day/application)
6	Pickled pig brains and bear snot (eaten, heals 1 hp per day)	(3) Direction Sense (imbiber can't get lost for 1d4+2 hours)

Allyn can concoct a medicine or potion within 1d4+2 hours. He is 80% likely to have the ingredients on hand. If not, he will tell the customer that he can "probably substitute eye of newt" for the desired ingredient since he recently received a hundred pounds of mustard seeds from a farmer in Arwadar Village.

If the customer insists on the proper ingredient(s), he will either put them off ("then it will take me at least two weeks to gather what I need") or he will send the customer to get the ingredient(s).

Potions and medicines made with proper ingredients work as above (taste and smell terrible, but mildly effective: medicines requiring a daily dose, potions being effectively half strength).

If he substitutes eye of newt (or makes any other substitutions), consult the following table:

Roll 2d6	Improvised Medicine	Improvised Potion
2	Poisonous! Save vs. poison or lose 1d3 hp per day	Poisonous! Save vs. poison or lose 1d4 hp per day
3-4	Inert	Colored Water... save vs. magic or dysentery
5-9	Successful, half strength	Successful, half strength
10-11	Successful, normal	Successful, double strength
12	Double Strength!	Entirely different potion



11. Davon Ellys

This successful farm belongs to **Davon Ellys** (F2, hp 11, S16) and his wife, **Melicia** (F3, hp 13, S13, D18) and their seven children (ages 1 to 12). Davon keeps cows, goats and chickens and is the supplier of milk, eggs and cheese (which is regionally famous, **Ellysdon Hard Cheese**).

Guests at the Bridgeside Inn often stable their horses with Davon where they are well cared for by his oldest children. Davon owns four **Highland Ponies** (sure footed riding horses) he might be willing to lease, but probably won't sell, unless the price is exorbitant.

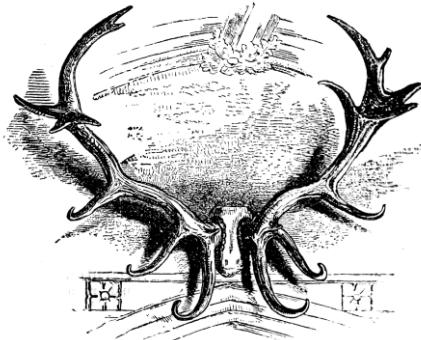
Pony "rental": 50 gp a day, 1000 gp deposit

12. Dyer and Weaver

A husband and wife team, **Jarvin** and **Doras**, dye and weave all manner of cloth, some of which is shipped as far as Jacob's Well and Newtown.

Jarvin is experimenting with a variety of dyes in the basement of the house and his skin is frequently discolored up to his elbows. He will pay a small amount for samples of unique liquids (including blood, saliva, etc. from monsters or other creatures). If he finds something that he thinks works uniquely, he will pay handsomely for a regular supply of it.

Doras, the weaver, is a great-granddaughter of one of the Fates and thus her weaving has a magical quality to it: any article of clothing containing at least 1 square yard of material woven by Doras (shirt, pants, cape, etc.) bestows "luck" on the wearer for as long as the article of clothing remains undamaged. In the Highlands Campaign "lucky" means either "advantage" on rolls or a single re-roll of any failing rolls (essentially the same thing).



13. The Elk Hostler

This L shaped house and larger barn are not well kept nor particularly noteworthy, except for the massive racks of elk horns over each of the doors. **Dulan Breegan**'s family has been domesticating elk for a dozen generations. They have bred the beasts to be strong (and large) enough to ride as mounts.

Dulan lives here with his wife, **Jemma** (bold, brash, intuitive), his sons (**Billian**, 17yo, quick witted, even tempered and **Gareth**, 14 yo, impulsive and sneaky) and his daughters (**Billa**, 15yo, hard-working and responsible and **Denna**, 11yo, hard-working daydreamer).

The whole family tends the elk and works the fields where they primarily grow a variety of grasses such as alfalfa and clover for the elk, though they also are nurturing some elderberry, huckleberry and sumac for the elk as well. Their vegetable gardens are weedy and not well tended, but seem to be bounteous.

Dulan has 24 elk here, 11 of which are trained enough that he might consider selling them (along with the requisite saddles and bridles, which are not the same as those used on other draft animals).

Elk: 100 gp
Saddle, bridle, lead: 50 gp
Saddle bags: 25 gp each

The benefits to elk as a mount in the Highlands, Dulan insists, are that "they are sure footed in the forest, they don't shy away from faeries and the like, and them horns can do some damage."

He won't reveal that they are skittish around any large flying predators (such as griffins, dragons, chimeras, etc.) or that these particular elk, if not firmly secured when not being ridden, will chew through their lead rope and return to Breegan's farm (like a homing pigeon).

Any character who can ride a horse can ride an elk. Combat while mounted on an elk takes a great deal of experience. For the first month, all difficult actions taken while elk-mounted will be difficult: use "disadvantage" rules, all rolls at -1 or perhaps a Dexterity (or other relevant Statistic) check or saving throw to complete the activity.





THE PILE

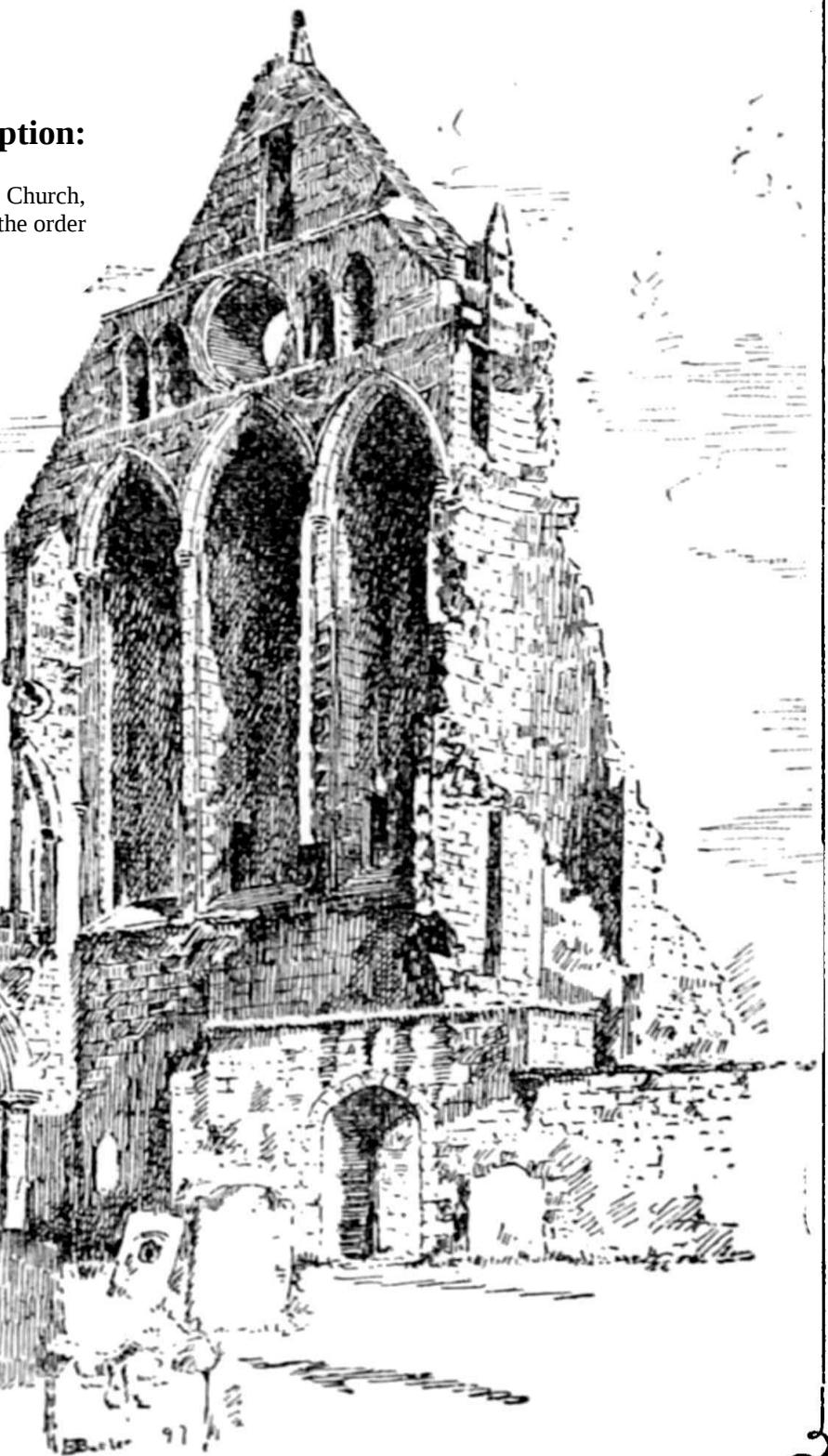
General Description:

Once a monastery in the service of the Holy Church, these ruins fell under a curse which destroyed the order who served within these walls.

Over the intervening centuries, Faller Village was rebuilt and, in the process, the townspeople have picked the ruins clean of nearly all the usable rubble.

The only regular inhabitant of the Pile is Old Denna, who most of the townspeople consider to be a witch (she is a hedge wizard) and her daughter, though none of the locals know about her.

On New Moon nights the young people of the surrounding area gather for a drunken feast that was started by Cor Mason (under the inspiration of the Chaos Spirit). These "Revels in Honor of St. Avino," or more commonly just Revels, are generally ignored by the older locals. The dead interred in the crypts where the Revels occur are not resting well.



A. Nave

Dirty and broken tiles, weed choked and upheaved. The roof is long-gone, and the walls are crumbling and overgrown. The rubble from the walls has been cleared (actually taken by villagers and reused). In the Northwest corner is a small fenced-in area, well kept, with five pigs and a food trough with fresh scraps. A spring of water bubbles up against the north wall and collects in a small basin.

The water confers a blessing on those who drink it from the basin – protection from disease (lasts 6 hours after drinking water – must be consumed directly from basin).

B. Choir

Barren and weed choked, little remains of the holy place that this once was. The walls are still fire blackened.

The bell tower – the highest point of the monastery, still stands, untouched by fire or the elements. The stairs to the tower have long-since disappeared, but if one could gain access (by wall climbing or magic), in the tower are seven bells bronze bells and four bronze headed hammers. Nesting here are **12 giant crows**.

Sounding an alarm with the bells confers a morale boost to all who hear it. (+2 to morale) **The bells can be heard for 2 miles.**

Playing certain holy tunes on the bells confers various blessings.

Mis-using the bells (attempting to damage them, playing “vulgar” music, etc.) causes various ill effects.

Roll 1d8	Bells' Blessing	Bells' Curse
1	Grace: re-roll one failed roll in the next 24 hours	Disgrace: re-roll next successful roll
2	Peace: next rest confers triple healing benefit	Strife: next rest confers no healing benefit
3	Solace: next roll of save vs. magic gains +2 bonus	Discord: next roll of save vs. magic at -2 penalty
4	Awareness: gain initiative in next encounter	Unaware: lose initiative in next encounter
5	Patience: re-roll next failed skill attempt	Impatient: next skill attempt at -2 penalty
6	Justice: next encounter vs. undead gain +1 on all rolls	Injustice: next encounter vs. undead at -2 on all rolls
7	Prudence: re-roll next failed check (ability, save, etc.)	Imprudent: re-roll next successful check (ability, save, etc.)
8	Discipline: re-use one skill normally “used up” (ability check, save, thief skill, spell, etc.)	Undisciplined: fail next skill or ability attempt (ability check, save, thief skill, spell, etc.)

NOTE: for purposes of the game, if the players indicated they tried to “play a tune” on the bells, I would ask what kind of song they were attempting and if it seemed “respectable” then I’d use the first column, if not, the second. A church hymn like Amazing Grace, sure. Sympathy With the Devil? Not so much. Smoke on the Water? Camptown Races? GM’s call.

C. Sacristy

The roof to this chamber is intact and it is filled with many aromatic bundles (spices, herbs, etc.) and various mundane items (a shovel, a small hand cart, boxes of cloth, etc.) on shelves around the walls and tables lining the center of the room. One table has a large glass bowl filled with water and leeches and one open box on a table has what appears to be mummified goblin feet.

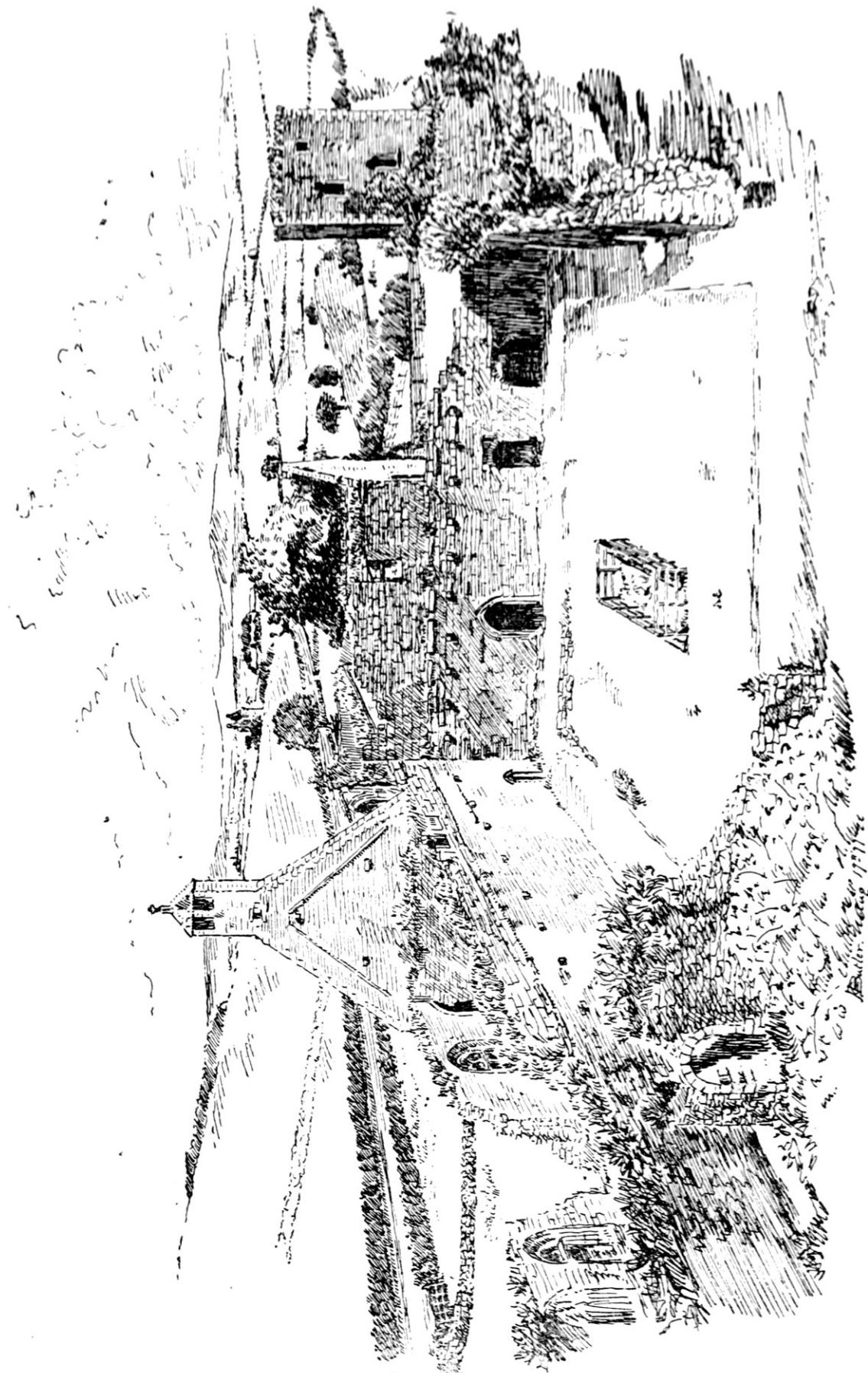
Against the north wall is a finely crafted, well-oiled and cared after wardrobe, inside of which are hung carefully priestly garments: cassocks, robes, albs, surplices, capes, copes, a mitre, a dozen black skullcaps.

Beneath and behind the garments are various sacramental items: three pewter chalices, fourteen porcelain discs depicting the life of a saint (St. Ashar – his birth, a scene from his youth showing him healing a goblin, seven miracle scenes involving demons and peasants, St. Ashar with his hands raised and a multitude of winged beings bowing down before him, three showing scenes from his funeral and one his ascension to heaven), a gold medallion (stylized sun with a ruby on each point worth 5000 gp) and **thirteen thin oak planks**, stained red-brown and varnished, each about 3 feet long and 8” wide, with scuffing on one side and two worn impressions, roughly circular and about 12” apart, on the other side.

Once per week, anyone who kneels on these boards and prays for guidance from St. Ashar for more than two hours receives a blessing based on their class (effects last 24 hours, usable once per month, subclasses receive the benefit of their general class):

- **Clerics:** each time a spell is cast, the cleric rolls d20 and if the number is less than his or her Wisdom score minus the spell level, the spell is cast AND retained (so, a cleric with a Wisdom of 16 casts a 3rd level spell – he or she needs a 12 or lower to retain the spell slot).
- **Fighters:** each time a natural 20 is rolled in combat against undead or extra-planar creatures, the attack functions as a cleric’s Banish Evil ability of commensurate level.
- **Magic Users:** each time a spell is cast, the magic user rolls d20 and if the number is less than his or her Intelligence score minus the spell level, the spell is cast AND retained (as cleric above).
- **Thieves:** each time a Thief uses his or her skills, roll a double set of die (percentile dice or d6 or whatever the system used – S&W in the Highlands uses d20) and take the better roll.

If the boards are “defiled” (for example, a cleric prays to a demon while kneeling on the boards), the defiler is cursed with “bad luck” (-1d4 on every roll) until atonement is made.



D. Chapter House

This chamber has a recently repaired roof and there is always a light stream of smoke trailing out a stone chimney. At night, regardless of the hour, a soft orange glow flickers beyond the ill-fitting door and shutters (a single badly mounted window is to the right of the door).

This is the home of **Denna the Wise Woman**, though some of the locals call her a witch.

Inside is a jumble of herbs, animal hides, holly, ivy, incense and all manner of arcane items. Denna fabricates charms which are mildly effective. Each charm takes 1d4 days to fabricate and can give the wearer a non-cumulative +1 to a particular type of roll or during very specific situations (+1 to save vs. poison or +1 to detect undead, etc.). Her fee for any charm is an act of service ("fetch me goldenrod from the south hills picked at dawn, still wet with dew").

Denna's daughter will stay hidden if at all possible. **Amera** has been infected with lycanthropy – she is a werewolf. Amera binds herself in the Cloister Court during nights of full moon as she transforms to werewolf form. None of the villagers knows about Amera.

E. Slype

The roof here is partially intact and there is evidence that this area has been used as a shelter (a fire pit, some gathered dry wood, a soiled and torn blanket is tucked in the corner).

This is a safe area to rest and recover – none of the undead infesting the ruins will venture here.



F. Cloister Court

The outer 10 feet surrounding this open space is paved with smooth stones and a few column bases remain from the old colonnade. The open central area is grassy with a few shrubs and a small tree.

At the center of the open area is a rectangular fenced in area (about 10'x20') piled high with straw. Buried beneath the straw is a manacle and 10' chain attached to bedrock. Full moon nights, Denna's daughter locks herself here as she transforms into her werewolf form.

G. Vaulted Cells

The roofs and parts of the walls of these large chambers have collapsed, though no rubble is apparent. The floors are carpeted with green moss and ivy covers the interior walls.

Anyone who sleeps in these chambers will have pleasant dreams of idyllic joy, but will wake worse off physically (not only do they not gain any hp or spell recovery for sleep, they lose 1d4 hp). Once a single night is spent sleeping in the vaulted cells, a person must make a save each subsequent night he or she is within 5 miles of the cells or feel compelled to sleep in them again.

Beneath the moss of each of the cells is 1d8+3 skeletons of victims who have died in the vault and have sunk beneath the growth. The **moss actually feeds off the flesh of its victims**. It can only be destroyed with magical fire (it is too wet to be consumed by normal fire).

H. Kitchen

The walls of the first story and part of the second remain intact, though the roof is long gone and only bits of the second story floor remain.

Along the southern wall, a solid stone staircase leads down to a stout locked (from the outside and from the inside) door beneath the kitchen ruins. Inside this root cellar are the spoiled remains of the monastery's food supplies and four armored skeletons.

If the skeletal remains are disturbed, they will rise up and draw swords. These **skeletal warriors** wear old-fashioned chain and plate, wield longswords and brandish shields bearing the symbol of the stylized sun. If a cleric is present, they will look to him or her for instructions and will do their best to obey. Otherwise, they will stand ready, defending themselves if need be, but awaiting instructions from a holy person.

These are the last four of the Knights of the Chain who survived the onslaught of the first chaos spirit sent to destroy the monastery, but found themselves unable to escape the root cellar. These skeletal warriors will ally themselves with any Lightbringer (cleric of the Church of the Holy Saints) and obey any commands.

Each time one of the Knights is destroyed, however, the cleric who commands them must make a save (vs. magic) or lose all spell casting abilities for 24 hours and each remaining skeletal warrior must make a save (vs. magic) or crumble to dust.

K. Refectory

Shattered walls and weed choked and upheaved stone floor. A huge fireplace dominates the southeast wall.

In the chimney lives a **minor fire elemental (smoke)** guarding a treasure hidden behind a loose stone: a lead lined box containing a greenish leather bound book of minor prayers to St. Ashar, eighty pages in total. Each of the pages are overwritten in a **magically invisible ink** (trueseeing or the like will reveal, or below) the rule and order of the Brotherhood of the Chain.

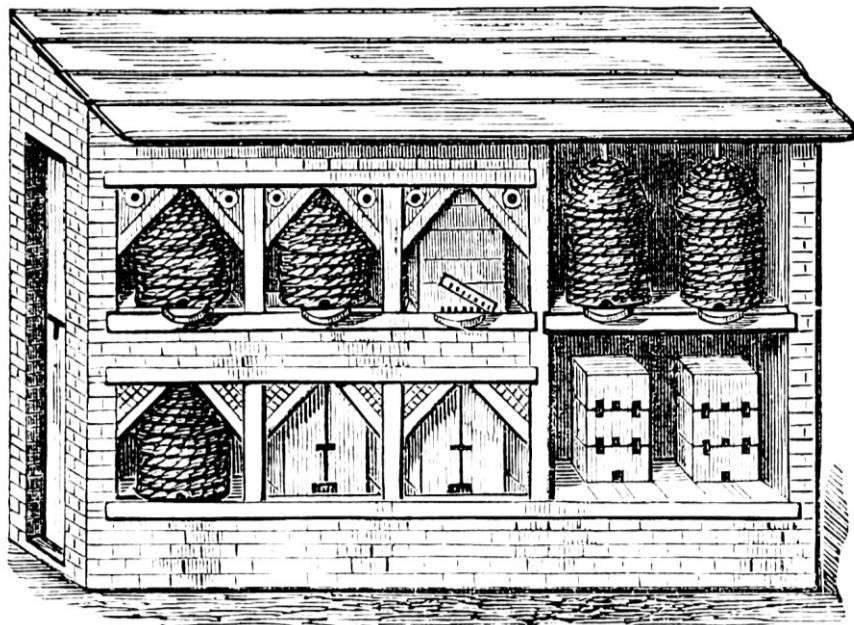
A silver bookmark, shaped as a long sword with a silver chain dangling from the hilt, rests at page 42/43. Brushing the bookmark across the page while offering a prayer to St. Ashar will reveal the hidden writing for 1 round per cleric/paladin level of the reader (no effect for non-cleric or paladin readers).

L. The Holy Apiary

Ten ruined bee-sheds are overgrown here. The bees are very aggressive so most of the locals leave the bees alone unless they have a dire need for healing.

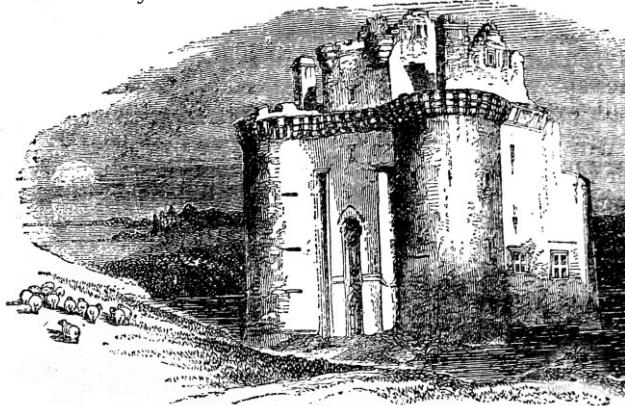
The honey of the Holy Bees can be blessed (by a cleric of 3rd or higher level) to produce a healing salve. If the blessed honey is applied daily to a wound, hit points are regained at double the normal pace. Lightbringer Eadgan (Faller Village 4) or Holy Allyn (Faller Village 10) can bless the honey for such usage.

Attempting to collect the honey is 80% likely to cause the bees in that bee-shed to swarm (see below). If one shed swarms, each of the others are 60% likely to as well. Bee swarms do 1d12 hp damage per round for 1d6+5 rounds as thousands of bees sting the interloper(s).



M. Gate House

The Gatehouse is really a small keep and was the final bastion for defense against the chaos spirit when the monastery was destroyed. It is now haunted by the spirits of those slain holy men.



M1. Reception Hall

The solid oak door is still barred from the inside. The walls and floor are blood stained and the door in the south wall is badly charred and barely hanging on its hinges. Various bits of broken furniture lay scattered about, banners are bloodied and torn, the once plush carpet in the center of the room is crusty with dried blood. Piled in the Northeast corner are 11 skeletal corpses (intermixed with the remains of their clothing, armor, broken weapons and various other detritus).

Attempting to open the door to the south will cause it to collapse loudly.

Two rounds after this room is entered, 93 wispy, incorporeal spirits of the dead monks (in torn and bloody robes, holding their own heads in the crook of their arms), priest (in bloody and tattered vestments) and knights (brothers of the chain dressed in battered and bloody armor, their heads simply skulls with glowing green eyes) will materialize, filling the room, staring intently at the intruders.

- If the intruders do nothing, the spirits will remain for 1d6 rounds, then will bow their heads (in despair) and fade away.
- If any kind of blessing or prayer for peace is offered, the spirits all kneel and then slowly fade away, leaving the mortal realms in peace.
- If any hostile action is taken toward the spirits, all the corpses in the Gatehouse rise up as hostile undead. The 11 here rise as **Zombies** wearing bits of armor and wielding shattered swords.

The stone stairs up to M5 are crumbling. Dexterity check if running up or down. Fall causes 1d6 hp damage and collapses the stairs.

A NOTE ON UNDEAD HEREIN:

Most of the rooms are written as if the spirits of the dead within the keep have been roused (see M1). It is possible for parties to gain access from other areas besides M1 (notably M6, M9 and the secret door at M18) in which case **the corpses are in a non-animate position, likely crumpled and broken on the floor.** Once the dead are aroused, if clerics attempt to Turn the undead herein, a successful result means the undead become unhostile and will no longer attack. A result of D means the undead spirit is released from the mortal realm and the cleric receives the effect of a Bless spell for the duration of his or her time in the Gatehouse. None of the Undead in the Gatehouse will willingly leave the structure.

M2. The Angry Spirits

Four **Anguished Spirits** will lash out with spirit chains at any being which enters this room. The corpses of six monks lie rotting on the stairs which spiral downward (to M10). If the corpses are awakened (see M1), these rise as five **Zombies** and one **Unholy Priest** with the following spells:
First Level: Bless, Command, Cure Light Wounds, Detect Magic, Protection From Evil, Resist Cold
Second Level: Detect Charm, Know Alignment, Slow Poison

The Unholy Priest will command the remaining undead in the room to attack intruders. If the Unholy Priest is successfully Turned, all undead under his command will experience the same fate.

A broken basin attached to the west wall is a font of holy water. If skillfully repaired and filled with water which is subsequently blessed by a good aligned cleric, the font will be restored (and can become a source of holy water). The village priest will be very interested in this font if anyone happens to mention it.

M3. Guest Room

Moldering bedroom furnishings including three serviceable beds and a fireplace. Also here are three porcelain vases (worth 35 gp each) and a painting by a famous (if now out of fashion) artist – a highlands landscape with a green and gold glittering dragon winging over the trees (worth 125 gp).

Inside one of the vases is the key for the door to this room.

The door, if locked, will be sufficient to bar any undead from entering the room. There is enough firewood for 15 hours of burning.

M4. Hall of the Brethren

Forty long swords hang in crossed pairs on the walls here, each pristine, each faintly magical. The magic of these swords keeps them ever sharp – and allows them to be used to hit creatures only hit by magical weapons. They are worth 10% more than a normal long sword.

Banners on the wall depict silver chains binding a demonic looking figure.

In the northwest alcove, **four fully armored and beheaded knights** have been nailed to the walls, hands and feet stretched out. (Their heads are in room M7).

If reunited with their heads, these corpses will pull themselves off the wall (an action which will take 3 rounds to accomplish) and survey the room for a round. Then they will attack as **Hostile Spirits**.

Each carries a serviceable long sword and dagger and wears damaged platemail which, if the intact pieces from all four suits are assembled, forms the **Armor of Rage**, magical +1 platemail which gains +3 to missile weapons and area effect spells. When the wearer of the Armor of Rage is struck by any weapon for unmodified full damage, causes the wearer to become Enraged (+2 to hit, +3 to damage, attacking a random target each round) for a number of rounds equal to 30 minus the wearer's constitution score.

M5. Bone Piled Hallway

This corridor is knee-deep in bones. The walls are blackened and crumbling. The charred skeletal remains of 43 brothers are piled in heaps here. If the bones are disturbed in any way, they rise up as **4 Skeletal Horrors** and attack intruders. Beneath the bones is a small locked iron box containing a golden stylized sun holy symbol (worth 300 gp) and a small leather bound book of prayers of the saints.

Stone stairs down to M1 are crumbling. Dexterity check if running up or down. Fall causes 1d6 hp damage and collapses the stairs.

M6. Waiting Room

Paintings on the walls of St. Ashar have been slashed and burned, the once soft and comfortable furniture scattered about is stained and ripped.

Against the southern wall is a **locked alms box**. Inside are 121 sp, 334 cp, 18 gp. All the coins are cursed. Anyone who spends any of them will experience bad luck (-1 on all rolls until remove curse is cast on cursed person).

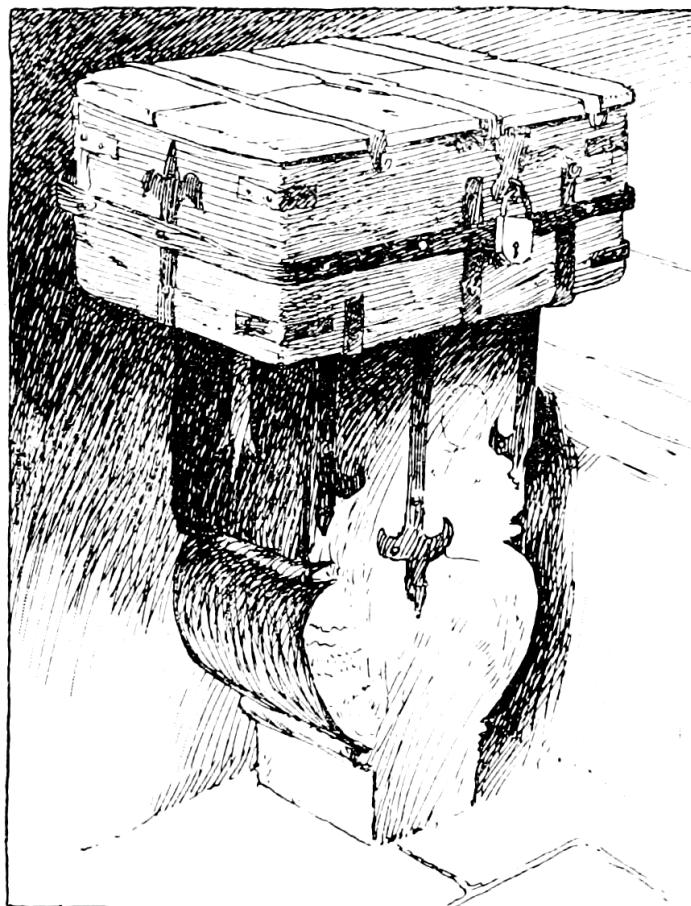
In the semi-circular alcove in the southern wall is an untouched banner depicting the stylized sun with radiant beams on a blue field, 10' long x 3' wide. This is the **Battle Standard of the First Brotherhood**, a silken banner which, when fully displayed, projects a protection from evil 10' radius, causes undead to shy away (as if turned) and gives the faithful a +1 to all rolls when within sight of the banner.

M7. Grand Marshall's Watchroom

This large room is dominated by a throne-like oaken chair atop a dais in the center of the west wall on which is seated a plate armored skeleton. Around the walls are various trophies of battle – weapons, armor, shields, battle standards, etc. A large oak table piled high with maps is pushed up against the north wall (the maps are outdated, but still useful – depicting the Highlands of 50 years ago).

The armored skeleton is (was) Grand Marshall Marchan, a **Skeletal Warrior** dressed in full platemail and wielding a **cursed longsword – Marchan's Bane**, a Longsword +2 which drains 1 point of Constitution from the wielder each time a successful hit is scored, which is permanent unless magically healed. Fully drained creatures become undead (typically skeletal warriors) at midnight on the next full moon. Marchan will speak to intruders in a whispering, harsh voice, demanding to know their business.

In the semi-circular alcove in the south wall are four full helmets, each of which has a skull within it. These are the heads of the four knights from room M4.



M8. Watchtower

Normally empty.

M9. Gatehouse Roof

No undead from the Gatehouse will come out on the roof during daylight hours.

M10. Spiral Stairs Up

The undead generally avoid this area, though they will not hesitate to pursue intruders.

M11. Storage Room

Jumbled mess, small chance for salvageable, useful items.

M12. Watchpost

Lit torches hang on the east and south walls. Five wooden chairs are arranged in a circle in the center of the room around a small table on which is scattered 82 cp, 27 sp, 7 gp and a pair of dice.

In the northeastern alcove five **Zombies** wait. If they are discovered or if the contents of the table are disturbed, they will shuffle out and attack. Two of the zombies wear on the little fingers of their left hands brass rings made of tiny linked chains wound around multiple times.

M13. Petitioner's Court

This door is locked. There is no (remaining) key.

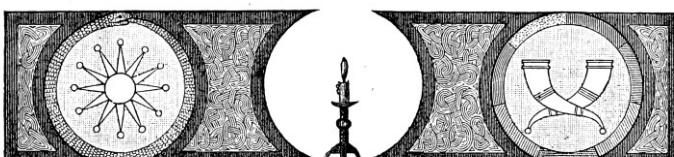
The walls of this room are lined with manacles and the floor slopes toward a center drain. Most of the manacles hang empty, rusted and cobweb covered.

Two along the east wall and four in the southwest alcove are occupied with some unfortunate skeletal remains, worm covered and dressed in tattered priestly garments.

When the door opens to this chamber, all six will turn their eyeless skulls toward the door and watch any intruder (even if invisible, but only if the door opens), tracking their movements for 1d4+2 rounds.

These six creatures are **Huecufa**, apostate priests of St. Ashar. After observing intruders for a round or two, the Huecufa will rise up, tear the manacles from the wall (which will take a full round) and attack.

They are not strong enough to batter down the door if it is locked or jammed shut.



M14. The Underchapel

The walls are dominated by mosaic images of the stylized sun. The floor is white marble.

Four gold candelabras, unlit, (worth 125 gp each) flank a white cloth draped table with four pewter chalices on it. 30 prayer rugs are arranged on the floor.

The Undead of the Gatehouse will not enter this room.

Beneath the draped cloth, under the table, is the (non-animate) skeletal remains of the Lord Abbot curled around a leatherbound satchel.

Within the satchel is a leather bound copy of sections of the **Holy Scriptures** and seven **hand-written pages** – a long letter to “my longest and closest friend at the end of my miserable life.” Most of the letter is personal, remembering childhood mis-adventures, lost opportunities and the rigors of entering the cloister.

The **last page** details the chaos of “these last terrible days of this beacon of holy light on the hill,” the attacks of “that miserable sect of the chain” against the “brothers of the Light.”

The letter ends with,

“Here I make my last stand in the holy space. I will shield the words of God with my very body, that none of those heretics might defile these good words. I know I will die here though, Saints of Light be praised, none of those devils will come into God’s presence to retrieve me. I pray the Light shine on them and they find their way back from the shadows. As for me, my dearest friend, I am content now to live in the Light. Your brother, Samean. ‘Light willing and at the Lord’s behest.’”

The Abbot also has a pouch with a small stylized sun holy symbol (brass), 32 cp, 4 gp and 3 standard keys (for the doors in his Tower, area O), and one jeweled key (**The Key to the Kingdom** – fits in the box found on the shelf in T1).

M15. The Brotherhood of the Chain

The door to this room is **locked**.

This room was clearly both a barracks for a dozen men and a shrine to an unrecognized saint bearing chains. Kneeling before the image of the saint are **9 armored figures** who will not rise unless disturbed.

If the spirits have not been roused, touching any of these corpses causes it to topple and 70% likely to cause a domino effect of all the others falling as well.

If the undead are roused, they stand slowly if disturbed (taking 2 rounds to fully stand and turn around) and attack as **Skeletons**.

M16. The Grand Justicar of the Brotherhood of the Chain

The door to this room is **locked** from within.

The room is a well-appointed office with a massive desk, a dozen finely crafted wooden chairs, three tables piled high with papers and book cases along the south wall. On the desk is a dozen pots of oil. If the dead are not roused, the corpse of the Grand Justicar will be slumped over his desk while three plate armored corpses will be lying in disarray on the floor.

If the dead are roused, the four corpses will act as an **Unholy Priest** (the Grand Justicar) and 3 **Skeletal Warriors** (all wearing normal platemail and wielding normal two-handed swords).

The books are mostly mundane, covering such subjects as theories of justice, the holiness of God and the wickedness of man, military history and a four volume set identifying itself as the *Historie of Light in the Darkness*. This last collection of writings is both magical and heretical, being a treatise on how to entrap demons and lead them to repentance. The books would be invaluable to anyone attempting to revive the Brotherhood of the Chain, worth 1200 gp to a current Brother of the Chain and warrant a death sentence if an orthodox worshipper of the Light discovered their existence.

The papers on the table have drawn damp and are so moldy as to be unreadable. If more than three rounds is spent shuffling through the papers (or three or more people spend one round), a cloud of mold spores will fill the room necessitating a save (vs. poison) each round spent in the room for the subsequent 12 hours. A failed save means mold begins to grow in the victim's lungs and each week the victim loses 1d3 Constitution points (permanent unless magically restored). If cure disease magic is applied within 30 days, the victim will recover with no further ill effects.

After 30 days, the mold takes over the victim's system and speeds the loss of Constitution to 1d3 per day. When a victim's constitution is brought to 0, the victim dies and the body is consumed from the inside out by the mold (unable to be raised).

The resulting mold, if not burned, becomes an **Oozing Black Death**.

M17. The Grand Justicar's Bedroom

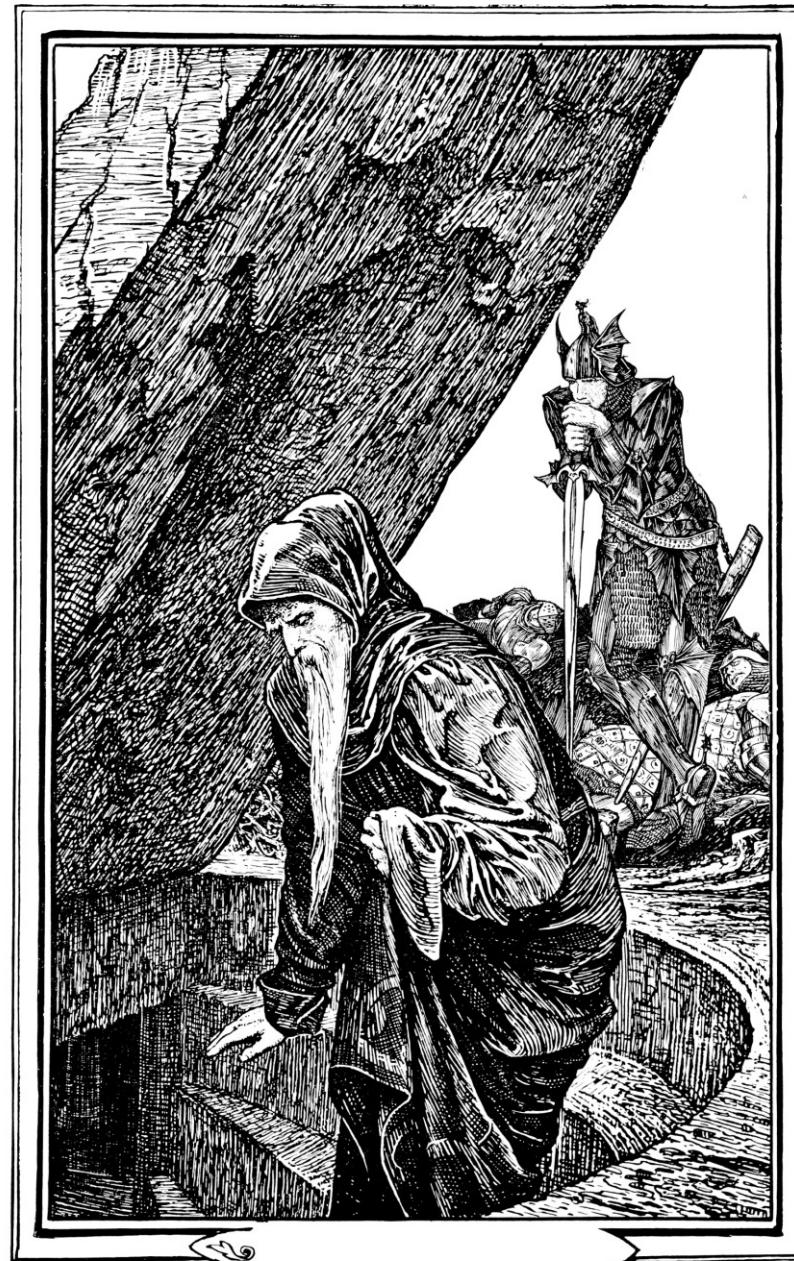
Spartan, broken chair, shield on wall with stylized sun bound by chain depicted on face, small pouch with 120 sp.

M18. The Path of the Chain

A secret trap door in the floor is not well hidden (bonus +2 to spot it).

The trap door is magically warded: if the words, "Praise be to the Saints of Light" is not spoken by the person opening the trap door, the opening becomes a teleporter, teleporting the victim to room M13, the Petitioner's Court.

If the magic is bypassed (by, say, a dispel magic being cast), a spiral stair is revealed, descending to the Brotherhood's Deep Secret, S14).

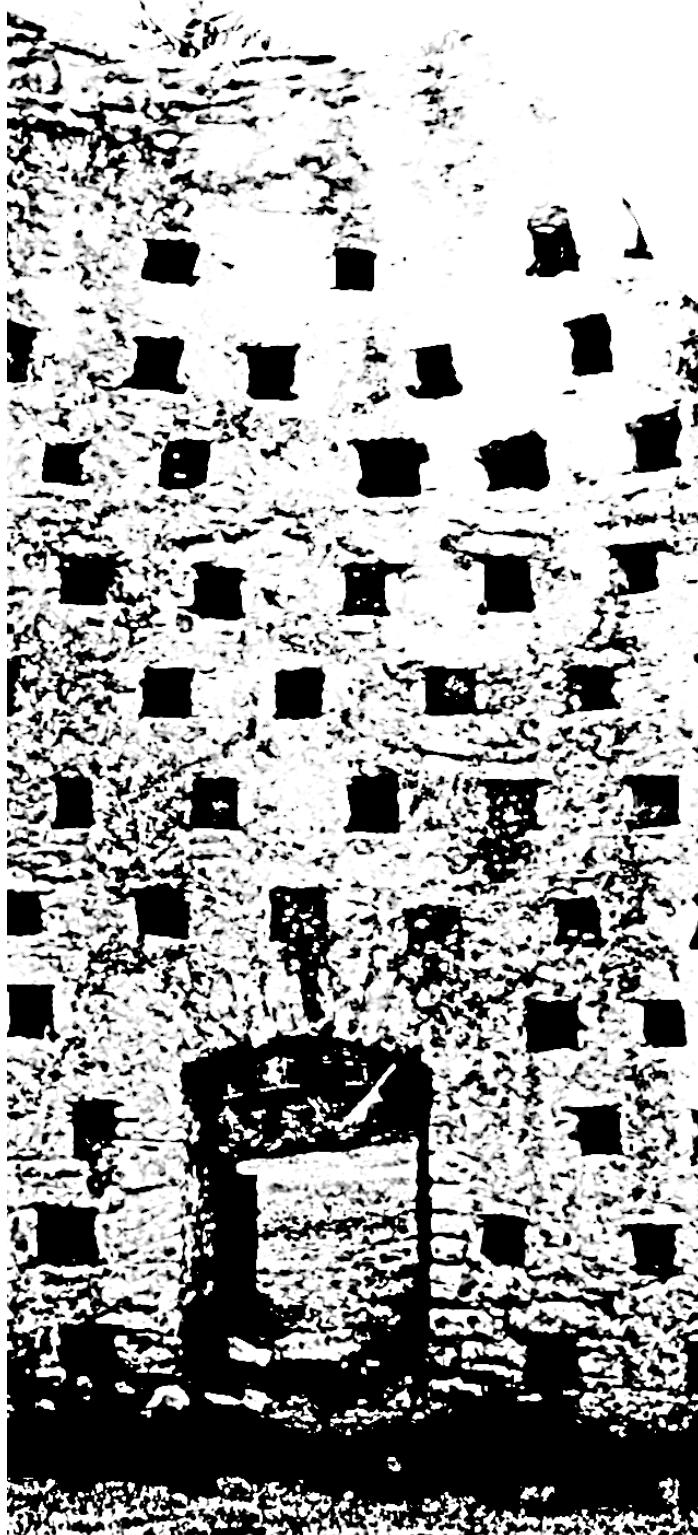


N. Dove Cote

Against the outer wall here has been built a massive brick dovecote, hundreds of small square holes rising from the ground to the top of the wall.

A few bits of rotted wooden scaffolding remain.

There are 312 nesting holes here.



Roll 1d20	Contents of Nesting Hole
1-6	Empty
7-11	Bits of nest and 1d6 bird skeletons
12	1d6 undead pigeons
13-19	Nest of 1d2 live birds (50% with 1d6 eggs/young)
20	Treasure (roll d8): 1. gold coins (1d10x4) 2. silver coins (1d20x8) 3. Tiny demon idol bound in silver chains 4. Ceremonial silver chains (worth 120 gp) 5. Leather sack containing love letters (to a forbidden love) 6. Gold Ring (Ring of Pigeon Control engraved with the words, "Fly to Me for Life") 7. 1d4 vials containing: 1. Dragon tears 2. Chimera tears 3. Fairy tears 4. Goblin tears 5. Tears of the dead 6. Tears of Heaven 8. A 4" Black Cube (a tiny Gate to the Outer Darkness – concentrating on the cube attracts the attention of a random being in the Outer Darkness cumulative 1% chance per round of concentration)

O. Abbot's Tower

This stone tower is largely undamaged.

O1. Warded Stairs

The stone staircase here is enchanted so that any creature climbing the steps causes a small gong to ring in rooms O2, O4, O5 and O7. Dispel magic disables the ward for 1d4x caster level rounds.

O2. Guards of the Abbot

A paranoid man, the Abbot of the Monastery didn't believe he could trust anyone to guard him, so he had these **Stone Golems** commissioned, carved from granite in the form of knightly warriors.

The Golems attack if the intruder is not accompanied by the Abbot, does not bear the sigil of the Abbot in some way, or does not say the words, "Light willing and at the Lord's behest." The golems are ever vigilant.

O3. Mural of Hope

The southeast wall is painted in a brightly colored sunrise over the Highlands and Mountains, with a human figure silhouetted in the foreground.

Someone with a good eye (or a knowledge of fine art) might notice two things:

- the painting is by a rather famous landscape painter who died five hundred years ago
- the figure in the foreground is painted in a very different style (in fact, a different TYPE of paint) altogether. If the silhouetted figure is scraped away, beneath is revealed a demonic figure with its hands raised to heaven and a glowing halo around its head.

The **secret door** is the floor here leads down to O7-9. The door to the stairs going up is locked (the Abbot has the key, his corpse is in area M14).

O4. Hall of Hope

A throne-like stone chair stands beneath the window in the northwest wall and a dozen prayer rugs are arranged on the floor.

The walls here are covered in mosaic tiles with scenes depicting the life of St. Ashar (similar to the porcelain discs found in the Sacristy, area C):

- his birth
- a scene from his youth showing him healing a goblin
- seven miracle scenes involving demons and peasants
- St. Ashar with his hands raised and a multitude of winged beings bowing down before him, three showing scenes from his funeral and one his ascension to heaven



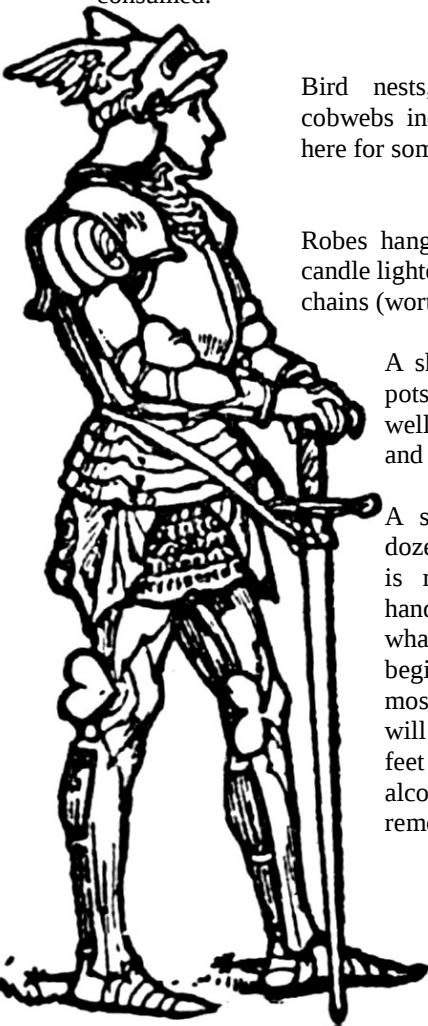
O5. The Lord Abbot's Chamber

The Lord Abbot's furniture is well preserved here. He was a very pious man, orthodox in his theology, with a slight weakness for wine.

The décor here is Spartan, with only seeming extravagance being a large, well filled **wine rack**.

There are 47 bottles of wine here, all at least 50 years old.

- 40 are worth 1d4+2 gp each
- 6 of them are worth 300 gp each to a collector
- One bottle, *Fion Deoirdhe*, functions as a powerful potion of healing, restoring 1d10+10 hp of health per draught and there are 16 draughts in the bottle. Note, the wine is not magical in itself, and will not detect as such. Imbibers must make a check versus Constitution or become drunk. Checks are made at a -1 penalty for each draught and once drunk, the imbibier falls asleep for the number of hours equal to the number of draughts consumed.



O6. Tower Roof

Bird nests, random debris and cobwebs indicate no one has been here for some time.

O7. Preparation Area

Robes hang on the wall alongside candle lighters and ceremonial silver chains (worth 300 gp total).

A shelf holds 9 wax sealed pots. The pots are paints, well preserved, red, black and green, three pots of each.

A second shelf contains a dozen velvet pouches. Each is moldy and damp. If handled, the mold sticks to whatever it touches and begins spreading. Though mostly harmless, the mold will cover an area of 2 square feet a day. Washing in alcohol or holy water will remove the mold.

O8. The Well of Darkness

This basin is filled with water. The last Lord Abbot filled it with Holy Water, to counter what he saw as the magic of the well. If the water is defiled or a curse spell is cast on it, the surface of the water can be used to communicate with beings in the Spirit world, The Outer Darkness, Heaven, the Shadowland, Shemarras, etc. If no specific being is summoned, there is a 5% chance of a random connection with a being in the Spirit World.

If a **Black Cube** is cast into the holy water, consider it an act of defilement which breaks the blessing of the holy water but also destroys the Black Cube.

If a Black Cube is cast into defiled/cursed water, it will create a **Wild Portal to the Spirit Realm** – creating random links to whatever various planar destinations the GM decides. The Wild Portal changes destination every 5 rounds unless it is anchored to a location.

Any creature passing through the portal anchors the destinations until the same creature passes back through the portal. The water dissolves the Black Cube in 1d4+2 days closing any open portal.

O9. Storage

This room is locked, the **Abbot's corpse (M14) has the key**. Inside is a jumbled mess of clothes, tools, small boxes, books and papers.

Among the mundane items can be found: a pitted broadsword with a cracked pigskin scabbard which, though worn and rusting, both are expertly inscribed with the crest of the High King's house, a leather saddle and saddlebags engraved with the seal of Clan Donarm, a polished armor breast-and-backplate sized for a child, a banner in the colors of House Donarm which has been carefully rolled and bound with hemp cord, a tallow prayer candle embossed with a lion rampant, and a locked wooden box (the **Abbot's corpse, M14, has the key**).

Inside the box is a brass stamp of the seal of Clan Donarm, a small portrait of a young woman painted on a porcelain disc and a gold medallion (200 gp) embossed with a lion rampant on the front and inscribed on the back, "To Young Lord Samaen, love always, Artelan."

Finally, beneath the box is a small scrap of stained and battered paper on which is written:

"I do hereby grant my name, title and all the benefits thereof to my servant, Gabr..." it is torn at this point, so the remainder of the name and the signature is missing.

P. Foundation Walls

The ground between the dashed lines on the map is 12' lower than the surrounding grounds, lined with moss covered worked stone.

R. Eastern Court

This triangular bit of ground is paved with smooth stones, though many are broken and upheaved. No plants grow in this courtyard. When the sun rises on the spring and fall equinox, the light hits the stones in such a way that a pattern, a stylized sun, is revealed in the stones.

This courtyard is **consecrated ground** so the undead within the Pile will not enter it and the Chaos Spirit will avoid it.

If the circular stone at the very center of the pattern is lifted up (regardless of the time of year), a small (2' diameter, 8' deep) chamber is below it. The chamber contains the ashes of thirty generations of Lord Abbots.

If the ashes are defiled or disturbed, they rise up in a magical whirlwind forming 1d4 **Ashen Warriors** in 2 rounds, who immediately attack. Doing so destroys the consecration on this area.

Casting a bless spell or pouring holy water into the chamber will cause the warriors to cease attacking and the ashes will return to their resting place and would re-consecrate this ground.

If any mortal being prays here at sunrise, the Saints will reveal, in a powerful vision, the fate of the monastery: the coming of a chaos spirit which possessed the powerful knights of the chain who turned on their brothers in a bloody civil war.



S. Storehouse

Not much remains of the storehouse except a few walls and the entrance to the Cellars and Crypts (S1-43).

S1. Rubble Choked Stairs

The left hand stairs (facing the two entrances) is the more stable of the two, requiring a Dexterity Check if running up or down these to avoid slipping on the bits of rubble. The right hand stairs are very unstable, requiring a Dexterity Check in each section (three checks) to avoid falling rubble which causes 1d6 hp damage. If more than three people pass through the right side, it collapses completely (Dexterity check to avoid getting crushed) and destabilizes the left-hand passage which will subsequently collapse if three people move through it at once.

S2, S3, S5, S6. Storage Rooms

Not much remains in these rooms as the comings and goings of the people of Faller Village have pretty much picked them clean.

S4. Secret Door

The secret door here is easy to detect (bonus +1 on rolls) but leads to a collapsed stairway. The rubble could be cleared in 1d8+20 person hours (so if four people are working on clearing it, it would take 5 1/4 to 7 hours to clear).

S5A. & S5B. Untouched Storage Rooms

Along with the normal items one would expect to find (rat chewed boxes and bags that once held foodstuffs and grain), 132 bottles of average quality, but very old, wine (worth 1d4 sp each) in wax-sealed boxes, a dozen plaited metal flagellant scourges, twelve fist-sized lead ingots, three broken reliquaries (though absent any remains of saints) which, if repaired, might bring 100 gp each and fifty stone alms bowls (worth 1-20 sp each).

S7. Hall of the Dead

Statues and effigies line this hallway from floor to ceiling. From small painted icons to massive marble statues, each depicting one of the fallen brothers of the monastery. Many have been vandalized by the young people who have invaded these under chambers.

The four buttressed pillars in the center of this hall support a ceiling of a different type of stone than the rest of the complex: pure white marble. Buried above these marble slabs are the remains of 6 former Lord Abbots who were of royal lineage (unsurprisingly, the six largest statues here depict these Lord Abbots).

If the marble slabs are disturbed, the remains of 1-6 of the Lord Abbots will come crashing down to the floor, causing the four pillars to animate as **Caryatid Columns** which attack and pursue tirelessly. 1d4 hours after the four pillars animate, the entire ceiling here comes crashing down and effectively blocking areas S17-25 and possibly (50% chance) collapsing the corridor below (to S16).



S8. To Honor the Dead

The north wall is lined with shelves normally containing a variety of odd shaped votives while black hooded silk robes hang on pegs on the east and west walls. The young people of Faller Village found the robes elsewhere in the ruins and have stocked the shelves with whatever weird votives they could fabricate for their revels to honor the Drunken God. If it is night of revel, the shelves and pegs are nearly empty.

S9. Fresh Water

A spring of fresh water bubbles out of the stairs down from S8 flooding the floor here which flows down a slight slope from the door in the east wall leading to S16, where the depth is about 12", down to the stairs at S11 leading up S12, where the depth is about 30". The rubble to south (between S9 and S17) could be cleared in 40-person hours of work, provided the workers have some experience shoring up unstable tunnels.

S10, S11. Empty

S12. Storage

The two small rooms at the top of these stairs are storage rooms that the revelers have completely picked through, leaving nothing of use or value.

If anyone must know, the reason for the steps up and immediately down again is for the symbolism of birth, life (the landing) and the descent into death.

In the western room (12A) is a **secret door** which leads to an additional secret door in S15. On Revel nights, faint music and laughing can be heard behind wall (secret door) from the S15.

The north and south walls of the small room behind the secret door here (12B) are lined with shelves, containing ceremonial knives, saws, various other surgery tools, buckets and chalices, bolts of cotton cloth and dozens of pots of spices. Some of these have been recently disturbed (by the village priest).

One of the pots of spices **Revealing Powder**, a white, chalky powder that smells faintly of nutmeg. Blow a cloud of revealing powder in front of your face, and gain a +2 on the ability to see invisible and hidden objects. The jar contains about 20 such doses.

These items were used to prepare the dead (in room S15, below) decades ago, but they are still in pristine condition and, in addition to the usefulness and intrinsic value of the Revealing Powder, the other items are still of some small value.

S13. The Lower Tombs

On Revel nights, music and talking and laughter can be heard coming through the doorway to the west (S15).

Each of the six oubliettes (see S13 Detail) is a circular shaft which flairs out at the bottom. Each of the six oubliettes contains four stone sarcophagi, each sarcophagus with 2 or 3 skeletal remains (50% each) wrapped in tattered cotton cloth, draped with a tarnished bronze medallion emblazoned with the stylized sun. In addition, each set of remains in a sarcophagus will have 1d4-1 small items contained therein (see chart below)

NOTE: if any sarcophagus rolls result in no small items at all, the corpses in it are plague ridden and rise as **Plague Wights**. If the sarcophagi are investigated on a Revel night, in addition to the potential Plague Wights, all other corpses rise in 1d6 rounds after being disturbed as **Unquiet Dead**.

The **secret door** in the eastern wall of the Northeastern oubliette is very hard to find.

S14. The Brotherhood's Deep Secret

Five pillars hold up the roof here – each is carved with magical sigils, while the walls have magical writing covering every square inch. In shadows of the Northwestern alcove sits a very unhappy demon, **Garasharan the Mighty** (a **Sentinel Demon**).

The sigils on pillars accomplish different things:

The sigils on the **outermost pillars** (north and south – stylized yokes with magical writing) bind Garasharan to this chamber and are the same sigils as found in **S31, the Alcove of the First Binding** on Dungeon level 2.

The sigils on the **next two pillars** (stylized crossed keys) strip the demon of all his infernal powers, and are the same as the sigils found in **S32, the Alcove of the Second Binding**, on Dungeon level 2.

The **central pillar** contains a single sigil (in old magic script it is the symbol of *Mystery*) which creates a globe of non-detection with a 200' radius.

Destroying the pillars releases the magic contained therein. Destroying one of a set of pillars (such as the outermost) gives the bound demon a save every round against the magic of the remaining pillar of the set.

The writings carved into the walls are hundreds of Holy Scriptures speaking about the fall of the demons and their fate in the Outer Darkness and the Lake of Fire and passages about mercy and repentance and the warm embrace of the Light.

Garasharan the Mighty is branded with the sigils found on the outer four pillars. He desires nothing more than to be released from this prison. Thus, he might be convinced to repent and embrace the light or accept being thrown back into the pit of the Outer Darkness; he is teetering on the edge.

Sarcophagus Contents

Roll 1d12		Roll 1d12	
1	A musical instrument: 1. flute 2. lyre 3. drum 4. recorder	7	Weapon: 1.-2. Dagger 3-5. Mace 6.-7. Longsword 8. Magical (60%) or broken (40%) weapon
2	Gold ring (35 gp each) 1. Intertwined leaves 2. Solid, etched with a name 3. Lacy and fragile 4. Solid, plain	8	Hat: 1. Embroidered skullcap 2. Leather cap 3. Steel skullcap edged in gold 4. Miter edged with silver
3	Plain gold band set with: 1. Small amethyst (60 gp) 2. Large ruby (220 gp) 3. Small diamonds,2 (250 gp) 4. Missing stone (15 gp)	9	Holy Symbol: 1-9. Brass stylized sun 8-10. Silver stylized sun 11. Gold stylized sun 12. Gold stylized sun edged with platinum
4	Silver ring (12 gp each) 1. Intertwined leaves 2. Solid, etched with a name 3. Lacy and fragile 4. Solid, plain	10	Broach: 1. Brass, four headed serpent (30 gp) 2. Copper bull with amethyst eye (50 gp) 3. Brass, rabbit (15 gp) 4. Brass, horse (25 gp)
5	Leather bound prayer book: 1. Minor prayers of healing (25 gp) 2. Powerful petitions to the saints (55 gp) 3. Heretical doctrines (25 gp) 4. A long and complicated prayer ritual (as Cure Serious Wounds, but the ritual takes 48 hours)	11-12	Small personal items: 1. A bowl 2. A glass cup 3. A silver spoon 4. A small night belt 5. A belt and a pouch and a knife 6. A comb 7. A needle and thread 8. Writing tablets 9. Handkerchiefs 10. Embroidered shirt 11. Pewter chalice 12. Writing styluses
6	Broach: 1. Porcelain disc, portrait of St. Ashar (15 gp) 2. Porcelain disc, portrait of St. Alboran (50 gp) 3. Silver stylized sun with tiny rubies at the points (300 gp) 4.-10. Brass stylized sun with tiny red glass beads at the points (2 gp)		13. Socks, two pair 14. Brass bits with saints' names embossed 15. Velvet handkerchief 16. Small scissors 17. Dagger with St. Ashar's likeness on hilt 18. A bag full of hair 19. A dozen steel pins 20. A diary

Destroying or defacing the writings will cause Garasharan to cry out in anguish and will call down a curse on the defiler:

Cursed of the Light: victim must save vs. spells every time he or she moves to or from significant levels of light or be blinded 1d10 rounds as his or her eyes are slow to adjust. Remove curse temporarily removes the curse (1 day per level of the caster) adding Atonement or the like will fully remove the curse as will powerful magic such as Restoration or Wish or the like.

S15. Burial Preparation Room

The walls of this room are covered in graffiti and empty wine bottles litter the floor.

On Revel nights, 3d6+10 people (all under the age of 25) are carousing, all dressed in the black hooded robes and carrying or wearing the votives. Musicians play in the north alcove and people dance and drink and carry on.

At midnight on Revel nights, Cor Mason dons a metal bird mask and begins a faux ritual in honor of the St. Avino, Patron Saint of Wine and Drunkards! The “ritual” involves a mock sacrifice of a young man or young lady, with wine poured over “the victim” instead of any violence to their person. If the chaos spirit has possessed Gellar Acallas, he will act out of his basest desires and he will actually sacrifice the victim, causing the revelers to scatter in panic.

S16. Storage Room

A think trickle of water bubbles out of the east wall here, causing everything in this room to be damp and moldy. While the mold is harmless, it is inches thick on shelves, tables and boxes.

The floor in the southwest corner has crumbled away, revealing a very small open area behind – which leads down to S29, level two below. It would take 20-person hours to clear the debris and shore up the ensuing tunnel to make it safe enough to travel.

S17. Blocked Room

The stairs down to this room have mostly collapsed, leaving only a 12" wide corridor between the rubble and the south wall. Rubble is fully blocking the locked door and must be cleared to gain access to this room (door swings outward, away from the stairs).

A secret **trap door** in the southeast floor reveals a rusted metal spiral stair down to **S30** on dungeon level 2 below.

The room was a common room for soldiers: a few tables, some chairs, cards and dice. Incidental treasure can be found here.

A massive tapestry covers most of the south wall showing the marching of armies to battle. In the middle of the picture is a demonic figure.

Writing woven into the top and bottom of the tapestry in bright red threads is in an ancient and forgotten language. If it is somehow translated, it says:

“A certain deception was indeed practised upon the Evil one, by concealing the Light within the human; but for the latter, as himself a deceiver, it was only a just recompense that he should be deceived himself: the great adversary must himself at last find that what has been done is just and salutary, when he also shall experience the benefit of the Light. He, as well as humanity, will be purged.”

“For the destruction of the last enemy must be understood in this way, not that its substance which was made by God shall perish, but that the hostile purpose and will which proceeded, not from God but from itself, will come to an end. It will be destroyed, therefore, not in the sense of ceasing to exist, but of being no longer an enemy and no longer death. For to the Light nothing is impossible, nor is anything beyond the reach of cure by its maker.”

And beneath the demonic figure is the following:

“It is said by the Grace of the Light, the originator of evil himself will be healed.”



S18. S19. Barracks

Typical furniture for a dozen monastic knights in each of these rooms, including religious graffiti on the walls – poorly rendered icons of saints, a dozen mundane prayers, a scrawled prayer for deliverance from “lusts of the flesh,” a prayer of protection from the Outer Darkness. The last of these, if read aloud, is a **scroll of protection against demons, devils and evil planar creatures**. It can be transcribed onto a scroll or memorized (as a 5th level cleric spell). Incidental treasure for a dozen clerics might be found in each room.

S19A. Collapsed Barracks

As S18 and S19, but the southern ceiling has collapsed, destroying almost everything of interest in this room. If investigated, the ceiling collapse leads to an open space through which the Watchtower’s dungeon might be accessed (T10). If the crawl space isn’t cleared and shored up (taking about two person hours), there is a 25% chance per intrusion that the tunnel will collapse.

S20. Captain’s Office

Desks, chairs, mostly empty bookshelves, very old bloodstains on the stone floor.

Stuffed beneath the desk is the skeletal remains of a high ranking monk, still wearing his fox fur trimmed crimson robe, his gold pinky ring (stylized sun set with garnets, 200 gp), a dagger (**Oathbound** a dagger +1/+4 vs. those who have broken a serious oath, glows in the presence of lies), and a small leather pouch with 32 gp, 88 sp and 13 small garnets (worth 50+1d20 gp each).

A few documents still on the shelves: A report on troop movements “in the valley of the demon wolf,” a letter requesting that the “order of the chain submit to the authority of the church in due course or be censured,” a blood-stained letter that indicates that censure for the order was imminent, a partial page from a book listing the weaknesses of an unnamed type of demon (that information has been torn away) and the fate of one “holy brother” who miscast the binding ritual against this particular creature.

Finally, a partial letter, crumpled, amid the furs on the bed:

“To the Brethren in Exile, the Lord of the Hall of the Kingfisher, the most Holy See of the Chain, Lord Anatoni, from your faithful servants in the shadows, the Brothers of the Silver Chain, greetings in the name of the Light! May all our efforts to storm the gates of the Outer Darkness come to fruition, my liege. All is ready here among the ignorant and the superstitious. The Seals of the Light have been most successful against the infernal ones. Indeed, we have discovered other uses...”

S21. Lord Protector’s Chamber

4 beds, one larger and piled high with furs, a table with 8 chairs, several open (and empty) chests. A few coins are scattered here: 3 gp, 6 sp, 21 cp – under the bed and the chests, in the corners of the room.

S22. The Grand Marshall of the Brotherhood of the Chain

Well-appointed bedroom, mostly cleared out. The large bed frame has no covering or even mattress. A bookcase has been pulled away from the wall.

A few books lay scattered on the floor: two military history books (woefully inaccurate), one book of love poetry, and one book which contains the ritual of binding that the Brothers of the Chain used to entrap demons for their attempts at leading them to repentance. There is a handwritten note on the very last page, *“Thus is the fate of the wicked ones, to repent or be destroyed. Let the Inquisitors be unleashed for better to redeem one lost spirit and send a thousand screaming back to the Outer Darkness than to allow one to perish who might embrace the Light.”*

Behind the shifted bookcase is a niche within which is a small leather pouch containing 35 rubies (120 gp each) and a note which simply reads, “For the good of the Brotherhood. Light shine in darkness!”

S23. The Junction

A statue of a headless warrior kneeling in prayer stands in the center of this room from which three doors lead. The warrior is facing the northern door, hands awkwardly on the hilt of a long sword, point down. A helmet rests beside statue’s foot.

If anyone attempts to remove the sword, the statue will animate, place the helmet on its ‘head’ (if able) and attack as a **Stone Golem** which will pursue the thief tirelessly.

The sword is a magic longsword (**Blade of Justice** – sword +2, detect lie, detect evil, detect magic).

If the Golem is defeated, it will violently explode, throwing stone shrapnel 30’ radius doing 1d6 hp damage per 5’ of proximity to the Golem (so someone right next to the Golem would receive 7d6 hp damage while someone at 15’ away would receive 4d6 and someone 30’ away 1d6 hp damage). Save for half damage.

The secret door in the eastern wall is locked.



S24. Unfinished Tunnel

A few mundane items are scattered about here (a mason's hammer, some rags, a few spent torches, etc.). The beginnings of a descending staircase are worked into the western terminus of this room.

S25. Stairs Down

To Dungeon Level Two, S29 and the spyhole outside of S30.

S26. Giant Beetles' Lair

The erosion of the cliff face has opened up the corner of this once grand chamber to the elements – and to some wandering **Giant Stag Beetles** who now lair here.

The beetles generally leave humans alone and will shy away from confrontation unless cornered, though the skeletal remains of two children and one woman, actually Markan Miller's first victim, can be found among the detritus and ruin of the nest. If the filth and animal remains are thoroughly searched, a number of items could turn up including: 23 sp, 21 cp, a disintegrating pair of leather lace-up leggings stamped with the stylized image of a flame, a child's torn and stained sleep-clothes, leather bowman's wrist guards branded with the seal of the Clan Corian, a large silver ceremonial coin worn nearly featureless by decades of handling (worth 30 sp for the value of the metal).

S27. The Baptismal

A marble font stands in the center of this room. Sitting lions support an octagonal font. A serpent coils around the base.

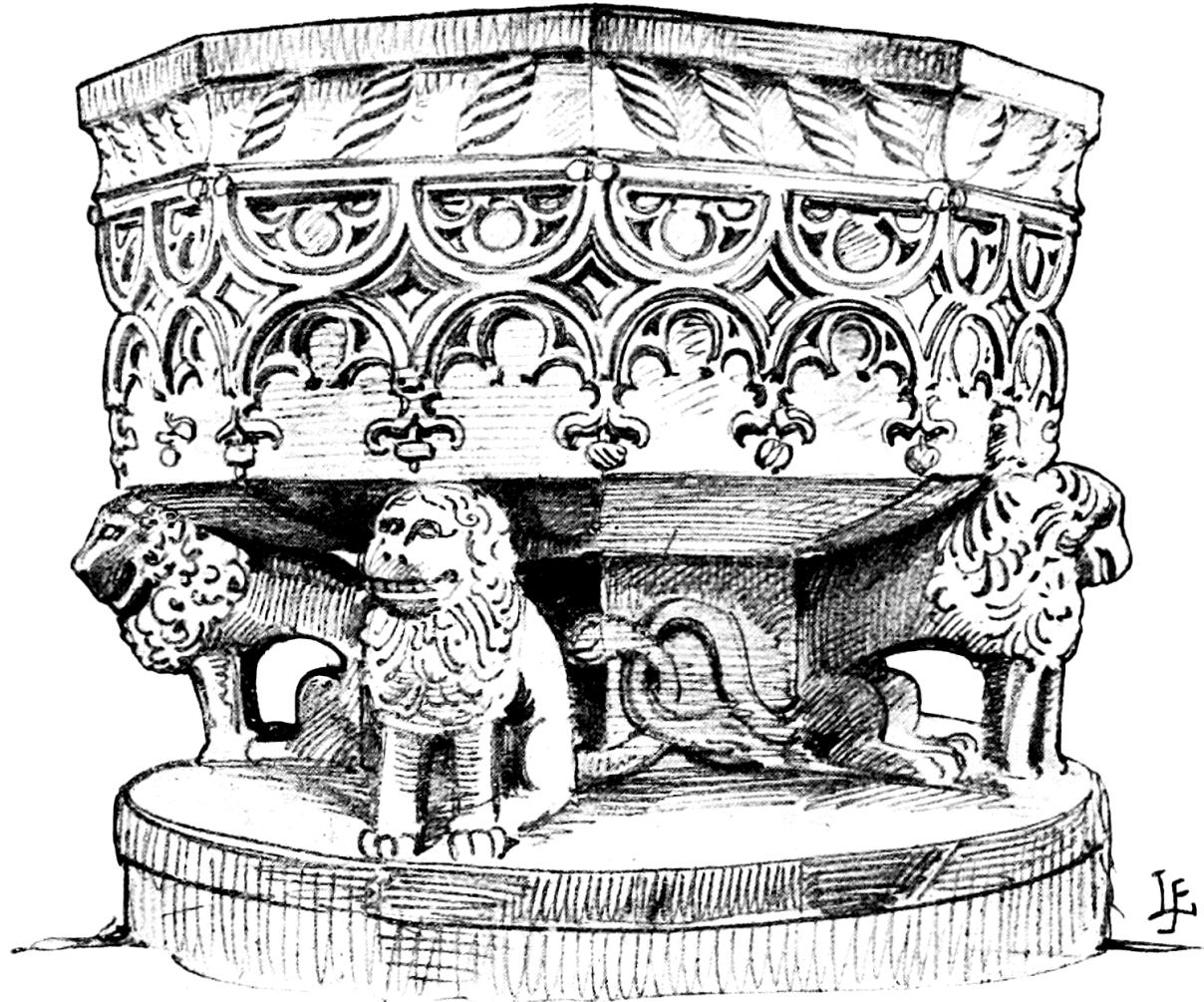
Stagnant, unholy water fills the basin.

Anyone who touches the water must save (vs. poison) or contract a curse (skin turns ashen grey and deathlike).

Anyone who drinks the water must save (vs. poison) or be cursed with a draining disease – losing one Constitution point per day until reaching zero, at which point the victim dies and rises immediately as a **Tireless Watcher**.

Remove curse will stop the progress of either of these curses and remove curse cast on the thus created Tireless Watcher will cause it to collapse, the victim's spirit being released from the curse of unlife.

Re-consecrating the water (with a bless spell) will neutralize the magic of the water, though it will not affect those already cursed.



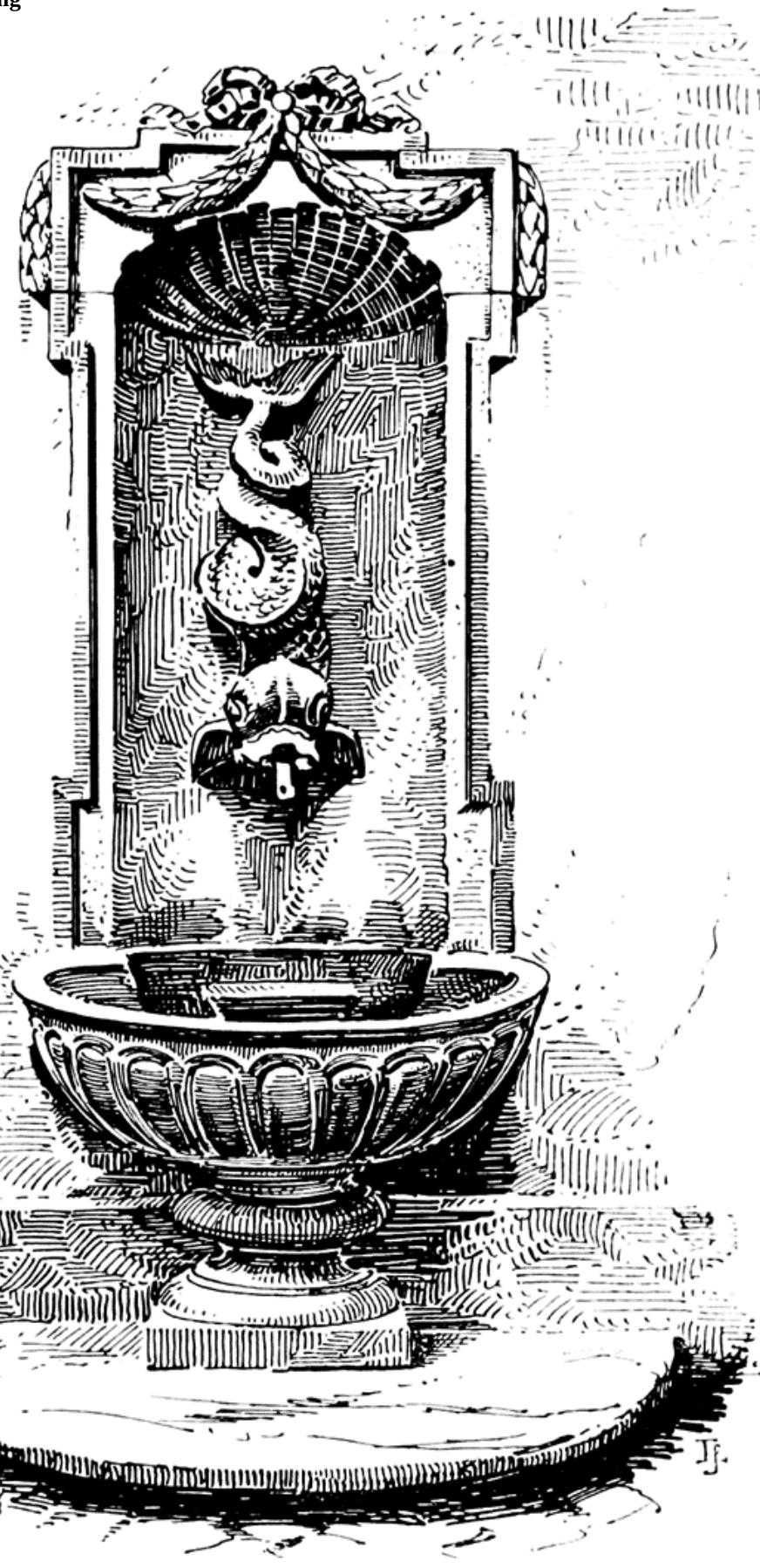
S28. Font of Blessing

The floor of this room is tiled in blue and green glass tile mosaic depicting a massive creature rising out of the sea with a saintly figure standing atop its head. A small, dry font is attached to the center of the south wall, with a small (1" diameter) metal spout above it. The spout is blocked by a black, tarry substance (an inert **Oozing Black Death**).

- If the Oozing Black Death is removed from the spout (about a 6' long piece), water will begin to trickle into the font, filling the font in 1d6+12 hours and continuing to overflow onto the floor if water is not regularly removed from the font – eventually flooding areas S26, S27, S28 with several inches of water and trickling down the hillside at the opening in S26.
- If any water in the font blessed, it becomes holy water.
- If the Oozing Black Death is removed from the spout, it will reanimate within 1d6+6 turns unless fire is applied to it (which will instantly destroy it in its inert state).

In a small alcove northeast of this room is a well which connects to the well west of S43 on dungeon level two, and then drops to a large natural spring fed cistern.

Hand- and footholds are cut in the side of the well.



Storehouse Dungeon Level Two

This level was the sole confines of the Brotherhood of the Chain and remained a mystery to most of the other brothers at the time of the fall of the monastery, and certainly is unknown to the people of Faller Village.

S29. Moldy Room

The ceiling in the northwest corner of this room has completely collapsed and the rubble scattered about the room is covered in a thin layer of grey mold.

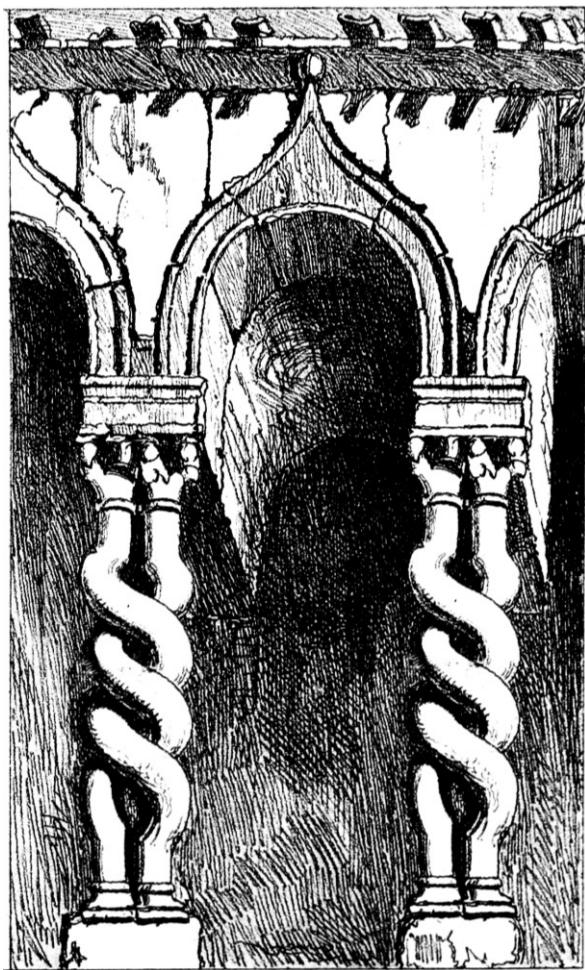
There is a small opening above the collapsed ceiling which leads up to S16 above. It would take 20-person hours to clear the debris and shore up the ensuing tunnel to make it safe enough to travel.

S30. Room of the Tireless Watchers

A rusty iron spiral stair climbs to S17 above.

Clustered around a series of tiny holes in the north wall, backs to the stair, are four gaunt, unmoving figures in chainmail. The skin of their exposed heads is grey and leathery and patchy wisps of white hair hang wildly.

These are four **Tireless Watchers** who will attack ceaselessly if disturbed.



S31. Alcove of the First Binding

A dirty and tattered tapestry covers the west wall of the alcove – depicting two crossed keys on a field of the radiant sun.

Chiseled into the wall behind the tapestry is an image of two crossed keys, a magical sigil of binding. Pressing an infernal being against the sigil brands it into the creature's flesh and strips away all infernal powers. The branding fades if the similarly marked pillars are destroyed in room S14.

S32. Alcove of the Second Binding

A massive **oak yoke** hangs from the west well here.

Any creature bound to the yoke is branded with a stylized yoke branding and magically bound to the yoke and to the magic of the pillar in room S14 which will prevent the creature from leaving this dungeon complex, unless the similarly marked pillars are destroyed in room S14.

S33. The Eleven Pillars of the Faith

Each of these pillars has a chain attached to a ring at the top of the pillar and each is carved with bas relief images depicting one of the Eleven Tenants of the True Faith (east to west):

Faith, Truth, Prudence, Justice, Temperance, Humility, Patience, Generosity, Perseverance, Discipline, Hope

Creatures bearing the yoke from S32 are chained to each of the pillars in order (east to west) for at least a day each to begin the process of their inquisition. Any mortal creature chained to a pillar who does not espouse that particular virtue of the True Faith must make a save (vs magic) each day or go mad.

If the pillars are damaged in any way, all eleven of them transform into **Caryatid Columns** which attack any creatures in the room and pursue to the limits of this dungeon level.

If the pillars are destroyed, the room will collapse in 1d10+20 hours, causing areas S32, S34, S35, S36, and S37 on this level to collapse and slide down the mountainside, as well as S26, S27 and S28 on the level above to collapse and slide down the slope. In addition, all of the Watchtower (The Pile area T) will tumble down the slope.

S33A. The Keeper of the Faith

Delicate hanging silver chains form a curtain at the entryway. Through the chains, while details can't be easily seen, it is clear that a dark vaguely human shaped figure sits unmoving

This is the **Keeper of the Faith**, a knight cursed with immortality who has gone somewhat insane. He doesn't respond to commotion in the Hall of the Eleven Pillars of Faith (S33), even if the pillars animate or the hall collapses.

If anyone enters the alcove, the Keeper will stand silently and wait for a question. He wears black ancient, pieced together plate armor and a helmet bearing dragon wings with a tiny dragon perched atop.

- If a question is asked about the True Faith or any of the Eleven Virtues, the Keeper will answer in a raspy and whispering voice.
- If an inappropriate statement or question is raised, he will remain silent.
- If blasphemy occurs (or if the Keeper is attacked), he will attack (longsword with +2 to hit and +2 to damage).

After 5 minutes, if no question is asked, the Keeper will hold out its right mailed hand and whisper, "Silver." If a silver piece (or more) is put into its hand, or if the request is ignored, the Keeper will sit back down and ignore intruders unless personally molested or questioned about the True Faith and the Eleven Virtues.

In the alcove, in addition to the silver chains and the Keeper's armor and sword, the Keeper sits on a chest covered with a badly damaged tapestry.

Inside the locked chest (the Keeper has the key):

- a well-worn velvet sack with 1298 silver pieces (he placed one silver coin in this sack each year of his curse of immortality; the first coin was minted over 1400 years ago)
- a gold-plated bronze medallion of the stylized sun
- three scrolls in a leather case (two are maudlin letters from a wife to an absent husband, away at war, the third is still wax sealed with the imprint of The Grand Abbot of Mount St. Garamon, adviser to the High King, Holy See of the Church of the Highlands – within is a magical page that commands the bearer to "advise the petitioner and defend the faith for all of time." The bearer of the scroll is double cursed: never dying, but only able to "advise the petitioner and defend the faith." Remove curse cast at any level ends the curse on the individual (though not the power of the scroll). In the Keeper's case, if remove curse is cast, he crumbles to dust and his armor and sword fall to the floor in a clattering heap. Dispel magic destroys the scroll.



Roll
1d4

Random Additional Treasure

1	A magical hourglass (stops time for 1 minute, usable once a week)
2	A magical gold coin (glows in the presence of silver)
3	A dragon's tooth (14" long, can be used as a magic weapon, +2 to hit, 1d4+1 damage)
4	A charm – a small silver skull with a pentagram inscribed (when worn, protection against detection by undead)

S34. – S38. The Last Stand of the Brothers of the Chain

All doors in this area are locked. The keys are found in the pool at S38.

These rooms share a few things in common. Each room is:

- cloaked in magical darkness (corridors connecting are not) – continual light will dispel, but destroys the light spell so leaves the room in normal darkness...
- littered with armored corpses (platemail with decorative silver chain, sword, shield) which will animate if disturbed or if the magical darkness in the individual room is dispelled
- one or more walls covered with religious graffiti, some very fresh, some bordering on blasphemy

S34. Ruined Kitchen

Seven corpses here will animate 1d12 turns after being disturbed as **Unquiet Dead**.

S35. Ruined Common Room

Benches, tables, a desk and a few chairs – mostly dry rotted and crumbling.

18 corpses are sprawled on the floor and on tables.

One rises immediately as a **Haunt**, the spirit of which will attempt to possess mortal intruders: clerics first, then warriors, then others. It's unfinished task was to kill all of the Brotherhood of the Chain, so a possessed mortal will begin hacking at any corpses of that remain in the room, and then seek any Brothers that the being had previously encountered but had allowed to escape.

1d12 turns after being disturbed, the remaining 17 corpses rise as **Unquiet Dead**.

S36. Private Chapel

Water has destroyed caused mold and rot among all the wooden altar items and tarnished a silver chalice and two silver candlesticks, now lying on the floor beside the corpse of a man dressed in priestly garb. If disturbed, the corpse rises as an **Unholy Priest**.

Where the pool of water slowly flows across the floor here has eroded under the stone floor. So, while 1" of water flows across the top of the floor, if walked on, the stones will give way, falling 4' to the rocky streambed below. The water continues to the southeast and flows out a crack in the side of the mountain.

S37. Vestry

Moldering priestly garments hang in the southern alcove, hooks on the north wall contain moth eaten red silk hooded robes.

Leaning against the north wall, behind the red robes, are 4 **Zombies**.

The floor to the south has flooded and eroded away, leaving a 3' deep trench at the bottom of which is a human skull with crossed keys carved into the forehead and containing three gold teeth (worth 50 gp each). This is the **Skull of Saint Garamon the Pious**. The skull can be used as an oracle by worshippers of the Light or followers of Sta. Garamon. If the faithful ask a question, once per week the skull will speak an answer as per a spell like Commune, Contact Other Plane, Legend/Lore, etc. The answer is never given immediately. The petitioner must pray for at least 4 hours before asking the question and then the answer will come in 1d6 days.

If a non-faithful person asks a question of the skull, or if the teeth are removed or the etching on the forehead is marred, the skull will continue answering questions, but a demonic being from the Outer Darkness will speak through the skull instead of the power of Saint Garamon.

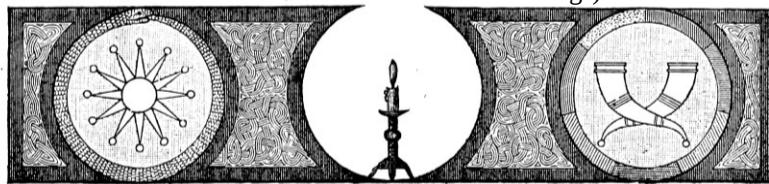
S38. The Chapter House

A large (and deep) pool of water has claimed about half the floor here. Hanging in the southern alcove is a tattered tapestry bearing crossed keys bound in a silver chain on a field of a stylized radiant sun. Beneath the tapestry is a small stone table with several small items on it: a tarnished silver dagger, a tarnished silver chalice, a book of the *Rule and Order of the Brotherhood of the Chain*, and two 4" **Black Cubes** (tiny Gates to the Outer Darkness – concentrating on the cube attracts the attention of a random being in the Outer Darkness cumulative 10% chance per round of concentration).

Nine corpses stand at attention here in three ranks, facing the tapestry. These are 8 **Zombies** and one **Skeletal Warrior** (center corpse).

The pool is 9 feet deep, though the bottom 4 feet of pool is filled with 32 skeletal corpses which will rise, if disturbed, as 1-3 **Skeletal Horrors**.

At the very bottom of the pool (beneath all the bones) is a magical longsword (**The Sword of Light** a longsword +2/+4 vs. demons and other creatures of the Outer Darkness, 1/round casts continual light on command, detect evil on command – the wielder must spend 1 hour each morning in prayer to use any special abilities. This is not usable by evil creatures/beings).



S39. Chamber of the Inquisition

This large natural chamber is bathed in magical light, radiating from a brightly glowing object in the center of the ceiling. The walls are painted white and covered with red, glowing script. At the very center of the room, beneath the glowing object, is a large wooden device like a rack or some other torture device. The floor is immaculately clean.

Any evil beings will feel uneasy in the light (save vs. spells or be reluctant to enter).

The rack is a magical device used by the Brotherhood to illicit a conversion of their demonic captives. The yoke from area S32 fits on the top of the rack and the being's feet and arms are splayed out so the creature is at an angle facing the glowing object in the ceiling, which is **Heaven's Blessing**.

This artifact is a diamond (worth 1200 gp) with a ritual magic spell cast upon it which draws light from heaven itself. The light acts exactly as natural sunlight does against vampires and other creatures who are sensitive to sunlight and if held forth, boosts a cleric's ability to turn undead by 3 character levels and makes even un-turnable undead lose initiative when in view.

The red script on the walls are Holy Scriptures written in demon's blood (which seems to glow in Heaven's Light).

In the alcove between S39 and S40 is a dormant **Silent Death**, the only hint of its presence is a slight "shimmer" to the air in front of the door to S40 (the death occupies then entirety of the shaded space).

S40. High Inquisitor's Chamber

This cave is piled with destroyed furniture, shattered porcelain, ripped and crumpled scriptures and other books.

Standing amid the ruin is the corpse of the High Inquisitor, now an **Unholy Priest** who has been trapped here by the light of Heaven's Blessing (S39) and has gone quite insane in his rage.

- If the light in S39 has been extinguished, he will attempt to flee once the door is opened.
- If the light remains, he will attack any who enter the cave.

Among the debris can be found: 398 gp 214 sp, velvet bag containing nine rubies (45 gp each), a threadbare smock sized for a child, a blood-stained bag containing a mummified cow's tongue, a miniature bone idol of the revered hymn-writer Asdonian strung on a hempen thread bracelet, a barber-surgeon's case holding a knife, pliers, clamp, bone saw, a bottle of (long dried up and dead) leeches, filthy glass phials and jars for sample collection, a crumbling copy of a tome entitled *The Physick of the Infernal*, stained rags, and a pair of roughly-made manacles but no key.

S41. Antechamber of the Guardians

The door here is locked. No key.

Inside stand four statues, 9' tall, depicting Brothers of the Chain in full armor. These are **Marble Guardians (Small)** and will bar anyone not wearing a ceremonial silver chain and offering the statement, "By the Light and by the chain, let me pass."

The Marble Guardians will be aggressive in preventing intruders from approaching the secret door (which is neither locked nor trapped), but will only use lethal means if one of their number is physically damaged.

S42. Guardians of the Past

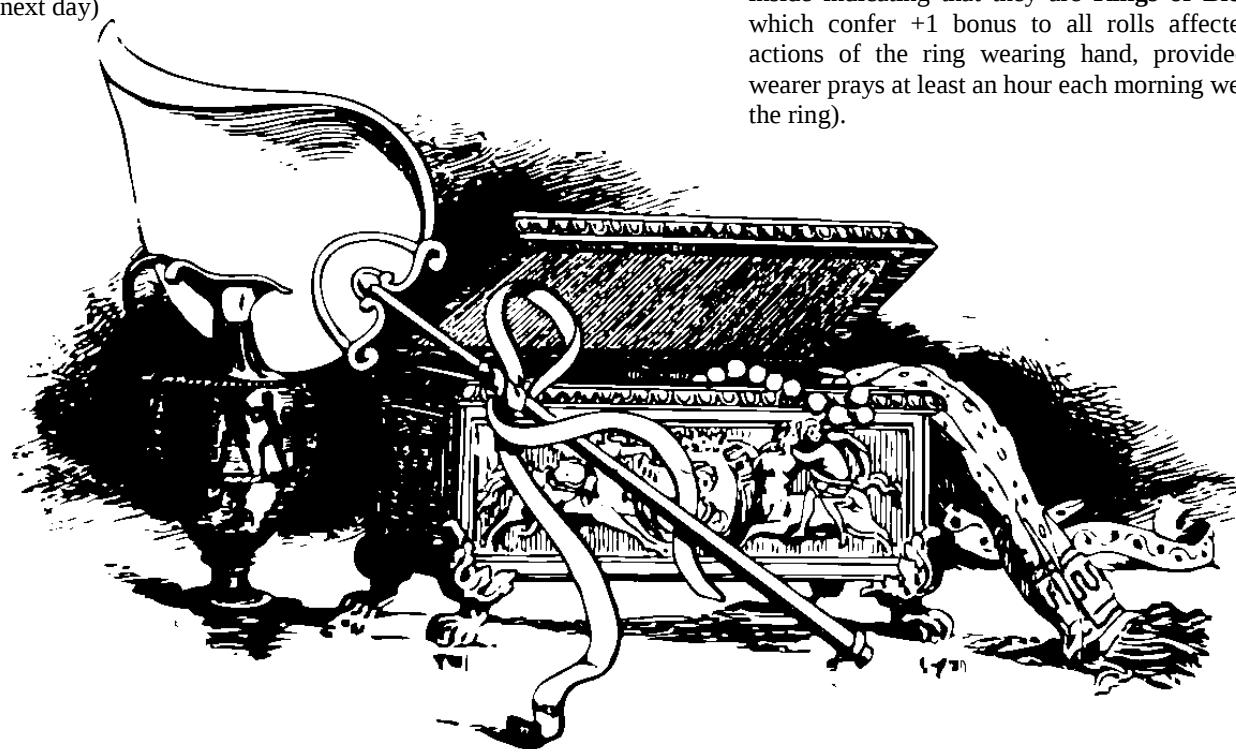
Roaming this empty room and L-shaped corridor are four **Bound Watcher Demons** who challenge any mortal being who comes through the doors. The command for them to stand down is, "Blessed is the Watchman who watches in the Light."

They are bound to this area by **Spirit Chains** which link the demons to a stone carved stylized sun in the center of the ceiling of this room. If the stone is damaged in any way (perhaps from an area effect spell), the demons will be released. If such happens, they are 80% likely to simply vanish to the Outer Darkness.



S43. Treasury of the Silver Chain

- Five spools of ceremonial silver chain (600 gp each)
- Four chests
 1. Books on demonology and exorcism
 2. Books of prayers for binding and protection
 3. Books of the lives of heretical saints (at the bottom is a **magical silver stylus** which can be used to translate any writing – 100 words per level of the user per week)
 4. Books of religious poetry and psalms (at the bottom of this chest is a **bone flute** which, when played by a follower of a saint will boost the morale of all the faithful who can hear it - +1 to all rolls)
- A clothing rack with 9 robes on it, each a different shade of red: the **Holy Garb of Saint Garamon the Pious** (wearable by LG followers of the saint, confers a bonus of 4 to armor class in addition to any armor or other magical protection worn, though the wearer must pray for 1 hour each at dawn, at noon, at sunset and at midnight to receive the blessing of the protection the next day)
- Shelves on the northern wall contain 14 folded banners and standards. One is a **Banner of Hope**, a battle standard that increases morale by 1 point for all allies who can see the banner while it is fully unfurled.
- Shelves on the southern wall contain six jewelry boxes:
 1. 47 gold plated brass medallions of the stylized sun
 2. A crown box, containing the true crown of the High King of the Highlands, a diamond and ruby studded royal crown which increases its wearer's Wisdom by 4 and Charisma by 3.
 3. 18 uncut rubies (worth 30 gp each unless cut and polished which triples their value)
 4. 14 plain gold bands (worth 50 gp each)
 5. 22 plain gold bands (worth 50 gp each) and a diamond and ruby set ring (large diamond flanked by 6 rubies – worth 1200 gp)
 6. Empty (false bottom containing three plain gold bands, each with invisible magical writing on the inside indicating that they are **Rings of Blessing** which confer +1 bonus to all rolls affected by actions of the ring wearing hand, provided the wearer prays at least an hour each morning wearing the ring).



T. Watchtower

The top floors (above T2) of the watchtower have rotted away and parts of the tower walls above T2 have fallen away. The remaining levels of the tower are heavily damaged and piled high with debris. The locals all avoid the tower because of the spirit that haunts the first level.

T1. Haunted Chamber

The walls of the tower are burned and crumbling. This chamber is choked with blackened and cracked stones and charred and rotted timbers. If any mortal being enters the chamber, a translucent figure will appear before them: a bloody and dirty knight, holding in his left hand his own head by its hair, a very real sword in its right hand.

The rubble is unstable: just moving through this chamber requires a single Dexterity check. Combat in this chamber requires a Dexterity check each round. Use the following table for results of a failed Dexterity check:

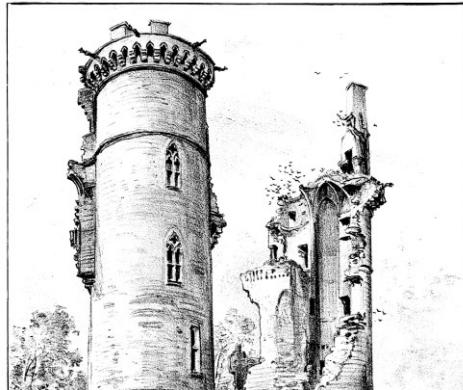
Roll 2d6	Simple Action Failed Check	Combat/Complex Action Failed Check
2	Fall	Fall, lose initiative for current and following round, prone (lose shield and dexterity bonuses to AC)
3-4	Stumble	Stumble, lose initiative for current round, sprain wrist or ankle trying to catch balance (25% chance for each hand/foot)
5-9	Lose Balance and almost fall	Lose Balance and almost fall, lose initiative for current round
10-11	Stumble	Stumble, as above
12	Fall	Fall, as above

The **Raging Haunt**, the undead spirit of the **Seneschal, Grand Protector Hallaran of the Dale**, blocks passage through the ruins of the tower.

If engaged in combat, the figure will flee with the sword if reduced to 10 or fewer hit points

Massive damage (such as a fireball or a critical hit or the like) will cause the spirit to dematerialize, dropping the sword, and rematerializing in the underchapel (T6, below)

The sword, **Lifeguardian**, is silver plated and very dull (-1 on damage rolls), but does double damage vs. lycanthropes and undead and can detect lycanthropes and undead 4x/day. The Raging Haunt cannot activate the sword's special abilities.



The iron ladder which climbs 18' up to ruined level 2 is badly corroded at the top. If more than one person climbs the ladder at the same time, it will pull away from the top and crash down causing 1d6 hp of damage for anyone 10' or higher on the ladder. All who fall must make Dexterity checks as above.

The small southern room is immaculately clean. Three small (6"x8"x4"), **wooden boxes** sit on a shelf on the north wall (dust free, if anyone asks).

- Box 1: Locked, Teakwood inlaid with ivory and silver in a Celtic knot geometric pattern, worth 120 gp (half is lock is broken): 33 worn ancient silver pieces, each with a different saint's profile on the face and the phrase (in an ancient language) "All are worthy of the Light" on the obverse. Each is worth 5 gp to a collector.
- Box 2: Locked, Rosewood, worth 30 gp: 3 flawed diamonds (worth 50 gp each). The "flaws" are actually tiny inscriptions of incantations to summon and bind a demon. Using the diamonds in such a way destroys the diamond.
- Box 3: Broken lock, damaged lid (pried open): velvet lining indented in the shape of a large key. This box attunes the **Key to the Kingdom** (found in area M14 with the remains of the Abbot).

The **trapdoor** in the floor is not locked or trapped.

T2 Campfire and Corpse

The skeletal remains of a woman, in tattered leather armor, lies next to the coals and ashes of a month-old campfire. A grappling hook and 50' of rope lay coiled near the debris pile under the shattered wall. Beneath the corpse is a shortsword, a leather bag with 120 sp, a dagger (+1, glows faintly on command) and a ring (simple silver band, wearer gains immunity to lycanthropy).

T3. Foundation

The walls here are solid. In the southeast corner of this semi-circular room is a well which dips into an underground fresh water stream 20' down. Carefully hidden in the wall behind the well is a **secret door**. It is operated by twisting a small decorative stone on the wall beside the well. Turning the stone clockwise two times unlocks the door. Turning it counterclockwise causes the door mechanism to break.

T4. Cavern of the Heretic Monk

The stone stairs wind down a natural crevice in the bedrock and open into a large natural cave – to the north, 10' above the cave floor, is another cave opening (T10) and to the west the natural cave gives way to worked stone and a corridor goes off to the south.

When a mortal creature comes to the bottom of the stairs, the floor right beside the stone steps erupts in a shower of stone and dirt, and a creature leaps out – **Bonnagar, the Heretic** who, in life, espoused the way of the Brotherhood of the Chain, in death has become an **Unholy Priest**.

Bonnagar will take 1d4 rounds to assess the mortal creature who interrupted his eternal unrest. If not attacked, the Unholy Priest will hold out its bony hand, holding a ceremonial silver chain. If the chain is taken, kissed and returned (or another gesture of respect is performed), the creature will not attack. If a blessing is cast upon the creature, it will collapse in a heap as its spirit escapes the mortal coil. It will rise again in 1d3 days, now possessed with the knowledge that it cannot be redeemed, and it will try to track the creature who blessed it for revenge. If it is defeated in combat, it will rise again in 1d3 days possessed by a minor demon spirit. Killing it, sprinkling the corpse with holy water and casting a bless spell on the corpse destroys it completely

T5. The Unsleeping Host

Two statues flank the eastern entrance to this room. If a mortal being passes without bearing in some way the ceremonial silver chain, the statues animate as **Caryatid Columns** and attack the intruders.

Five niches in the walls here each contain a bas relief scene of an army of knights riding forth in battle – clockwise from the niche in the southwest:

- Knights in full armor kneeling and praying before a robed saint;
- Knights in full battle array on horseback riding in formation;
- Knights charging, led by the robed saint now on horseback, attacking a demonic figure;
- all the Knights lying dead at the feet of the demon, the saint with a sword at the demon's throat;
- all the Knights arrayed in rows, as coffins, while the saint stands in radiant light over the now kneeling demon, who has a halo of light around its head.

Buried behind these five niches are 20 knights, the **Host of the First Silver**. Dead but awaiting a call. Legend says when the land is in great need, the host will rise again. The truth is that if the **Horn of the Silver Host** is blown, anywhere in the world, these twenty knights will burst out from behind these niches as **Skeletal Warriors** and come to the aid of the one who signaled with the horn.

T6. The Altar of the Silver Head

If the **Raging Haunt** has fled T1, it will be hiding here, behind the southern drape.

Large red velvet curtains surround the western cove of this cavern (obscuring the passage to the north). The drapes are dry-rotted and will fall to pieces if handled.

An altar table with four silver candlesticks shaped like human forearms with hands, and a full (human sized) head made of silver: the face bears a calm expression, eyes wide open, with a circular talisman (tarnished brass) on the forehead: the back of the head, formed in the silver waves of the hair, is the face of a demon depicted with a squint-eyed grimace of agony.

The candlesticks are magical: if candles are lit in all four, the smoke created allows a person within 5' of the candles to speak to the spirit of the silver head (save negates the effect). Those who speak to the silver head are actually contacting a powerful demonic spirit who will attempt to corrupt the petitioner.

The two-faced head is solid silver and non-magical, worth 3500 gp for silver alone, much more to a collector (about 12,000 gp). However, the head is also a powerful symbol of the Brotherhood of the Chain and if the silver head appears in circulation, adherents of the tenants of the Brotherhood – and their enemies – will take great pains (or inflict great pains) to discover who defiled the order and debased the symbol of the Brotherhood of the Chain.

NOTE: Activity here is likely to draw the attention of the **Eternal Guardian, T13**.



T7. Bedroom

An unadorned bedroom in disarray. An icon of St. Ashar has been broken in half, scratched and defiled, and cast into the corner.

The ceiling of this room is heavily coated with spiderwebs. If investigated, the long-dried husk of a giant Carrion Spider will drop from the ceiling. Also among the webs are two small bundles tightly wound in spider silk:

- The desiccated body of a human child wearing a silver ring (with the symbol of Clan Donneral embossed). This was Prince Angus, lost 60 years ago. His Great Nephew rules at Dun Donneral today. Returning the body to the clan will garner a healthy reward. However, if the body is moved without first consecrating it, the next night at midnight Angus will rise as a **Silk Mummy**.
- A leather pack containing 47 gp, 119 sp, a dagger, a jeweled comb (rubies, 85 gp) and 14 sheets of parchment. Two of the sheets of parchment have invisible writing on them (heat will reveal the writing): one is a **Hold Person** spell, the other is a **Fireball** (8HD) spell. If another spell is overwritten on these sheets, there is a 90% chance that the new spell will co-mingle with the invisible spell and create a hybrid of the two spells (10% chance that both the new spell and the invisible spell are spoiled).

T8. Meeting Room

A large oak table with twelve chairs, a plush red rug covering the center of the floor (300 gp), nine unlit torches in sconces around the room and a candle filled chandelier hangs from the center of the room.

Undead shun this room and if a bless spell is cast on the chandelier, the light from the candles, while in this room, will function as a protection from undead/protection from evil spell, 30' radius.

T9. Unquiet Dead

Three beds with desiccated corpses dressed in night clothes lying under moldering blankets. Once the room is entered, the three will rise as **Unquiet Dead** in 1d4+3 rounds and begin to track the intruders. Under each of the beds can be found 1 set of well-preserved priestly robes, neatly folded, an ironbound chest containing a full suit of platemail and a sword in a plain leather scabbard.

T10. Observation Post

This chamber is about 10' above T4 to the south. Two wooden stools, a pouch of very old tobacco, two clay pipes and corked bottle half full of a dark brown liquid (a particularly fine whiskey).

The north wall has collapsed. If investigated, the wall/floor collapse leads to an open space moving downward, through which the Storehouse dungeon might be accessed (S19A). If the crawlspace isn't cleared and shored up (taking about two person hours), there is a 25% chance per intrusion that the tunnel will collapse.

T11. The Spoils of Spiritual Warfare

NOTE: Noisy activity here is likely to draw the attention of **The Eternal Guardian, T13**.

In the corridor are a number of empty wooden boxes, lids thrown open.

Behind the moldy black velvet curtain here are five chests.

- Chest 1: Twenty different idols, most of minor demons, but three are effigies of the old gods and two are major demon lords.
- Chest 2: Seventeen skulls strung together with ceremonial silver chain. **Magical:** if strung in a line (about 20 feet long, one skull about every foot of chain), the skulls' teeth begin chattering in the presence of an invisible creature.
- Chest 3: locked. Magical armor, the **Armor of Holy Presence:** a breastplate, a leather belt, leather boots, and a shield with a stylized sun emblazoned on it. The armor is normal armor unless in the presence (50' radius) of a demonic being, in which case it functions as platemail +4 and grants immunity to fire and missile weapons, provided all the pieces are worn.
- Chest 4: locked. Magic sword: **Spirit Sword**, Sword +1, +4 vs. demonic creatures, detect evil on command, ethereal travel once per week.
- Chest 5: A large bundle of sheepskin wrapping four ancient, well-worn leather-bound books:
 - *On the Perils of Taming the Darkness*, a handwritten treatise by St. Garamon the Pious himself warning of the dangers in trying to move demonic beings to repentance – the final pages are a strong diatribe against taking such actions as the saint was convinced that beings of the Outer Darkness are either beyond redemption, or “at the holy mercy of the Light.”
 - *An Interlinear Gloss of the Perils*, an anonymous hand-written manuscript which quotes the entirety of *The Perils of Taming the Darkness*, with notes, corrections and commentary inserted line by line in very small handwriting.
 - *The Scriptures of the North*, an illuminated manuscript of traditional, orthodox holy writings interspersed with Northman philosophy and mythology.
 - *An Historie of the Old Faith of the Hilande Peoples*, a handwritten manuscript of some 400 pages detailing the “pagan gods” of the Rosewood Highlands. The author (one Aristolan the Exalted) posits many theories as to the final fates of the old gods spending the most time theorizing that they became renamed as Saints of the Holy Church.

T12. Ghost of Past Sins

The door to this room is locked. Activity here is likely to attract the attention of **The Eternal Guardian**, T13.

Inside is a well-furnished prison cell. Lying on the bed is the perfectly preserved corpse of a noble looking middle-aged man. When the room is entered, the occupant responds differently depending on who enters:

1. If a woman enters, regardless of whether bearing a chain or sun, a non-corporeal figure appears, the ghost of the corpse on the bed, silently beckoning the woman to move over to the body and the figure will attempt to mime burying and praying a blessing over the corpse, but can make no sounds.
2. If a man enters the room visibly bearing a stylized sun symbol, the ghost will wait, invisible, to discern the intruder's intentions: if seemingly benign, the ghost will act as above, if malignant, the ghost will act as below.
3. If a man enters the room visibly bearing the ceremonial silver chain of the Brotherhood, the ghost will attack, attempting to drive the intruder from the room, after which the ghost will slam the door and lock it again (if possible). The ghost will not hesitate to kill a man bearing the silver chain if he will not leave the room.

Lying on the bed is the earthly remains of, Canerlic, Earl of Taraban, eldest son of the Duke of Greentree Hill. The Earl was kidnapped by the Brotherhood of the Chain 50 years ago. His great-grandson is the Green King (or the Bandit King, or the Yearning King), Canerlic of Greenhall. Canerlic will pay handsomely for evidence of his namesake great-grandfather's fate.

The Earl wears a ring bearing the seal of Greentree Hill on his left hand (a gold ring, a stylized tree atop a hill) and a simple brass ring on his right pinky (a **Ring of Preservation** which, when placed on a dead body, prevents decay from touching the body).

If the body is buried in consecrated ground (in the Parish Cemetery, for example) or simply buried and the grave blessed, the ghost will disappear in an explosion of yellow light and all who see the explosion experience the effect of a Bless spell for 2 hours.

T13. The Eternal Guardian's Rest

The corridor and descending staircase to the south have collapsed.

The walls of this chamber are lined with weapons – hundreds of swords, daggers, spears and the like and some more esoteric weapons like three-bladed daggers or hook-swords or bolas. Virtually any non-magical type of weapon can be found here. Each is 60% likely to be serviceable.

In the center of the room, if not encountered before (T6, T11, T12) is **The Eternal Guardian**. Seated on a stone throne, the Guardian is vaguely man-shaped, with grey glittering skin. It makes a low hissing sound all the time. If roused, the Guardian lurches up and forward, to attack.

The Eternal Guardian is a "creature" entirely made up of a swarm of small carnivorous beetles (hundreds of thousands) which moves in human shape in a horrifyingly graceful, flowing manner. The Guardian can separate and reform within one round.

Damage of less than 20 hp in a single round immediately regenerates.

If more than 20 hp damage is dealt in a single round, the individual beetles of the Guardian drop instantly, scattering for 1d6 rounds, then reforming as an Eternal Guardian of 2 HD less.

Edged weapons do a single point of damage (no strength or magical bonuses), blunt weapons do full normal damage with each successful hit (plus strength or magical bonuses). When a Guardian's attack roll score is a natural 20, the creature envelops the victim it is attacking, paralyzing the victim and doing full damage each subsequent round unless 20 or more hit points of damage is done to the creature (and the victim!) in a single round. Save (vs. paralysis) to be negate the paralyzing effect of the enveloping attack.



U. Parish Cemetery

Hundreds of marked graves, spanning some 400 or more years ago to last year, and thousands of unmarked graves in a 30+ acre cemetery bounded by wild and unruly hedgerows.

This is hallowed ground. The Chaos Spirit will not attack anyone in the parish cemetery nor will a possessed person enter the cemetery willingly – the Chaos Spirit will do everything in its power to prevent the person from entering the ground.

If the possessed person is forcibly moved into the parish cemetery, the Chaos Spirit will leap from him or her, save vs. spells or be knocked unconscious for 1d4 hours and make a second save or suffer amnesia (permanent unless some type of cure magic is cast on the victim).

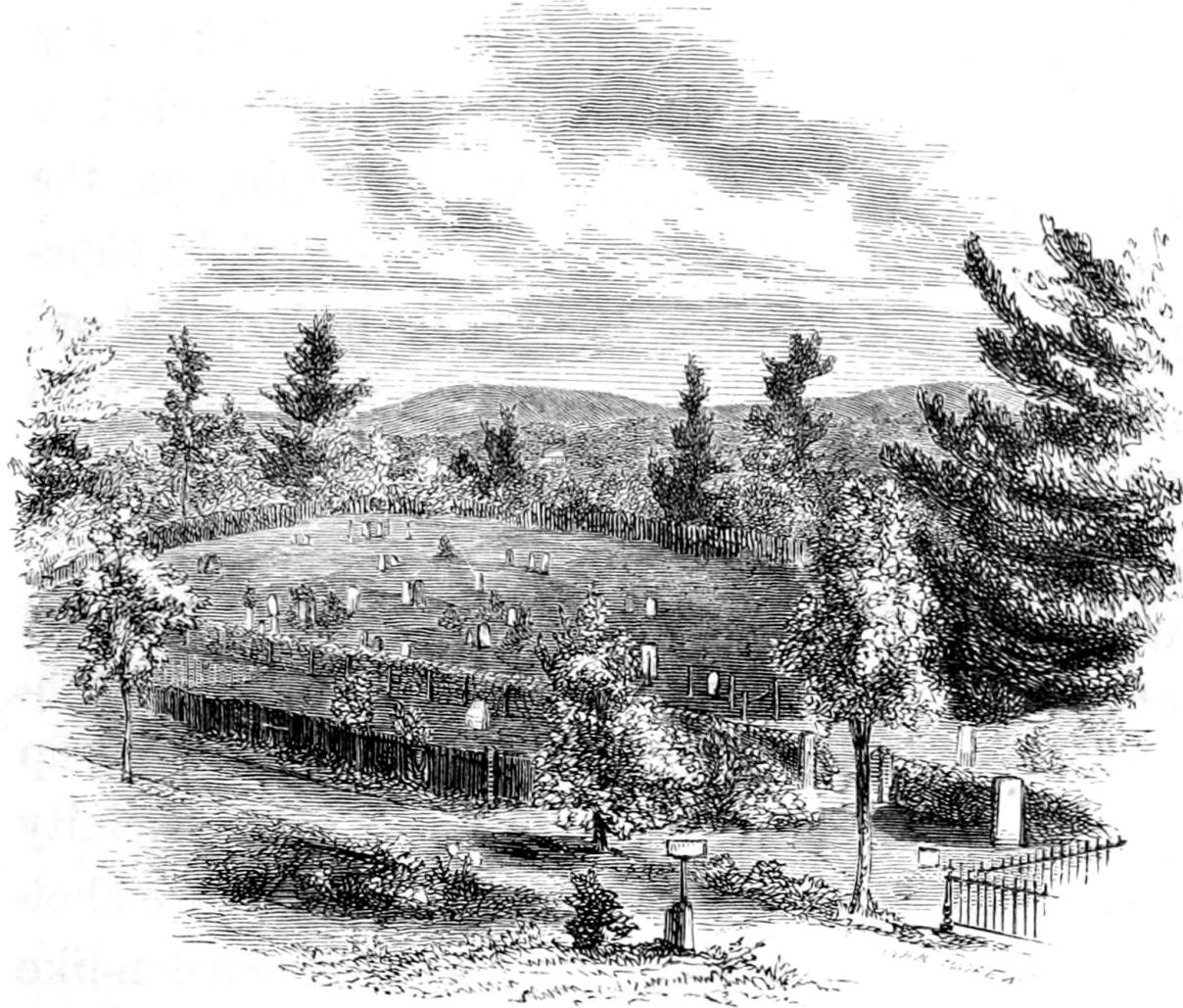
If any part of the cemetery is desecrated, the dead will rise. If this happens, the village will be overrun by undead within hours, all the villagers will be killed and will rise again as undead spreading out across the countryside (barring intervention by the party), and the Chaos Spirit will attack PCs every hour until it is successful.

Desecrated Cemetery Encounters

Roll 2d6	Undead Encountered
2	3 Wights, 4 Wraiths, 2 Raging Spirits, 9 Zombies, 19 Skeletons
3	4 Wights, 13 Zombies
4	1 Wraith, 8 Zombies, 9 Skeletons
5	32 Zombies
6	24 Skeletons
7	18 Skeletons
8	8 Zombies and 4 Skeletons
9	21 Skeletons
10	33 Zombies, 1 Raging Spirit
11	2 Wraiths, 11 Zombies, 9 Skeletons
12	8 Ghouls, 3 Ghasts, 21 Zombies

NOTE: desecrating the cemetery ignites an apocalyptic event in the Highlands. The dead from this cemetery will rise and wreak havoc throughout the countryside, desecrating any further cemeteries encountered, causing those dead to rise...

For purposes of this adventure, an unlimited supply of undead are encountered from this cemetery if it is desecrated.



FALLER VILLAGE REGION

Elis Mael, The Forester's House

The Forester's home is a three room house with a small shack tacked on the side. **The Forester (Elis Mael)** and his daughter (Lyra) and adopted son (Eadin) live in the main house while his cook (Gwynnian) and three servants (Cynan, Llyr and Madoc) live in the addition.

If the party approaches the house, Gwynnian is pacing back and forth, worried because "The Master" is out tending to his business and the children have wandered off. She has sent the servants looking for the children. (They may be encountered in the wilderness...)

In the kitchen (located in the addition) is a large pot of water simmering, smelling of cumin and bay leaf. Gwynnian is a **Changeling Witch**. Good-hearted but having no human emotions, Gwynnian wants to cure Mael of his curse and she is convinced that she can do so by boiling his adopted son and serving Mael the resulting soup...

The children discovered her plot and ran away.

While Gwynnian doesn't reveal this information to strangers, she will offer 100 gp and free room and board (she will kick the servants out of the shack) for a month to anyone who can find and return the children.

The Forester's house contains normal furnishings, a huge cave bear rug and a magic pitcher (porcelain, painted with roses, any liquid placed in the pitcher becomes pure water; volume 1 quart, effect usable three times per day). A massive mounted elk head hangs above the door and in Mael's bedroom are many mounted trophies from squirrels and rabbits to a giant moose head.

All of the mounted animal trophies are magical. With the correct word, they become animate and obey simple commands. The moose head can even talk, though it has a moose's intelligence and a moose's attention to what might and might not be important...



The Orchards of Macon Angun, the Applemaster

Hundreds of apple trees of several varieties. **Macon Angun** also has taproom where he serves apple cider and apple wine... and is a Hedge Wizard (apple magic!)

Shacks with 27 bonded servants (literally magically bonded) who work the orchards and taproom.

For game purposes, Macon is considered a 5th level spellcaster but all of his magic is apple related. He has available: 843 gp, 1344 sp, a **Potion of Healing** and a **Wand of Polymorphing**.

He can, at will, cast *Sweeten Apples*, *Sour Apples*, *Ripen Apples*, *Rot Apples*.

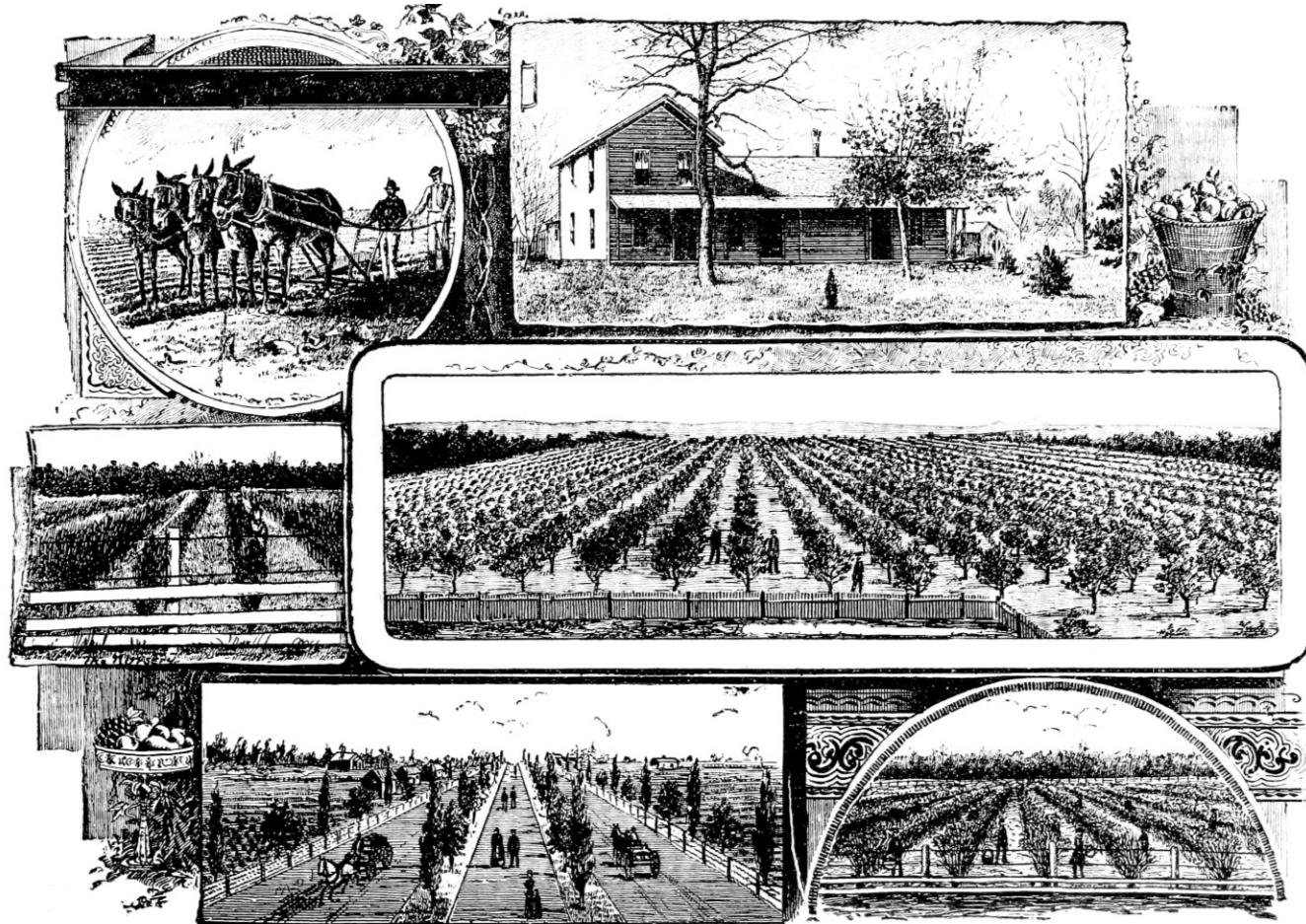
In addition, three times per day Macon can cast *Enchant Apple* with one of the following effects:

Poison	Cure Poison
Cause Disease	Cure Disease
Harm (damage 1d8 hp)	Heal (cure 1d8 hp)
Charm	Sleep

A single bite of the enchanted fruit conveys the magic from the apple to the eater of the fruit, thus expending its full effect on the creature who takes the first bite. An enchanted apple loses its magic in three days (and becomes unappealingly rotten immediately).

Macon has been experimenting with drying enchanted apples and is convinced he simply needs to find the right additional ingredient to add while casting his spell. He will pay (with cider and enchanted apples) for special ingredients (use the following chart or choose):

	1	2	3	4
1	Eye of Newt	Witch Hazel	Wolfsbane	Moss (Vaulted Cells, Pile Area G)
2	Holly	Poison Ivy	Demon Icor	Dead Man's Dust
3	Goblin Hair	Zombie Flesh	A Piece of a Silent Death	Black Oozing Death, quart, alive
4	Fairy Tears	Dragon Blood	Grey Ooze, quart, alive	Green Slime, quart, alive



The Huntsman

“Old Witchcombe” is what the locals call the huge, gruff man who lives alone in a one room cottage with his six massive brown and black hounds. Behind the cottage is a smokehouse (with a great deal of smoked/smoking boar meat).

Witchcombe is **part Firbolg giant** – he stands 7' tall and has a Strength score equivalent to 20 and a Constitution of 17. He wears all green (even his chainmail shirt is a green hue) and his favorite weapon is a 10' long boar pike with which he and his hounds hunt giant wild boars. He is also adept with a longsword, dagger (the size of a shortsword) and long bow. For game purposes, Witchcombe is a Ranger (12th level) if such a class is used in the system. He is an expert tracker and has expert survival skills. He hates goblins with an unnatural passion.

Witchcombe trades smoked meats with the villagers occasionally, though he rarely enters the village itself (the villagers are more likely to come to him for trading) except on Market Days when he comes to sell his wares. Invariably, he gets so drunk that Bram Mason has haul him back to his cottage in his wagon.

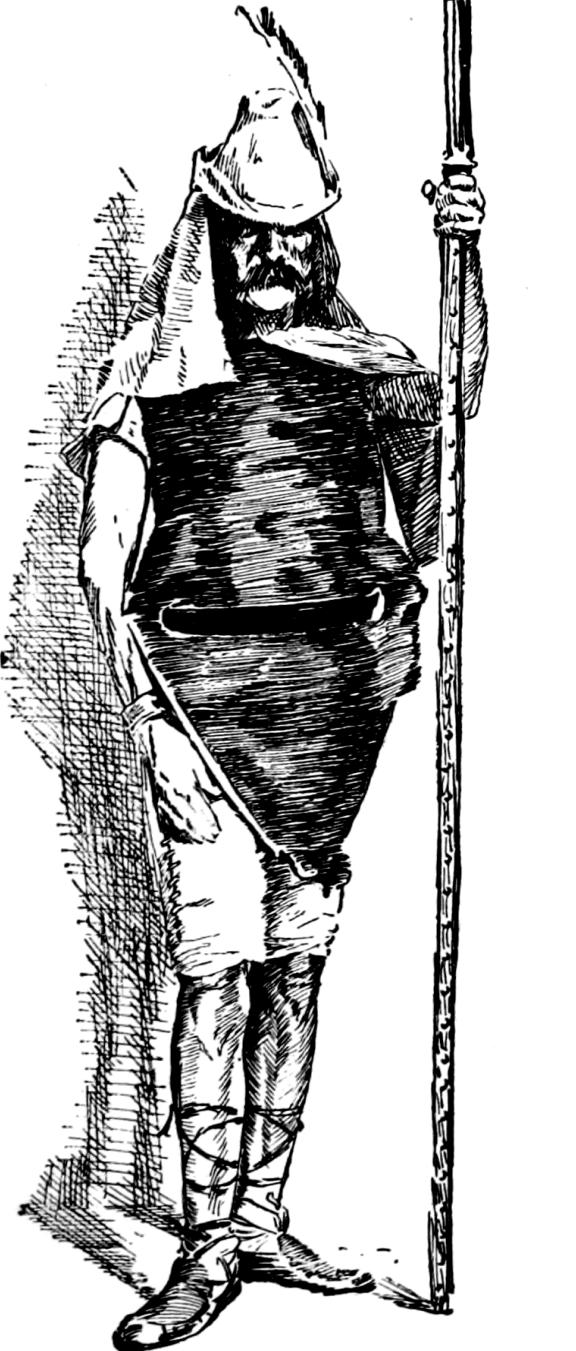
Witchcombe was placed here as a spy for the Firbolg King (in Great Oaks to the West) nearly seventy years ago. Witchcombe fought alongside the villagers against the onslaught of the Goblins and Ogres and now has divided loyalties.

His six hounds are **Fire Hounds (Hell Hounds)**. Standing about 4' at the shoulder, the hounds can track any mortal creature through any natural environment with a 70% likelihood of success. They cannot track any creature with a magical nature or whose method of travel has been obscured by magic. Thus, the trail of an invisible thief, a hasted warrior and a levitating wizard would be un-trackable by the Hounds.

Witchcombe has 1132 gp, 1871 sp, nine rubies (200 gp each), a gold ring (inscribed with the word “Eleyrshall” which is a Firbolg word meaning “Palace of Green Flame,” the name of the Firbolg King’s Hall – when the word is spoken three times in succession, the wearer’s spirit is taken to the Green Flame of the Firbolg King’s hall wherein the spirit is trapped until the Firbolg King releases it).

Witchcombe has little use for the gold and silver he has accumulated (though, of course, he knows how much people value it) so he cannot be enticed with money to act as guide, henchman or to give information about the area (or the Firbolg King). However, he has a weakness for ale and wine and can be easily hired or tricked with strong drink. He is, however, a loud and clumsy drunk (his drunken dexterity is a 4!) and he loses all bonuses in combat, fighting as a Level 1 fighter with average strength.

Roll 1d6	Additional Treasure
1	Marble and Obsidian chess set: white marble pieces are Firbolgs, black obsidian pieces are Goblins.
2	Two large (Firbolg-sized) gold pendant earrings set with diamonds (worth 1200 gp)
3	A stone chalice carved with woodland scenes (doubles the alcohol content in any drink)
4	An intricate leaf sculpture depicting a bride and groom, silver plated.
5	A large oval silver mirror with a pearl handle (worth 800 gp)
6	A silver-plated goblin skull.



Artificer's Mill

The Artificer's Mill will be released as an additional supplement, due to its involved nature.

For game purposes, the Artificer can be considered a combination of a smith and an alchemist, with some limited magical abilities.

The Artificer is **Galen Brookstone**, a gruff and burly man who generally keeps to himself. The Mill is part astrological observatory, part alchemical lab, part forge. Few visitors have been beyond the foyer of the Brookstone's tower and almost no one is permitted to enter the Mill. Consequently, rumors abound about Brookstone's work here.

Menhir of the Sky Saints

This monolith is ancient, and none of the locals really knows who built it. In the pagan days, this was a place to worship the sky spirits, to perform occult rituals and make astrological calculations.

With the coming of the Church of the Holy Saints, the site was re-consecrated to the "Sky Saints," ostensibly making this a holy site. Rumors persist of evil curses and, perhaps, hidden treasure or other dark secrets buried beneath the Monument.

NOTE this area will not be further detailed in a future publication. GMs are encouraged to use the Menhir for their own diabolical purposes.



Old Man Aidan

Once a Knight of the Chain and a powerful Paladin, the years have taken their toll on **Aidan Goodman, Knight of the Thorn and Petal**. He is feeble in body and mind now, and most of the people in the area just consider him to be a crazy old hermit. Aidan spent his "last good years" tracking a werewolf to these parts, to fulfill a vow to his God that he would end the beast's scourge or die trying. He staked the creature with a silver stake and burned the body to ash, but he is sure that the beast infected one or more people in the region...

When lucid, Aidan tells stories of freeing slaves, rescuing fair maidens, battling giants and, of course, tracking and killing the "Wolf of the Five Hills."

While Aidan has little treasure to speak of, hidden behind rags and tattered cloaks in a wardrobe in his bedroom is his platemail armor (Plate +2, decorated with a rose on the breastplate, confers protection from lycanthropy to wearer), shield (**Light In the Darkness**, shield +2, Continual light on command).

Aiden is attended by **Garonan**, a small, hunched and wrinkled man with a long white beard. Garonan wears a long blue sleeping cap all the time and has a map of the Northern Tier tattooed on his hairy, fat belly (which he will show to anyone, for any reason, especially if he is drunk). Garonan is sarcastic, angry and rude, but has a particular love for his master.

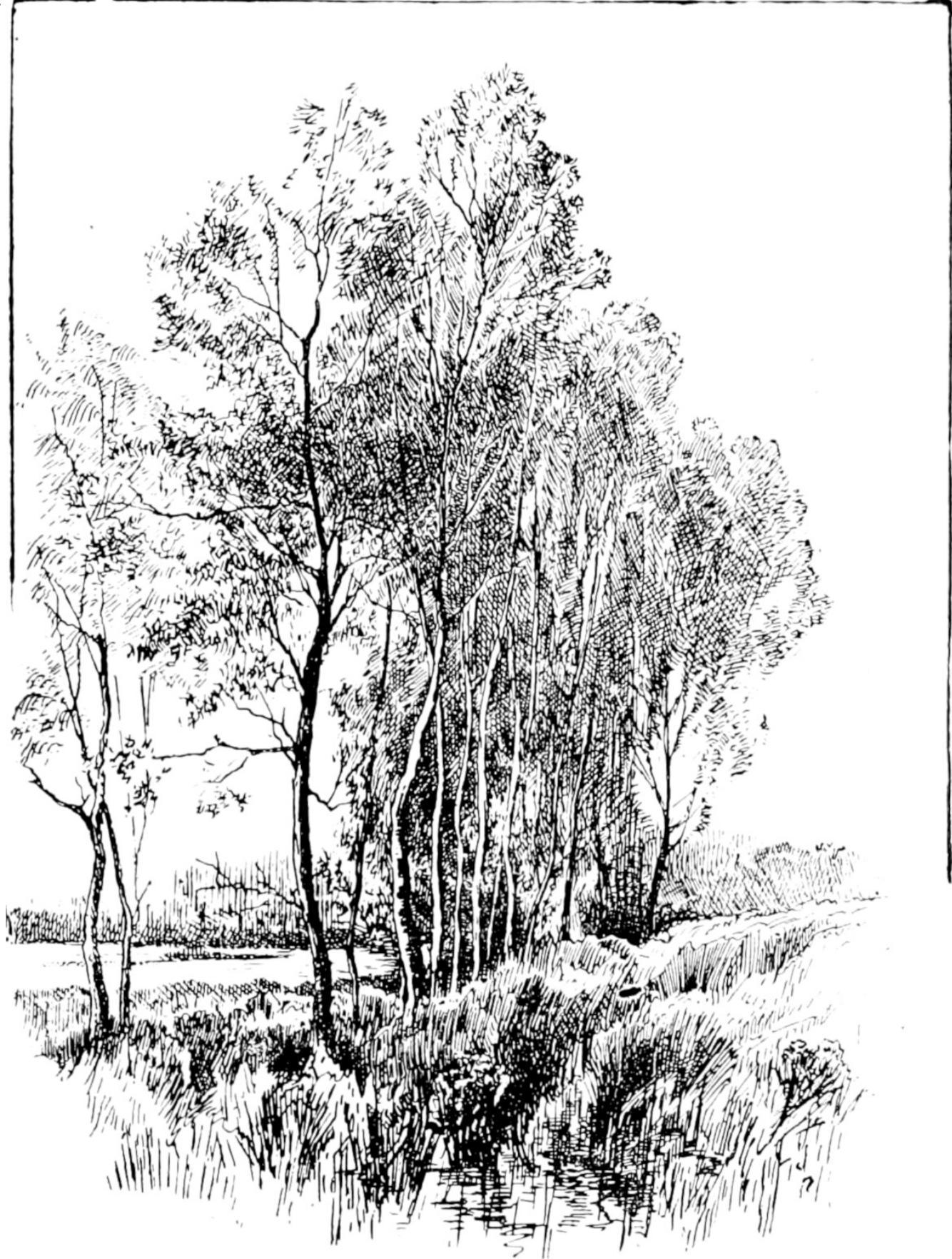
Outlying Farms

There are thirteen outlying farms indicated on the map. The main produce of each farm is also indicated, along with the family name. Each farm has 1d6+3 adults and 1d10-3 children living there. Apart from abundant foodstuffs, warm haylofts and bucolic conversation, farms have little of interest or value: perhaps 1d10 sp worth of valuables.

Each farm is 50% likely to have a young man or woman with one or two above average stats (roll randomly) who might be willing to join a party of adventurers. Parents of said young people are only 20% likely to allow their children to set off on such a dangerous adventure...without some kind of remuneration...

The Hall of the Gnome King

This is a Highlands Location available separately from Rosethrone Publishing. The Gnome King is very reclusive so, while he occasionally sends envoys out to gather information or, less frequently, victims, he does not take intrusion lightly.



THE MUD PEOPLE OF THE SOUTH CAVES

Descendants of a failed magical experiment, the “Mud People” live in caves in the hills to the south of Faller Village and rarely interact with “normal” people. When encountered outside their caves, Mud People wear brownish-grey ragged hooded robes, covering their faces with the hood. They bind their feet and hands with rags. They are often covered in mud. Within their home (the caves) they shed the robes and rags...

Mud people are mostly human – but have some fish-like traits as well, such as gills, webbed feet and toes, elongated faces with wide-spaced, large eyes. Powerful swimmers, the Mud People scour the riverbed for food and treasure. They are not intrinsically evil, but they have a fear and loathing of humans because of past persecutions. Men and women are of equal strength and agility, fighting to defend their home from intruders. Children are non-combatants.

The South Caves

SC1. Meeting Hall

Natural and worked stone walls, very smooth (mud covered) floor

Lighting: Glowing moss pots hanging from the ceiling (half torchlight)

Ambiance: cold, wet, muddy, dripping water, echoing sound

Environment: slippery (Dex check for non-Mud People doing more than walking)

Curtain between here and SC2 (woven human hair)

Inhabitants: **1d4+8 adult Mud People and 2d4+8 children**

Special: Steps to areas 2 and 4 are covered in mud – Mud People traverse normally, non-Mud People must make Dexterity check to climb normally, if running or in combat Dexterity check is at -4 penalty

Treasure: Incidental

SC2. The Nursery

Curtains (woven human hair) covering doorways.

Lighting: None

Ambiance: flowing water (northeast wall), cold, wet whistling noise to the south (SC3)
dull light to north (SC1)
brighter light to south (SC3)

Environment: cluttered with toys and “nests” for 30 children and 4 adults

Inhabitants: **Daytime: 1 adult and 1d4+4 infants, nighttime 4 adults and 26 children**

Special: Steps to area 1 are covered in mud – Mud People traverse normally, non-Mud People must make Dexterity check to climb normally, if running or in combat Dexterity check is at -4 penalty

Treasure: dozens of wooden and metal toys. One blackened toy soldier is solid silver (worth 45 gp) and a wooden toy tiger is a **figurine of wondrous power**.



SC3. The Whistling Hall

This worked stone chamber is supported by three pillars carved vaguely in humanoid shape and a glowing statue of a hooded man stands in the southern alcove.

Lighting: Statue radiates bright light all the time.
 Ambiance: flowing water (behind statue), wind whistles softly
 Environment: fastidiously clean
 Curtain between this room and SC2 (woven human hair)
 Inhabitants: **1 Oozing Black Death** normally lives in the base of the statue. It has been tamed by the Mud People: they leave offerings (bones and offal, plants, etc.) for it. The Death is "trained" to wait in the statue base and come out after people leave to receive its offerings. If people enter the room, it will wait until they leave and ooze out of the base of the statue. If no non-metal items have been left for it, the Death will go seeking: 50% chance it oozes under the door to the west, toward SC5&6 – the Men and Women, 50% chance it oozes down the steps to SC2 – the Nursery. The Death leaving this Hall will raise the alarm in the caves resulting in:

- If the Death encounters a Mud Person child, it will attempt to dissolve it and return to the statue. If it encounters a Mud Person adult or any human-ish intruders, it will attempt to avoid a confrontation. If halflings or dwarves are present, it mistakes them for children...
- Three adult Mud People and Gorsan the Defiled (see SC4) gather the children together beside this statue while the adults guard the entrances to the room. If threatened, they will usher the children into the river, if possible, and direct them to swim to the bottom and hide.
- The remaining adults will split into three groups: one thoroughly searches the caves, one searches the river, one searches the area around the caves looking for both the Death and intruders.
- If the Death is found and it hasn't harmed any Mud People, it will be given several large fish which it will dissolve and then slither off to statue base.
- The search will continue for 1 hour within the cave and river, after which, if intruders have not yet been found, those adults will join the rest searching the area outside around the caves for an additional 2 hours.
- If no intruders are found, the caves will be on alert (all adults armed) for one week.

Special: None

Treasure: None

SC4. Gorsan the Defiled

Lighting: None
 Ambiance: Clean, smells strongly of fish
 Environment: orderly – nest is neat and clean, though oil-stained, two stacks of books (mundane subjects like history and mathematics, three are stories of adventurous tales from the Far South)

Inhabitants: **Gorsan the Defiled** is as large as an ogre, fat, misshapen (much more fish-like in appearance) and very gentle unless enraged. Gorsan smells strongly of fish and his body is very oily. Any non-Mud Person who is within 5' of Gorsan must make a save (vs. Poison) or gag and wretch (incurring a -2 on all rolls while then within 20' of Gorsan). If engaged in melee, Gorsan fights with a bone sword and bone dagger gaining a +2 on attacks and damage for his size and strength, and he can spit a glob of **Acidic Bile** once every 8 rounds (as melee attack – does 1d8 hp damage per round, diminishing dice – see "Special Rules" for an explanation).

Special: None

Treasure: Inside one of the books is a folded-up **Scroll of Protection against Demons** and Gorsan has a bag with 251 sp and 13 gp.

SC5. The Cave of the Men SC6. The Cave of the Women

Lighting: Glowing moss pots hanging from the ceiling (half torchlight)

Ambiance: Dripping water, hot, oppressive air

Environment: Orderly nests for 20 Mud People in each cave

Inhabitants: Daytime: **1d4+2** in each;
 Nighttime: **14 Men, 17 Women** (the balance will be outside the caves)

Special: None

Treasure: Incidental for each inhabitant plus the moss pots are dirty and tarnished silver bowls (worth 100 gp each – there are 4 of them in each cave)

APPENDICES

Life in Faller Village

Life is slow in Faller Village. Most of the people live head-down, poured into their daily work.

A Typical Day in Faller Village

Sunrise: farm work, water fetching, baking

Noon: brief meal and one- or two-hour rest

Afternoon: resume work

Sundown: supper

Early Night: Gather at Bridgeside Inn and/or visit neighbors.

Justice Day in Faller Village

Typically one a week, on the Holy Day usually, Agron Ellyas holds court in the main hall of his tower, hearing petitions brought forth by the villagers.

Agron is usually fair in his decisions, though he does have a bias against his predecessor Geron Acalla and he does not like Markan Miller. If the PCs desire to meet Ellyas, they will probably have to wait for the next Justice Day – or request a special audience.

Market Day in Faller Village

One day per month nearly everyone from the surrounding area comes to town for Market Day. There is a 50% chance that one or more traveling tradesmen (smith, tinker, trader, etc.) will have come to the village for Market Day.

In addition, 1d4+4 monks from St. Alboran's monastery to the East will be in town to trade pelts and smoked meats for grain, cloth, ale, cheese and cider.



A Revel

A typical Revel is little more than a drunken party hosted by Cor Mason who wears his “high priest” garb: a moldy cassock and a highly polished brass actor’s mask. A half dozen young people bring musical instruments (lyres, guitars, lutes, flutes, hand drums, etc.) and the 20-30 people descend on the ruins for dancing, drinking and other carnal pursuits.

At approximately midnight, Cor Mason will quiet everyone down, gather them around, make a drunken nonsensical speech (often mocking Lightbringer Edagan’s sermon from the week before or some pronouncement from Agron Ellyas) and then will raise a toast in “offering” to “Saint Avino, the Patron Saint of Drunks and Fools!” Then a mock “human sacrifice,” is made, in which the victim (typically a young woman from the region) lays on a table while Cor pours red wine over her. If Gellor Acalla becomes possessed by the Chaos Spirit, he will attempt to make a real human sacrifice.

The Revel typically lasts into the early morning hours. Most of the older people in the village know that the young people go up to the ruins to “sow some wild oats” and look the other way, but few know exactly what is happening on Revel nights.

The Brotherhood of the Chain

A militaristic monastic order, the Brotherhood of the Chain was founded fifteen hundred years ago by St. Garamon the Pious who fought a number of powerful demons. Garamon, early in his monastic life, believed that infernal beings could be led to repentance and wrote extensively on the subject. The Order of the Chain grew out of this idea.

Years later, St. Garamon recanted his ideas, but the leadership of the Order of the Chain had him imprisoned and, eventually, burned as a heretic.

Most of the members of the Brotherhood of the Chain are Clerics or Paladins. Today it is a very secretive order in the Midlands (the “civilized lands”) though the Order practices openly in the Southern Kingdoms where the Knights of the Chain ride openly as dispensers of justice and defenders against the demonic.

The mark of a Brother of the Chain is a 18-24” ceremonial silver chain, often worn looped, on the chest, shoulder or neck.

High-ranking leaders in the Church of the Holy Saints are aware of the Order and tolerate their presence, provided the unorthodox sect remains secret.

New Items

Armor of the Holy Presence: Magical armor: a breastplate, a leather belt, leather boots, and a shield with a stylized sun emblazoned on it. The armor is normal armor unless in the presence (50' radius) of a demonic being, in which case it functions as plate mail +4 and grants immunity to fire and missile weapons, provided all the pieces are worn.

Figurine of Wonderful Power, Wooden Tiger: This small toy tiger can, on command, transform into a full-sized, living tiger who will obey the commands of the speaker of the command word. The transformation lasts for three hours, unless commanded to transform back to a figurine or until "killed." If killed, the tiger must make a save (vs. Dragon Breath) at -1 per time killed. If the save is failed, the transformation back to figurine is permanent, and the figurine will become damaged, unable to hold magic again.

Heaven's Blessing: This artifact is a diamond (worth 1200 gp) with a ritual magic spell cast upon it which draws light from heaven itself. The light acts exactly as natural sunlight does against vampires and other creatures who are sensitive to sunlight and if held forth, boosts a cleric's ability to turn undead by 3 character levels and makes even un-turnable undead lose initiative when in view.

Holy Garb of Saint Garamon the Pious: A priest's cassock and surplice, wearable by (Lawful Good) followers of the saint, the garb confers a bonus of 4 to armor class in addition to any armor or other magical protection worn, though the wearer must pray for 1 hour each at dawn, at noon, at sunset and at midnight to receive the blessing of the protection the next day.

Horn of the Silver Host: While this item is not found in this adventure, reference is made to the horn. When the horn is blown in the presence of consecrated corpses of holy knights who have taken a vow to protect the innocent, the corpses rise under the command of the horn blower and will serve for one week, after which they are released from their vow and find eternal rest.

Lifeguardian: A silver plated longsword which is perpetually very dull (doing -1 on damage rolls), it does double damage (no penalty) vs. undead and lycanthropes. This effect is usable 4x/day.

Light in the Darkness: A shield bearing a stylized sun on the face and a prayer to St. Ashar on the reverse, Light in the Darkness is a shield +2 and can glow with continual light on command (the reciting of the prayer to St. Ashar).

Ring of Blessing: Gold bands, often with a symbol of a saint etched on the outside of the band, a ring of blessing confers +1 bonus to all rolls affected by actions of the ring wearing hand, provided the wearer prays at least an hour each morning wearing the ring.

Ring of Preservation: These rings vary in design and material, but all function the same: contact with a dead body prevents decay. If the ring is removed from a corpse without magic to revive the dead flesh, the full weight of the decay hits the corpse suddenly, destroying it.

Ring of Protection from Lycanthropy: This simple silver band grants the wearer immunity to lycanthropy if injured by a werecreature.

Skulls of St. Ashar: St. Ashar is said to have strung these seventeen skulls together on a magical silver chain (about 20 feet long). If stretched full length, the teeth of the skulls chatter in the presence of an invisible creature (within 10' of a skull). Dispel magic negates the effect for 1 round per level of caster.

Spirit Sword: A long sword with a red-wire wrapped hilt and a small red gem set in the guard: +1, +4 vs. demonic creatures, detect evil on command, aethereal travel once per week.



Encounter Reactions

No encounter is an “automatic attack” unless the text specifically states such. For reactions, generally use the following table for an initial reaction and then roleplay what comes next based on the party’s actions. The roll can be modified by a Character’s Charisma score if appropriate:

Roll Reaction 1d20

1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (shaking hands, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

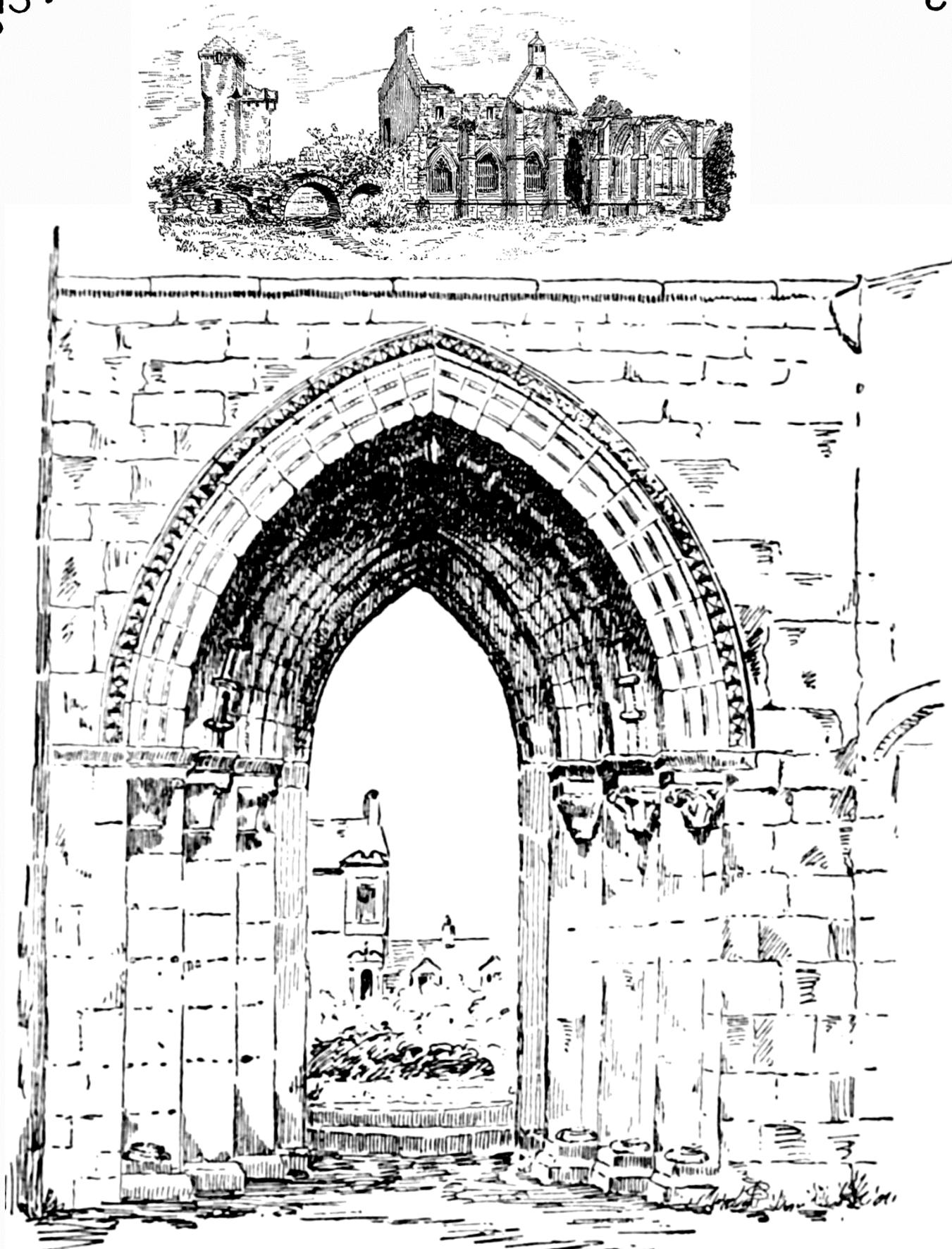
Weather in the Region

A simple way to generate the randomness of weather is to use a chart like the reaction chart to the left, but apply it to weather. Obviously, Charisma bonuses shouldn’t be applied, but other bonus/penalties could be (for example, if it rained at last check, perhaps you roll 1d12 instead of 1d20, or if yesterday was a perfect day, perhaps today’s roll is 1d12+8). Roll once a day (at noon) or twice a day (sunrise and sunset) on the following chart:

Roll Reaction Weather 1d20

1 or less	Violently hostile	Violent weather: thunderstorm, hail, tornado, blizzard, etc.
2-5	Hostile	Storm: downpour, heavy winds, snowstorm, etc.
6-9	Uncertain	Overcast and colder than normal, 50% chance of precipitation
10-11	Neutral	Normal temperature
12-17	Cautious	Overcast and warmer than normal, 30% chance of precipitation
18-19	Friendly	Slight breeze, good temperature
20 or more	Open and enthusiastically friendly	The perfect day!





NPC LIST

Stats and Info

Name	Location
Agron Ellyas the Jolly	Village 1
Aidan Goodman, Knight of the Thorn and Petal	Faller Village Region
Antoniar the Exorcist	Page 8
Bram Mason	Village 5
Bull	Village 1A
Camlen Carpenter	Village 6
Davon Ellys	Village 11
Denna, the Wise Woman/Witch	The Pile D
Dian Mason	Village 5
Dunsmore, Captain	Village 1F
Edagan the Just, Lightbringer	Village 4
Elis Mael, Forester	Faller Village Region
Foucan	
Galen, Stablemaster	Village 1AA2
Garonan	Faller Village Region
Geres the Gumpy	Village 1C
Holy Allyn	Village 10
Keeper of the Faith	The Pile S33A
Macon Agnum	Faller Village Region
Melicia Ellys	Village 11
Sumari the Witch Hunter	Page 8
Ushan Bar	Village 9
Witchcombe, the Hunter	Faller Village Region

MONSTER LIST

Anguished Spirit	HD 4+3; AC 4[15]; Atk chains/lashes (as whip 1d4/1d4); Move 9; Save 13; CL/XP 5/240; Special: Anguish
Ashen Warrior	HD 4+1; AC 6[13]; Atk fireballs (2d6), swat (1d6/1d6); Move 9; CL/XP 7/600; Special: fireballs, hug (2d6), exploding (3d4)
Beetle, Giant	HD 3; AC 3[16]; Atk 1 bite (3d6); Move 9; Save 14; CL/XP 4/120; Special: None.
Stag	
Bugbear, Goblin-Kin	HD 5 or 6; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8) +0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.
Caryatid Column	HD 5; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpns.
Changeling Witch	Atk as wild animal; Move 12; Save 8; Special: fey magic.
Crow, Giant	HD 1+1; AC 6[13]; Atk peck (1-3), claw (1-2); Move 3 (Fly 30); Save 14; CL/XP 1/15; Special: none.
Demon, Sentinel	HD 10; AC -3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.
Demon, Watcher	HD 5; AC 2[17]; ATK two swords (1d8/1d8), bite (1d6+poison); Move 12; Save 12; CL/XP6/400; Special: Poison bite, spell like abilities.
Doppelganger	HD 4; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.
Eagle, Giant	HD 4; AC 7[12]; Atk 2 talons (1d4), 1 bite (1d8); Move 3 (Fly 24); Save 13; CL/XP 4/120; Special: None.
Elemental, Fire, Minor (Smoke)	HD 4; AC 2[17]; Atk 1 strike (1d8); Move 8; CL/XP 5/240; Special: as larger elemental, half sized
Eternal Guardian	HD 10; AC 6[13]; Atk swarm of tiny bites (1d12); Move 6; Save 5; CL/XP 11/1700; Special: near immunity to edged weapons, envelop attack.
Fire Hound (Hell Hound)	HD 4, 5, 6, 7; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240, 6/400, 7/600, 8/800; Special: Breathe fire (8hp, 10hp, 12,hp, 14hp).
Giant, Firbolg (Bastard)	HD 8+1d6 hp; AC 3 [16]; Atk 1 weapon (3d6); Move 12; Save 3; AL N; CL/XP 9/1200; Special: Spell like powers
Giant, Fomorian, Goblin-Kin	HD 9-11; AC 4[15]; Atk 1 weapon (2d8)-2/+6; Move 12; Save 8; CL/XP 9/1100, 10/1200, 11/1300,12/1400; Special: Throw boulders.
Goblin, Goblin-Kin	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Golem, Stone	HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.
Hobgoblin, Goblin-Kin	HD 2 or 3; AC 5[14]; Atk 1 weapon (1d8)+1/+1; Move 9; Save 17; CL/XP 1/15; Special: None.
Hostile Spirit	HD as in life or 4; AC 6[13]; Atk touch (1d3 CON); Move 12; Save 11; CL/XP 5/240; Special: Constitution drain, Enraging Touch.
Huecufa	HD 2; AC 2 [17]; Atk Claws (1d4+1 plus disease); Move 12; Save 16; CL/XP 5/240; Special: Change self, disease, silver or +1 weapons to hit
Marble Guardian, Small	Marble Guardian (Small): HD 30 hp; AC 7[12]; Atk fist (2d8); Move 6; Save 14; Special: Immunities
Mud People	HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: Remain Underwater for hours.
Mummy, Silk	HD 5+1; AC 3 [16]; Atk 1 clawed fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Silk Mummy Disease, hit only by magic weapons.
Ogre	HD 4+1; AC 5[14]; Atk 1 weapon (1d10+4); Move 9; Save 13; CL/XP 4/120; Special: None.
Oozing Black Death	HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; AL N; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning.
Plague Wight	HD 4+3; AC 5[14]; Atk claws (1d4+plague+ strength drain); Move 12; Save 12; CL/XP 5/240; Special: immunities, strength drain, plague.
Raging Haunt	HD 8; AC 2[17]; Atk 1 (1d6, regardless of weapon); Save 8; Move 12; CL/XP 10/1400; Special: Constitution drain, diseased touch.
Silent Death	Silent Death: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, electricity, fire and cold effects.
Skeletal Horror	HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Skeletal Warrior	HD 9+3; AC 2[17]; Atk 1 weapon [1d8+2 or 1d10+2]; Move 6; save 12; CL/XP 13/2300; Special: only hit by magic weapons, magic resistance, detect living, spell immunities
Skeleton	HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.
Tireless Watcher	HD 4; AC 4[15]; Atk Gaze (paralysis)/draining touch; Move 6; Save 11; CL/XP 4/120; Special: Paralyzing Gaze, Draining Touch.
Treeman	HD 7-12; HD 10; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 5; AL L; CL/XP 10/1400; Special: Control trees.
Troll, Goblin-Kin	HD 7 to 9; AC 4[15]; Atk 2 claws (1d4) at +1/+3, 1 bite (1d8); Move 12; Save 11; CL/XP 8/800, 9/900, 10/1000; Special: Regenerate 1d8hp/round.
Unholy Priest	HD 6+4; AC 3[16]; Atk 1 fist (1d8); Move 6; Save 11; CL/XP 7/600; Special: Command Undead, Spells, hit only by magic weapons, Immune to mind affecting spells, feign death gesture.
Unquiet Dead	HD 2; AC 8[11]; Atk 1 strike (1d6); Move 6; Save 16; CL/XP 3/60; Special: Immune to sleep and charm, reflect spells.
Werewolf	HD 3; AC 5[14]; Atk 2 Claws (1d3), bite (1d6); Move 12; Save 14; CL/XP 4/120; Special: Summon wolves, Lycanthropy, only hit by magic or silver.
Wolf	HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None
Zombie	HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

RANDOM ENCOUNTERS

In the wilderness around Faller Village, roll 1d12 every 4 hours. On an eleven or twelve, an encounter occurs. On a 1, it rains.

Roll 1d20	Encounter
1	A traveling Tinker named Galian (see involving the party, page 6)
2	Old Man Aidan and Garonan, Page 54
3	Macon Angun, Page 52
4	The Huntsman, Page 53
5	Goblins – scouting party from the Chantry of the Deepflame <ul style="list-style-type: none"> 1. 1d6+4 Goblins with a Bugbear leader, swords, bows, shields, leather armor. They are crawling through the brush, looking for something (the godking's seal that the bugbear carried). They are not immediately hostile. They were sent by the godking to the King Under the Water as envoys, but are afraid to go to him, or return to the Chantry, without the seal. 2. 3d4 Goblins, shortswords and shields. They are carrying butchered boar meat on long poles. If an odd number, one of them wears a bloody boar's head as a helmet. 3. 3d4 Goblins, 2d4 Hobgoblins, 1 Bugbear, swords, hammers, bags (filled with fool's gold). A pair of insane chained Trolls as guards. They are within 100 yards of their mine and will viciously attack any intruders who come near, fighting to the death to defend their claim. If encountered again, it is a group hauling their "gold" to the Chantry of the Deepflame, using the Trolls as pack animals... 4. 4d12 Goblins, 8 Hobgoblins, 4 Fomarian Giants, swords, bows, shields, leather armor (Hobgoblins chain, Giants scale). Sent by the godking of the Chantry of the Deepflame to ransack: <ul style="list-style-type: none"> 1. The King Under the Water 2. Faller Village 3. Woodbridge 4. The Gnome King 5. St. Alboran's Monastery 6. Hargeth's Folly 7. The Village of Arwadar 8. Grammian Village and/or the Ogre Mill
6	1d4 Ogres, searching for Goblins to smash and eat. They have no desire to come into combat with mortals, but if confused (and they are easily confused) they will likely lash out physically in frustration. If seriously hurt or if any of their number is killed, they will try to run off. The next day, an encounter will occur with the remaining ogres and 1d4+4 of their brethren who will demand justice for their hurt/fallen comrade(s).
7	Undead <ul style="list-style-type: none"> 1-7. 1d8 Skeletons, marching in formation, bearing pikes, helms and shields. A warrior can command them, and they will follow orders for 1d4 hours, after which the bones fall to the ground in a heap. The weapons, while serviceable, are 50% likely to break each time they are used. 8-10. 1d6 Zombies, looking for: <ul style="list-style-type: none"> 1. Brains!, 2. Another zombie, 3. Their graves, 4. Livers!, 5. Clothes, 6. Spleens! 11. 1 Wight, seeking a master to serve. It is completely wicked and evil, and it will pervert or corrupt any commands given. Any non-evil being who takes on the Wight as a servant moves slowly toward evil. Only remove curse can release the Wight from servitude. (only one such encounter, second time rolled, Zombies) 12. 1 Wraith, the spirit of a dead king, roaming the countryside looking for his throne room. When encountered, the Wraith will: <ul style="list-style-type: none"> 1. Attack, 2. Babble incoherently, 3. Turn away, then turn back toward the encounter, then turn away again, indecisive, 4. Flee, 5. Ask where the "Grand Hall of Destiny" is and, if an insufficient answer is given, attack, 6. Simply hover, immobile.
8	1d4+6 Wolves, hunting. They will avoid mortals (humans and demi-humans) generally, unless: <ul style="list-style-type: none"> 1. They carry fresh food of any type, 2. One or more mortals is injured, 3. One or more of the wolves is injured, 4. A mortal carries any token or item taken from a wolf.
9	1d8 Wild Boars
10	1d4 Giant Stag Beetles, hunting. From the Pile, S26
11	1d3 Giant Boars

12	Mud People <ol style="list-style-type: none"> Three adult Mud People who are foraging for some particular giant frog slime that the Mud People use as a healing balm. They have almost nothing to trade for it, but if offered giant frog slime, one of the Mud People will offer “the sign of fellowship with the People” and reach out his hand toward the face, with the intent to scratch a fish-like symbol on the person’s forehead, thus marking him or her as a friend of the Mud People. A lone Mud Person, dazed and confused (drunk), seeking “my fingers. Have you seen them? They were just here yesterday...” Will pass out or throw up or fall and injure himself or fall and injure someone else. A pair of Mud People sneaking through the woods. They are lovers who are trying to escape their clan. If encountered, a second encounter with 1d4+3 Mud People, armed, will come along in an hour, asking about the pair. Two adult Mud People and two children, hunting. Will trade pelts for metal items. A lone adult Mud Person, sleeping behind a tree. If startled, will howl as if wounded, look terrified, and run off as fast as possible. A young child Mud Person. 1. Lost, 2. Exploring, 3. Foraging, 4. Running away, 5. Chasing butterflies, 6. Doing something illegal.
13	Farmers <ol style="list-style-type: none"> 1d3 from an outlying farm, traveling with a wagon filled with: <ol style="list-style-type: none"> Hay, 2. Vegetables, 3. Beans, 4. Dung, 5. Wood, 6. Animals (1. Sheep, 2. Pigs, 3. Rabbits, 4. Goats) 1d6 from an outlying farm, chasing down: <ol style="list-style-type: none"> An escaped animal (donkey, cow, goat, etc.), 2. A large predator/pack (1. Wolves, 2. Bear, 3. Dragon, 4. Griffon, 5. Bandits, 6. Coyotes), 3. A runaway servant, child or spouse, 4. An invisible sprite 1d4+3 Farmers building/repairing a fence. A weary and fearful farmer is looking for help to find: <ol style="list-style-type: none"> His goat that was magically transformed into a faerie dragon, 2. His wife who was magically transformed into a goat, 3. His sanity, 4. His past, 5. His brother who owes him 25 sp, 6. The love of his life 1d4 traveling to/from Faller Village to trade. Roll 1d6 for rumors (or present all six rumors...) 1d8 traveling to Faller Village to meet with: <ol style="list-style-type: none"> Gar, 2. Markan Miller, 3. Edagan the Just, 4. Captain Dunsmore, 5. Ellyas Agron, 6. Holy Allyn
14	Pilgrims <p>A group of 1d4+4 pious men and women are seeking the Shrine of Fallen Angels. They are hopelessly lost. One of the women is an assassin.</p>
15	Knight Arrant <p>A page with a tattered banner rides a mule a 100 yards ahead of an old, slumped knight. If engaged in conversation, the page (Taran) will say that his master (Lord Kurian) is traveling the countryside seeking to right wrongs, bring justice, vanquish evil, etc. He says his master is asleep and doesn’t want to be bothered. If pressed, Taran will simply turn his mule and ride off. Lord Kurian is a Skeletal Warrior attacks if bothered, otherwise the corpse simply rides slowly on. Lord Kurian wields a sword +1 and his saddlebags contain 112 sp, 2 spherical rubies (eye-sized) which radiate faint magic (no magical properties, residual magic from forming them), a map of the upper ruins of the Pile.</p>
16	A Faux Mud Person <p>The Forester is traveling incognito, seeking the Mossy Oak of St. Ashar. He will try to keep up his disguise. Perceptive observers may note the black, wiry hair poking out of the rags covering his hands. If confronted he will fight, but not to kill, only to subdue. If revealed, he will beg or threaten or whatever he can do to keep his condition a secret.</p>
17	The Forester’s Children <p>A boy and a girl (Eadin and Lyra), about 7 years old, are hiding in the brush. They are reluctant to talk to strangers, but are terrified of the forest. They are running away from “the new cook, she’s a bad lady” but they don’t know her name. They are looking for, “Our daddy. He’s...” Then they look at each other and refuse to speak. They are afraid of letting out their father’s secret, terrified of the new cook and her three henchmen who are searching for the children. If returned to the Forester’s house, the Gwynnian will cook the little boy into a stew to attempt to cure the Forester’s curse.</p>
18	The Three Servants <p>Gwynnian’s henchmen, three bumbling idiots named Cynan, Llyr and Madoc are searching for the Forester’s children (Eadin and Lyra). They act kindly and try to convince strangers that they have the children’s best interest in mind. Madoc is the clear leader of the group, sarcastic and angry. His first interactions are pleasant, but the longer he is delayed from what he wants, the more angry and insulting he gets. If any of the servants are killed, the next day a replacement servant will wander in, taking the dead servant(s) place without comment.</p>
19	Villager <p>Roll on the table on page 19.</p>
20	A Rose <p>A massive rosebush with a single red rose. If touched, the rose will curl up and fall off the bush. The leaves of the rosebush will then yellow and fall and the branches of the rosebush will lash out. The bush, while immobile, can reach up to 20’ from its roots with thorny, whip-like branches. It attacks as a HD 8 monster, has 34 branches (each can sustain 2 hp damage) and takes triple damage from fire. A successful attack tears flesh and injects a mild poison for 1d6 hp damage, diminishing dice.</p>

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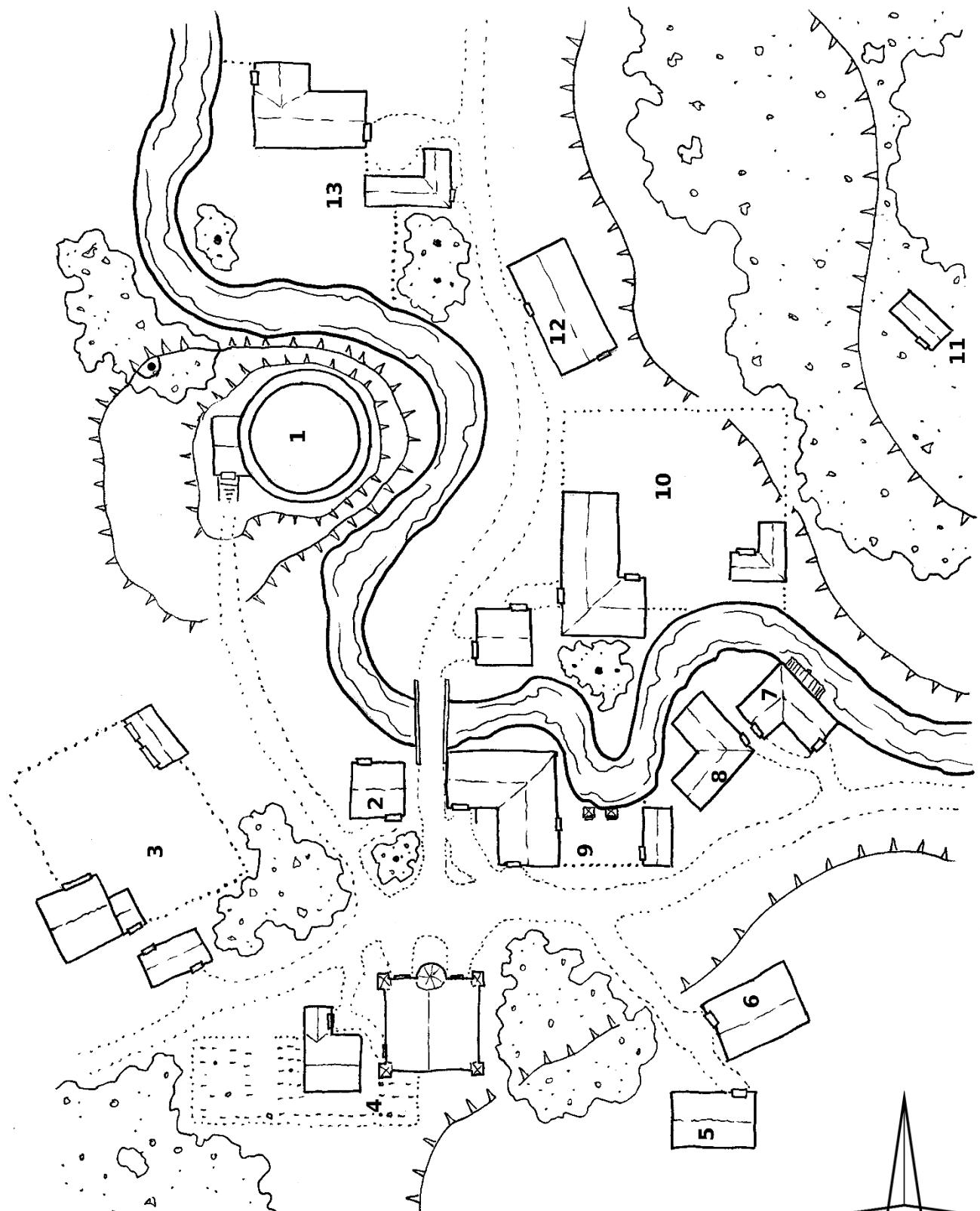
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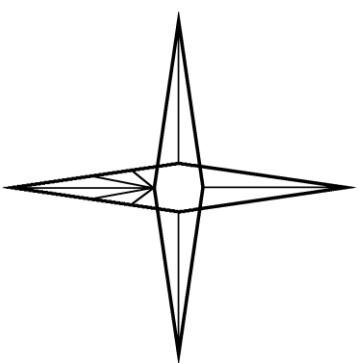
MAPS

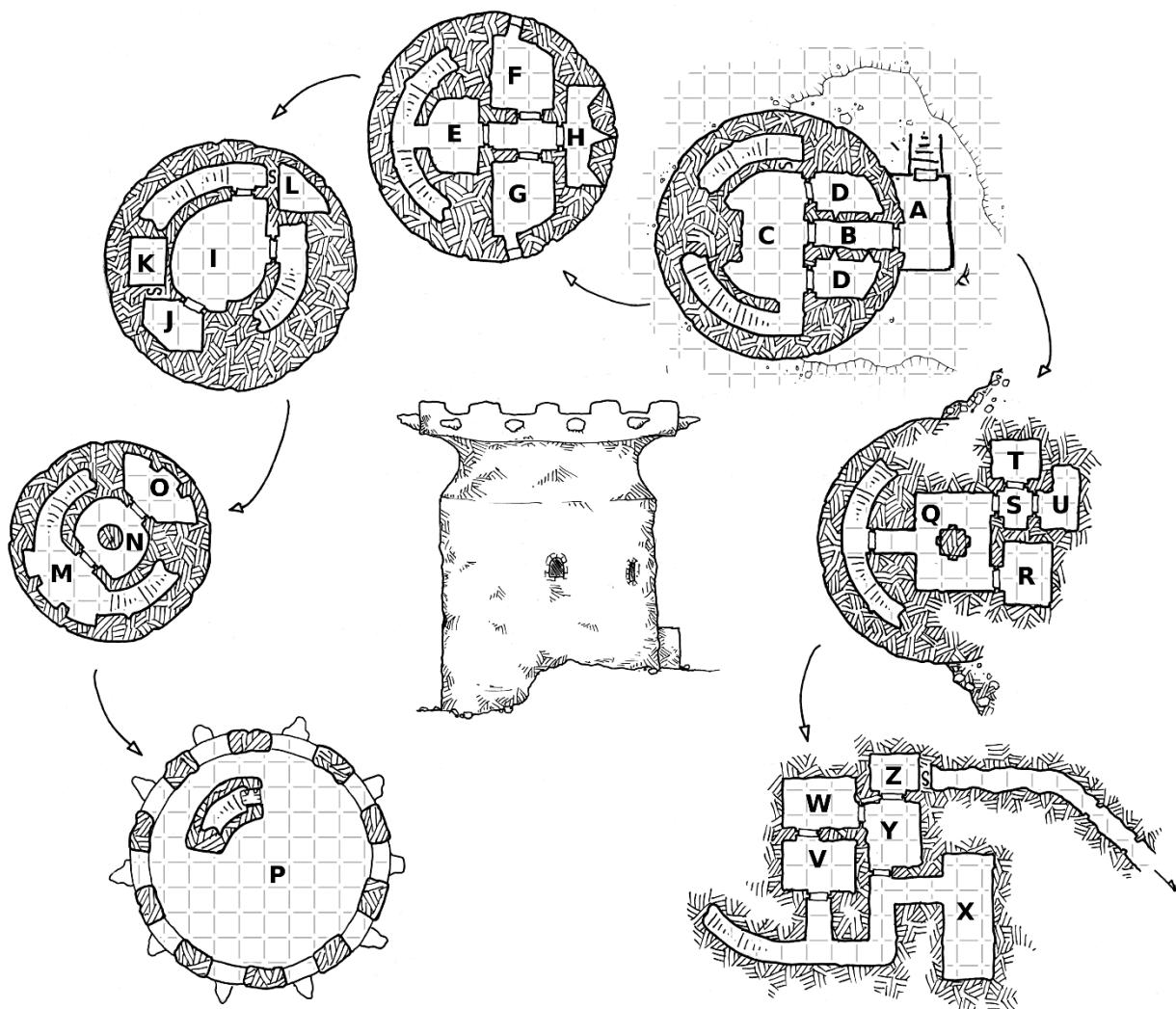




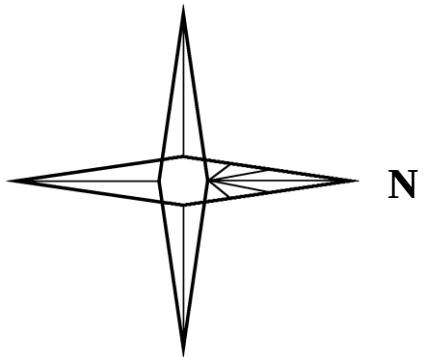
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Faller Village

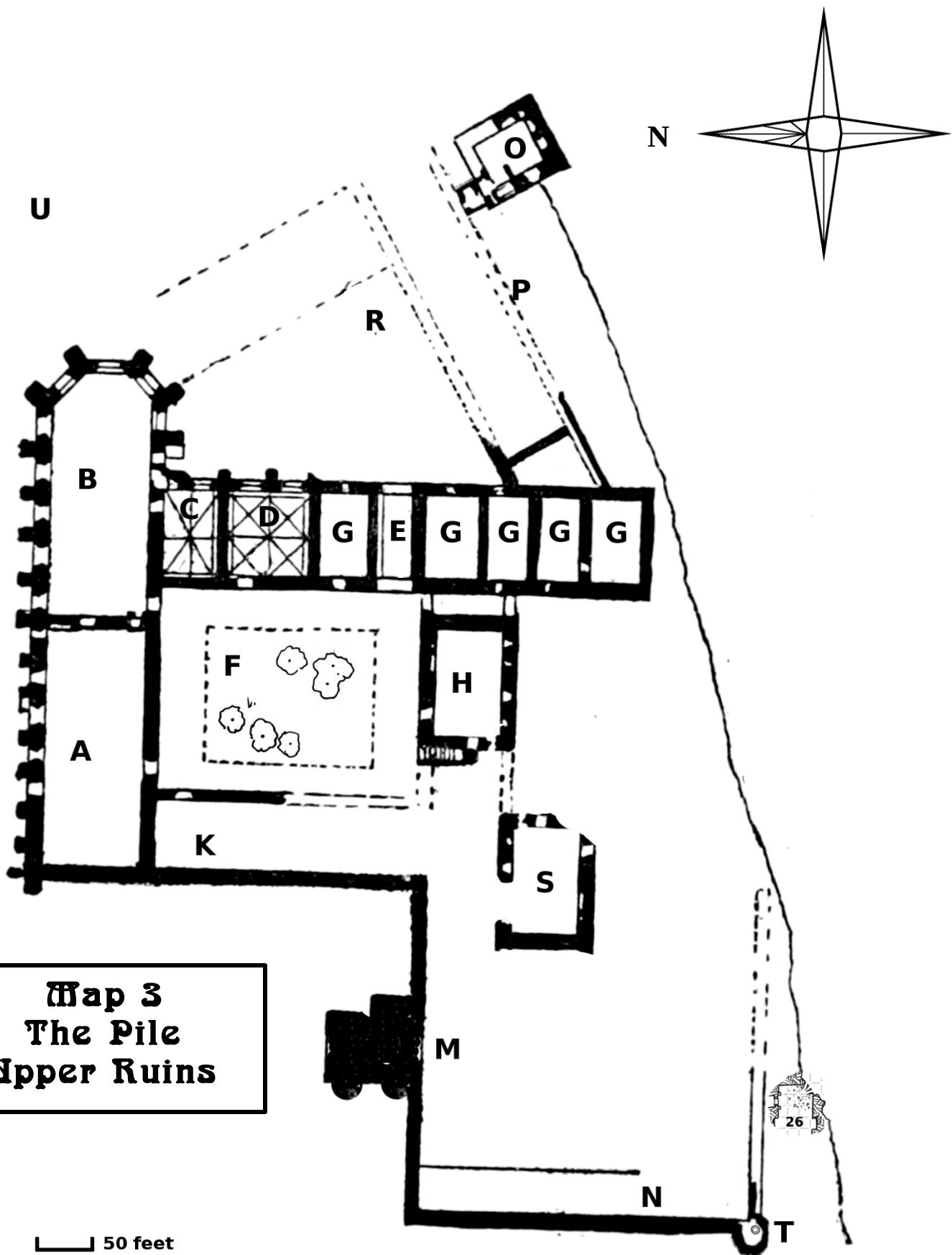
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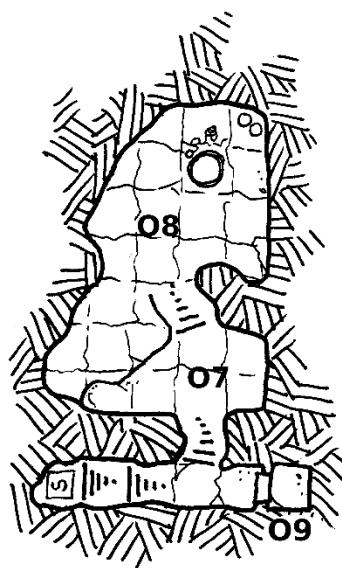
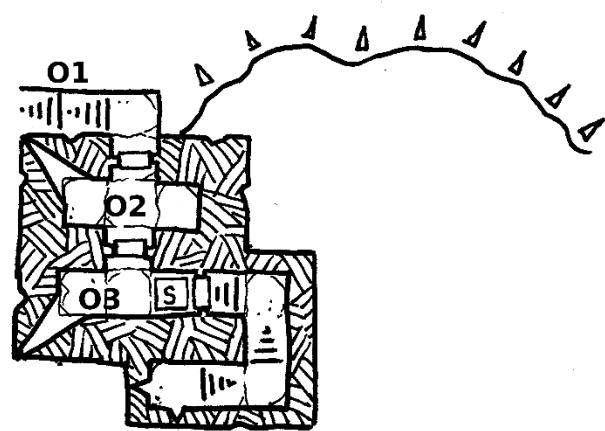
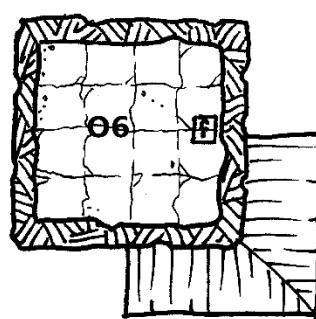
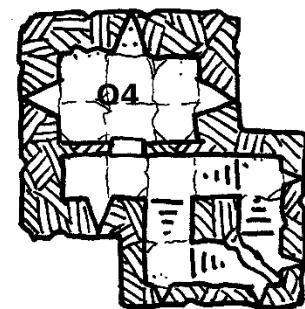
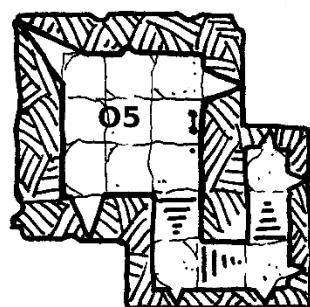
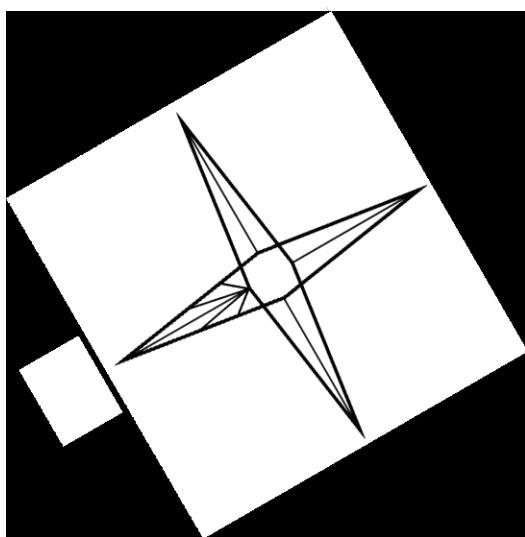




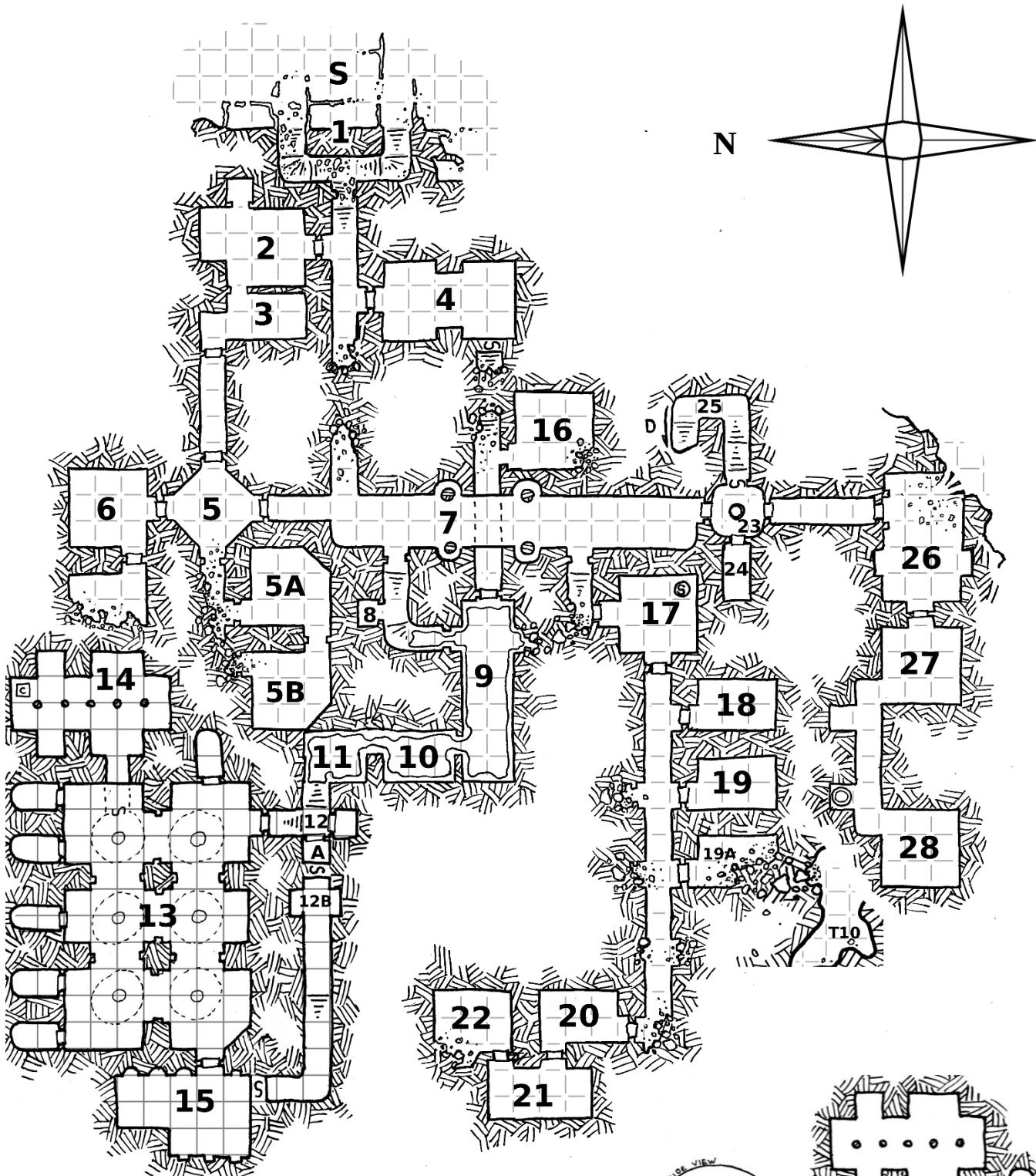
Map 2
Agron Ellyas'
Tower
1 Square = 10'



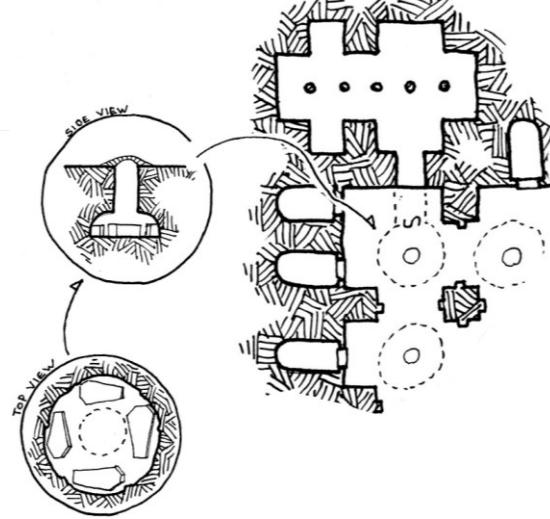


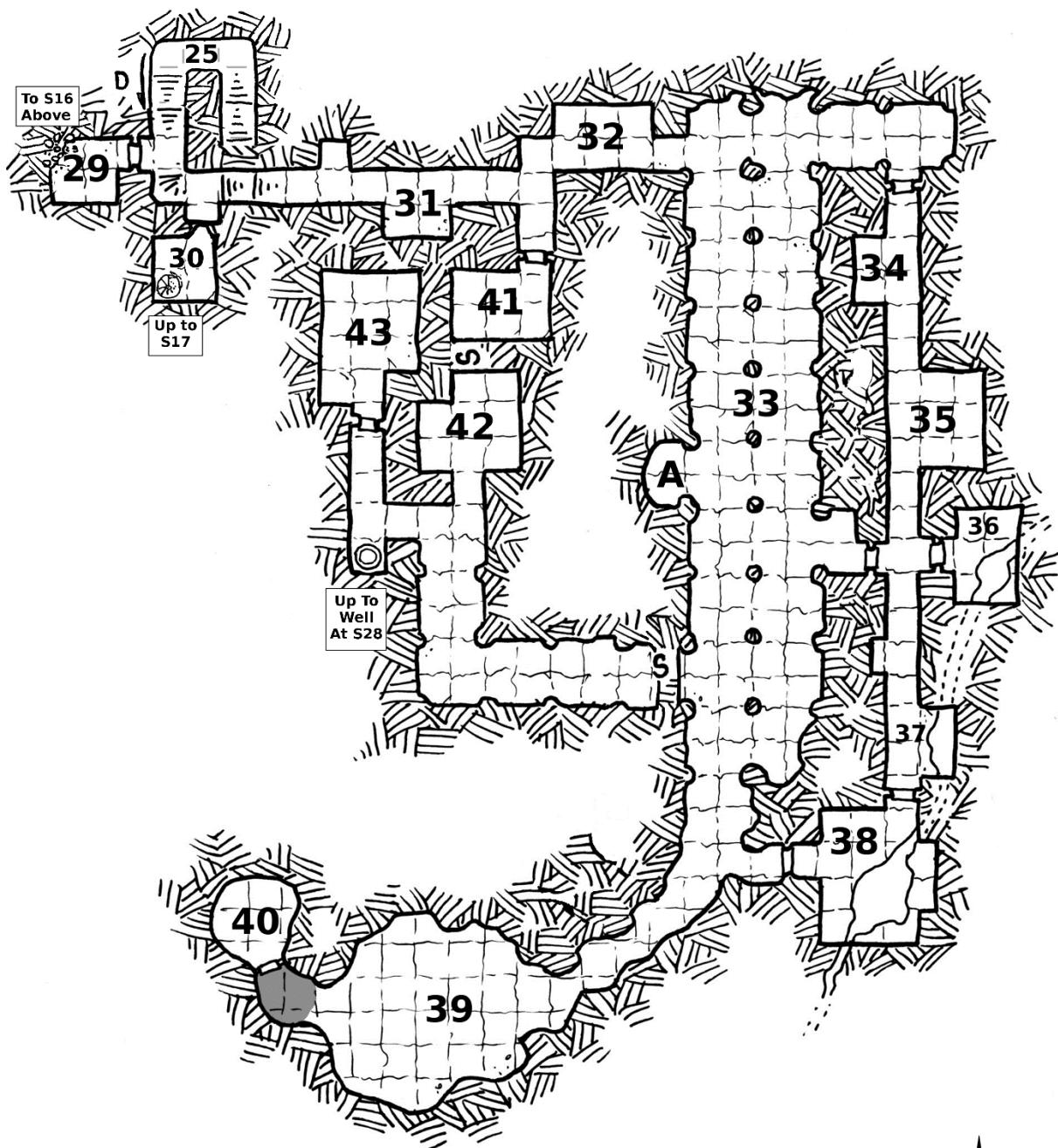


Map 4
The Abbot's
Tower
O1-O9
1 Square = 10'

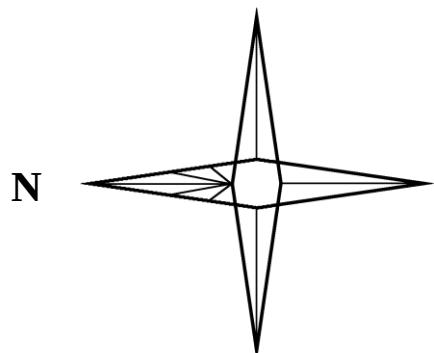


Map 5
Storehouse Dungeon
Level 1
S1-S28
1 Square = 10'

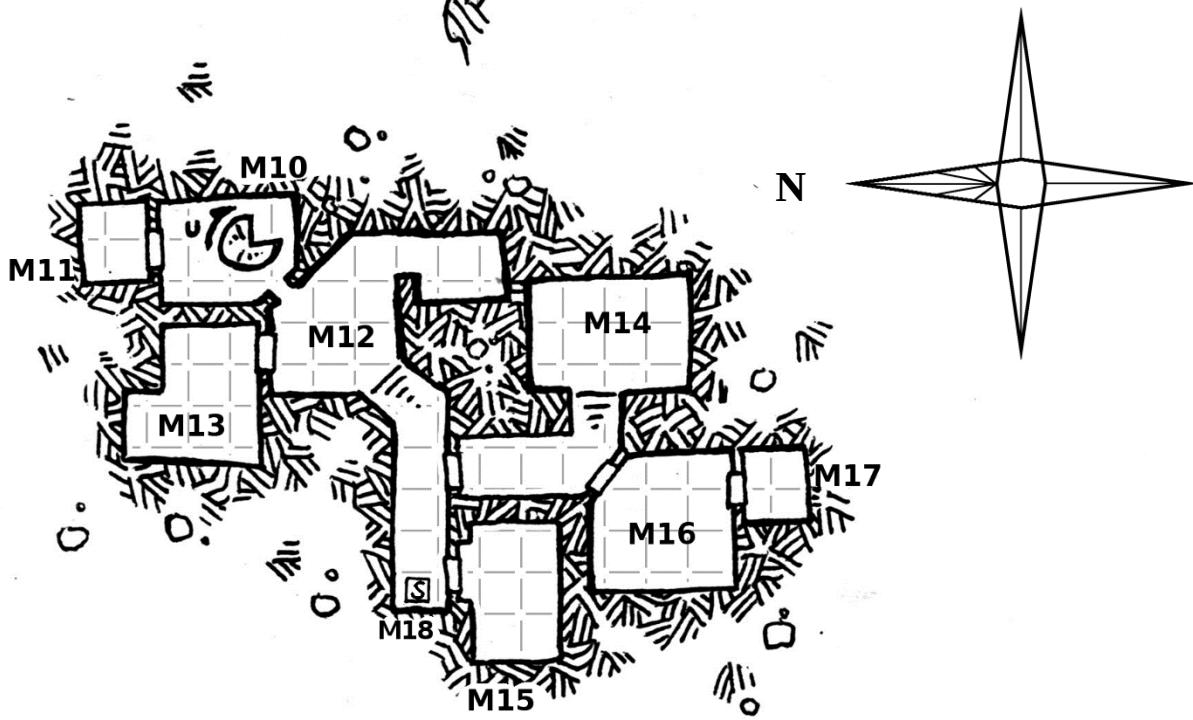
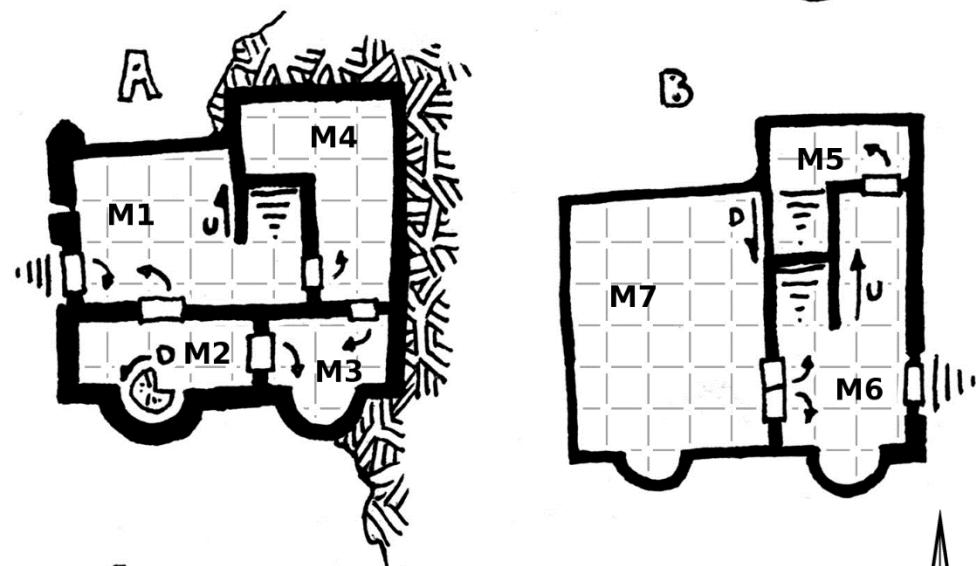
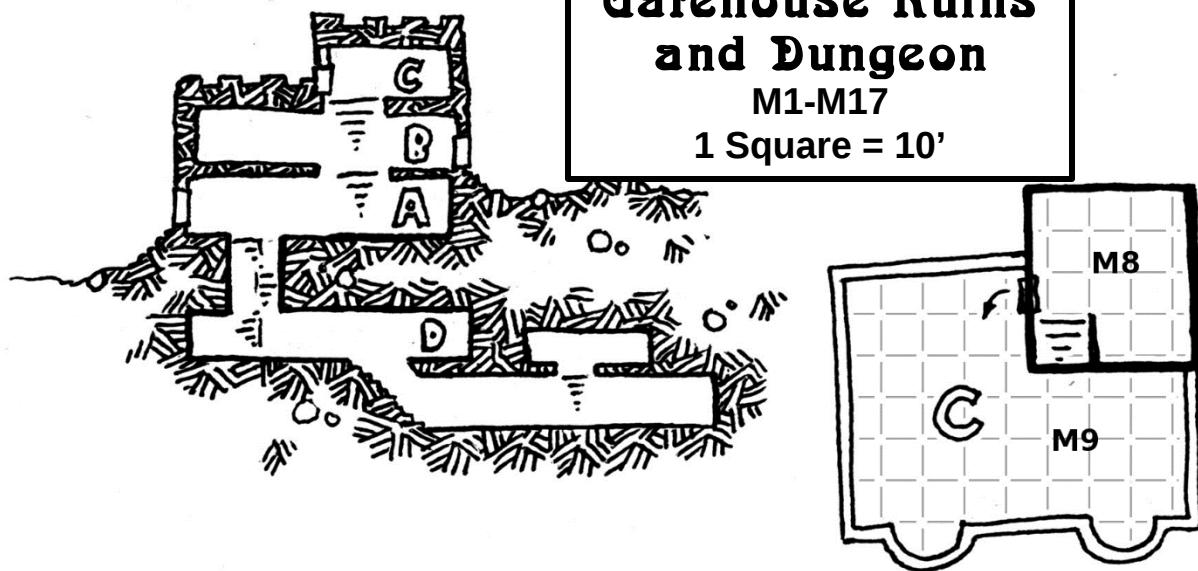


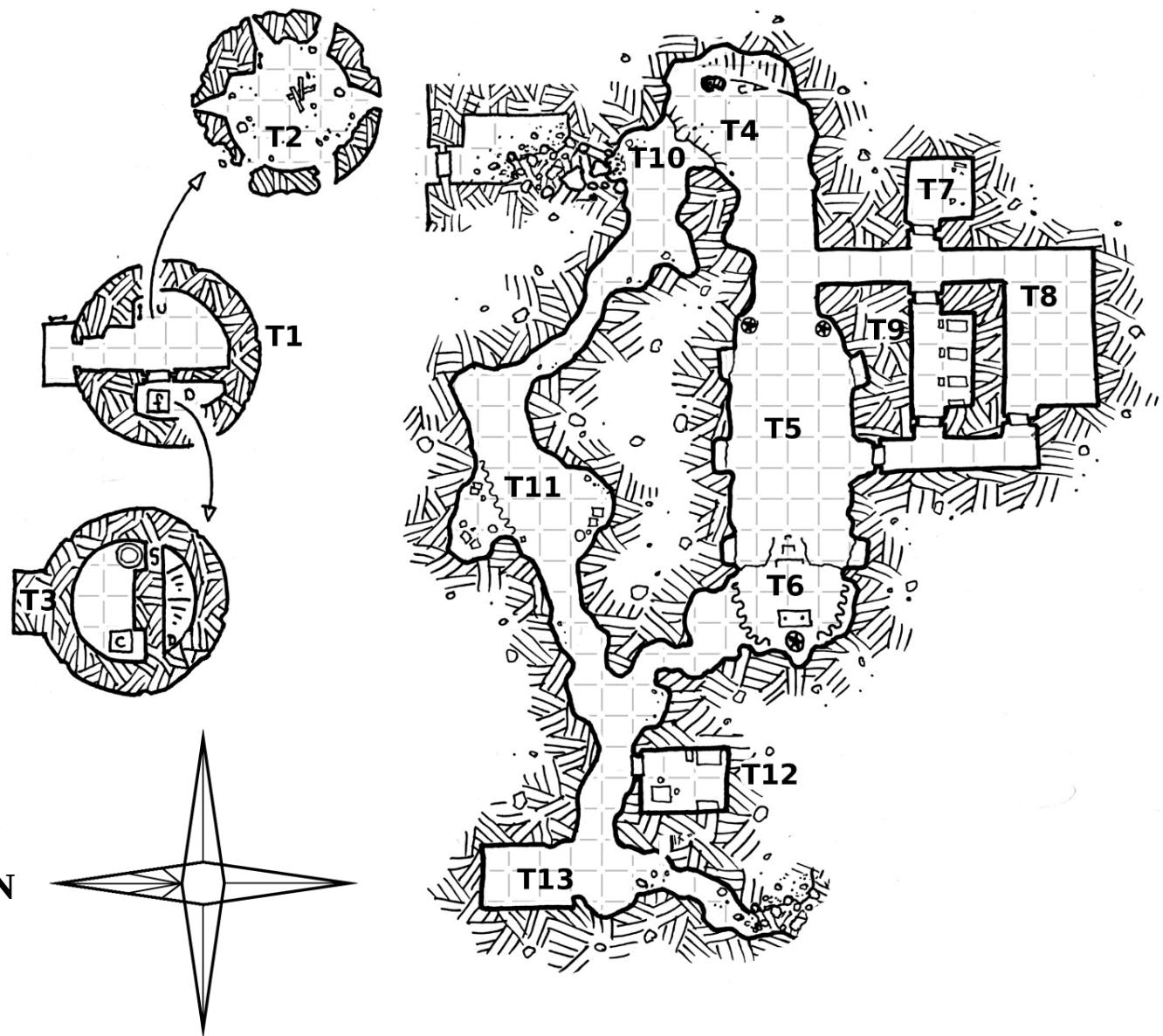


Map 6
Storehouse Dungeon
Level 2
S29-S43
1 Square = 10'



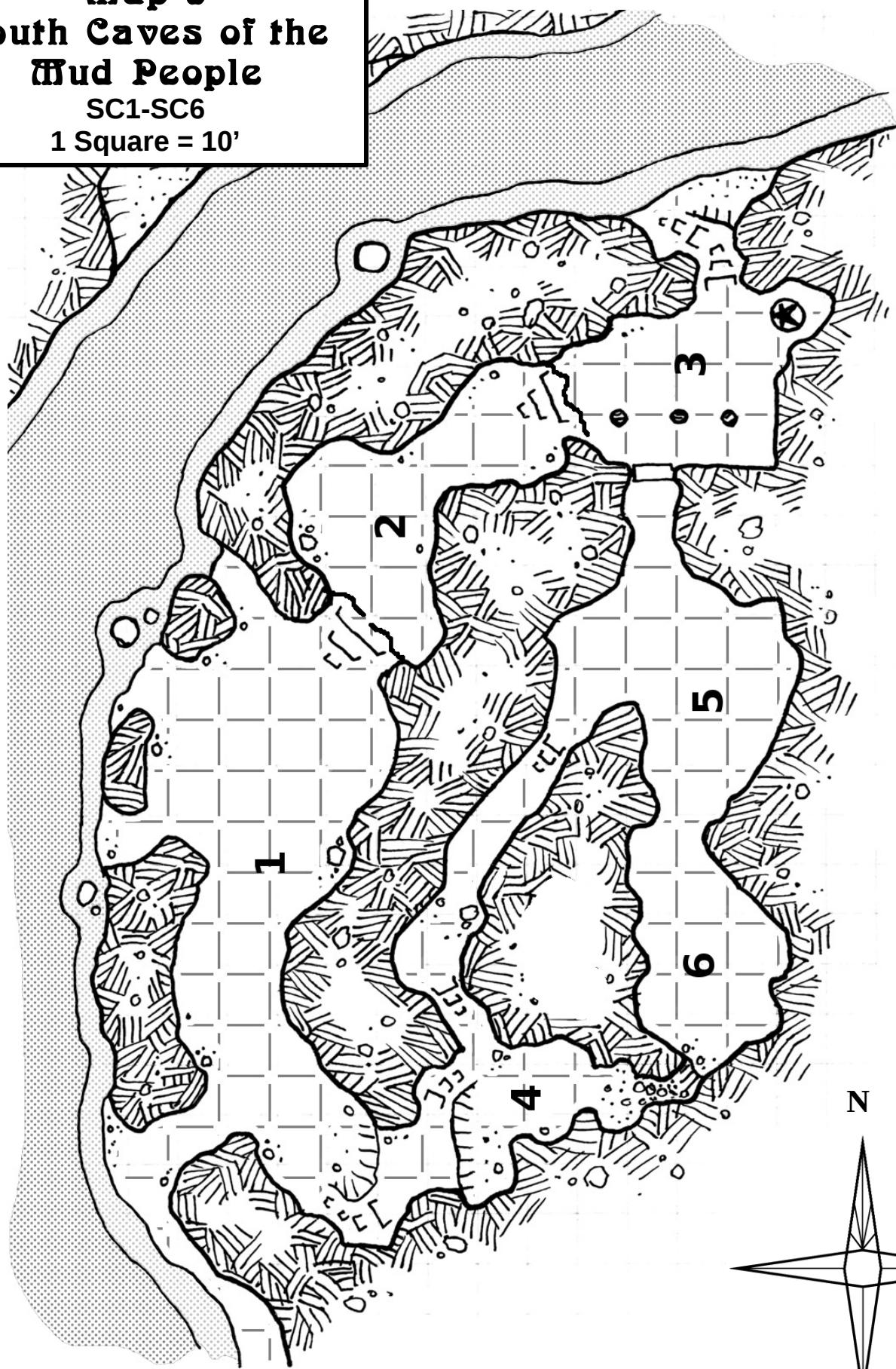
Map 7
Gatehouse Ruins
and Dungeon
M1-M17
1 Square = 10'

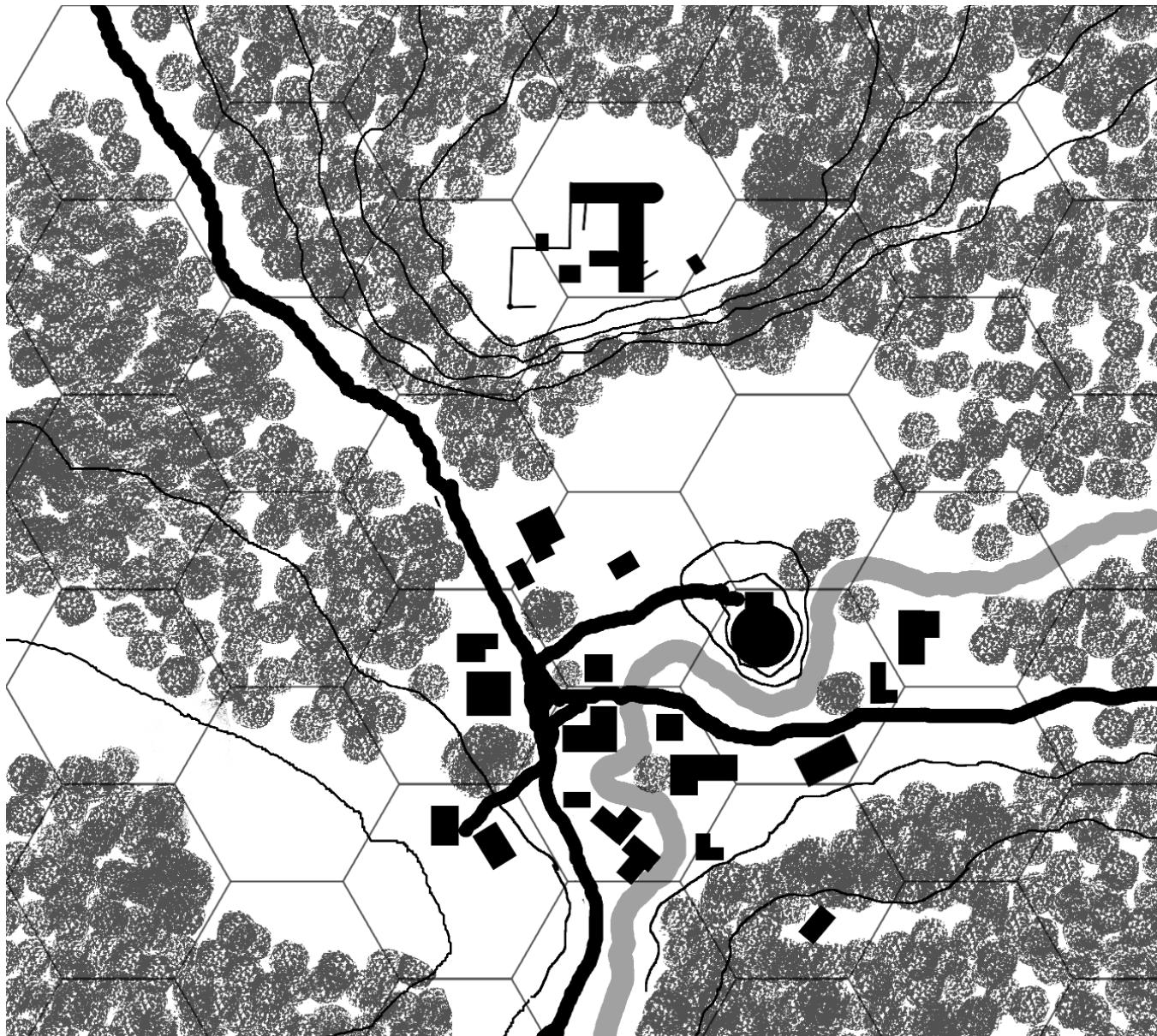




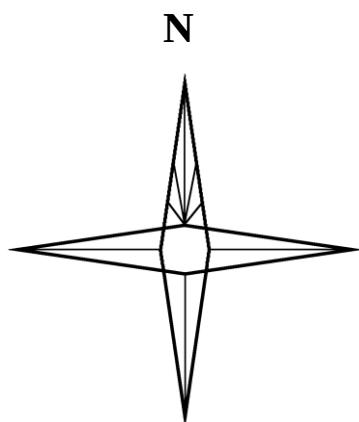
Map 8
Watchtower Ruin
and Dungeon
T1-T13
1 Square = 10'

Map 9
South Caves of the
Mud People
SC1-SC6
1 Square = 10'





Map 10
Faller Village and
The Pile Ruins
1 Hex=100 yards



Map 11
Faller Village
Region
1 Hex=300 yards

